

HIGA-03

Scavenger Hunt

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

Version 1.0

Round One

by Greg Marks

The Town Council Square is brightly decorated with Brewfest excitement when one booth catches your eye. The Patron's Guide of Norebo is sponsoring games. Just five solars to enter with the chance to win one hundred! How can you lose? An introductory regional module set in Highfolk for first level PCs only.

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are

not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin. Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is an introductory one-round Regional adventure, set in Highfolk. Characters native to Highfolk pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

Adventure Summary and Background

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

Introduction. The PCs are at the Brewfest celebration in the Town Council Square of the Merchant District. While moving through the various booths and games, they take notice of a game being offered by the Smiling Halls of Good Fortune. For a small entrance fee, they can take part in a contest with a chance to earn a larger prize. The PCs are given a list of four things to acquire any way they see fit, and the winning team wins 100 gp each!

Each of the four encounters may be played in any order, is up to the PCs to decide how to proceed. Careful track of time in game is important to the outcome of this event.

Encounter One. The PCs must go to the Elven District to find and recover a teacup from the ambassador of the elven court bearing his clan seal.

Encounter Two. The PCs must go to the Temple District and acquire the get a cloak designating membership in the Helping Hands of Ehlonna.

Encounter Three. The PCs must go to the Merchant District to get a masterwork elven dagger crafted by Taral Moonsteel.

Encounter Four. The PCs must go to the Poor District to the Old Skull Tavern on Tannery Row. There, they must get a silver-plated ogre skull mug.

Conclusion. The PCs either do, or don't win the contest, and are rewarded appropriately.

Introduction

Brewfest has come to Highfolk under the changing leaves of autumn. Sounds of songs and mouth-watering aromas drift to you across the crowd. It is a week of celebration sacred to many deities, but especially Wenta, goddess of the brew. As such, you are just helping yourself to a tall stout when a brightly colored man catches your attention. "Come one, come all, to the Brewfest Hunt, sponsored by the Smiling Halls of Good Fortune. For a small entry fee, you will walk away with one hundred solars! Teams are already forming - hurry, and you too can be a winner." Considering the man's offer to the crowd, you realize you could use one hundred solars, but you don't have a team to compete with. Fortunately it looks like several others are without a team as well.

The brightly dressed crier is Mercermillion, a cleric of Norebo (the Suel god of luck and gambling) from the Smiling Halls of Good Fortune in Verbeeg Hill. He is here because the temple is sponsoring a series of games for Brewfest. The PCs are just in time to sign up for the Brewfest Hunt, a scavenger hunt game in which the players form teams of four to six and each pay in five solars (gold pieces) to compete. The winning team walks away with one hundred solars each. While this might not seem that profitable, the temple actually makes the majority of its money by taking side bets on who will win.

The PCs are the only people interested in competing who have not yet formed a team; as such, they will be put together. Mercermillion will ask their team name, and collect 5 gp from each PC. If someone cannot pay, he will look to the other team members to cover for their friend. *"It never hurts to have more people on a team, I'm sure your investment will be well worth it when you win the 100 solars."* After all the PCs have paid and come up with a team name, they will be given a list of four things they must find (**Player Handout #1**). Each list is unique, and the first team to find all four of their items and return to the square will win. Good Luck!

Side Bets

The clerics from the Smiling Halls of Good Fortune are taking side bets from all comers. However, there are special rules concerning bets from those participating in the contest. While normally you are allowed to bet for or against a team, contestants are only allowed to bet that their team will win. This prevents teams from throwing the race. Odds are two to one. A PC may place a bet, as much as one hundred solars (the clerics will not take bets larger than that), and if they win,

the betting PC receives double the money they wagered.

DM Note: The following four encounters may be down in any order the PCs desire. Once all four items have been found, proceed to the **Conclusion**. All of the encounters are approximately the same distance apart and thus assume a quickly walking team takes 15 minutes to move from one to the next for PCs with a base speed of 30. If the party moves at a different speed, consult the following chart and adjust the travel time appropriately. The party can only move as fast as the slowest member can.

Base Speed	Travel Time (Min)
15'	30
20'	23
30'	15
40'	12
60'	8

Encounter One – The Elven District

The first item on the PCs list is a teacup with the personal seal of the envoy from Flameflower. It is likely that the PCs will not know Ambassador Lorian and will need to find him somehow.

The PCs have two ways to find the ambassador. Any PC with the skill Knowledge (local - Highfolk) may make a DC 15 check to know where the ambassadorial residence is located in the Elven District. Elven PCs from the Highfolk region receive a +2 circumstance bonus to this roll. This takes no time.

If none of the PCs know where the ambassador lives, or no one has the skill, the PCs will need to make a Gather Information DC 15 roll.

Each PC may make this roll for 15 minutes of their time concurrent with any other PCs. If all PCs who try fail, they may try again, but each set of rolls cost the PCs an additional 15 minutes. The PCs can gain a +1 circumstance bonus for each 5 gp they spend while asking directions (to a maximum of +5). The PCs may not take 20 on this roll (unless they wish to spend 300 minutes doing so).

You arrive in front of the beautiful ground level of a large elven tree house whose collection of buildings wind up into the distant branches. Except for the symbol of a burning rose set upon a field of green, nothing sets this house apart from any of its neighbors.

The symbol of Clan Shandareth (the ruling clan of the elves) displayed on the door can be found in **Player Handout 2A**.

The ambassadorial residence houses the patient and somewhat skeptical high elf Lorian and his youthful maid Sherel. It is up to the PCs how to proceed. They can attempt to break in, bluff their way to the cup, or simply ask. Each choice is listed below. These options take between five minutes to an hour (or possibly longer in extreme circumstances) depending on the approach.

Sherel: Female elf, Com3.

Lorian: Male elf, Wiz9.

Theft

This is perhaps the hardest choice given the PCs' level and the level of the people living at the ambassadorial residence. The doors and windows are all locked (Open Locks, DC 25). Anyone entering the home without being invited will trigger an audible *alarm* spell. However, both the sitting room and the kitchen are on the ground floor. When the PCs arrive, Lorian is on the top floor in his room and Sherel is on the ground floor washing dishes. It is possible that a determined thief could quickly move to one of those areas before Lorian the ambassador could respond from one of the upper floors. Sherel will attempt to flee from any intruders while screaming a warning to Lorian.

Bluffing

This is perhaps the most difficult to adjudicate. Neither the maid, nor the ambassador are foolish people and are likely to be suspicious of a lie that requires that they turn over a teacup. A lie that requests an audience with the ambassador is more likely to be successful. If this is done, Sherel the maid seats the PCs in the library while going to retrieve the ambassador. This gives the PCs an opportunity to retrieve one of the eight teacups from the tea service in the library.

The young elven girl who answered the door asks you to wait in a small study while she retrieves her master. Musty smells of ancient tomes and old tea are ever present. You can't help but settle into one of the many comfortable chairs, as you notice the tea set arrayed on a slim table near the window.

Truth/Asking

Should the PCs actually offer up the truth to the ambassador, he refuses to offer up one of his teacups unless the PCs give him a good reason to

do so. Lorian is a very patient man and is happy to listen to the PCs' offer. Seeing the larger picture, he may be willing to trade future offers of help for the teacup now. However, if they are unsuccessful in convincing him, all is not lost. Young Sherel is a fan of the Brewfest games and may be willing to help. Should a male elven PC with a Charisma of 12+ catch her eye, or the PCs suggest that she help them, Sherel slips the PCs a teacup if they promise to return it after they win the Hunt.

Development: Should the PCs forcibly break into the ambassadorial residence and precipitate a conflict, they will likely lose. Sherel will flee from combat, but Lorian will move to quickly immobilize the PCs using non-lethal spells such as *dominate*, *hold person*, or *mass suggestion*. PCs captured in such a manner are subject to the law. Should the PCs escape, Lorian begins *scrying* for them the next day when he can prepare his spells. Stealing the teacup carries a fine of 5 gp. Assaulting either Lorian or Sherel results in imprisonment in The Roots (the prison underneath Highfolk) for a half-year (26 TUs) and being fined half of the PC's total worth. If the PCs kill either Lorian or Sherel, they are taken into custody, and hung to death within a few days' time.

Encounter Two – The Temple District

The PCs have come to this district to acquire one of the brown cloaks signifying membership in the Helping Hands of Ehlonna. To acquire one they have find the Helping Hands, which in Highfolk are generally found in and around the Sacred Home of the Forest Mistress (Temple of Ehlonna).

The PCs have two ways to find the location of the Helping Hands. Any PC with the skill Knowledge (local - Highfolk) may make a DC 10 check to know where the temple is located in the Temple District. Divine casters of Ehlonna from the Highfolk region gain a +4 circumstance bonus to this roll, and may attempt the roll even if they do not possess ranks in the skill (albeit without the +4 bonus). This takes no time.

If none of the PCs know where the temple is the PCs must make a Gather Information DC 10 roll. Each PC may make this roll for 15 minutes concurrent with other PCs. If all PCs who try fail, they may try again, but each set of rolls cost the PCs an additional 15 minutes. The PCs can gain a +1 circumstance bonus for each 5 gp they spend while asking directions (to a maximum of +5). The

PCs may not take 20 on this roll (unless they wish to spend 300 minutes doing so).

The homes of the Temple District sit comfortably in the early autumn sun. Nestled amongst these serene homes and many shops are the temples and shrines that give rise to the district's name. The beginning of Brewfest has brought a sense of excitement to this otherwise quiet district, as folk go about their daily business with an extra smile or good word for their neighbor. An elven woman hangs flowers from her home's windows while a group of boys run through the street chasing a dog. In the distance a large wooden structure with a peaked roof displays a shining silver unicorn rearing on two legs - the Sacred Home of the Forest Mistress.

The holy symbol of Ehlonna can be found in **Player Handout 2B**. Once again, it is up to the PCs how to proceed. There are several ways to attempt to get a cloak from the temple. Likely choices, and their outcomes, are discussed below.

The DM is free to adjust accordingly based upon the PC's approach. These options take between five minutes to an hour (or possibly longer in extreme circumstances) depending on the approach.

The inside of the Sacred Home of the Forest Mistress is decorated for the season. Colored leaves decorate shrines to Ehlonna as sunlight is filtered through stained glass of pleasant forest scenes. Parishioners sit in quiet meditation while a young brown robed acolyte tends a table of lit candles that surround a statue of rampant unicorn.

The young acolyte is Nolthen. He has been a cleric in the temple for nearly two years, and is quite happy here. He tries to be helpful if asked for assistance.

Nolthen: Male human, Clr1.

Temple Affiliation

It is possible that one of the PCs is a member of the Sacred Home of the Forest Mistress Temple Affiliation Meta-Organization. These clerics will be given much broader latitude by the clerics in the temple, as the PC is one of their brethren. Such a PC can simply explain why he desires a cloak and ask to borrow one, and will be granted one with the promise that it is to be returned as soon as the Hunt has ended.

Theft

This could be very easy or rather hard depending on the approach. People come in and out of the temple quite frequently, so it would be quite easy to move about the temple. Trying to take a cloak by force, however could spell disaster. In addition to Nolthen, at least six other clerics of levels 1 to 10 staff the temple, and they would take a dim view of such an enterprise. Sneaking into the back of the temple should be quite simple (Hide vs. Nolthen's Spot +1). Searching the rear rooms of the temple, PCs can find a brown Helping Hands cloak quite easily (Search DC 15 per two minutes). For each Search check made, there is a 20% chance that Nolthen (or a similar first level cleric) move to the back for some reason, unless distracted by other PCs. If captured by the clerics, the would-be thieves are ejected if they have not caused any damage or harm.

Truth/Asking

If the PCs ask Nolthen for a cloak he is uncertain about giving one over. He understands the games, and wants to be helpful, but considering the situation with the Old One and his ever-present spies, he is reluctant to hand a cloak over that might be used for nefarious purposes. Asking for a cloak results in Nolthen asking his superiors. He returns with the Voice of the Whispering Leaves, high priestess Renae Wenyd (female half-elf, Clr10). Renae calmly listens to the PCs, and should their request appear honest, she loans them her cloak, if they promise to return it after the Hunt.

Bluff

This approach is open to wide interpretation. Many of Nolthen's answers are the same as above. Generally, he retrieves Renae if there is any question. Perhaps the best bluff would be to claim to be a high placed Helping Hand from Quaalsten and order the young naïve acolyte to get a new cloak. Nolthen does not know many of the traveling Helping Hands or those who are stationed at the Hearth of Unicorn's Heart in Quaalsten, and might be convinced the PCs are his ecclesiastical superiors. Nolthen's Sense Motive is +2, modified by any circumstance modifiers due to the believability of the PC's lie.

Development: It is possible the PCs may attempt to acquire a brown cloak and disguise it as one of the Helping Hand's cloaks. A cloak can be quickly found and purchased in 5 minutes and for 2 sp. Disguising the cloak requires a Knowledge (Local or Religion) DC 18 check to recall what the cloaks look like. Those that fail by 5 or more believe they

know well enough, but do not. Following that check, the PCs must make a Craft (tailoring, weaving, or sewing) DC 15 check to make the appropriate alterations. This takes 30 minutes, decreased by 5 minutes for every 5 the DC is exceeded. For example, a PC making a DC of 20 takes 25 minutes. Up to two PCs may attempt to aid this check.

Encounter Three – The Merchant District

The PCs have come to this district to acquire one of the finely crafted daggers made by Taral Moonsteel, the grumpier half of a pair of elven brothers who live and work in the Merchant District. To acquire one they have to find the Moonsteel Armories.

The PCs have two ways to find the location of the home/store. Any PC with the skill Knowledge (local - Highfolk) may make a DC 18 check to know where the store is located in the Merchant District. Making this check takes no time.

If none of the PCs know where the Moonsteels' store is, the PCs must make a Gather Information DC 15 roll. Each PC may make this roll for 15 minutes concurrent with any other PCs. If all PCs who try fail, they may try again, but each set of rolls cost the PCs an additional 15 minutes. The PCs can gain a +1 circumstance bonus for each 5 gp they spend while asking directions (to a maximum of +5). The PCs may not take 20 on this roll (unless they wish to spend 300 minutes doing so).

The Merchant District is bustling with activity this Brewfest afternoon. Barkers hawk wares from streetside stalls, while more prosperous merchants hang colorful garlands of fall leaves from the eaves of their stores. To the left, a woman is purchasing a bushel of apples from a cart in front of a large building of obvious elven design that looks more a home than a business. A shield shaped sign sways in the breeze over the door reads, "Moonsteel Armories."

Entering the store, the PCs find a large number of weapons, many of which are masterwork, displayed in cases spread about a comfortable sitting room. Daggers, short and longswords, arrows, and bows are most common. Two similarly appearing male elves, Tanal and Taral Moonsteel, staff the store. While Tanal is an accomplished bowyer, Taral crafts the metal

blades that the PCs have come looking for. There are also four other people shopping in the store when the PCs arrive (see below). There are many ways the PCs may attempt to acquire one of the daggers; some of the options are discussed below. In all dealings, Tanal will be polite and Taral will be quiet but rude, in particular to non-elves.

Tanal Moonsteel (male elf Exp9).

Taral Moonsteel (male elf Exp5; Cha 8).

Buy It

It is possible that the one of the PCs may have enough money to purchase one of the daggers. If so, they can easily purchase one for 302 gp. Non-elves draw a few questions from Taral as to why the PC would want a fine elven weapon, but he sells it to them after a few words from Tanal.

Truth/Asking

An explanation as to why the PCs may need the dagger results in mumbling from Taral followed by him asking the PCs to leave the store and come back when they have money. Tanal apologizes for his brother's gruff behavior but agree that they simply cannot give away such a valuable item.

Any other plan should be pre-empted by the following theft attempt by the other shoppers. Otherwise, the theft occurs as soon as the PCs have had a chance to deal with the Moonsteels.

Creatures: The other four shoppers are here looking at the wares deciding what to steal. The PCs offer a convenient distraction for their plan, which begins as soon as the players have had a chance to look around or inquire about the dagger. Assume this combat, and talking to the Moonsteels above, takes about five minutes.

APL 2 (EL 4)

Salith: hp 6, See Appendix 1.

Burble: hp 11, See Appendix 1.

Tern: hp 6, See Appendix 1.

Marn: hp 6, See Appendix 1.

Tactics: The thieves are not here to kill anyone. They are on a simple smash and grab job. Salith reaches down and grabs an armload of masterwork blades from an open case and moves toward the door while everyone is surprised. This prompts the Moonsteels to yell for help. Burble moves to interpose himself between any possible pursuers, while appearing to be uninvolved. Both Tern and Marn appear to not act, but are in fact readying actions to flank someone moving to past them to stop Salith, and attack with their saps. It

is important to note that no one is attacking for real damage, and the thieves do not wish to kill anyone. Burble, Tern, and Marn are only there to slow pursuit of Salith for three rounds and then they plan to flee as well. Should any of the three fall unconscious, the other two attempt to flee before that.

Development: The Home Guard arrives in ten rounds, responding to cries for help and the sounds of combat. If the PCs kill anyone, they are fined 20 gp on the spot for their excessive use of force and are given a strong lecture by one of the Home Guard. If the offending PC does not have enough coin, equipment is sold to make up the difference. If the PCs manage to stop the thieves and recover the stolen goods, Tanal suggests to Taral that the brothers reward the PCs by giving them one of the daggers. Taral's mood depends on how the PCs acted. If they were slow to act, or were especially gentle to the thieves he grudgingly offers up a masterwork dagger. If the PCs severely beat the thugs or were particularly brutal in the defense of his store and home, he happily offers up a masterwork silver dagger. Note that looting the bodies takes 10 minutes, which can be done as the PCs explain their part in capturing the thieves to the Home Guard. The PCs can avoid talking to the Home Guard and spending these 10 minutes, but then they do not gain the loot from the thieves' gear.

Treasure: The PCs receive a dagger from the Moonsteel brothers for stopping the thieves and will be allowed to keep it after the contest concludes. In addition, they may keep the thieves' gear as well. If the PCs receive the masterwork silver dagger (instead of a regular dagger) they receive an extra 2 gp per PC.

APL 2 – loot - (60 gp), coin - (2 gp).

Encounter Four – The Poor District

The PCs have come to this district to acquire a silver-plated ogre skull mug from the Old Skull Inn on Tannery Row in the Poor District. To acquire one, they have to locate the Old Skull.

The PCs have two ways to find the location of the inn, and realize that it is the place to go to find such an item. Any PC with the skill Knowledge (local - Highfolk) may make a DC 20 skill check to know where to find such a mug, and where the inn is located in the poor district. Rogues from the

Highfolk region receive a +2 circumstance bonus to this check, as the Old Skull is well known in underhanded circles, and may attempt this roll even if they do not possess the skill (albeit without the bonus).

If none of the PCs know where the Old Skull Inn is or that it is the place to find specialty mugs made of monster skulls, the PCs must make a Gather Information DC 20 roll. Each PC may make this roll taking 15 minutes concurrent with any other PCs attempting the roll. If all PCs who try fail, they may try again, but each set of rolls cost the PCs an additional 15 minutes. The PCs can gain a +1 circumstance bonus for each 5 gp they spend while asking directions (to a maximum of +5). The PCs may not take 20 on this roll (unless they wish to spend 300 minutes doing so).

The Old Skull sports some of the finest skulls in the business. Hanging just beside the door to this large building is a rusted cage with a small skeleton inside. A sign posted on the cage reads, in many languages, "Come pet the goblin. Watch out, 'e bites."

Stepping inside, you find skeletons of all different types adorn the walls. Skulls, some plated with gold and silver, serve as mugs. Other rare memorabilia, including stuffed corpses of orcs and xvarts, are used as mannequins to display the food selections in this tavern.

The tavern is incredibly loud at the moment, and you can barely hear your own thoughts.

A PC can Spot (DC 10) a small silver whistle and a plaque hanging on the wall next to the door. The plaque reads: ***"Want service? Wet your whistle! Blow for assistance!"*** The PCs must blow the whistle for the tavern to quiet down.

The whistle must be magical. When you blow it, the noise of the crowd dims down almost into silence without notice from the patrons. The bartender, a middle-aged rotund fellow with lots of body hair, stops drying off the dragon skull and looks at you. "Yes, can I help you," he says, as if making a statement rather than asking a question.

Looking around the inn, the heroes quickly (five minutes) note that there does not appear to be an ogre skull mug anywhere in the common room. If the PCs inquire about the mug, the bartender jerks his thumb back towards a door. If they ask about the bar and its now quieted "inhabitants", he

claims that of course, they are real (which most aren't).

If the PCs knock, they can hear a guttural ***"come in."*** The door is unlocked.

Inside the back room is a small circular table, just tall enough for ... a dwarf? A dwarf is lounging on a smaller chair and drinking from a large ogre skull mug. The dwarf raises his head, noticing your presence, then smiles and motions you forward.

"Hot forge and cold ale" he says. "I am Relger Hammerstrike, and this is the Dwarf Room." The dwarf smoothes his graying braided beard. "No one is allowed here unless it's important, so I guess you must be here on business. Have a seat, and start drinking. Della, we have company!"

A perky young halfling emerges from another door in the room, carrying several large skull mugs on a tray. Della sets the tray down with ease and starts offering each of you a mug of ale.

When she leaves, Relger nods and asks, "Now, tell me who you are and what you need."

The dwarf is Relger Hammerstrike, and the halfling serving girl is Della Wood. Both note the approach of the PCs and smile. Della is a cousin to Engert and Logan Wood. She is very perky, and swoons over any male halfling PCs. None of the mugs Della brings for the PCs are made from ogre skulls. In fact, Relger has the only one like that in the inn.

Della Wood (female halfling Com5; Cha 17).

Relger has a problem. Relger has been to the various Brewfest games and has lost quite a lot of money gambling on the outcomes. He is now in the Old Skull Inn, drinking the last of his coppers and hiding from his wife Mertia, who most certainly does not appreciate how he spent his afternoon. As such he needs the use of his favorite mug. He is willing to go along with giving it to the PCs if they help him with his problem. Della allows the PCs to take the mug if Relger agrees to give it up, and the PCs agree to bring it back after the Hunt is finished.

The Plan

"Ah, you see lads, I'm a bit short on coin after today's festivities. That wouldn't bother me, but my wife Mertia, will not be pleased with where the coins went. So I'm willing to make you a deal. I need to be robbed - or at least I

need to appear robbed. If you boys 'id be willing to give me a few good shots, I'll give up my favorite mug here and go home to my wife. Then I can tell her that a gang of ruffians robbed me while I was passing through the celebration to pick up some of those apple tarts she likes so much. What'll you say?"

The part of the plan that Relger has not told the PCs is that no dwarf is just going to let someone beat him up, he intends to fight back. "Negotiating" with Relger takes five minutes of the PCs' time. Should the PCs offer to simply give Relger the money he lobs, he is short 300 gp.

APL 2 (EL 4)

Relger: hp 31, See Appendix 1.

Tactics: Relger plans to hit the first person that hits him, laughing all the way. Relger is not trained in unarmed combat, so he punches for 1d3+1 points of subdual damage and draws attacks of opportunity from armed opponents. Should Relger defeat the entire party, he leaves the mug behind for them. He does not do real damage unless the PCs do so, in which case he switches to his battle axe to better defend himself while shouting for the madmen to stop. If the PCs begin to use real damage, he targets the spellcasters first, afraid they might be able to immobilize him before he can get away.

Development: Should the PCs break any of the furniture, Della yells at them to stop, but she does not involve herself in the fight unless the PCs draw blood. In that case, she calls for aid from the common room. Four thugs from the common room come to her aid, hoping to impress the comely Della. The PCs receive no extra experience for fighting these thugs. Should the PCs succeed in killing anyone, they are subject to the law. The PCs eventually are captured and found guilty of murder, as everyone in the bar can testify against them. They are forced to spend two years (104 TUs) in The Roots.

Conclusion

You hurriedly make your way back toward Town Council Square, all four of your items held tightly. Along your way, you pass through many celebrants enjoying some of the holiday brews and others singing songs. Excitement welling, you can see the Town Council Square just ahead. If you are lucky you may still win the Brewfest Hunt yet.

Consult the time worksheet (**Appendix 2**) to add up the total time the PCs have taken on the Hunt. If the PCs have taken 180 minutes or less, they have taken first place and receive 100 solars each plus double any money bet with the clerics. If not, they are congratulated on a fine run, but informed they have not won this year. Come back next year, your luck is sure to change!

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 One

Acquire the teacup
APL 2 – 40 xp

Encounter Two

Acquire the cloak
APL 2 – 40 xp

Encounter Three

Acquire the dagger
APL 2 – 40 xp

Defeat the thieves
APL 2 – 120 xp

Encounter Four

Acquire the mug
APL 2 – 40 xp

Defeat Relger
APL 2 – 120 xp

Discretionary roleplaying award

APL 2 – 50 xp

Total possible experience:

APL 2 – 450 xp.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description,

giving information about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

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

Encounter Three

Defeat the thieves and get their gear and dagger
APL 2 – 62 gp

-or-

Defeat the thieves and receive a silver MW dagger instead of regular dagger
APL 2 – 64 gp

Conclusion

Win the Contest
APL 2 – 100 gp

Side Bets

APL 2 – up to 200 gp

Adventure Maximums

APL A – 364 gp

Appendix #1: NPC Statistics

Encounter One: The Elven District

Lorian, male high elf Wiz9: CR 9; Medium-size Humanoid; HD 9d4; hp 28; Init +1 (Dex); Spd 30 ft; AC 18 (+1 Dex, +4 bracers, +3 ring); Atks +6 melee (1d6+2 staff); SA spells; SQ elven traits, summon familiar (raven); AL NG; SV Fort +3, Ref +4, Will +8.

Str 10, Dex 13, Con 10, Int 18, Wis 14, Cha 12.

Skills: Alchemy +10, Concentration +14, Diplomacy +5, Knowledge (arcana) +14, Knowledge (history) +7, Knowledge (local) +7, Knowledge (nobility & Royalty) +7, Knowledge (the Planes) +8, Scry +9, Sense Motive +4, Spellcraft +9. *Feats:* Alertness, Craft Wand, Combat Casting, Quicken Spell, Scribe Scroll, Spell Focus: Enchantment.

Equipment: Robe, Quartstaff +2, Bracers of Armor +4, Ring of Deflection +3, Wand of Hold Person.

SQ: Elven Traits (Ex)—Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: longsword or rapier, proficient: longbows and shortbows.

Wizard Spells Prepared (4/5/5/4/3/1, base DC = 14 (16 if enchantment) + spell level): 0—*Daze, Detect Magic, Mending, Prestidigitation*; 1st—*Charm Person, Comprehend Languages, Hypnotism, Shield, Sleep*; 2nd—*Continual Flame, Fog Cloud, Fox's Cunning, Mirror Image, Tasha's Hideous Laughter*; 3rd—*Dispel Magic, Fly, Hold Person, Suggestion*; 4th—*Confusion, Quickened Magic Missile, Minor Globe of Invulnerability, Stoneskin*; 5th—*Dominate Person, Teleport, Wall of Force*; 6th—*Mass Suggestion*.

Personality: Lorian is calm and patient. It's not that Lorian doesn't have opinions of his own on how things should be run. His general view of life could be best explained as a policy of containment. If the minions of luz enter the Vesve, make certain they cannot advance. If the men of Highfolk begin clear cutting, prevent them from cutting in other areas. In general, his philosophy is classically elven. Outlive your enemies. Wait, plan, and minimize the damage the shorter-lived races can cause until someone more reasonable or controllable comes along. Lorian is a member of Clan Shandareth.

Sherel, female elf Com3: CR 1; Medium-size Humanoid; HD 3d4+3; hp 12; Init +1 (Dex); Spd 30 ft; AC 11 (+1 Dex); Atks +1 melee (1d8/crit x3, shortspear), or +2 ranged (1d8/crit x3, shortspear); AL CG; SV Fort +2, Ref +2, Will +2.

Str 10, Dex 13, Con 12, Int 12, Wis 12, Cha 11.

Skills: Craft (cooking) +4, Craft (sewing) +6, Handle Animal +2, Listen +4, Ride +2, Spot +5, Swim +2, Use Rope +3. *Feats:* Simple Weapon Proficiency: Short Spear, Skill Focus Craft.

SQ: Elven Traits (Ex)—Sleep immunity, +2 save vs. Enchantment, low-light vision, proficient: longsword or rapier, proficient: longbows and shortbows.

Equipment: Shortspear, needles, thread.

Personality: Sherel is quiet, demure, and sweet. As a commoner of clan Shandareth, Sherel has served as maid for Lorian during the last ten years. Far too youthful for Lorian, she attempts to amuse herself during her off hours by participating in the various games and festivals of Highfolk town.

Encounter Two: The Temple District

Nolthen, male human Clr1: Medium-size Humanoid (human); HD 1d8; hp 6; Init +0; Spd 30 ft; AC 10; Melee dagger +0 (1d4/crit 19-20); Ranged dagger +0 (1d4/crit 19-20); SA spells, turn undead; AL NG; SV Fort +2, Ref +0, Will +4; Str 10, Dex 11, Con 11, Int 12, Wis 15, Cha 12.

Skills and Feats: Concentration +4, Diplomacy +5, Knowledge (religion) +5, Spellcraft +5; Extra Turning, Scribe Scroll.

SA—Turn Undead (Su): 8/day, Nolthen can attempt to turn undead creatures. He can turn undead with no more than (1d20-6)/3 HD. Each attempt, he turns 2d6+2 total HD. Undead with 1/2 or fewer HD are destroyed instead.

Cleric Spells Prepared (3/2): 0th – *create water, detect magic, detect poison*; 1st – *bless water, comprehend languages*.

Domain Spells (animal, plant): 1st – *calm animals*

Equipment: Holy symbol, dagger, scroll of *cure light wounds*.

Personality: Nolthen is devote by naïve. He has not traveled much, having come into the faith of Ehlonna early in life. Pure of heart, Nolthen assumes the best of people and tries to offer the same.

Encounter Three: The Merchant District

Burble, male half-orc Ftr1: Medium-size Humanoid; HD 1d10+1; hp 11; Init +0; Spd 30 ft; AC 13 (+3 studded leather); Atks +4 melee (1d6+3, sap), or +5 melee (1d10+4, greatclub), or +4 melee (1d6+4, club), or +1 ranged (1d6, club); SQ half-orc traits; AL CN; SV Fort +3, Ref +0, Will +0.

Str 16, Dex 11, Con 12, Int 8, Wis 10, Cha 8.

Skills: Climb +5, Handle Animal +1. *Feats:* Combat Reflexes.

Equipment: Sap, studded leather armor, MW greatclub, 5 gp.

SQ: *Half-Orc Traits (Ex)*—60 foot darkvision, orc blood.

Personality: Burble has lived in Highfolk all his life. He is a dim thug not capable of much inventive thinking.

Marn & Tern, male half-elf Rog1: Medium-size Humanoid; HD 1d6; hp 6; Init +2 (Dex); Spd 30 ft; AC 14 (+2 leather, +2 Dex); Atks +1 melee (1d6+1, sap), or +1 melee (1d4+1/crit 19-20, dagger), or +2 ranged (1d4/crit 19-20, dagger); SA sneak attack; SQ half-elven traits; AL CN; SV Fort +0, Ref +4, Will +0.

Str 12, Dex 15, Con 11, Int 10, Wis 11, Cha 11.

Skills: Appraise +4, Bluff +4, Climb +5, Hide +6, Move Silently +6, Open Lock +6, Pick Pockets +6, Tumble +6. *Feats:* Quickdraw.

Equipment: Sap, dagger, leather armor, thieves tools, 2 gp.

SA: *Sneak Attack (Ex)*—Tern & Marn deals +1d6 damage against an opponent with a discernible anatomy who is denied a Dex bonus or is flanked.

SQ: *Half-Elven Traits (Ex)*—Sleep immunity, +2 save vs. Enchantment, low-light vision, elven blood.

Personality: The siblings Marn and Tern have been on the street living by their wits. They do everything together, including steal.

Salith, female human Rog1: Medium-size Humanoid; HD 1d6; hp 6; Init +3 (Dex); Spd 35 ft; AC 13 (+3 Dex); Atks +0 melee (1d6, sap), or +0 melee (1d4/crit 19-20, dagger), or +3 ranged (1d4/crit 19-20, dagger); SA sneak attack; AL N; SV Fort +0, Ref +5, Will +0.

Str 10, Dex 17, Con 11, Int 10, Wis 11, Cha 12.

Skills: Appraise +4, Bluff +5, Disguise +5, Forgery +4, Hide +7, Move Silently +7, Pick Pockets +7, Tumble +7. *Feats:* Dash, Run.

Equipment: Sap, dagger, backpack, 3 gp.

SA: *Sneak Attack (Ex)*—Salith deals +1d6 damage against an opponent with a discernible anatomy who is denied a Dex bonus or is flanked.

Personality: Salith combines a talent for running very fast with a desire to be rich; which leads to her present line of work. Not very confrontation, her response to most situations in life is to outrun any problems.

Encounter Four: The Poor District

Della Wood, female halfling Com5: Small-size Humanoid (halfling); HD 5d4; hp 16; Init +1; Spd 20 ft; AC 12 (+1 Size, +1 Dex); Melee dagger +2 (1d4-1/crit 19-20); Ranged dagger +4 (1d4-1/crit

19-20); SQ halfling traits; AL CG; SV Fort +2, Ref +3, Will +4; Str 8, Dex 13, Con 10, Int 12, Wis 11, Cha 17.

Skills and Feats: Listen +3, Profession (waitress) +9, Spot +5, Use Rope +4; Iron Will, Skill Focus (Profession).

SQ—Halfling Traits (Ex): +2 save vs. fear, +1 attack with thrown weapons.

Equipment: Dress, serving tray, dagger.

Personality: Della is perky and generally pleasant, unlike many of her more famous relatives. She is happy to flirt with male PCs (it gets her bigger tips!) while working at the Old Skull and cares about her regular customers. They return that loyalty.

Relger Hammerstrike, male dwarf Exp3, Ftr2:

Medium-size Humanoid; HD 3d6+2d10+5; hp 31; Init +0; Spd 20 ft; AC 10; Atks +6 melee (1d8+1/crit x3, battleaxe); SQ dwarven traits; AL CG; SV Fort +5, Ref +3, Will +3.

Str 13, Dex 10, Con 13, Int 12, Wis 10, Cha 10.

Skills: Appraise +7, Bluff +6, Craft (armorsmith) +7, Diplomacy +6, Handle Animal +6, Innuendo +6, Profession (smith) +7, Sense Motive +6. *Feats:* Blind-Fight, Endurance, Lightning Reflexes, Power Attack, Weapon Focus (Battleaxe).

Equipment: Battleaxe, 5 cp.

SQ: *Dwarven Traits (Ex)*—60 foot darkvision, stonecunning, +2 save vs. poison, +2 save vs. spells or spell-like abilities, +1 attack vs. goblinoids or orcs, +4 dodge vs. giants, +2 craft with stone or metal.

Personality: Relger is boisterous dwarf with a taste for a good ale and a straight game. Unfortunately he is much better at finding the former than the later, and thus he is often explaining the disappearance of his purse to his stern wife, Mertia.

Common Room Thugs (4), male human War1:

Medium-size Humanoid; HD 1d8+2; hp 6; Init +1 (Dex); Spd 30 ft; AC 13 (+2 leather, +1 Dex); Atks +4 melee (1d6+3, club), or +3 ranged (1d6, club); AL CN; SV Fort +4, Ref +1, Will +1.

Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills: Intimidate +3. *Feats:* Power Attack, Weapon Focus (club).

Equipment: Club, leather armor.

Personality: These men are rough drinkers who hope to impress Della Wood.

Appendix #2: Time Worksheet

Encounter One:

1. Locating the embassy:
 - By Knowledge (Local) – 0 minutes
 - or-
 - Each Gather Information Roll – 15 minutes
2. Travel time – 15 minutes (consult chart for those with unusual movement rates)
3. Getting the Cup – varies
 - 5 to 60 minutes to ask for, or steal the cup

Total Time Enc. One: _____

Encounter Two:

4. Locating the temple:
 - By Knowledge (Local) – 0 minutes
 - or-
 - Each Gather Information Roll – 15 minutes
5. Travel time – 15 minutes (consult chart for those with unusual movement rates)
6. Getting the cloak – varies
 - 5 to 60 minutes for dealing with the temple
 - 2 minutes per check searching the back rooms of the Temple for a cloak
 - or-
 - 5 minutes to purchase a fake cloak and \leq 30 minutes to make alterations

Total Time Enc. Two: _____

Encounter Three:

7. Locating the store:
 - By Knowledge (Local) – 0 minutes
 - or-
 - Each Gather Information Roll – 15 minutes
8. Travel time – 15 minutes (consult chart for those with unusual movement rates)
9. Getting the dagger
 - 5 minutes to talk to the Moonsteel brother and stop the thieves
 - 10 minutes to loot the thieves and report to the Homeguard

Total Time Enc. Three: _____

Encounter Four:

10. Locating the inn:
 - By Knowledge (Local) – 0 minutes
 - or-
 - Each Gather Information Roll – 15 minutes
11. Travel time – 15 minutes (consult chart for those with unusual movement rates)
12. Getting the mug
 - 5 minutes to search the inn for the mug
 - or-
 - 0 minutes to ask for the location of the mug
 - 5 minutes to “negotiate” with Relger for the mug

Total Time Enc. Four: _____

Conclusion:

13. Travel time – 15 minutes (consult chart for those with unusual movement rates)

Total Time Enc. Conc.: _____

Total Time: _____

The PCs must complete the Hunt in 180 minutes or less to take first place.

Appendix #3: New Rules

Feats (from Song and Silence, p. 38)

Dash [General]

You move faster than normal for your race.

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

Spells (from Tomb and Blood, p. 89)

Fox's Cunning

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature becomes smarter. The spell grants an enhancement bonus to Intelligence of 1d4+1 points, adding the usual benefits to Intelligence-related skills. Wizards who receive *fox's cunning* do not gain extra spells, but the save DCs for their spells increase.

Arcane Material Component: A few hairs, or a pinch of dung, from a fox.

Appendix #4: Highfolk Map With Hunt locations marked



Key:

1. Town Council Square
2. Ambassadorial Residence
3. Sacred Home of the Forest Mistress
4. Moonsteel Armories
5. Old Skull Inn

Appendix #5: Highfolk Meta-Organizations

There are several meta-organizations encountered in this event, further information about them is included here for the DM's reference.

Elven Clans Intro plus Shandareth
Helping Hands of Ehlonna
Temple Affiliation: Sacred Home of the Forest Mistress
Hammerstrike Clam

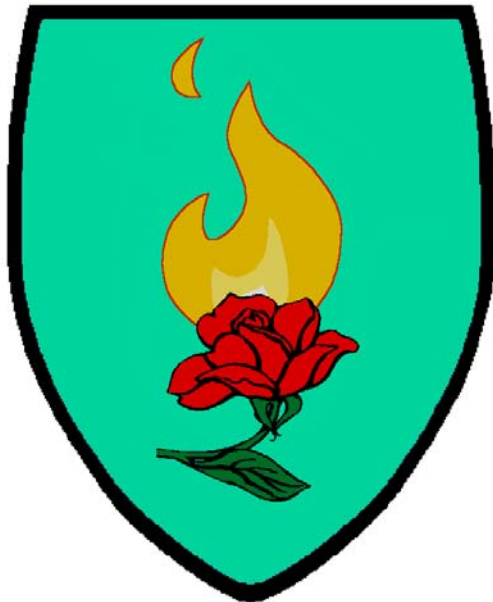
Player Handout #1: Scavenger Hunt List

Welcome to the Brewfest Hunt, sponsored by the Smiling Halls of Good Fortune, where everybody is a winner! Your team, while staying together, must find the following four items and return them to Town Council Square of the Merchant District. The first team with all four items on their list wins the jackpot!

- 1. A teacup from the elven ambassador that bears his personal seal.**
- 2. A cloak designating membership in the Helping Hands of Elhonna.**
- 3. A masterwork elven dagger forged by the elven smith Taral Moonsteel.**
- 4. A silver-plated ogre skull made into a mug.**

Player Handout #2: Symbols

A



B



C



D



Player Handout #3: Map of Highfolk

