

HIG5-02

# Goblin Knights

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

Version 1.0

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With the spring comes a time of renewal for both the wilderness and the city of Highfolk. To vigor the townsfolk's spirits and thank the heroes of the Vesve, the Temple of Change is sponsoring a new spring festival. But for some folk, there will never be a time for just fun and games. An adventure for APLs 6 through 12. Recommended for those heroes with the Giant Owl.

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

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

## RPGA SANCTIONED PLAY

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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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 by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being

played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

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

## TIME UNITS AND UPKEEP

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

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

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

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

## Adventure Background

Many things have happened in the past few years of Highfolk. The towns of Quaalsten and Flameflower were taken, and all seemed lost for the frontier town.

However, brave groups of adventurers were always there to fight back on the side of good, and won back what had been lost. The forces of Iuz have been forced back.

For the Temple of Change, the Oeridian agricultural gods' temple, it is a time for celebration. Geldrin Weaveron, the high priest of Atroa, has decided to help bring up the citizens' and heroes' spirits by throwing a big festival in the heroes' honor. He knows that while the forces of Iuz are still out there, the people need a small break to help renew their spirits and enjoy themselves.

For this special occasion, Geldrin sent out a small dispatch of Atroan priests to inform the good folk of the Vale about this festival. That, however, was not such a good idea.

A lovely tiefling lady named Varynin is in the employ of a lonely wizard named Fylben. Fylben was once a member of the Guildsmen of the High Art, and a very ambitious one at that. Conjuring was his specialty, and one day he gave in to chance and decided to check the powers of the more evil persuasion. It was definitely fun to summon demons and devils. But they were too weak for his needs, and the lazy summoner wanted a demon that would do everything at his beck and call.

When Fylben discovered that one of the higher-ups of the Guild, Orin Yaun, had a *scroll of gate* at her disposal that was all he needed. He employed the use of a mercenary rogue named Kufti, and stole the scroll and ran off into the woods. When Kufti was caught, Fylben was kicked out of the Guild and is still on the run. Kufti has every desire to see this lazy bastard get his just desserts, as it were.

While Fylben was too low level to use the scroll properly, his ambition got the better of him, and he tried anyway. It summoned the tiefling, Varynin, who was keyed to Orin's scroll. A little confused as to who this man was, the tiefling decided to play around with him and see where this was heading. She would serve him with whatever he wanted, while she would see just what oddities this Highfolk had to offer.

Slaughtering people was one of these pleasures that Varynin allowed herself. When she found the group of Atroan priests heading through the Vale, she killed many of them outright, leaving some survivors to run and tell the tale. A few went back to Highfolk, including Trennor Kael. Trennor's wife and son went missing after the attack.

Trennor's wife, Bretta, found the small cottage that Fylben built. Fylben eagerly let the woman and her son in, happy to finally have some guests that weren't quite so evil. When Bretta discovered that Fylben was responsible for releasing the tiefling in the woods,

Fylben knocked her unconscious and locked her in a closet. The boy, Conrad, got away.

Luckily for the boy, a pseudodragon and copper dragon disciple, both members of Clan Lleyuna, were around that day. Rafeorae, an elder pseudodragon and old friend of Velira the giant owl, would help any person in need no matter how dire. Heldeng Iryinshae, the dragon disciple, would do it just for the fun.

## Adventure Summary

**Introduction & Encounter One:** A week after the dispatch, when the festivities are soon to begin, Trennor Kael secretly begs a group of able-bodied heroes to come and rescue his wife and son. This is a secret and discreet mission, as the Temple of Change does not wish to alarm anyone of any trouble in the Vesve, at least not yet. He tells the party where he last saw his family, somewhere in the Vesve.

**Encounter Two:** The heroes, as soon as they are done, are summoned to the Doom's Retreat, the new home of the Guildsmen of the High Art. The Guild is having a bit of trouble of its own. Someone very dangerous is to be captured, and Daimon Truflame would like the party to do it. Should they agree, Kufti gives the party information on Fylben. Guild members are told a little more of the situation, about what was stolen, and that someone among them could be a spy.

**Encounter Three:** When the heroes travel into the Vesve, they are met by a strange sight. A small group of goblins, dressed in heavy armor, claim to be a troupe of goblin knights. The goblins claim to wish to help the people of Highfolk, having decided that Iuz was just not the true way. The heroes can either fight them or ask for information. If they befriend them, the goblins give some insight on where to look for the wizard, Fylben.

**Encounter Four:** Fylben, quite unsuspecting of the heroes, welcomes them into his home and offers temporary refuge. They may choose to investigate his house or fight him later.

**Encounter Five:** The heroes meet up with Heldeng and Rafeorae. The duo had been playing hide and seek with the boy, and try their best to gauge the heroes' good intentions. Should they prove themselves, the party finds the boy, who tells them everything.

**Encounter Six:** Once Fylben is dealt with, the heroes find the tiefling terrorizing Seraphina, the halfling doll-maker, and a group of very young grugach children. Seraphina had insisted, once these children's parents went off to war, that she stay behind and take care of them, promising she would stay until they

returned. The halfling was quite unaware that they are dead and not coming back.

## Preparation for Play

First, all Guildsmen of the High Art will receive **Player Handout #1**. This details the problems that the mages are having with a certain former member that has been ousted and has Orin Yaun's scroll.

## Introduction

When the party is ready to begin the adventure, read or paraphrase the following:

*With springtime already upon us and the battle of Quaalsten still fresh in everyone's minds, the Temple of Change recently called a time for celebration. The forces of Iuz have been beaten back, at least for the very time being, and the wearied and weathered people of Highfolk town could finally get the break they so desperately needed.*

*And so, one week ago, the priests of the Temple of Change got to work -- they decorated the town with wreaths of flowers and light pastel streamers. The merchants also helped out, donating some of their wares or time to make this "Festival of Renewal", as the Atroans called it, possible. Even some of the adventurers are helping out, side by side with the regular townsfolk as they all start to set up.*

*That is partly, you guess, on why you are here at the Temple. The man who summoned you here to his quarters, a man by the name of Trennor Kael, casts nervous furtive glances around as the group of you begins to gather together.*

*"I—I trust you saw my summons, then?" he finally asks.*

Each of the PCs had received a note delivered from a young messenger (Almiraël) asking for their grace to meet Trennor Kael in his quarters at the Temple of Change, at nine bells with some discretion. The note did not tell them why they should come, so if any heroes had any qualms about going, they are simply not there. Almiraël does not know what is going on either, just that a priest from the temple asked him to deliver this message to the PC and a few others.

Once Trennor is satisfied with the PCs, he continues:

*"This is between you and me, I beg of you. Lady Veraun doesn't want to alarm anyone of it until AFTER the festival. There's a terrible creature out there in the Vesve. Please, please destroy it, and save my wife and son."*

Proceed directly to Encounter One.

## Encounter One: Terror of the Vale

Read or paraphrase the following:

*The man stares at you with large brown eyes, ones that are terrified beyond certain belief. There is absolutely no question that something is wrong.*

Trennor is absolutely afraid that the heroes will deny his request to save his family and the others who are still out there. He pleads with anyone who looks doubtful about the mission and thanks profusely those who accept it.

- What happened?

*"You know of the Festival of Renewal that is about to happen, correct? A group of us priests were supposed to spread the word to the people of the Vale. They don't come to town very often, and so we were supposed to inform and accompany them if they wished." He wrings his hands together and sweat pours down his face. "But the group of us never got to the first town. Our first night in the Vesve, we were first attacked and separated by a strange winged creature that swooped down upon us with its huge gleaming fangs. My wife, son, and I were with a few others, and we didn't know what happened to the other group.*

*"About three nights after that, the creature attacked again. I could see the red gleaming in its eyes as it carried away one of the priests. That was when my wife and son got separated from me, and I was alone. Very alone." He shudders at the thought. "I hid until the morning light, and then came back to Highfolk as soon as I could."*

- Do you know what the creature was?

*"That is the very strange thing. I do not. I am somewhat skilled in the knowledges, but I'd never seen or heard of such a creature before. The first night, I could not see very well, but we knew it could fly. The other night, all I saw was darkness and red eyes."*

Varynin wants very much to confuse people as to what "creature" she is, conjuring up random dark and shadowy images with her *major image* spells as she toys with her victims. Heroes can guess all they wish with what type of monster she is, though Trennor really has no idea.

- Did you ask anyone about the beast?

*"I've been trying to keep this little mission covert, so I didn't say why I was asking about it. But yes. I asked a few people at the Doom's Retreat, as well as*

*some Helping Hands. No one knew what creature I was referring to."*

- Who are your wife and son? What do they look like?

*"My wife's name is Bretta. Her spirit is as fiery as her hair, and she is a shorter woman. Pretty and a little plump. Please don't tell her I said that. My son Conrad is almost ten, and certainly didn't get any of his mother's will. He's very quiet and studious. I daresay he would make a great wizard someday."*

- Has anyone else come back?

*"Oh yes. Out of the seventeen of us who went, seven have returned. I've asked them all what they saw, but they and I are pretty much on the same page. We don't know what's out there, and we're not allowed to go back."*

Should the heroes ask for an audience with the other survivors, Trennor begs that they do not. While some wish to speak more of it and do something (like Trennor is doing), they cannot. If the heroes insist, the heroes can meet another random survivor who has the same information that Trennor does. S/he does not know what the creature was, just that it liked toying around with its prey before slaughtering it mercilessly. They all separated from each other, and so do not know what happened with any of their missing companions.

- Why are you keeping this mission a secret from the Temple? / Why won't the Temple do anything about it right now?

*"We are very busy with the preparations for the Festival of Renewal. Milady Veraun, of Sotillion, suggested to Geldrin that we should wait until after the celebrations are complete before 'bothering the heroes with another trifle,' she said. I think it means that she does not want there to be any panic."*

The members of the Temple of Change (Temple Affiliations meta-org) know Veraun Helfleur to be a very haughty and highly ranked priestess of Sotillion. A successful DC 20 Knowledge (local [Iuz's Border States]) check also tells heroes this. It is possible that Veraun just wanted to get her way, as she has done several times in the past. However, this would be the first time the woman has ever gotten something out of someone so powerful, that being the high priest of Atroa.

If the PCs have any desires to see Veraun on the matter, she is off on business somewhere in the Vale. No one except Geldrin knows where she is, and he plans on keeping it that way (and will be curious what heroes would want with her).

PCs may also be interested in knowing more about Geldrin or any other information he has. Again, members of the Temple of Change, a successful DC 15 Knowledge (local [Iuz's Border States]) check, or those who have played *HIG4-01 Demon Spawn* know that he is the high priest of Atroa, and the one in charge of setting up the festival. Any mention of going to Geldrin puts Trennor into hysterics. He wants this to be a covert operation, and informing him of ANY adventuring within the temple sets off an alarm.

Getting an audience with Geldrin is indeed a hard task. He is very busy with preparations and has little time for the heroes. Should they somehow succeed in getting his attention (high bluff, favors, etc) and tell him of what's happening, the high priest is shocked and embarrassed, and asks that they keep this mission a secret.

- What's in it for me?

***"I really do not have much to give, but once this is over I am sure I can pull some favors for you in the future."***

If the PCs ask where he and his family were attacked, Trennor gleefully takes this as a sign of acceptance.

***"Oh, thank you so much! Does this mean that you'll accept?"***

If they say yes, he continues. If not, he looks absolutely downtrodden. He does not want to tell anyone where his family was last seen unless they are sure they want to take the case.

***"Once you leave Highfolk and finally enter the Vesve, there is a small path marked by a wayfarer's stone to the northwest of the Quagflow Road. It is not hard to miss at all, as the stone shines even when in darkness. Just take that path until you get to a fork. That is where we were attacked the first time. My family and I went west, the others north, I think. Keep going until you hit a small pond ringed with large rocks. This is where we were attacked the second time." He trails off, though his face is absolutely marked with the signs of weary happiness. "Thank you so much! But please, keep this a secret from anyone else. And please be careful."***

After about fifteen minutes of time has passed, Trennor gets restless and tries to hurry the heroes along if they are asking too many questions. He is afraid that he will get caught if they stick around for too long.

Proceed to Encounter Two. For those PCs who did not agree to help Trennor, this Encounter may persuade them.

## Encounter Two: A Brief Stop Over at the Retreat

Read or paraphrase the following:

***Stepping out into the much calmer air, you find yourselves face to face with a striking young man of olive skin and well-to-do clothing. His arrogance goes well beyond his good looks, however, as his eyes dart over each of you without the slightest bit of interest.***

***"I have a job for you to do," he says. "Meet me in the Doom's Retreat, post haste." The man claps his hands together, as if he were trying to get you to move along. "Oh, and you will be handsomely rewarded, and all that. See you in a bit." The man disappears after a few simple words, leaving you to decide what to do.***

Those heroes who are Guildsmen of the High Art know this man as Daimon Truflame, the sole remaining guildmaster at Doom's Retreat. Other heroes have a tough time knowing who this man is, unless they succeed a DC 20 Knowledge (local [Iuz's Border States]) or DC 25 Bardic Knowledge check. People who do know him know that he is a no-nonsense type of man, very arrogant and to the point.

Only those members of the High Art know a little bit of what's going on. The handout they were given asks that they be discreet, but they can give the other heroes information if they so desire.

There is no word out on the street except for a very distinct few. A DC 30 Gather Information check reveals the following:

- Something has been stolen from one of the more prominent members of the Guild.
- A thief by the name of Kufti was the one who was hired for this mission.
- The one who did the hiring was a man named Fylben.
- The item was never returned.
- Rumor has it everything happened during the turmoil after Wilmont the Sagely's death. Wilmont was a guildmaster before he was murdered by the Shadowclaw.

Directions to the Retreat are easy to get from just about any citizen. The Doom's Retreat is a very tall tower complex located in the heart of the Merchant's District. Guildsmen of the High Art know the way, and those who make a successful DC 15 Knowledge (local [Iuz's Border States]) check do as well.

Once the heroes decide to move off to the Retreat, continue:

*A tall, 50-foot tower strikes a strange vertical eclipse in the warm spring sun. A few random streamers decorate the edifice and the wrought iron gate, which is open and welcoming to enter. The flower garden is even blooming now, a colorful array of daffodils and posies emitting the sweet aroma of spring.*

*Daimon appears to be waiting for you just within the gated courtyard, his arms crossed and his foot tapping against the ground. When he finally sees you, he nods in your direction and without a word, stalks off to the fountain on your left. Waiting by the fountain are two individuals. One is a tall, dark-skinned woman with long raven hair wearing full plate made of mithril. The other is a short, thin wisp of a half-elf who wears a defiant look and a baggy shirt and pants. The woman's strong hand is clamped around his arm.*

Daimon informs them a little on the situation, and what is needed of them.

- Something extremely important has been stolen from them.
- This man, named Kufti, was the one who stole it. However, he has agreed to help the authorities as long as he gets a smaller punishment.
- Kufti was hired several months ago, but only just recently stole the item in question.
- The man who has it is now somewhere in the Vesve. Sources say that he lives in a log cabin, yet they could never get too close because of his summoned monsters.
- Daimon wants the heroes to find this man and bring him to the Guildsmen. The man is very dangerous, so they should be careful.

The party may have questions for Daimon. Follow the guidelines below when answering them.

- Who is the woman?

*"My name," the woman says in a thick Baklunish accent, "is not of importance. I am just working with the Home Guard and the Guildsmen to bring these people to justice."*

The Baklunish woman's name is Anpalla and she hails from Ket. She does not have any clear motives, except that she wishes to live a better life out in the frontier.

- Who is the man that hired Kufti?

*"His name is Fylben. He is of medium build, though is quite on the, shall we say, chunky side." A smirk plays about Daimon's lips. "Sandy colored short hair,*

*but very greasy. He doesn't like to keep himself very tidy. He is also a rather adept mage, who dabbles in the art of conjuration."*

In no form does Daimon reveal that Fylben used to be a member of the Guildsmen. That is quite classified information.

- What was the item?

*"That is a secret. You will probably know it if you see it. If he hasn't used it yet, that is."*

Again, Daimon does not reveal classified information.

- Do you know where the man lives?

*"My sources tell me that he lives somewhere in the southwestern part of the Vesve, not far from the Quagflow or from Highfolk. The rest is for you to figure out. You are adventurers, are you not?"*

- What will you give us in return?

*"Oh, don't worry at all." A glint appears in one of those dark eyes. "We have quite a few things in stock that would prove useful to you. As long as you bring our boy in, alive or dead."*

**Important Note:** Should the heroes reveal, at any point in their conversation, that they know that Fylben is a former Guildsman, Daimon looks very disappointed in any guild members. He still asks for the heroes to do this task, though they do not get the special favor they receive had they been discreet.

## Encounter Three: Pipsqueak Patrols

Read or paraphrase the following:

*Following Trennor's amateurish directions, you've just passed the 'fork' in the Quagflow road and are making your way into the woods of the Vesve. The forest is cheerful, with chirping birds and whispering leaves.*

*All of that is disturbed, though, when a lump of yellow flesh and metal stumbles out of the brush and into your path. Cursing roughly in Goblin, the round, graceless humanoid looks quickly in your direction.*

*His gauntleted hands shoot to the sky, as his black eyes grow wide with fear. "No shoot," the plate-armored goblin manages to squeak in broken Common. "No shoot."*

*The goblin stands in the middle of your path, his flabby skin rolling in yellow gobs over well-kept full plate. Snot has crusted under his too large nose. A cracked and faded wooden shield bearing a lightning*

*bolt and fist is attached to one outstretched – but slowly drooping – arm.*

This is Pipster the Pipsqueak. He is one of the goblin knights, and is out ‘patrolling’ and ‘making like sentry’ for the camp just up the way.

A successful DC 5 Knowledge (religion) check recognizes the ‘lightning bolt and fist’ as the holy symbol of Heironeous. Worshipers of Heironeous automatically succeed this check.

**Pipster, goblin:** hp 5; see *Monster Manual* page 133.  
Traits: Naïve, frightened, witless.

## Pipster the Pipsqueak

- Who are you?

*“M-me? Oh, good sirs and good ma’ams, I is just Pipster, a squire of the goblin knights! I don’t mean to harm, no!”*

- Why are here?

*“I is making like sentry,” the goblin says, narrowing his eyes and glancing deeply into the woods. “I is protecting goblin knights’ camp.”*

- Who are the goblin knights?

*His eyes brim over with warm tears. “You want to know about us, good humans? Oh, I is so happy!” He clears his throat. “We is good goblins of the Ves-e-ve Forest. We is sick of the evil one and all his bad people is trying to make us work by hurt us if we don’t.”*

- Where are the goblin knights?

*“Oh! I is guarding camp like making sentry. They is just ahead, at pool with unicorn rocks.*

- Who is the evil one?

*“Mmh, depends which one. They is many evil in the forest. Though I guess some are good.”*

He is talking about the tiefling, Fylben, the dragon disciple and the pseudodragon all at once. Since Heldeng and Rafeorae aren’t exactly evil and just tricksters, he really isn’t sure.

- You’re a squire?

*“Oh yes. Pipster isn’t knight yet. I is work on getting stronger and smarter.” He nods sagely, as if he knows what he is talking about.*

At any point the PCs seem interested he offers to take them to their headquarters in the forest. He isn’t exactly sure who most of the “evil ones” are, but knows that there are others of his ‘order’ that can help. Plus, **“the goblin knights is want to make alley-ance with adventurers of Highfolk! Good opportunity for this is if you come.”**

- Can you take us to your camp?

*“You is adventurers?” Pip asks, before pausing. “If you is wanting to make alley-ance, then I is taking you!” He smiles, a great sharp-toothed grin that dribbles green saliva on his chin.*

**Development:** The heroes may kill Pipster without speaking to him. If so, there is no penalty. If they kill Pipster after speaking to him, they have committed an evil act. Record this on the offending PCs’ AR in the Play Notes section.

Whether the PCs kill Pipster or not, when they push on to the pond, proceed to Encounter Four.

## Encounter Four: Goblin Knights

Read or paraphrase the following:

*A tiny ‘x’ marks a tree just before you come upon a small clearing with one of the strangest sights you may have seen. A group of seven goblins wearing white full plate mail sit in a circle on tree stumps. Another goblin is in the middle of this group on a higher stump, wearing white robes and holding high above his head a golden disc emblazoned with a silver lightning bolt. Beyond the goblins are scattered messy bedrolls and crude tools.*

*A short distance to the left, a small pool is visible. Jutting from the center of the pool, you notice the rough stone statue of a unicorn’s head rearing towards the skies. A few large rocks outline the spring-fed water, two of them splattered with red.*

The heroes may get the wrong idea here and start attacking the goblins. The goblins do not notice the PCs unless they make themselves clearly known (talking, stepping into the clearing, etc). These goblins show no signs of wanting to hurt the PCs. In fact, they are quite the opposite, and are eager for the PCs to join their circle.

If the PCs start a fight, the goblins do their best to defend themselves and their “cleric”, though Pipster tries hard to intervene, shouting for the heroes to stop.

The “cleric”, Gilfor, welcomes the heroes with open arms. Read or paraphrase the following:

*“Praise be, High-roh-knee-us! Friends from the folk of High are here! Come, come! Sit and be merry!” The goblins all scoot over to the sides of their tree stumps to make room for you to sit. “What can Gilfor and us knights help you with?”*

### Gilfor, ‘Cleric’ of Heironeous

- Who are you?

*"My name is Gilfor, and these are the Goblin Knights of the Ves-e-ve." He introduces each in turn, and they stand as their name is called and bow their heads respectfully. "Makfor. Twiddle. Keshmar. Bobble. Stephie. Herbbie. Grubik." (And should Pipster be around): "And you met Pipster, our squire. We very small group, but big hearts."*

- Where did you get that holy symbol?

*"Oh. Got it from paly-din from way up there." He points to the north. "He teach me ways of High-roh-knee-us before he die. Gave me this as token. So I use it!"*

- What do your knights stand for?

*"We Goblin Knights stand for justice and truth, like High-roh-knee-us. We no like Iuz," he says and spits on the ground, "who hurts us creatures who just want to be left alone. So, I decided enough is enough, and formed this group."*

- Why do you want to help Highfolk?

*"Iuz not really only being a pain in the butt for us, but a bigGjer pain for people of Highfolk. That's why we want to help. The more help they get, the better off they be. Right? But," he sighs and shakes his head. "I know we just goblins. Most hate us. We still want to help. Can you put in a good word?"*

Gilfor is truly seeking a chance to be of great assistance to Highfolk. He won't stoop to being so low as to beg for the PCs' help, but he takes any help with a smile and a thank you.

- Who are the evil ones? / Have you seen anything suspicious?

(Gilfor goes into this speech eventually even without the PCs' help, should the PCs be very friendly to them.)

*"There are terrible things in the forest, and we trust that you can help us with them. Terrible naughty things. We've seen a creature, a woman creature with a long devil tail, torturing hoo-mans who wore sacred cleric cloth.*

*"We do not know where she is currently, but we do know of a small hoo-man woman who is being taken care of by a sour wizard. The wizard – he talks like he has sour lemons in his teeth and he not have a woman for years. Likes to play with his hands. Not very nice to us. He want some of us to work for him. Cottage is that way." He points to the northeast. "Dragons are close too. That way." His body turns rigidly so that his finger points to the north.*

- Do you know where the woman with the tail is?

*"No, we do not. Like dragons, she is very tricky and keeps her tracks hidden. We last saw her just a few*

*blinks away from this camp, two days ago. She complaining about someone named 'Fylben' or another."*

They do not know the identity of this Fylben.

- Dragons?

*"Yes. Dragons. They are tricky dragons, always playing jokes. If you want to look for them, you must be careful. They like pranks."*

- Where can I find the dragons?

*Gilfor glances around. "We not know. They always find us and play tricks. We never find them."*

*"But sometimes they play up there!" One of the goblins points to the north. "By fork in road. I see them sometimes. But then they hide." He screws up his face in a little scowl.*

The goblins are more than happy to share their camp or any food they have with the PCs, should they need it. They are most eager to work with them, and possibly with Highfolk in the future.

**Gilfor:** male, goblin, Rog2, hp 12; See Appendix 1: NPCs. Alignment: Neutral.

**Other Goblins:** hp 5; see *Monster Manual* page 133. Alignment: Neutral.

The PCs now have a choice on where to go to next. They can either try to retrieve the boy from the two dragons (Encounter Four) or go to Fylben's cottage (Encounter Five).

## Encounter Five: The Two Dragons

Heldeng (the dragon disciple) and Rafeorae (the pseudodragon) live just two hours north of the goblin camp.

*After traveling for two hours north, you come upon a small trail that very soon forks into two separate ones. A strange looking half-elven man looks down the right path, a hand stroking the stubble of a beard as if he was in deep thought. A tattoo of a fairy in flight is imprinted in his cheek. He wears no armor but just a fine green and brown jerkin and black pants. Even his feet are bare. Upon looking closer, the sun catches his skin and flares, showing a light copper color.*

*Flying just beside this man is what appears to be a miniature red dragon, though it is brownish red in color and is no larger than a cat.*

PCs can make Knowledge (arcana) checks at DC 15 to know that the man is a Dragon Disciple (copper dragon) and the small dragon is a pseudodragon. Elven clans PCs

know that the fairy mark on his cheek is a mark of Clan Llelyuna.

Should the PCs make themselves easily known, read or paraphrase the following:

***The small red dragon chirps and pokes the man with his snout. Inside your head, you hear an older man's voice in common say, "Hel, we have visitors."***

Heldeng is a very suave half-elven man who enjoys wooing attractive women. Any woman with a 12+ Charisma gets his attentions straight away, and he attempts to get them interested through his charming personality. Should there be more than one woman at the table, he chooses the prettiest one first and goes down from there (should he fail). No one woman is enough for him, so if the PCs plan to stay the night, he visits more than one. Just have fun with this, but don't stray too far or offend anyone.

If one of the PCs is a copper dragon disciple, Heldeng is very friendly with him/her, and attempts to make friends and get the PC in on his wooing and trickster techniques.

Rafeorae is the wiser of the two "dragons", though still a trickster in his own right. He is Heldeng's constant companion and does not wish to leave him for any reason (should any wizards or sorcerers beg him). If anyone has Velira's giant owl son/daughter from the event HIG1-11 *A Gnome's Affair*, he seems very interested in them, and speaks in their mind alone, read or paraphrase the following:

***"I'd like to speak to you alone, should you have the time. I was good friends with Velira, you see. Could we speak tonight when the moon is up?"***

- Who are you?

***"This," the handsome half-elf says with a smile, waving a clawed hand toward the tiny dragon, "is Rafeorae, my friend. He's an old man, so you'd best not be wise to him." He chuckles under his breath and roguishly winks. "I am Heldeng Iryinshae, of Clan Llelyuna. At your service."***

- Do you know about the goblin knights?

***"Very silly creatures, if you ask me. We play a few tricks on them occasionally, but nothing TOO rough. After all, an evil creature with enough gal to try and help Highfolk is an admirable creature indeed."***

- Do you know about a boy?

***The two dragons glance at each other, and Rafeorae steps in, beating his wings rapidly and looking to each of you in turn.***

***"We're playing a game with him right now," he speaks to you in your mind. "Hide and seek. However, we've lost him completely."***

Rafeorae is attempting to Bluff (+0). What he really wants to see is if the PCs are as friendly as they are supposed to be. Should the PCs catch him on his bluff, read or paraphrase the following:

***"Oh. Yes. You've got me. I just would like to know if we could TRUST you, as this boy has been through a lot. We don't want him falling into the wrong hands. He's seen enough hardship. I hope you understand."***

The dragons then attempt to get the PCs to try their little game, though if they show themselves to be very trustworthy to begin with (diplomacy, charming, etc), they'll show them where he is.

Conrad is hiding just in the bushes beyond the fork with a +5 Hide check. The dragons had found him much earlier in their game, but decided to humor him and take longer to "find" him.

- Who/where is the creature (the woman with the tail)?

***"The creature who's been terrorizing the people is a trickster just like us, though not of the very good kind," Heldeng explains. "She looks human but is definitely not of this world. I fully suspect she is from one of the planes. As to where she is right now, that's really anyone's guess. I do believe she has something to do with the man in the cottage."***

- What can you tell us about the man in the cottage?

***"A refugee from Highfolk for whatever reason. He's not the most pleasant of men to deal with. I'm assuming he has his own darkness to deal with."***

## **Talking to Conrad**

Conrad Kael is a very shy boy though is very grateful that adventurers like the PCs have come to rescue him. He tells them everything that he knows.

- His parents decided to bring him along on their journey to the Vale, to tell the people there about the Festival of Renewal that was coming up. He knows that people didn't want him along, but both mom and dad thought that it would be excellent training for him, should he really want to be a priest of Atroa like them.
- He's been too scared to count the days, so he doesn't remember when they were first attacked. It was from a dark scary monster who could fly, and he and his parents got away, only to be attacked again a few days later.

- When he was attacked then, he got separated from his father. He hadn't told his mother yet, but he thought he saw something very strange. He could see a very weird looking lady with wings and a forked tail waving her hands and mumbling something while the creature was attacking them. But she ran away with it.
- He and his mom found a cottage with a nice fat man who let them in just two days ago. He said his name was Fylben, and he was very scared about the monster outside.
- The man had many strange objects in his house, like vials and heads of weird looking creatures. He wanted to go exploring some more and he found a secret room with some strange drawings on the floor, but mom found him snooping around.
- The fat man wasn't happy with her and got really angry, wailing "She knows! She knows!" Then he hit her and Conrad ran away.
- Heldeng and Rafeorae found him yesterday and have been taking care of him ever since.

Rafeorae and Heldeng offer to take care of Conrad while they are busy finding the boy's mother. They assure the heroes that there has been nothing strange happening around them (besides their own antics), and Conrad does enjoy his company.

### Talking to Rafeorae

Should anyone with the giant owl actually heed Rafeorae's request to meet him at night, the pseudodragon is quite pleased.

*"Thank you for giving me this opportunity to see Velira's child(ren). She was a near and dear friend to me, and I didn't even get to say goodbye before she died." He sighs deeply and ushers the owl(ings) away.*

Now is another role-playing chance. Rafeorae asks the owl(s) if they are being well taken care of and if they want to learn things. This would require some time away from mommy/daddy, of course.

If the owl wishes to become stronger, read or paraphrase the following:

*"I've talked with your son/daughter for a little bit, and it seems that s/he wants to become stronger for you. It will take some time, but I have much to teach."*

The owl goes away for six months (real time). After this time has passed, it returns and gains the benefits of **Special Teachings**, found on the AR.

Rafeorae and Heldeng, like the goblin knights, are more than happy to share their accommodations with the

heroes. Heldeng is incredibly happy with the chance to woo any lovely ladies with this time.

**Heldeng:** male, half-elf, Rog2/Soc3/DrD3, hp 50; See Appendix 1: NPCs.

**Rafeorae:** hp 15; see *Monster Manual* page 210.

## Encounter Six: The Lazy Conjurer

Heroes can either venture here from Encounters Three or Four. Fylben is very unaware that people are out searching for the woman he has in his closet. The layout of the cottage is provided in DM Handout 1.

The cottage is a two hours northeast of the goblin knights' camp. Heroes need no tracking check to see that there are several very well worn paths just a few minutes outside the cottage. Tracking checks (DC 10) also show footprints of a little boy (Conrad) leaving the home, while his and a medium-sized humanoid (Bretta, the mother) leading to the home. Both of these prints look like they were rushed, as if they were in a hurry.

*Standing in a field of dandelions and overgrown grass is a new, yet very unkempt, cottage. It looks to have been built very recently, though whoever designed and built it did a very poor job. Wood is mismatched and already rotting, and there are holes between the boards that should not be there at all. It's a wonder that this place has not fallen apart yet, or if there really is anyone living here. The vegetation around it is wild and covers what you can see of the grimy windows. A warped wooden door in the front stands ajar.*

This may alarm the heroes into thinking someone bad is already there. Besides Fylben being the bad guy, that is not the case. Should the PCs knock, Fylben answers it and greets them. If the PCs just enter, he is at the table eating a meal. He does his very best not to show that he is "bad", and if asked about any beasts or women with tails, feigns he has seen some in the area but has not encountered any of them.

*Before you is a very pig-faced, dirty man, wearing nothing more than a simple brown robe that is stained with grease. You can tell that he has not bathed in days, perhaps weeks, perhaps even at all. Three malnourished dogs fight over a small scrap of meat on the floor. The man wrings his hands together and asks, "Can I help you out, good sirs and ladies?"*

If the PCs ask to search his house, he looks confused and again insists that he's just a simple man, yet he allows them to search to show them he has nothing to hide. He

is fully confident that they will not find the woman in his closet.

The way into his secret laboratory is hidden by secret doors. A PC may find these doors with a Search check of DC 25. Inside this room are many instruments that would be used by a conjurer. What's the worst is a conjuring circle of chalk smudged on the floor. Fylben tried to get rid of this evidence, but it just would not come off fully.

At ANY point the PCs decide to get hostile and his bluffs are not working, he tries to run off, using his spells and summons to give him time.

### Questioning Fylben

- Who are you?

*"My name is Fylben, good sirs and ladies. And who might you all be?"*

- Why is your house/you so dirty?

*"Oh. Well, I am a very busy man, with very busy ideas." A raucous laughter shakes his jowls, causing him to snort. "I suppose a little yard work and a bath would do me some good, if only I had the time. And plus, I'm much too scared to go out. Not with that beastly thing out there."*

This much is true. Fylben is really too scared to leave his house with Varynin out there.

- Who is the beast/woman with the tail?

*"Oh dear, oh dear. I really have no idea. It/she has been roaming around these parts for a while now and there's really no method I can use to stop her."*

He does have an idea who she is, a tiefling who likes to use illusions. Where she is at the very moment, though, he has no idea. She does, however, come back every few nights to torment him.

- Where is the cleric?

*"Cleric?"*

This news alarms him, though he tries to mask it. Should the PCs press him a bit, read or paraphrase the following:

*"Ooooh, oh. The cleric. I had a cleric of Atroa come here just a few days ago. Extraordinary woman. But she's already left."*

He hopes to convince the PCs that she is indeed gone.

Again, at any point the PCs are hostile, Fylben tries to sneak away. Should they find Bretta's unconscious body in the closet or take action on him, he tries to fight to the best of his ability.

### **APL 6 (EL 8)**

**Fylben:** hp 33; see Appendix One.

**Dinko, Jezebel, and Hopper:** hp 12, 13, 14; see Riding Dog, *Monster Manual*/pg 272.

### **APL 8 (EL 10)**

**Fylben:** hp 41; see Appendix Two.

**Dinko, Jezebel, and Hopper:** hp 12, 13, 14; see Riding Dog, *Monster Manual*/pg 272.

### **APL 10 (EL 12)**

**Fylben:** hp 49; see Appendix Three.

**Dinko, Jezebel, and Hopper:** hp 12, 13, 14; see Riding Dog, *Monster Manual*/pg 272.

### **APL 12 (EL 14)**

**Fylben:** hp 57; see Appendix Four.

**Dinko, Jezebel, and Hopper:** hp 12, 13, 14; see Riding Dog, *Monster Manual*/pg 272.

**Tactics:** At the start of the fight, Fylben attempts to corner himself for protection on one or two sides while placing his dogs in front of him to stave off fighters. Any chance he gets, he takes it to escape. If no escape can be seen, he casts summoning spells to make more distractions. He is not a big fighter, and begs for his life if the situation is absolutely dire. Note that Fylben's *rapid summon* spells are cast as a full-round action.

### The Real Story

If the heroes let Fylben live (or capture him before he has a chance to fight/escape), this is his story:

- Fylben was a conjurer who worked closely with the Guildsmen of the High Art and was a member since its start.
- As his skill in conjuring increased, the man got lazier and lazier. He would summon various demons and devils to do work for him.
- Before he was kicked out for having "objectionable" morals, one of Fylben's lackeys found that Orin Yaun had a secret compartment in her room, which contained a Gate scroll.
- Fylben was kicked out and hired Kufti, a mercenary thief, to get the scroll for him. Orin's demise made things even easier. The wizards of the Guild never did find the scroll, so Kufti easily procured it.
- Fylben ran off into the woods and had demon helpers build him a cabin. They did a pretty lousy job, though it would have to do.
- Fylben finally tried to cast the spell, but it backfired on him. He did in fact summon someone, a tiefling named Varynin, but he did not know at the time that she was not under his control.

- Until after awhile did his “lover” finally show her true colors and that she wasn’t under the spell, and went out to spread havoc wherever she went. She would come back every few nights to torture the wizard a bit more.
- A few days ago, Fylben took in an Atroan cleric and her son, Conrad. They were being pursued by the tiefling. He wanted to help right the wrongs he made, though things went too far.
- He found the woman in his private study, where he keeps records of his personal thoughts. He didn’t want her to tell anyone about how HE was the one who unleashed Varynin, so knocked her unconscious and locked her in his closet. The boy, however, got away.
- He does feed the woman. He is not THAT cruel of a person to starve her to death.
- Fylben is not sure if and when Varynin will return. She mentioned to him that she had found a halfling woman with some young grugach that she just had to “play” with that she found by a small pond.
- The only pond he can think of is just north, a few moments away. There is even a small trail to the pond in the back of his cottage.

### Talking to Bretta

Bretta Kael is very thankful for her freedom. She thanks the heroes profusely for helping her out, and is very worried about her son, Conrad.

- Bretta, her husband Trennor, and her son Conrad were on their way to the Vale to inform people of the festivities.
- On their first night, they were attacked and separated from the main group with a few others.
- Two nights after that, they were attacked by the strange black creature again. Trennor was separated from her and Conrad, and she ran until she found the cottage.
- Fylben was very nice and let them stay. However, her son was snooping around and found a secret room. She found him and went to scold him, but Fylben seemed to think she was the one doing the snooping. Before she knew it, she woke up in a very dark and small room.
- He would feed her three times daily and let her out to use the outhouse. She had to promise not to run off, lest she want him to harm Conrad.

- While he claimed he had Conrad, he could never prove it.

**Bretta Kael:** female human, Clr2, hp 15.

## Encounter Seven: Stolen Lives in the Burrow

Make sure you know what the party has done with Fylben. If he is not dead and left in his cottage alone, he tries his best to flee. While Bretta is a mid-level cleric, she is in no condition to keep an eye on the man.

Sure enough, there is a beaten path (“trail”) out in the back of the cottage to the pond. Fylben uses this pond as a water source.

*Even from here, you can see the light glint from off of a clear blue pond. The grass is overgrown here as well.*

Several types of tracks can be detected with a DC 15 Survival check. These tracks are of four human-sized creatures and a small humanoid (Varynin, three grugach children, and Seraphina). They lead to a medium-sized hole in the ground, which can be found with a DC 20 Search check. The tunnel is 30 feet long and 5 feet wide, and goes down at a rate of 5 feet per 10 feet across into a large dirt burrow. The burrow itself is 10 feet high, and 40 by 40 feet in diameter.

It is dark in the tunnel and burrow. The only source of light is from the sun outside, and that does not cover the burrow. Only heroes with dark or low-light vision can see clearly.

Seraphina and the three grugach children are huddled in a corner the very opposite of the heroes.

*From inside the bowels of this earthen cavern, a woman cackles with an insane fervor. A long forked tail lashes happily like a cat, to and fro in the air. She has tiny bat wings on her bare back, though probably not big enough to fly. Long horns too protrude from her forehead. Were it not for her devilish appearance, she would be quite attractive.*

*“Well now, well now. I wonder who I should play with next.” She rubs her hands together with glee.*

*A middle-aged halfling woman shakes her head and says quite politely, “No. I think we don’t want to play anymore.” She stands protectively in front of three very young elven children who wear scant pieces of leather and feathers.*

*Seven bodies lie scattered about the room. Some have been scratched, some beheaded. All of them bare a holy symbol of an air-glyph within a heart.*

Those heroes who have played *HIG1-03 Of Elven Make* and/or *HIG4-02 Axes in the Night* know this halfling as Seraphina, the missing doll maker. The elven children are clearly grugach. The holy symbol is that the bodies wear is of Atroa.

If Varynin should see the heroes:

***“O ho. Looks like I have someone NEW to play with. How joyful,” she coos, and crouches like a cat that is ready to pounce.***

#### APL 6 (EL 9)

➤ **Varynin:** hp 33; See Appendix One.

➤ **Dretches (6):** hp 11, 11, 12, 13, 13, 15; see *Monster Manual* pg 42. Unable to *summon*.

#### APL 8 (EL 11)

➤ **Varynin:** hp 41; See Appendix Two.

➤ **Babau (3):** hp 62, 66, 70; see *Monster Manual* pg 40. Unable to *summon*.

#### APL 10 (EL 13)

➤ **Varynin:** hp 49; See Appendix Three.

➤ **Beblith:** hp 150; see *Monster Manual* pg 42.

➤ **Dretches (4):** hp 11, 12, 13, 15; see *Monster Manual* pg 42. Unable to *summon*.

#### APL 12 (EL 15)

➤ **Varynin:** hp 57; See Appendix Four.

➤ **Beblith (2):** hp 150, 160; see *Monster Manual* pg 42.

➤ **Dretches (4):** hp 11, 12, 13, 15; see *Monster Manual* pg 42. Unable to *summon*.

**Tactics:** The demons have already used their summoning abilities for the day, and so cannot summon again for this encounter. Varynin begins the encounter by casting *fly* on herself, to get out of the party's reach. At APL 8 and higher, she instead casts *greater invisibility* first. The majority of her area spells do not affect her demonic minions, and so she casts them without remorse or hesitation.

The dretches, and at higher APLs the babau or bebliths, run interference for Varynin. They make good use of their *stinking cloud* and/or *darkness* spell-like abilities to hinder the party. Varynin flees if reduced to half hit points or lower.

## Varynin

Varynin is a snarky little tart of a tiefling, and gives the heroes half-assed answers. Even caught, she does not like to cooperate. Feel free to alter these answers in any way you like, unless they convince her to be “good” through other (magical) means.

- Her name is Varynin and she is a tiefling who hails from Baator.
- She once worked with a woman named Orin Yaun. (***“How IS dear Ori, by the way? Doing well?”***) The assignment was most delightful and Varynin agreed to work with her again.
- Orin said she would key her to a *Gate* scroll when Varynin was needed, and the tiefling agreed.
- Varynin does not keep track of time, though it took her a “good long while” for her to be summoned. When she was, however, she was met with a very chubby, sloppy wizard named Fylben.
- The tiefling decided it was in her best interest to have Fylben think she was under his control, so she played around with him for a while until she got bored.
- When she found clerics of Atroa running around, she decided to play with them using *Major Image* spells. She made up a creature that had no real identity, and then stalked the clerics until she grew bored and killed them.
- Out of ten clerics that she was toying with, she only got seven.
- When she found Seraphina with a small group of grugach children, she stole them into her little hideout and was wondering what to do with them.

## Seraphina

Seraphina is a very lovable, but dimwitted halfling, whose heart is much too big for her own good. If the heroes want to do something mean to the grugach, she defends them till her very death.

- Who are you?

***“My name is Seraphina,” she says with a smile. “And these three are my charges.”***

***Her little grugach children, who could be no more than forty, just sit there huddled together. They try to look defiant and mean, but all that comes out is a tiny whimper.***

- Where have you been?!

***“Have I been somewhere? – oh! That’s right! I took a vacation to find myself. It was a lovely little vacation, and I met with my grugach friends again.” She nods and still smiles heartily, which turns down into a frown. “But then they said they were going to war. I told them I would take care of their babies until they returned, but war is long and grueling, I s’ppose!”***

- Do you know you were framed for murder?

*“Murder? Was I? Is my sister Milfy okay? I don’t suppose she knows?”*

Seraphina very much does not know that it was Milfy, her sister, who framed her. If the heroes tell her this, she is in a bit of a shock, but then quietly says, *“Well, we all have our little demons.”*

- What will you do with the children?

*“They are very good children, and I will keep taking care of them until their parents return! They’re a little messy and sometimes rude, but what child isn’t?” She laughs gaily.*

- But grugach are evil. (etc etc)

Seraphina insists that they are not evil at all. After all, they are just mere children. If the parents were really evil, they would have killed her back when she accidentally came upon them the first time.

## Conclusion

The heroes are now faced with some tough choices. The most honorable thing to do would be to return the bodies to the temple, though at the expense of having Trennor Kael’s mission “discovered”. If the PCs return the bodies covering up that they were doing a mission, then the temple does not find out about Trennor, and Trennor gives his favor to the heroes.

Heroes must also decide what to do with Fylben. They no longer have an item to give back to the Guildsmen. Should they bring Fylben in, however, Daimon is pleased with the outcome and gives them his own favor. He assures the heroes that the Home Guard will take it from there.

Lastly is what to do with Seraphina and the grugach children. Seraphina refuses to part with them, even suggesting they live with her in her shop until they return. Heroes may choose to spend Influence Points with either the Town Council or the Mayor in order to keep the children there, though they will be steadily watched. In return for saving her and the children’s lives, she gives a ticket to the heroes for purchase of a very special doll.

*After another long adventure is had, the next day brings great happiness to the people of Highfolk as the Festival of Renewal begins! Children and adults alike dance with each other in the streets as vendors hand out free samples to passersby. Today promises to be a good day. Who knows what tomorrow will bring?*

## 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 Six

Experience objective

APL6 240 xp

APL8 300 xp

APL10 360 xp

APL12 420 xp

### Encounter Seven

APL6 270 xp

APL8 330 xp

APL10 390 xp

APL12 450 xp

### Story Award

Objective(s) met: Keeping things covert

All APLs 60 xp

### Discretionary roleplaying award

APL6 120 xp

APL8 165 xp

APL10 210 xp

APL12 255 xp

### Total possible experience:

APL6 690 xp

APL8 855 xp

APL10 1020 xp

APL12 1185 xp

## Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by

dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

### Encounter One: Introduction

APL A: L: 0 gp; C: 50 gp; M: 0 gp

APL B: L: 0 gp; C: 100 gp; M: 0 gp

APL C: L: 0 gp; C: 150 gp; M: 0 gp

### Encounter Two:

APL A: L: 12 gp; C: 0 gp; M: 13 gp – scroll of protection from arrows (13 gp each)

APL B: L: 25 gp; C: 0 gp; M: 180 gp – scroll of protection from arrows (13 gp each), ring of protection +1 (167 gp each)

APL C: L: 16 gp; C: 0 gp; M: 214 gp – 2 potions of cure light wounds (8 gp each per potion), scroll of haste (31 gp each), ring of protection +1 (167 gp each)

### Total Possible Treasure

APL A: L: 12 gp; C: 50 gp; M: 13 gp - Total: 75 gp

APL B: L: 25 gp; C: 100 gp; M: 180 gp - Total: 305 gp

APL C: L: 16 gp; C: 150 gp; M: 214 gp - Total: 380 gp

## Special

### Influence Point with the Guildsmen of the High Art

**Trennor's Favor:** This favor functions as one Influence Point with the Temple of Change in Highfolk Town.

**Favor of Daimon Truflame** – As thanks for your help, Daimon has offered the services of several of the mages in the guild. The guild will upgrade any armor, weapon, or set of *bracers of armor* with ANY non-Restricted enhancement (up to +2) in the DMG. In addition to this, he will enhance the weapon or armor at only three-quarters the cost. This favor is only for one piece of armor or weapon. Write down the enhancement and article chosen in the line below once this favor is used:

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**Favor of Seraphina** – In thanks for helping her and the grugach children, Seraphina has given you a ticket to purchase a very special doll of her make. You may purchase one, and only one, *doll of valiant fury*.

**Doll of Valiant Fury:** Once per day, this doll may incite within its bearer a sense of righteous fury. As a standard action, the bearer may activate the doll by holding it and shouting “Incite me!” in Halfling. The bearer gains a +4 morale bonus to Strength and Constitution and a +2 morale bonus on Will saves.

In addition, when making a full attack, the bearer may make one additional attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. This effect is not cumulative with similar effects.

The effect lasts for 9 rounds, and can be dispelled at 9<sup>th</sup> caster level. The doll may only be used 10 times before it becomes nonmagical.

**Frequency:** Regional; Moderate evocation;  
**Prerequisites:** This item may not be crafted. **Market Price:** 3,240 gp; limit one per PC.

**Special Teachings:** After some time away, your giant owl has gained 4 points of Strength and Dexterity, and 2 points of Constitution, Intelligence and Wisdom. These are not bonuses. They are increases to ability scores.

# Items for the Adventure Record

## Item Access

APL 6:

- Bracers of Armor +3 (Adventure; DMG; 9,000 gp)

APL 8 (all of APL 6 plus the following):

- Wand of Lightning Bolt (Adventure; DMG; 11,250 gp)
- Arcane Scroll of Feeblemind (Adventure; DMG; gp)
- Cloak of Resistance +2 (Adventure; DMG; 4,000 gp)

APL 10 (all of APLs 6-8 plus the following):

- Slippers of Spider Climbing (Adventure; DMG; 8,350 gp)

APL 12 (all of APLs 6-10 plus the following):

- Cloak of Resistance +3 (Adventure; DMG; 9,000 gp)
- Bracers of Armor +5 (Adventure; DMG; 25,000 gp)

## Appendix One – APL 6

*ghost sound, message, read magic, 1st—charm person, color spray, disguise self.*

Personality Traits: Charming, dashing, roguish.

### Encounter Three

**Gilfor:** CR 2; male goblin Rog2; Small Humanoid (goblinoid); HD 2d6+2; hp 12; Init +2; Spd 30 ft.; AC 13, touch 13, flat-footed 11; Base Atk +1; Grp -3; Atk +1 melee (1d3, dagger); Full Atk as Atk; SA Sneak attack +1d6; SQ Darkvision 60 ft., evasion, trapfinding; AL N; SV Fort +1, Ref +5, Will +0; Str 10, Dex 14, Con 12, Int 14, Wis 10, Cha 10.

*Skills and Feats:* Bluff +6, Forgery +6, Hide +12, Listen +6, Move Silently +10, Search +6, Sleight of Hand +8, Spot +4, Tumble +8; Run.

**Evasion (Ex):** If Gilfor is exposed to any effect that normally allows him a Reflex saving throw for half damage; he takes no damage with a successful saving throw.

**Trapfinding (Ex):** Gilfor can use a Search check to locate a trap with the task as a DC higher than 20.

*Possessions:* small dagger, wooden holy symbol of Heironeous.

### Encounter Four

**Heldeng Iryinshae:** CR 8; male half-elf Rog2/Sor3/DrD3; Medium Humanoid (Elf); HD 2d6+4 plus 3d4+6 plus 3d12+6; hp 50; Init +2; Spd 30 ft.; AC 13, touch 12, flat-footed 11; Base Atk +5; Grp +7; Atk +7 melee (1d6+2, bite); Full Atk +7 melee (1d6+2, bite) and +2 (1d4+2, 2 claws); SA sneak attack +1d6, breath weapon; SQ Evasion, half-elven traits, summon familiar, trapfinding; AL N; SV Fort +6, Ref +5, Will +6; Str 14, Dex 14, Con 14, Int 14, Wis 10, Cha 18.

*Skills and Feats:* Bluff +10, Concentration +6, Disguise +8, Knowledge (arcane) +10, Sense Motive +5, Search +8, Spot +8, Tumble +7; Persuasive, Spell Focus (illusion), Greater Spell Focus (illusion).

**Evasion (Ex):** If Heldeng is exposed to any effect that normally allows him a Reflex saving throw for half damage; he takes no damage with a successful saving throw.

**Half-Elven Traits (Ex):** Immune to magic sleep spells and effects, +2 racial bonus on saving throws against enchantment spells or effects; elven blood.

**Summon Familiar (Su):** Heldeng has the ability to summon a familiar, but has not done so.

**Trapfinding (Ex):** Heldeng can use a Search check to locate a trap with the task as a DC higher than 20.

*Spells Known* (6/8; base DC = 14 + spell level, illusion DC = 16 + spell level): 0—*daze, detect magic,*

### Encounter Five

**Fylben:** CR 8; male human Wiz8 (conjurer); Medium Humanoid; HD 8d4+8; hp 33; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +4; Grp +4; Atk +4 melee (1d4/19-20x2, dagger), or +4 melee touch (spell), or +5 ranged touch (spell); Full Atk as Atk; SQ Spells; AL CN; SV Fort +3, Ref +3, Will +7; Str 10, Dex 12, Con 12, Int 20, Wis 12, Cha 8.

*Skills and Feats:* Concentration +12, Knowledge (arcana) +16, Spellcraft +16; Augment Summoning, Empower Spell<sup>B</sup>, Rapid Spell\*, Scribe Scroll<sup>B</sup>, Spell Focus (conjuratation)<sup>B</sup>, Spell Focus (evocation).

*Spells Prepared* (5/7/5/4/4; base DC = 15 + spell level; conjuration DC = 16 + spell level; evocation DC = 16 + spell level): 0—*acid splash* (2), *daze, detect magic, mage hand, 1st—burning hands, expeditious retreat, mage armor, magic missile* (2), *summon monster I, unseen servant, 2nd—glitterdust, rope trick, scorching ray, Tasha's hideous laughter, web, 3rd—dispel magic, fly, protection from energy, rapid summon monster II, 4<sup>th</sup>—dimension door, empowered scorching ray, Evard's black tentacles, rapid summon monster III.*

*Possessions:* Spell component pouch.

### Encounter Six

**Varynin:** CR 8; female tiefling Sor8; Medium Outsider (Native); HD 8d4+8; hp 33; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +4; Grp +6; Atk +6 melee (1d6+2/18-20x2, rapier), or +6 melee touch (spell), or +7 ranged touch (spell); SA *Darkness*; SQ Darkvision 60 ft., resistance to cold, electricity, and fire 5, spells; AL CE; SV Fort +3, Ref +5, Will +6; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 18.

*Skills and Feats:* Bluff +20, Concentration +12, Spellcraft +12; Greater Spell Focus (evocation), Spell Focus (evocation), Spell Focus (illusion).

**Darkness (Sp):** Once per day, Varynin can use *darkness* at 8<sup>th</sup> caster level.

*Spells Known* (6/7/7/6/4; base DC = 14 + spell level; evocation DC = 16 + spell level; illusion DC = 15 + spell level): 0—*acid splash, daze, detect magic, ghost sound, open/close, prestidigitation, ray of frost, touch of fatigue, 1st—disguise self, enlarge person, magic missile, shield, silent image, 2nd— invisibility, mirror image, scorching*

*ray, 3rd—fly, lightning bolt, major image, 4th—  
phantasmal killer.*

*Possessions: bracers of armor+3.*

## Appendix Two – APL 8

*ghost sound, message, read magic, 1st—charm person, color spray, disguise self.*

**Personality Traits:** Charming, dashing, roguish.

### Encounter Three

**Gilfor:** male goblin Rog2; Small Humanoid (goblinoid); HD 2d6+2; hp 12; Init +2; Spd 30 ft.; AC 13, touch 13, flat-footed 11; Base Atk +1; Grp -3; Atk +1 melee (1d3, dagger); Full Atk as Atk; SA Sneak attack +1d6; SQ Darkvision 60 ft., evasion, trapfinding; AL N; SV Fort +1, Ref +5, Will +0; Str 10, Dex 14, Con 12, Int 14, Wis 10, Cha 10.

*Skills and Feats:* Bluff +6, Forgery +6, Hide +12, Listen +6, Move Silently +10, Search +6, Sleight of Hand +8, Spot +4, Tumble +8; Run.

**Evasion (Ex):** If Gilfor is exposed to any effect that normally allows him a Reflex saving throw for half damage; he takes no damage with a successful saving throw.

**Trapfinding (Ex):** Gilfor can use a Search check to locate a trap with the task as a DC higher than 20.

*Possessions:* small dagger, wooden holy symbol of Heironeous.

### Encounter Four

**Heldeng Iryinshae:** CR 8; male half-elf Rog2/Sor3/DrD3; Medium Humanoid (Elf); HD 2d6+4 plus 3d4+6 plus 3d12+6; hp 50; Init +2; Spd 30 ft.; AC 13, touch 12, flat-footed 11; Base Atk +5; Grp +7; Atk +7 melee (1d6+2, bite); Full Atk +7 melee (1d6+2, bite) and +2 (1d4+2, 2 claws); SA sneak attack +1d6, breath weapon; SQ Evasion, half-elven traits, summon familiar, trapfinding; AL N; SV Fort +6, Ref +5, Will +6; Str 14, Dex 14, Con 14, Int 14, Wis 10, Cha 18.

*Skills and Feats:* Bluff +10, Concentration +6, Disguise +8, Knowledge (arcane) +10, Sense Motive +5, Search +8, Spot +8, Tumble +7; Persuasive, Spell Focus (illusion), Greater Spell Focus (illusion).

**Evasion (Ex):** If Heldeng is exposed to any effect that normally allows him a Reflex saving throw for half damage; he takes no damage with a successful saving throw.

**Half-Elven Traits (Ex):** Immune to magic sleep spells and effects, +2 racial bonus on saving throws against enchantment spells or effects; elven blood.

**Summon Familiar (Su):** Heldeng has the ability to summon a familiar, but has not done so.

**Trapfinding (Ex):** Heldeng can use a Search check to locate a trap with the task as a DC higher than 20.

*Spells Known* (6/8; base DC = 14 + spell level, illusion DC = 16 + spell level): 0—*daze, detect magic,*

### Encounter Five

**Fylben:** CR 10; male human Wiz10 (conjurer); Medium Humanoid; HD 10d4+10; hp 41; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +5; Grp +5; Atk +5 melee (1d4/19-20x2, dagger), or +5 melee touch (spell), or +6 ranged touch (spell); Full Atk as Atk; SQ Spells; AL CN; SV Fort +4, Ref +4, Will +8; Str 10, Dex 12, Con 12, Int 20, Wis 12, Cha 8.

*Skills and Feats:* Concentration +14, Knowledge (arcana) +18, Spellcraft +18; Augment Summoning, Empower Spell<sup>B</sup>, Greater Spell Focus (conjuration), Rapid Spell<sup>\*</sup>, Scribe Scroll<sup>B</sup>, Spell Focus (conjuration)<sup>B</sup>, Spell Focus (evocation), Quicken Spell<sup>B</sup>.

*Spells Prepared* (5/7/6/5/5/4; base DC = 15 + spell level; conjuration DC = 17 + spell level; evocation DC = 16 + spell level): 0—*acid splash* (2), *daze, detect magic, mage hand, 1st—burning hands, expeditious retreat, mage armor, magic missile* (2), *summon monster I, unseen servant*, 2nd—*fog cloud, glitterdust, rope trick, scorching ray, Tasha's hideous laughter, web*, 3rd—*dispel magic, fly, protection from energy, rapid summon monster II*; 4<sup>th</sup>—*dimension door, empowered scorching ray, Evard's black tentacles, rapid summon monster III, stoneskin*; 5th—*cloudkill, dominate person, rapid summon monster IV, quickened magic missile.*

*Possessions:* Spell component pouch, wand of lightning bolt [10 charges], scroll of feblemind.

### Encounter Six

**Varynin:** CR 10; female tiefling Sor10; Medium Outsider (Native); HD 10d4+10; hp 41; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +5; Grp +7; Atk +7 melee (1d6+2/18-20x2, rapier), or +7 melee touch (spell), or +8 ranged touch (spell); SA *Darkness*; SQ Darkvision 60 ft., resistance to cold, electricity, and fire 5, spells; AL CE; SV Fort +6, Ref +8, Will +9; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 18.

*Skills and Feats:* Bluff +22, Concentration +14, Spellcraft +14; Greater Spell Focus (evocation), Greater Spell Focus (illusion), Spell Focus (evocation), Spell Focus (illusion).

**Darkness (Sp):** Once per day, Varynin can use *darkness* at 10<sup>th</sup> caster level.

*Spells Known* (6/7/7/7/6/3; base DC = 14 + spell level; evocation DC = 16 + spell level; illusion DC = 16 +

spell level): 0—*acid splash, daze, detect magic, flare, ghost sound, open/close, prestidigitation, ray of frost, touch of fatigue*, 1st—*disguise self, enlarge person, magic missile, shield, silent image*, 2nd—*invisibility, mirror image, scorching ray, Tasha's hideous laughter*, 3rd—*fly, haste, lightning bolt, major image*, 4th—*greater invisibility, phantasmal killer*, 5th—*cone of cold*.

*Possessions: bracers of armor +3, cloak of resistance +2.*

## Appendix Three – APL 10

*ghost sound, message, read magic, 1st—charm person, color spray, disguise self.*

Personality Traits: Charming, dashing, roguish.

### Encounter Three

**Gilfor:** male goblin Rog2; Small Humanoid (goblinoid); HD 2d6+2; hp 12; Init +2; Spd 30 ft.; AC 13, touch 13, flat-footed 11; Base Atk +1; Grp -3; Atk +1 melee (1d3, dagger); Full Atk as Atk; SA Sneak attack +1d6; SQ Darkvision 60 ft., evasion, trapfinding; AL N; SV Fort +1, Ref +5, Will +0; Str 10, Dex 14, Con 12, Int 14, Wis 10, Cha 10.

*Skills and Feats:* Bluff +6, Forgery +6, Hide +12, Listen +6, Move Silently +10, Search +6, Sleight of Hand +8, Spot +4, Tumble +8; Run.

**Evasion (Ex):** If Gilfor is exposed to any effect that normally allows him a Reflex saving throw for half damage; he takes no damage with a successful saving throw.

**Trapfinding (Ex):** Gilfor can use a Search check to locate a trap with the task as a DC higher than 20.

*Possessions:* small dagger, wooden holy symbol of Heironeous.

### Encounter Four

**Heldeng Iryinshae:** CR 8; male half-elf Rog2/Sor3/DrD3; Medium Humanoid (Elf); HD 2d6+4 plus 3d4+6 plus 3d12+6; hp 50; Init +2; Spd 30 ft.; AC 13, touch 12, flat-footed 11; Base Atk +5; Grp +7; Atk +7 melee (1d6+2, bite); Full Atk +7 melee (1d6+2, bite) and +2 (1d4+2, 2 claws); SA sneak attack +1d6, breath weapon; SQ Evasion, half-elven traits, summon familiar, trapfinding; AL N; SV Fort +6, Ref +5, Will +6; Str 14, Dex 14, Con 14, Int 14, Wis 10, Cha 18.

*Skills and Feats:* Bluff +10, Concentration +6, Disguise +8, Knowledge (arcane) +10, Sense Motive +5, Search +8, Spot +8, Tumble +7; Persuasive, Spell Focus (illusion), Greater Spell Focus (illusion).

**Evasion (Ex):** If Heldeng is exposed to any effect that normally allows him a Reflex saving throw for half damage; he takes no damage with a successful saving throw.

**Half-Elven Traits (Ex):** Immune to magic sleep spells and effects, +2 racial bonus on saving throws against enchantment spells or effects; elven blood.

**Summon Familiar (Su):** Heldeng has the ability to summon a familiar, but has not done so.

**Trapfinding (Ex):** Heldeng can use a Search check to locate a trap with the task as a DC higher than 20.

*Spells Known* (6/8; base DC = 14 + spell level, illusion DC = 16 + spell level): 0—*daze, detect magic,*

### Encounter Five

**Fylben:** CR 12; male human Wiz12 (conjurer); Medium Humanoid; HD 12d4+12; hp 49; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +6; Grp +6; Atk +6 melee (1d4/19-20x2, dagger), or +6 melee touch (spell), or +7 ranged touch (spell); Full Atk +6/+1 melee (1d4/19-20x2, dagger); SQ Spells; AL CN; SV Fort +6, Ref +6, Will +10; Str 10, Dex 12, Con 12, Int 21, Wis 12, Cha 8.

*Skills and Feats:* Concentration +16, Knowledge (arcana) +20, Spellcraft +20; Augment Summoning, Empower Spell<sup>B</sup>, Greater Spell Focus (conjunction), Greater Spell Focus (evocation), Rapid Spell\*, Scribe Scroll<sup>B</sup>, Spell Focus (conjunction)<sup>B</sup>, Spell Focus (evocation), Quicken Spell<sup>B</sup>.

*Spells Prepared* (5/7/6/5/5/4/3; base DC = 15 + spell level; conjunction DC = 17 + spell level; evocation DC = 17 + spell level): 0—*acid splash* (2), *daze, detect magic, mage hand, 1st—burning hands, expeditious retreat, mage armor, magic missile* (2), *summon monster I, unseen servant, 2nd—fog cloud, glitterdust, rope trick, scorching ray, Tasha's hideous laughter, web, 3rd—dispel magic, empowered magic missile, fly, protection from energy, rapid summon monster II, 4<sup>th</sup>—dimension door, empowered scorching ray, Evard's black tentacles, rapid summon monster III, stonewall, 5th—cloudkill, dominate person, rapid summon monster IV, quickened magic missile, 6th—disintegrate, rapid summon monster V, quickened scorching ray.*

*Possessions:* Spell component pouch, wand of lightning bolt [10 charges], scroll of feeblemind, cloak of resistance +1.

### Encounter Six

**Varynin:** CR 12; female tiefling Sor12; Medium Outsider (Native); HD 12d4+12; hp 49; Init +3; Spd 30 ft., climb 15ft.; AC 18, touch 13, flat-footed 15; Base Atk +6; Grp +8; Atk +8 melee (1d6+2/18-20x2, rapier), or +8 melee touch (spell), or +9 ranged touch (spell); Full Atk +8/+3 melee (1d6+2/18-20x2, rapier); SA *Darkness*; SQ Darkvision 60 ft., resistance to cold, electricity, and fire 5, spells; AL CE; SV Fort +7, Ref +9, Will +10; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 19.

*Skills and Feats:* Bluff +24, Concentration +16, Spellcraft +16; Empower Spell, Greater Spell Focus

(evocation), Greater Spell Focus (illusion), Spell Focus (evocation), Spell Focus (illusion).

**Darkness (Sp):** Once per day, Varynin can use *darkness* at 12<sup>th</sup> caster level.

*Spells Known* (6/7/7/7/7/5/3; base DC = 14 + spell level; evocation DC = 16 + spell level; illusion DC = 16 + spell level): 0—*acid splash, daze, detect magic, flare, ghost sound, open/close, prestidigitation, ray of frost, touch of fatigue*, 1st—*disguise self, enlarge person, magic missile, shield, silent image*, 2nd—*invisibility, mirror image, scorching ray, spider climb, Tasha's hideous laughter*, 3rd—*displacement, fly, haste, lightning bolt, major image*, 4th—*greater invisibility, phantasmal killer, shadow conjuration*, 5th—*cone of cold, hold monster*, 6th—*chain lightning*.

*Possessions:* *bracers of armor* +5, *cloak of resistance* +2, *slippers of spider climbing*.

## Appendix Four – APL 12

*ghost sound, message, read magic, 1st—charm person, color spray, disguise self.*

Personality Traits: Charming, dashing, roguish.

### Encounter Three

**Gilfor:** male goblin Rog2; Small Humanoid (goblinoid); HD 2d6+2; hp 12; Init +2; Spd 30 ft.; AC 13, touch 13, flat-footed 11; Base Atk +1; Grp -3; Atk +1 melee (1d3, dagger); Full Atk as Atk; SA Sneak attack +1d6; SQ Darkvision 60 ft., evasion, trapfinding; AL N; SV Fort +1, Ref +5, Will +0; Str 10, Dex 14, Con 12, Int 14, Wis 10, Cha 10.

*Skills and Feats:* Bluff +6, Forgery +6, Hide +12, Listen +6, Move Silently +10, Search +6, Sleight of Hand +8, Spot +4, Tumble +8; Run.

**Evasion (Ex):** If Gilfor is exposed to any effect that normally allows him a Reflex saving throw for half damage; he takes no damage with a successful saving throw.

**Trapfinding (Ex):** Gilfor can use a Search check to locate a trap with the task as a DC higher than 20.

*Possessions:* small dagger, wooden holy symbol of Heironeous.

### Encounter Four

**Heldeng Iryinshae:** CR 8; male half-elf Rog2/Sor3/DrD3; Medium Humanoid (Elf); HD 2d6+4 plus 3d4+6 plus 3d12+6; hp 50; Init +2; Spd 30 ft.; AC 13, touch 12, flat-footed 11; Base Atk +5; Grp +7; Atk +7 melee (1d6+2, bite); Full Atk +7 melee (1d6+2, bite) and +2 (1d4+2, 2 claws); SA sneak attack +1d6, breath weapon; SQ Evasion, half-elven traits, summon familiar, trapfinding; AL N; SV Fort +6, Ref +5, Will +6; Str 14, Dex 14, Con 14, Int 14, Wis 10, Cha 18.

*Skills and Feats:* Bluff +10, Concentration +6, Disguise +8, Knowledge (arcane) +10, Sense Motive +5, Search +8, Spot +8, Tumble +7; Persuasive, Spell Focus (illusion), Greater Spell Focus (illusion).

**Evasion (Ex):** If Heldeng is exposed to any effect that normally allows him a Reflex saving throw for half damage; he takes no damage with a successful saving throw.

**Half-Elven Traits (Ex):** Immune to magic sleep spells and effects, +2 racial bonus on saving throws against enchantment spells or effects; elven blood.

**Summon Familiar (Su):** Heldeng has the ability to summon a familiar, but has not done so.

**Trapfinding (Ex):** Heldeng can use a Search check to locate a trap with the task as a DC higher than 20.

*Spells Known* (6/8; base DC = 14 + spell level, illusion DC = 16 + spell level): 0—*daze, detect magic,*

### Encounter Five

**Fylben:** CR 14; male human Wiz14 (conjurer); Medium Humanoid; HD 14d4+14; hp 57; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +7; Grp +7; Atk +7 melee (1d4/19-20x2, dagger), or +7 melee touch (spell), or +8 ranged touch (spell); Full Atk +7/+2 melee (1d4/19-20x2, dagger); SQ Spells; AL CN; SV Fort +8, Ref +8, Will +12; Str 10, Dex 12, Con 12, Int 21, Wis 12, Cha 8.

*Skills and Feats:* Concentration +18, Knowledge (arcana) +22, Spellcraft +22; Augment Summoning, Empower Spell<sup>B</sup>, Greater Spell Focus (conjunction), Greater Spell Focus (evocation), Rapid Spell\*, Scribe Scroll<sup>B</sup>, Spell Focus (conjunction)<sup>B</sup>, Spell Focus (evocation), Quicken Spell<sup>B</sup>.

*Spells Prepared* (5/7/6/6/6/5/4/3; base DC = 15 + spell level; conjunction DC = 17 + spell level; evocation DC = 17 + spell level): 0—*acid splash* (2), *daze, detect magic, mage hand, 1st—burning hands, expeditious retreat, mage armor, magic missile* (2), *summon monster I, unseen servant*; 2nd—*fog cloud, glitterdust, rope trick, scorching ray, Tasha's hideous laughter, web*; 3rd—*dispel magic, empowered magic missile, fly, protection from energy, rapid summon monster II*; 4<sup>th</sup>—*dimension door, empowered scorching ray* (2), *Evard's black tentacles, rapid summon monster III, stonewalk*; 5th—*cloudkill, dominate person, rapid summon monster IV* (2), *quicken magic missile*; 6th—*disintegrate, rapid summon monster V, quickened scorching ray* (2); 7th—*mass hold person, Mordenkainen's sword, rapid summon monster VI.*

*Possessions:* Spell component pouch, *wand of lightning bolt* [10 charges], *scroll of feeblemind, cloak of resistance +2.*

### Encounter Six

**Varynin:** CR 14; female tiefling Sor14; Medium Outsider (Native); HD 14d4+14; hp 57; Init +3; Spd 30 ft., climb 15ft.; AC 18, touch 13, flat-footed 15; Base Atk +7; Grp +9; Atk +9 melee (1d6+2/18-20x2, rapier), or +9 melee touch (spell), or +10 ranged touch (spell); Full Atk +9/+4 melee (1d6+2/18-20x2, rapier); SA *Darkness*; SQ Darkvision 60 ft., resistance to cold, electricity, and fire 5, spells; AL CE; SV Fort +9, Ref +11, Will +12; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 20.

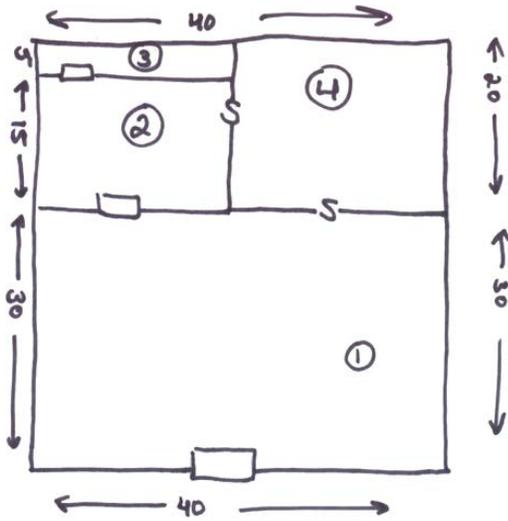
*Skills and Feats:* Bluff +26, Concentration +18, Spellcraft +18; Empower Spell, Greater Spell Focus (evocation), Greater Spell Focus (illusion), Spell Focus (evocation), Spell Focus (illusion).

**Darkness (Sp):** Once per day, Varynin can use *darkness* at 14<sup>th</sup> caster level.

*Spells Known* (6/8/7/7/7/7/5/3; base DC = 15 + spell level; evocation DC = 17 + spell level; illusion DC = 17 + spell level): 0—*acid splash, daze, detect magic, flare, ghost sound, open/close, prestidigitation, ray of frost, touch of fatigue*, 1st—*disguise self, enlarge person, magic missile, shield, silent image*, 2nd—*invisibility, mirror image, scorching ray, spider climb, Tasha's hideous laughter*, 3rd—*displacement, fly, haste, lightning bolt, major image*, 4th—*greater invisibility, phantasmal killer, shadow conjuration*, 5th—*cone of cold, feblemind, hold monster*, 6th—*chain lightning, greater dispel magic*, 7th—*finger of death*.

*Possessions:* *bracers of armor* +5, *cloak of resistance* +3, *slippers of spider climbing*.

# DM's Handout 1: Fylben's Cottage



- ① Kitchen
- ② Bedroom
- ③ Closet
- ④ Laboratory

## Player Handout #1

This message was delivered to you last night via magical means. It was on your night stand as you awoke this morning, folded and bearing the wand-and-flame symbol of the Guildsmen of the High Art.

*Your fellow Guildsmen of the High Art are in need of your services. A former member of our Guild, a conjurer by the name of Fylben, has found and taken a very valuable Gate scroll from the traitor Orin Yaun's private stash. He has since fled somewhere to the lower southwestern Vesue. We cannot tell the exact location, but know it is in a shoddy wooden cabin.*

*I, Daimon Truflame, shall find you shortly. Please tell no one of the details, even though we may need non-guild help. You and your group will be well rewarded upon the item's recovery.*

*Daimon  
Truflame*