

HIG5-09

Twilight

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

Version 1.0

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New heroes are drawn into machinations to save a magical tree sacred to Ehlonna, the fate of which is tied to the entire Vesve. An APL 2 Highfolk regional module intended for the next generation of Highfolk heroes. Part One of The Coming Dawn.

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

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

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 Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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

This adventure retires from RPGA-sanctioned play on December 31, 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	CR	1	2	3	4
1/4 and 1/6	0	0	0	1	
1/3 and 1/2	0	0	1	1	
1	1	1	2	3	
2	2	3	4	5	
3	3	5	6	7	
4	4	6	7	8	
5	5	7	8	9	
6	6	8	9	10	
7	7	9	10	11	

determine the number of levels you add to the sum of step one. Add each character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This

result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Bandit Kingdoms. Characters native to the Bandit Kingdoms 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 adventure.

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

There is an ancient force in the Vesve that for good or ill has dwelled there in relative silence for centuries. It has gone by many names, but some now call it the Dawn. Those sensitive to such things have always prophesied its ascendance, although many have misinterpreted the meaning of those seers, thinking it was of the Old One that they whispered. A few powerful beings try to balance the entity, but the scales have tipped, and Dawn is coming.

Adventure Summary

In preparation for its coming, the Dawn has sent its herald, ex-Knight of the High Forest Releshi Elethiel to recover the Tree of the Arclight. However, as she approached the grove sacred to Obad-Hai where the tree was located, Releshi found that the changes her service had worked upon her body and soul made it so that she could not enter the clearing. Acquiring the Tree would require naïve greenhorns.

Introduction: The heroes are enjoying the coming Needfest atmosphere in Highfolk when they encounter Paxana Eventhil, the town constable. Paxana is posting a notice declaring a bounty on the "Vicious Maw," a humanoid gang that has been plaguing the road to Ironstead. If the heroes are interested, she gives them some information on the raiders and suggests that they attach themselves to the next caravan heading to Ironstead.

Encounter One: The heroes join a caravan leaving the same day and possibly meet with several unique individuals who may be helpful to some of them.

Encounter Two: The Vicious Maw attacks the travelers on the road, and during the fight, a Knight of the High Forest notices the characters.

Encounter Three: Releshi approaches the party that evening and asks them for help in recovering the Tree of the Arclight in order to protect the Vesve. She explains that the tree is in danger and the Knights of the High Forest wish to spirit it away to a safe hiding place. If any of the heroes are members of her clan, she offers them a gift.

Encounter Four: The heroes arrive in Ironstead and part ways with the caravan. An unlucky hero may run into the pickpocket, Etan. Etan offers up a gift and some information or makes off with the character's purse.

Encounter Five: The party arrives at the druid's grove and encounters Couldraith, a follower of Obad-Hai. If they agree to make a deal instead of fighting him, he sends them after strange creatures infesting the Vesve. There they rescue a gnome named Figil. No matter the course, the party recovers the Tree of the Arclight.

Encounter Six: On the way back to Highfolk, the heroes have two brief encounters, both with an interest in the tree.

Conclusion: The heroes return, having recovered the Tree of the Arclight. After handing it over to Releshi, they find out from Paxana that she was not who they thought she was.

Preparation for Play

Legendary Deeds: At the beginning of this adventure, each player must determine the recognition of his Legendary Deeds. Roll percentile dice for each player and compare it to the total percentage value of all the Legendary Deeds that the player has accumulated for this character. If the percentile roll is greater than the total, a Legendary Deed is not recognized, and nothing happens. If the roll is less than the percentage total, then randomly choose one of the deeds from the hero's pool. For the entirety of the event, NPCs recognize the hero for the deed he has accomplished, and the benefit listed on the deed may be used. After the adventure, the deed is marked "USED" and the player may keep it, so as to keep a record of his deeds.

Special Regional Characters: Before you begin play of this adventure, there are five regional certificates to check for, as they affect the way certain encounters play out.

- Dwarves of Dargas Mor receive special treatment while visiting Hammerstrike Goods in **Encounter One**.
- Any hero with the *Caress of Angels* or the *Kiss of Devils* regional certificate gains special abilities while fighting the half-spawn krenshars in **Encounter Five**.

- Heroes that possess the *Born of the Vesve* regional certificate will be able to safely open the lock to the iron strongbox in **Encounter Six**.
- Those heroes who possess any of these certificates or the *Devoted of the Green and White* regional certificate find additional gifts from the Dreamer of Sea and Stars in the iron strongbox in **Encounter Six**.

Introduction

The cool winter wind cuts through the afternoon streets of Highfolk town, with just a faint swirl of snowflakes. The spirit of the upcoming Needfest celebration already holds the town in its grasp with cheery garlands of evergreen boughs and holly berries decorating the town government buildings of Ruins Square.

Citizens of Highfolk go about their business, as a slender, dark-haired, half-elven woman exits one of the buildings and approaches a notice board where she begins tacking up a new handbill.

The characters are members of the crowd, deciding what to do with their lives. Recently decided on adventuring, they have come to Highfolk town to start their careers, when Paxana Eventhil the Town Constable approaches the notice board. Unless they are members of the same adventuring company, none of the characters have arrived together. She is posting a bill reproduced in **Player Handout #2**.

Paxana Eventhil: CG female half-elf Rog4/Ftr4.

The characters may engage Paxana in conversation, though unless they have questions about the bill she is posting, she keeps the conversation short so that she can get back to work. Paxana, a 45-year old half-elven woman, is generally laid back and some might say occasionally distracted, but when it comes to business or threats to Highfolk, she becomes very serious. If the characters seem like they might be interested in going after the Vicious Maw, she relates the following pieces of information.

- The Vicious Maw is a gang made up of humanoids that have been raiding the road from Laurellinn to Ironstead in the Vesve. They rarely leave survivors and attack everyone from lone riders to small caravans. They have been so destructive that the Highfolk Merchants Guild has leaned on the Town Council to sponsor a reward for their capture or elimination before they significantly disrupt trade to the Furyondian outposts.

- The Maw is dangerous, and they have eluded one patrol of Furyondian soldiers sent out of Ironstead to look for them, so they must have some wood skills.
- No one knows much about the Maw, except that it consists of orcs, goblins, and possibly some kobolds. When they leave a raid, they often paint a fanged mouth somewhere nearby using their victims' own blood.

If the characters, young kids that they are, are thinking about going after the Maw, they might want to see about going in a larger group such as a caravan. As luck would have it, Paxana believes that there is a caravan leaving East Gate this afternoon that the characters might be able to join. Paxana does not know much about the caravan other than they are loading up right now in East Gate Plaza and the Highfolk Merchant's Guild sponsors them.

If the characters do manage to kill or capture the members of the Vicious Maw, they can meet Paxana with proof of their deed back at the Headquarters of the Homeguard for their reward.

Assuming the characters are interested in taking on this mission, they must head straight to the East Gate if they plan to catch the caravan. If they make any short stops, they should arrive just as the caravan is preparing to depart.

Development: Those who are not interested in helping the town have missed their chance for adventure. The DM should consider if any of the chance meetings presented in **Encounter One** might be used to bring recalcitrant heroes back into the module.

Encounter One – Road to Adventure

Once the characters decide to leave town, or attempt to catch up with the caravan, they encounter the Merchant's Guild caravan headed out of East Gate. Read or paraphrase the following.

Hurrying through the streets of Highfolk, you quickly make your way to East Gate. The high wood walls shelter archers under the bare Sunsebb trees and a cold winter breeze brings a shiver to your body. At midday, the gate is bustling with activity. The banging of hammer on metal sounds from Hammerstrike Goods at the edge of the square. Merchants and travelers come in and out of the gate, their carts laden with late root crops or wares from distant lands. Three Homeguard members move through the crowd, keeping a watchful eye. To the right of the main thoroughfare, a number of men and elves are loading three narrow wagons while several merchants bicker amongst themselves. It is clear it

will take at least an hour for the caravan to be ready to leave.

Allow the characters to act as they wish, as they do not necessarily know each other. There is a wide selection of busy merchants to interact with, as well as the Homeguard and the caravan. While only the caravan is of particular import, thorough or curious characters might want to question some of the other townsfolk about the Vicious Maw or their business in the square. Even after the characters have joined the caravan, they should still receive the opportunity to meet other Highfolk.

A number of merchants in the square are not members of the caravan. Any of them might be of interest to the heroes.

- **Morwathien Emerald** (CG, male, high elf, Exp3): Morwathien is a greengrocer from the elven district, here to buy the last of this year's crops from the various farmers. He is amiable enough, enthused at the possibility of some business while most of his competition has stopped getting any shipments for the year. The food supplies have been increasing since the end of the recent war. He hopes to purchase several carts of turnips from a half-orc boy named Wilem who should be arriving later today. Wilem has a thriving farm and apple orchard in the Highvale, but prefers entering the town through East Gate rather than West, because he cannot tolerate the smell from the Tanneries of the Poor District. Morwathien does not know much about the Vicious Maw, but he has heard that they are a problem.
- **Verna Darst** (N, female, human, Rog2, Bluff +2): Verna, a young red-haired woman, has come to Highfolk from Furyondy, on the run from the law. Along the way, she happened to find an abandoned cart filled with copper pots and kettles at the edge of the Vesve (on the road to Ironstead). All that she found of the owners and their team was half of the horse that pulled the cart. Only the front half of the horse remained, as though the marauders took the hindquarters for meat. A bloody fanged mouth was painted on the side of the cart (which she has washed off with some melted snow), but the stain can be noticed with a DC 10 Spot check. Verna clearly has no knowledge of copper wares, but that does not stop her from trying to sell them. She will part with the whole cart for 40 solars (gp). If the heroes are especially interested in her story, she becomes nervous and creates wild lies to cover for her heinous acts. If the heroes are kind and friendly despite her obviously shady dealings, she breaks down and tells her story of finding the cart. She only

confesses that she may have some troubles with the law if one of the heroes is especially shady and no one threatens her under the guise of law enforcement. **Note:** If any one character is especially charismatic and shady, Verna notes them to be contacted later. This character receives **Contact Verna Darst** on their AR.

- **Brottor Hammerstrike** (NG, male, dwarf, Exp2): This young dwarf is working the front of Hammerstrike Goods while his older brothers and father work at the forge out back. He is cheerful in his attempts to sell weapons and armor to customers. As the Hammerstrikes are the only dwarves in Highfolk, this is the only place adventurers can find heavy metal weapons and armor. Brottor will point out the superior dwarven craftsmanship; they are much sturdier than elven made weapons. All goods are available at standard prices. **Note:** If any of the heroes are playing a Dwarf of Dargas Mor (possesses the regional certificate) Brottor is especially eager to please them. In fact, he offers them a discount on their purchase in order to strengthen ties with his distant retaliations. This character receives **Favor of Brottor Hammerstrike** on their AR. Hammerstrike dwarven heroes (members of the Highfolk Meta-org) do not receive this benefit, as they are family and get their own benefits. Any Dargas Mor heroes that are rude do not receive this discount.

Three members of the Homeguard (2 corporals and 1 sergeant) patrol the square on the lookout for trouble. The militia has uncovered rumors that a gang of thieves has been operating in the neighborhood of East Gate and they are looking for anything suspicious. They chat impatiently with the heroes, more interested in suspicious goings on than adventurers' dreams. If the heroes direct the Homeguard toward Verna Darst, she attempts to run from them. They eventually arrest her. No one receives **Contact Verna Darst** if this occurs.

The caravan is preparing to leave, and while the three wagon drivers load the three narrow wagons, the merchants are discussing what should go into each wagon. If the heroes are interested in joining the caravan, the drivers point them toward the three merchants.

- **Fazou** (CN, male, human, Exp3): Fazou is a Baklunish merchant, originally from Ket, hired to ferry goods to Ironstead. He is busy organizing his portion of the caravan and has no time for heroes who do not wish to pay his exorbitant prices or hire on as guards. Even then, he narrows his eyes and distrusts the heroes (especially elves). His portion of the caravan consists of blankets, clothing, tents, and tools with which he plans to gouge the garrison.

- **Laeralee Windstoll** (NG, female, half-elf, Exp1, Cha 16): Laeralee is relatively new to being a merchant and she is nervous about traveling with such a small group. If any of the heroes appear to be strong, capable men with at least a 10 Charisma, she insists they join her, for the safety of everyone. Her portion of the caravan consists of scented candles and exotic sweet smelling oils made from eels imported from Verbeeg Hill.
- **Melalos Riverstone** (CG, male, high elf, Exp 2): Melalos is a friendly young elf of Clan Krysalyn. Melalos, or Mel, develops an instant affection for the heroes and is happy to have them join the caravan as they are short handed. He is willing to pay them each 5 gp for the trip and up to another 10 gp if they need defending. Although, knowing adventurers, he starts by offering 2 gp for the trip and 5 gp if attacked, expecting some negotiations. He has the majority stake in the caravan and is a member of the Highfolk Merchant's Guild, so his word is final if the merchants cannot agree. His portion of the caravan consists of tanned leathers and silver jewelry; both crafted by elves in his clan.
- **Wagon Drivers:** The three drivers: Inys (CG, male, elf, Com2), Olmer (CG, male, human, Com2), and Tyen (CG, male, human, Com1), are veteran drivers but have little skill with weapons. They are working class men of the Highvale and are happy to have some skilled mercenaries along on the trip. Tyen cooks a savory stew every night and Olmer often tells tall tales over the firelight. Inys is good at caring for the horses.

The caravan merchants, despite Fazou's dislike of the look of the heroes, are willing to take them on for the journey to Ironstead. They plan to leave shortly, but allow an hour for the heroes to do any last minute shopping before departing.

Encounter Two – Road Trouble

Once the heroes have organized themselves, determine any plans the party has for marching order or watches. If this adventure occurs in a setting that allows for additional time, the DM might allow more time for role-playing with the merchants and wagon drivers before proceeding with this encounter.

The caravan has traveled east for several days before turning north into the Vesve. The jovial nature of Melalos Riverstone and the down-to-earth companionship of the wagon drivers have balanced Fazou's constant complaints and criticisms.

On the sixth day of your trip, you arrived in Laurellinn and after a brief stopover, the caravan heads out on the road to Ironstead. Despite the cold weather, there is little snow in the quiet woods with only the sound of the blowing wind and the occasional scolding jay.

Late in the first day from Laurellinn, the Vicious Maw has set an ambush for the caravan. One of the Maw's contacts alerted them to the caravan's path.

Creatures: The members of the Vicious Maw hope to make one last big score before the caravans stop entirely for the winter. Each member of the gang, except Uzarl, is equipped with three javelins. Each of them has taken a long time to set up this ambush using the available foliage and terrain. This gives them a +4 circumstance bonus to their Hide checks. Those heroes that succeed on an opposed Spot check may act in the surprise round.

APL 2 (EL 3)

Nazgrob & Urug, the Orcs: hp 5 ea; see *Monster Manual* page 203.

Izdarkul, Nuliz & Zaru, the Goblins: hp 5 ea; see *Monster Manual* page 133. Each goblin also has a small sized long spear.

Uzarl: hp 18; see *Appendix One*.

Tactics: Nazgrob and Urug charge out of their hiding places and attack the most obvious fighter types with their falchions. Izdarkul closes to melee with any obvious spellcaster. Nuliz and Zaru pop up behind the camouflaged pit trap and throw their javelins while keeping their long spears hidden in the grass and snow nearby. Nuliz and Zaru know Uzarl's power and thus try to keep enemies from attacking the adept. Uzarl starts by casting *bleed* upon his allies and *aid* upon one of his defenders in the next round. Uzarl tries to flee if reduced to 6 hp or less. The rest of the gang flees only if at least one of their members is dead and Uzarl is dead or running.

Trap: The goblins Nuliz and Zaru have created a pit trap in front of themselves and Uzarl (exact position noted on **DM's Map #1**).

Camouflaged Pit Trap: CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 15; Disable Device DC 20.

Treasure: The merchants are willing to allow the heroes wish to claim the gear of the Vicious Maw, though Laeralee finds the taking of trophies somewhat distasteful, especially if the heroes take body parts from the dead. In addition, Uzarl wears a tunic that displays

the heraldry of the Vicious Maw (1st panel, **Player Handout #1**)

Development (Overwhelmed by the Fight): Initially, the caravan retreats to the cover of the wagons and does not aid in the fight beyond the occasional bolt or arrow. If the heroes seem to be having trouble with the fight, such as half the heroes are dead or unconscious, the merchants become nervous and begin helping in earnest; going so far as to risk their own lives. This combat is for the heroes to fight as the caravan guards, but the merchants are not about to let them all die. Note that Melalos has a *potion of cure light wounds* that he uses on any character that falls unconscious.

Development (Interrogating Captives): It is likely that the heroes manage to take some of the humanoids alive. If successful, they may wish to interrogate the prisoners. Nazgrob and Urug speak Goblin and Orc. Izdarkul, Nuliz and Zaru speak only Goblin, while Uzarl speaks Draconic and Goblin. The heroes must know one of these languages in order to communicate with the Vicious Maw. If so, any displays of force or significant threats break any captives. The orcs and goblins know that Uzarl speaks to someone else who gives them jobs, or passes along orders, but they know nothing about the mistress beyond her conversations with Uzarl. Uzarl knows that the Vicious Maw is often in the employ of a woman who appears to him when he is alone. She takes a different form each time, but always appears as a humanoid-shaped female though her race frequently varies. She passes them information about travelers and caravans who they attack, but she never demands anything from the Maw for doing so. He knows nothing more.

Encounter Three – Over for Dinner

Releshi Elethiel, a Knight of the High Forest, has been quietly watching the heroes since they encountered the Vicious Maw in order to decide if they are the people she requires for a special mission to recover the Tree of the Arclight. Having seen their efforts, she believes they may be exactly who she needs.

Releshi Elethiel: female half-copper dragon grey elf; Bbn1/Ftr2/Rgr2/Sor1/Marsh1/Dragon Disciple 10

After the caravan has made camp, she approaches them as night falls, calmly walking out of the woods. Read or paraphrase the following.

Tyen is ladling out a bowl of stew to each of you when you hear soft crunching of frozen ground. Turning quickly, you see a short, red-haired elven woman in woodsman's clothes step from the forest. She wears

two elven thin blades at her hips, and smiles spreading her hands wide. Her gloves display a crest of antlers upon a field of green, and a pin upon her cloak shows a field of black, with the two moons of Oerth and the silhouette of an owl perched upon a branch before them. The woman is clearly pregnant. Most striking, however, is the way her copper scales glint in the firelight and the elegant draconic wings stretch behind her. "I mean you no harm. I saw your fire from a distance and hoped to share some food and company for the evening, if you will have me."

A successful DC 5 Knowledge (Local: Iuz's Border States) check recognizes the heraldry upon her gloves as the Knights of the High Forest, the elven branch of the Knights of the Hart (2nd panel, **Player Handout #1**). A second successful DC 5 Knowledge (Local: Iuz's Border States) check recognizes the heraldry on her pin as that of Clan Oronodel; a clan of Vesve Forest grey elves that live far to the north (3rd panel, **Player Handout #1**). Heroes who are Vesve Forest elves receive a +5 competence bonus to this check.

Releshi has disguised herself by mundane means. Allow the heroes a Spot check versus Releshi's Disguise check (DC 35). A successful Spot check notices that something is amiss about Releshi's appearance, but it is not discernable exactly what.

Releshi helpfully makes the decision for the heroes as to whether she should be welcomed by sitting down at the campfire. If the any of the heroes ask, she happily identifies herself by name, and as a Knight of the High Forest. She helps herself to a bowl of stew and asks the heroes what they are doing in the forest. After listening to their tale, she appears to consider their story and then offers this request.

"You sound like you are very capable adventurers. I think you might be just the people I have been looking for to help the Knights of the High Forest. I travel south on an important mission to Castle Ehlenestra, but word has reached my ears of something that needs doing to the north. You see, during the Siege of Quaalsten a few years ago, there arose a tree called the Tree of the Arclight which a seer claimed was tied to the fate of the Vesve. Fearful that the tree might fall into the hands of the Old One, an Ehlonnan cleric betrayed her order and convinced a group of adventurers to uproot the tree and spirit it away to a druid of Obad-Hai. Now apparently minions of the Old One have discovered the druid's grove and the tree is in danger once again. The Church of Ehlonna has asked the Knights for help. The followers of Obad-Hai and Ehlonna rarely seem to get

along, so we suspect the druid will not wish to give up this sacred tree, but it cannot stay where it is as the Old One's minions search for it even now. The Knights of the High Forest hope to hide the tree away to keep the Old One from ever finding it. After you make your way to Ironstead, if you have the time, would you be willing to continue on north toward Quaalsten and visit the druid and attempt recover the Tree of the Arclight?"

It is likely that the characters have several questions, which Releshi attempts to do her best to answer.

- **How do we find the druid?** Head north on the path that leads from Ironstead to Quaalsten. About one day before you reach the Feathered City, turn northwest until you reach a small stream. Follow the stream west to the grove. (She sketches a rough map for the characters.)
- **Why do you think the druid will not give up the tree?** Obad-Hai and Ehlonna are rivals and often their followers in the Vesve have come to blows. I cannot say why the druid received the tree in the first place, but he has rights to be suspicious given the enmity that that has festered between the followers of Obad-Hai and the gentler peoples of the wood.
- **Why are you not doing this?** I have an important mission to Castle Ehlenestra across the border into Furyondy that cannot wait. I suppose I might try to recover the tree when I get back, but I would prefer not to wait and chance that the followers of the Old One might take it from the druid.
- **What do you know about the druid?** Very little. He lives in a quiet grove about a day away from the town of Quaalsten, and in CY 593, the cleric of Ehlonna and a group of adventurers gave the tree to him. It was just a sapling then.
- **Where is the cleric of Ehlonna?** We do not know. She disappeared. I never learned her name.
- **What do you know about the tree?** Narsil Pathweaver, a member of the Guildsmen of the High Art with an interest in the skill of prophecy claimed that the Tree of the Arclight is apparently one of several minor magical trees sacred to Ehlonna that were destroyed in ages past. Though the Ehlonnans did not realize its true value at the time, the tree had been reborn as sapling in one of their Quaalsten gardens. Narsil interpreted a prophecy to mean that should the tree remain in Quaalsten and end up captured by the Old One's forces it would cause the death of the Vesve. He died in the process of helping the cleric of Ehlonna steal the tree from the church.

- **What does the tree look like?** The Knights know the tree to be slender with light bark. Its leaves are a rich green lined with silver and the veins of the leaves have a silver tint as well, despite the season. You can distinguish the tree by its leaves: they are cespitose and glabrous (a smooth leaf, growing in bunches).
- **What are you paying us?** I am not. I thought you were heroes, so I assumed you might want to help your home. If you only help others for money, I suggest you move to Dyvers or the Bandit Kingdoms and do not come back.
- **Where do we find you once we have the tree?** Once you have recovered the tree, meet me on the road to Highfolk. If all else fails, I will see you at the Leaping Deer Inn in the Elven District if we do not meet on the road sooner.
- **You keep saying, “Recover,” do you mean we should kill the druid and take the tree?** I would prefer it if you could convince the druid to give you the tree. He has some small measure of power and has animals that could be a danger to you. If he will not listen to reason though, you may have to employ some subterfuge to liberate the tree. I will leave the details to you, but it would be for the best if you could keep from doing the druid any lasting harm.
- **Why do you look funny?** As many of my kin, I am blessed with draconic heritage. I have embraced the copper dragon blood pulsing in my veins, and it has changed me to the woman you see before you.
- **No, it’s not that. There is something else.** Trust me, I get this a lot.
- **Should you be adventuring when you are pregnant?** Releshi smiles. I can handle myself, but I may need to stop soon. I will not be taking any chances with my child.

Any attempts to scry or divine upon Releshi, her thoughts, or alignment, succeed but return no results.

If any of the characters succeed in a DC 20 Bardic Knowledge check, they recall a poem about the Tree of the Arlight that suggests the tree is sacred to Ehlonna and the Vesve. It is somehow tied to prophecy and the night sky, though how is not known. One stanza of the poem comes to mind.

A Raven free

Near Quaalsten be.

A tree of sight, sky, and spring

Death to the Vesve bring

Strip the sapling, live tall

Nourish the seed, die all.

If any of the heroes are members of Clan Oronodel (the Highfolk Meta-organization), Releshi asks to speak with that/those character(s) privately before she leaves. Assuming the character(s) agrees, she takes that character or heroes off into the woods and confers with them.

“Cousin, I am glad to see you well. There are so few of us left and I fear rumors of things on the horizon, but now that we have reclaimed our homeland in the north, I know that family is even more important. Trust in your family cousin, no matter what others, especially the Shandareth, may say. Here, take this, and know that we are allies as well as family.” Releshi pulls out a headband of tooled leather, possibly from a snake, and offers it to you. The front bears the crest of Clan Oronodel.

Releshi hands the Oronodel character(s) a headband and tells them that if worn, it will help protect them from magic.

Treasure: Only members of Clan Oronodel receive the *Headband of the Owl*. Add it directly to their MIL. It is not sellable and has no gold value.

APL 2: Magic – *Headband of the Owl* – 0 gp.

Once the heroes have had a chance to speak with Releshi and accept her offer, she takes her leave. If the heroes choose not take her up on her offer of adventure, where they go next is up to them and the DM needs to adjust accordingly.

Encounter Four – Full Bellies, Empty Purses

Once the party has traveled for a few more days, they arrive in Ironstead, then end of their caravan job. Read or paraphrase the following.

The wooden walls of Ironstead loom out of the bare winter forest with the setting sun, and wood smoke hangs over the small frontier town like a fog. The construction is very different from blend of elven styles seen in Highfolk town, with an abundance of sturdy square buildings and the occasional peaked roof. Banners of Highfolk and Furyondy fly above the gates. Human men wearing Furyondian livery nod to you as enter through the simple gate. Melalos turns to you as the caravan comes to a halt. “Well friends, we would never have made it without you. Here is your pay. You earned every coin. You are on your own now. May Corellon watch over you in all the empty places where you must walk.” With a firm handshake, he offers over a pouch that jingles with coin. Fazou shakes his head and mutters “highway robbery” as he stalks off to deliver his goods. Laeralee wipes away a small tear and waves silently from her wagon.

After saying their good-byes, the characters are free to move along with their lives.

Where they go now is up to them, however, night is fast approaching and it is winter, so shelter is probably the order of the day. Townsfolk direct heroes seeking a room toward the Inn of the Valorous Axe, the largest in Ironstead. Assuming the characters choose to spend the night indoors, they quickly find the inn.

Many seem to be approaching the busy Inn, and a friendly halfling man holds the door for you as you step up the wooden stairs into the taproom. Shields decorated with the heraldry of Furyondy, Highfolk, Perrenland and the church of Heironeous hang upon the walls. Several woodsmen and Furyondian soldiers sit throughout the room. A lithe half-elven man tends the bar.

The characters are free to mingle or attempt to gather information as they like, or they may simply get a room for the evening and pass on. Those interested in any of the above eventually have to speak with the innkeeper, Gwellival, before encountering the rest of the room.

Gwellival: Male half-elf Com2.

The innkeeper of the Valorous Axe, Gwellival, is a friendly man who does his best to cater to the Furyondian garrison of Ironstead, along with the Highfolk and Perrenland travelers that pass through. He has no knowledge of the Tree of the Arclight, but is happy to get anyone a room or a meal. Both cost two lunars (sp). Gwellival recommends the turkey, as it is fresh.

Gathering Information

Some of the characters may decide to question the inn's patrons in order to learn more about their proposed mission. Feel free to role-play out these brief encounters, or use the Gather Information skill as fits the temperament of the table. Those that role-play these encounters may receive any of the following information as the judge sees fit based upon to whom they speak. For those rolling skill checks, heroes native to Highfolk or Furyondy receive a +5 bonus to this roll (representing their ability to speak with fellow natives). The heroes should receive an additional +1 to their check for every extra 5 gp they spend (up to +5 for 25 gp spent). Assume rolling Gather Information costs the character 1d4 gp in drinks and bribes and 1d3 hours. Depending on whom the characters specifically approach, the DM may also allow Bluff or Diplomacy checks with certain NPCs.

The Tree of the Arclight: Some characters might be especially interested in any rumors about the magical tree, and decide to ask around.

- DC 5: Trees do not give off light boy, are you daft?

- DC 15: I heard some tree got stolen from the Hearth of the Unicorn's Heart during the siege of Quaalsten. Sorry I can't be of more help.
- DC 20: There was a wizard in Quaalsten who was looking into some magical tree, but he died in a fiery blast in his home. The Rangers of the Vesve who eventually looked into his death found collapsed tunnels under his home.
- DC 30: I hear that towards the end of CY 593, someone stole a cutting from this so-called magical tree and carrying it off into the Beastmen Forest. Do not know what that was all about, but a group of adventurers went chasing after the thieves. Do not know what happened.

Releshi Elethiel: Some might not trust Releshi for whatever reason and decide to ask if anyone knows anything about her.

- DC 5: Knights of the High Forest, along with the Rangers of the Vesve, are the only things that stand between the Old One and us.
- DC 15: I have heard of this Releshi. She is a member of Clan Oronodel, and was a member of that Stonehouse Adventurer Company for a while. I liked them cause that had that catchy phrase... umm... "Here to smite the evil at no cost to you!" Ya that was a great bunch of girls. I think they retired after the war.
- DC 20: Releshi, I think that's the one that married that Calentir Rellen fella. I guess that makes her a Shandareth now?
- DC 30: I think there was some sort of hullabaloo with that woman, but I don't rightly know. I think she got the Rellen heir to forsake his Shandareth family and run off with those Oronodels in the far away north. I hear his pa passed away too and now his step mom is pregnant though, just like Releshi is. Who knows who the next scion of House Rellen will be? Personally, I can't stand all that elven politics. Pompous flower eaters.

A Game of Chance (EL 2)

At some point, one of the heroes should meet Etan, either while gathering information or while carousing. Etan attempts to target whichever character seems the dumbest, but settles for any target of opportunity. Etan attempts to engage the character in a game of Norebo Craps (a dice game played with two eight sided dice popular in the High Vale) for a few coppers. He happily chats about the Knights of the High Forest, or whatever else the heroes might be interested in. While doing so, he tries to pick the character's pocket (Sleight of Hand +8). If successful, he eventually moves on taking the heroes

money. If caught, what happens next depends on the character.

Conversation: If the character points it out calmly, or tries to steal the money back, Etan appreciates their professionalism. He smiles and returns their money and offers them his masterwork dice as compensation for the character's troubles. Before leaving, he asks if the heroes have seen a strange cat. He has noticed an odd large cat wearing a nice collar come through town several times and something about it bothers him. He suggests that the character should be careful if he runs into any odd cats.

Combat: If the character screams that Etan is a thief and draws a weapon, combat ensues. Any of the other characters that wish, may come to the victims aid. For their part, most of the patrons laugh and watch.

APL 2 (EL 2)

Etan the Pickpocket: hp 14; see *Appendix One*.

Tactics: Etan attempts to disable anyone between him and the door and make a run for it. He uses nonlethal damage, attacking with his sap. If targeted with deadly force, Etan returns the favor.

Development: If the characters manage to subdue Etan, the guard (when they arrive) allows them to take his possessions as compensation for their troubles. The tavern patrons agree that Etan tried to rob them and they had just cause to detain him. If the characters killed Etan, the patrons note that Etan did not seem especially violent or dangerous and the heroes went too far. In this case, the guards detain the party in the Ironstead jail until the morning for questioning. Eventually a soldier listens to their side of the story and decides they did not intend to kill Etan. The murderer may choose between paying a fine equal to half of his net worth and spending half a year in jail (26 TUs). In this case, no one receives any of Etan's belongings.

Treasure: The amount each character receives for their work with the caravan varies depending on how well they negotiated with Melalos. The number listed is the maximum per character. Melalos pays this money after the characters safely get the caravan to Ironstead.

APL 2: Coin – 15 gp.

Encounter Five – Hostile Negotiations

After the heroes have rested in Ironstead, they eventually head out on the path north towards Quaalsten. If they do not, the DM should to adjust accordingly. Before proceeding with their travel to the druidic grove, determine the heroes new marching and watch order now that they are no longer traveling with the caravan.

For more than a week you have made you way north through the Vesve. It is quiet now, making it hard to believe that less than a few months ago, the trees watched over a war for the freedom of the people of the Vesve and High Vale. While Old Wicked still casts his shadow from the east, his power is broken - for the time being at least. Checking Releshi's map, the stream you now follow makes it likely that you are getting very close to the druid's grove.

Give the players a moment to consider their approach and prepare themselves in whatever manner they desire before continuing. If checked for, the entire grove radiates strong abjuration magic.

A clearing opens along side the stream, enclosed on the other three sides by large standing stones. A fire pit smolders in the center of the clearing, dug next to a large stone slab decorated with carvings of oak leaves and acorns. A thin tree with leaves of silver and green grows just past the center of the clearing, despite the small dusting of snow that gathers in the crooks of its branches. A large wolf lies under the tree, watching you with one eye.

One of his many animal friends made Couldaith aware of the party's approach and thus he has hidden himself in the woods to see how the heroes treat a place that is holy to the Shalm. If the heroes give the slightest hint of disrespect, he and his wolf companion attack without mercy. See **DM's Map #2** for the layout of the grove.

APL 2 (EL 4)

Couldaith: hp 31; see *Appendix One*.

Green Fang: hp 27; see *Appendix One*.

Tactics: Couldraith starts by casting *produce flame* and attacking likely spellcasters, unless the party contains any animals. In that case, he uses *hold animal* upon enemy animals. Green Fang charges the first available enemy and attacks. If one of the pair falls, the other flees.

Development: If the characters offer proper respect toward the shrine, the tree, and Green Fang, Couldraith moves into the clearing warily and demands to know why they have come. He listens to their request, but steadfastly refuses to allow the party to have the tree, saying that the followers of the Forest Harlot and their elven lapdogs cannot be trusted. Only Obad-Hai can protect the tree.

If the characters persist, he offers them a challenge to prove their worth. He has sensed the presence of something unnatural nearby that disturbs the balance of the Vesve.

Something Unnatural

If the characters are willing to undergo Couldraith's challenge, he seems somewhat surprised, and he tells them a little of what he knows.

"I encountered one of the creatures. It was like a great cat, but with two tentacles in addition to their four other limbs. We attacked it immediately but it seemed resistant to my spells and Green Fang had difficulty hurting them, leading me to think that you must require magical weapons to harm them. We retreated before the cat creature could receive aid from the cave where it lived. I am certain there is more than one."

Couldraith does not know more but he does his best to describe the creature. It was a strange, catlike carnivore with loose skin on its head and hyena-like fur. It measured 4 or 5 feet in length with a long, narrow head and probably weighed about 200 pounds. It had four legs and two tentacles. A DC 12 Knowledge (Arcana) check at a -2 circumstance penalty due to the vague physical description leads the heroes to believe it sounds somewhat like a krenshar, but those beasts do not have tentacles. A DC 16 Knowledge (Arcana) check confirms that the only catlike beast with tentacles is a displacer beast, but they are bigger with blue-black fur and have six legs.

Couldraith estimates it takes about five minutes to walk to where the cave is and offers to cast any spells he knows upon the heroes that aid them in their cause (such as *barkskin*, *goodberry*, *magic stone*, or *resist energy*). He also offers them his *oil of magic weapon* and *wand of lesser vigor* (with 10 charges) in case they need them. He then gives them directions to the cave and waits for their return. If they successfully return with proof of the creatures' deaths, Couldraith accepts it as proof of their strength and allows the party to take the tree.

The foul odor of rot reaches your nose before you see the burrow. A squat hole opens in the side of a small mound, with an assortment of bones laying half buried in the leaves and snow before it. Many animal tracks go in and out of the hole. A whimper echoes from the entrance, followed by a sharp growl.

Consult **DM's Map #3** for an illustration of the beast's lair.

Room A: The text above describes the cave. A DC 12 Survival check for characters with the Track feat determines that two large catlike creatures live in the cave and have often dragged prey inside. A DC 15 Knowledge (nature) check suggests that the growl was indeed feline, but the whimper was humanoid.

Room B: The main cave is the lair of two half-farspawn krenshars. They have recently chased a young gnome into their lair and were just considering making him into a meal when the heroes arrived. If the heroes do not come to his aid, he cries for help. There is no light inside the cave except any the heroes bring with them.

The low cave is stone's throw across, with a strange black rock with odd, sharp protrusions. Atop the stone, just within reach of the ground, is a thin gnomish boy, who is clearly frightened. Two foul feline creatures with rubbery tentacles on either side of their bodies stalk around the stone, hungrily growling low.

If any of the characters use the regional certificates *Caress of Angels* or *Kiss of Devils*, they have an additional experience.

You feel it as you enter the room. Something is wrong. This place should not be, yet somehow it also feels familiar. The jagged rock is blurry, hard to see, but no one else seems to notice, until you start glowing. Yourself, and all of your weapons glow with a chaotic, flickering light.

Any character with the *Caress of Angels* or the *Kiss of Devils* regional certificate temporarily glows with a flickering light and all of their attacks bypass the creature's damage reduction and spell resistance, and if the character is lawful, they suffer a -2 enhancement penalty to their Charisma. The character instinctively knows the effects of the glow, and it ends as soon as the character leaves the cave.

Creatures: Two krenshars have made this cave their lair, and overtime have suffered mutations from the strange energies emitted by the black rock to become the forms they have now. Soon they will mate and create more of their strange race.

APL 2 (EL 4)

Half-Farspawn Krenshar (2): hp 17; see *Appendix One*.

Tactics: The krenshar immediately attack the intruders to their cave, and save their small prey for later. One of the beasts activates its scare ability, while the other uses its *true strike* attack on the first available target. In the second round the first attacks with its *true strike* attack while the other activates its blur spell-like ability. They attack until the characters flee, or they are dead. They do not assume their alternate tentacle form unless the characters average above APL 2.

Development (Cats): During the second round of combat, a strange event occurs. An elven cat, the one possibly mentioned by Etan, has been following the characters invisibly since they met with Releshi. The cat

makes a +16 ranged touch attack against one of the krenshar and if successful, it makes an opposed trip roll with its bonus of +0 against the krenshar's +7 bonus. If successful, the krenshar falls prone. Regardless of the success, the cat becomes visible and all characters may make a DC 20 Spot check to notice the cat. Those that succeed notice a very large cat, with a strangely green coat. The cat appears to wink any character that notices him, licks his own nose, and then runs off. A DC 12 Knowledge (nature) reveals the cat to be an elven cat.

Development (Gnome): Assuming the characters rescue the trapped gnome, he gratefully introduces himself as Figil, the teenaged nephew of Bodri, a gnomish hero of the Greyhawk Wars that lives in Highfolk.

Figil: CG, Male gnome Com1/Wiz1[Illusionist]

He has just left home to learn how to become an adventurer like all the other famed adventuring folks he has met over the last few years, but unfortunately, he ran into a bit more adventure than he could handle and would appreciate any help getting back to Highfolk town that the characters could offer. If the characters save Figil and help him find his way home, news of their good deeds will get out and each receives one influence point with the Gnomish Consortium of Merchants, Moneylenders, Miners, and Gemcutters. In addition, he offers a potion he found in the lair (*elixir of reckoning*) and a copy of his spellbook to his saviors.

Treasure: The characters can claim a chip of the strange black rock, but the whole is far too large for them to move now. Those that try to dig it out find it seems to go on indefinitely.

In addition, Couldraith allows the characters to keep the *wand of lesser vigor* and *oil of magic weapon*.

APL 2: Magic – *elixir of reckoning* (68 gp each), *oil of magic weapon* (4 gp each), *wand of lesser vigor* (1 gp, each per charge), Figil's Spellbook (50 gp each).

Encounter Six: As Below, As Above

Once the party has returned to Couldraith's grove with proof of the death of the krenshars, or they have slain or driven off Couldraith, they may carefully dig up the tree. The tree is only about 4 feet tall, and with its root sack intact, it weighs less than one hundred pounds. If the characters have recovered tree with Couldraith's permission, he helps prepare the tree for transplantation without harming it. If they are doing this on their own, the heroes must make a DC 10 Knowledge (nature) or Profession (herbalist) check to know how to transplant

the tree so that it survives. Otherwise, the trip badly damages the tree by the time they return to Highfolk.

After the heroes have the tree, they have two more brief encounters one the road back to Highfolk. The first happens when they return to Ironstead.

Traveling for many days, you have found yourselves back in Ironstead. As you inquire about rooms for the night in the Inn of the Valorous Axe, the innkeeper Gwellival gestures toward the corner of the taproom, "You've got visitors. Been waiting a few days for you." In the corner, two unarmored men smile and wave you over.

Two Guildsmen of the High Art, Fallon Oakley one of the apprentices of the now deceased founder of the guild Wilmont the Sagely, and Deleena Insticious, who is also a member of Clan Volmiryth, have been waiting for the heroes. They wave the heroes over and buy them each a drink of their choice.

Fallon Oakley: NG, Male half-elf Wiz6

Deleena Insticious: CN, Female high elf Wiz4

Fallon explains that the headmaster of the Guildsmen of the High Art, Daimon Truflame, has learned of the heroes mission to recover a magical tree for the Knights. They do not know how he knows, but Fallon claims that Daimon has asked them to meet with the heroes and see if they would be willing to trade a small cutting of the tree to them. The Guildsmen would like to study the magical properties of the tree to determine if it may aid in safeguarding Highfolk. The wizards submit to any tests the characters wish to propose (such as a *zone of truth* or *discern lies* purchased from the shrine of Istus or the temple of Heironeous in Ironstead) to prove they have no ill intentions.

Treasure: If the characters allow them to take a small cutting, they give the characters 60 gp, the Guild's favor, and the opportunity to purchase a handful of magical items that the guild has made.

APL 2: Coin – 10 gp.

Whether the characters agree or not, the wizards wish them well, and go on their way after concluding their business.

The second brief encounter happens the second night after the characters have left Ironstead.

A cold breeze fills the camp, and you struggle to find warmth inside your bedroll. The sound of the wind fades away into muffled sounds. Stillness overcomes you - a warmth that can only be the soft, silken touch of slumber. Another day and night has past; soon, tomorrow will come, but for now, to sleep; to dream.

A growing candle's flicker, now torchlight, now lantern illumination, now the blinding intensity of

the noontime sun rouses you from your bed. You calmly sit up, staring into the yellow-white pulse that begins to take form. A slender female, gold, silver, then white, with hair as rays of sunlight and a face without feature and with only the pure light of the sun itself, speaks to you. Her words pull at your heart, beckoning you to run in fields of long grass and wile away the day catching dandelion seeds floating softly through the air.

"I am the Dreamer of the Sea and Stars. I come to bring you the gift prophecy, but the blessing is mercurial. To some it brings pain. Some find greatness. All receive enlightenment. If you choose to know what I may tell you, embrace the light."

It is up to the character to decide whether to continue. All are separate and may not interact with any of the other characters. If a character rejects the light, they fall into a deep slumber and awaken late in the morning with only a fitful night's sleep. Those that choose to embrace the light continue.

"Some who touch the tree of light are blessed, but others may bring only darkness. I tell you now that you will choose. Those that thought the horrors of war were the worst the green sea would witness were mistaken. The great trials foretold are at hand. The Dawn is coming. You are the key."

The light fades away, and before you in the firelight, there is a small iron box with a large padlock. All of your companions still sleep."

In the fugue state, each character undergoing the trial may make only two choices: investigate the box, or go to sleep. All other options fail to produce results; companions do not wake, running away finds only endless forest that leads back to the campsite, and so on. No resources expended during the trial are actually used. Once they open the box, or they sleep, the trial is over. They awake the next morning at the same moment as the rest of their companions, just as sunlight fills the campsite.

Iron strongbox: 2 in. thick; hardness 10; hp 60; AC 5; Break DC 20, Open Lock DC 20.

Trap: A trap protects the box. If anyone tries to force it open or pick the lock, they are targeted with an *inflict light wounds* spell. Attacking the box from a distance (such as dropping heavy rocks on it) sets off the trap in an impressive flash of light, but has no effect on the character. If the character possesses the *Born of the Vesve* regional certificate, the character finds they have the key in their hand, and may safely open the lock.

Inflict Light Wounds Trap: CR 2; magical; touch trigger; automatic reset (2 round delay); spell effect (*inflict light wounds*, 1st-level cleric, 1d8+1 points of

damage, DC 11 Will save half damage); Search DC 26; Disable Device DC 26.

Once the character has managed to open the box, they find a glowing orb and a handful of magical items. Note that the color of the orb varies based upon the character that found it. *Devoted of the Green and White* characters find a soothing yellow orb. Characters that possess a *Dwarf of Dargas Mor*, *Caress of Angels*, *Kiss of Devils*, or *Born of the Vesve* certificate, but are not *Devoted of the Green and White* find a warm orange orb. Characters that possess none of these certificates find an angry red orb.

Opening the box, a glow bathes you. The orb radiates as the sun. Next to the orb are a number of small bottles and tokens. Reaching into the box to remove the items, the orb rolls toward your hand, bumping softly against you. It is warm to the touch. As you pick it up, there is a flash of light, and it disappears.

When the characters awake, one of each of the magic items lies in an opened iron strongbox in the center of their camp.

Treasure: Inside the box, each character finds a colored soul orb. When they awake from the dream, the orbs are gone, but they feel its affects upon their soul. Mark the appropriate color on each character's AR.

APL 2: Magic: *oil of exacting shot* (8 gp each), *oil of sonic weapon* (25 gp each), *potion of healthful rest* (4 gp each), *potion of nature's favor* (25 gp each), *potion of train animal* (25 gp each), *Quaal's feather token (bird)* (25 gp each), *Quaal's feather token (fan)* (4 gp each), *Quaal's feather token (swan boat)* (38 gp each).

Conclusion

When the heroes come to the end their journey, they find themselves on the road to Highfolk where they encounter Releshi.

You are approaching the East Gate of Highfolk, when a short red-haired elf waves to from the side of the road. Her wings are tucked elegantly behind her back, blending almost seamlessly with the shimmering cloak she has donned. "I'm glad I finally ran into you. Did everything go alright?" Releshi asks expectantly.

Releshi allows the heroes to tell their story, and then thanks them profusely before taking possession of the Tree. She rewards them with a masterwork elven thinblade for their efforts and says they will meet again. She bids them farewell and then leaves with the Tree. All that remains is for the heroes to return to Paxana with any proof of the dispatch of the Vicious Maw.

Returning to the Homeguard headquarters, you find Paxana tacking a notice to the same board where you first saw her.

Give the players **Player's Handout #3**. If asked, Paxana explains that the Knights told her they have known for sometime that Releshi had divided loyalties, and was secretly working for some obscure entity in the Vesve. They dismissed her, but she has since committed several crimes and still uses the Knights' good name to get others to assist her in what may be questionable purposes. Just this morning, in a message signed by both Knight of the High Forest Cyrinith and Lord Kashafen Tamarel of Clan Shandareth, they asked the Mayor to post this notice declaring Releshi a criminal. If the heroes know anything about her whereabouts, she is interested in anything they can tell her.

Treasure: If the heroes bring back proof of having dispatched the Vicious Maw, Paxana pays them the promised 100 gp. If they brought Releshi the Tree of the Arclight, she gives them her masterwork elven thinblade.

APL 2: Loot – 33 gp, Coin – 16 gp.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Two

Defeat the Vicious Maw

120 xp

Encounter Four

Defeat Etan the Pickpocket through combat or diplomacy

60 xp

Encounter Five

Defeat Couldraith or defeat the Half-Farspawn Krenshar

120 xp

Encounter Six

Encounter the trap

60 xp

Story Award

Recover the Tree of the Arclight

45 xp

Rescue Figil

30 xp

Discretionary Role-playing Experience

15 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 adventure, 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.

- *Elixir of vision* (Adventure; *DMG*; 250 gp)
- Figil's Spellbook (Adventure; 600 gp)
- Masterwork elven thinblade (Adventure; *RW*; 400 gp)
- *Oil of exacting shot* (Adventure; *CV*; 100 gp)
- *Potion of healthful rest* (Adventure; *CV*; 50 gp)
- *Potion of nature's favor* (Adventure; *CV*; 300 gp)
- *Oil of sonic weapon* (Adventure; *CV*; 300 gp)
- *Potion of train animal* (Adventure; *CV*; 300 gp)
- *Quaal's feather token (bird)* (Adventure; *DMG*; 300 gp)
- *Quaal's feather token (fan)* (Adventure; *DMG*; 50 gp)
- *Quaal's feather token (swan boat)* (Adventure; *DMG*; 450 gp)
- *Safewing emblem* (Adventure; *RW*; 250 gp)
- *Silversheen* (Adventure; *DMG*; 250 gp)
- *Wand of lesser vigor* (Adventure; *CD*; 750 gp)
- *Elixir of hiding* (Regional; *DMG*; 250 gp)*
- *Elixir of sneaking* (Regional; *DMG*; 250 gp)*
- *Elixir of truth* (Regional; *DMG*; 500 gp)*
- *Quaal's feather token (tree)* (Regional; *DMG*; 400 gp)*
- *Wand of color spray* (Regional; *DMG*; 750 gp)*

Appendix One – APL 2

Encounter One

Fazou: Male human (Baklunish) Exp3; CR 2; Medium Humanoid (Human); HD 3d6; hp 14; Init +1; Spd 30 ft.; AC 11 [+1 Dex], touch 11, flat-footed 10; Base Atk +2; Grp +1; Atk +2 melee (1d4-1/19-20, dagger) or +4 ranged (1d4-1/19-20, dagger); Full Atk as Atk; AL CN; SV Fort +1, Ref +2, Will +3; Str 8, Dex 12, Con 10, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +8, Bluff +8, Diplomacy +12, Forgery +6, Gather Information +6 (+8 in Iuz or VTF), Knowledge (local-Iuz's Border States) +8, Knowledge (local-Velverdyva, Tuflik, Fals) +8, Profession (merchant) +9, Sense Motive +8; Negotiator, Persuasive^B, Skill Focus (Profession[merchant]).

Languages: Baklunish, Common, Gnome.

Possessions: masterwork dagger, cold weather outfit, lantern, tinderbox, pouch with 20 gp.

Physical Description: Thin Baklunish man with pinched face and a long black mustache.

Inys: Male high elf Com2; CR 1; Medium Humanoid (Elf); HD 2d4; hp 7; Init +1; Spd 30 ft.; AC 11 [+1 Dex], touch 11, flat-footed 10; Base Atk +1; Grp +1; Atk +1 melee (1d8/19-20, longsword) or +2 ranged (1d8/x3, longbow); Full Atk as Atk; SQ Elf traits; AL CG; SV Fort +0, Ref +1, Will +1; Str 10, Dex 12, Con 10, Int 9, Wis 13, Cha 12.

Skills and Feats: Handle Animal +9; Skill Focus (Handle Animal).

Languages: Common, Elven.

Possessions: longsword, longbow, 10 arrows, cold weather outfit.

Physical Description: Nondescript, quiet elven man.

Laeralee Windstoll: Female half-elf Exp1; CR 1/2; Medium Humanoid (Elf); HD 1d6-1; hp 5; Init +2; Spd 30 ft.; AC 12 [+2 Dex], touch 12, flat-footed 10; Base Atk +0; Grp -1; Atk -1 melee (1d6-1, quarterstaff); Full Atk as Atk; SQ Half-elf traits; AL NG; SV Fort -1, Ref +2, Will +3; Str 8, Dex 14, Con 8, Int 12, Wis 12, Cha 16.

Skills and Feats: Appraise +5, Bluff +7, Diplomacy +11, Knowledge (local-Iuz's Border States) +5, Perform (wind instruments) +7, Profession (merchant) +5, Sense Motive +7; Negotiator.

Languages: Common, Elven, Halfling.

Possessions: quarterstaff, cold weather outfit, flute, pouch with 15 gp.

Physical Description: Blonde half-elven woman with long hair, blue eyes, and a youthful smile.

Melalos Riverstone: Male high elf Exp2; CR 1; Medium Humanoid (Elf); HD 2d6; hp 10; Init +2; Spd 30 ft.; AC 12 [+2 Dex], touch 12, flat-footed 10; Base Atk +1; Grp +1; Atk +1 melee (1d8/19-20, longsword) or +4 ranged (1d8/x3, longbow); Full Atk as Atk; SQ Elf traits; AL CG; SV Fort +0, Ref +2, Will +3; Str 10, Dex 14, Con 10, Int 12, Wis 10, Cha 12.

Skills and Feats: Appraise +6, Bluff +6, Diplomacy +6, Knowledge (local-Iuz's Border States) +6, Profession (merchant) +8, Sense Motive +5, Survival +5; Skill Focus (Profession[merchant]).

Languages: Common, Elven, Ancient Suloise.

Possessions: longsword, longbow, 20 masterwork arrows, cold weather gear, *potion of cure light wounds*.

Physical Description: Long black haired elven male dressed in fine clothing.

Olmer: Male human Com2; CR 1; Medium Humanoid (Human); HD 2d4+2; hp 9; Init -1; Spd 30 ft.; AC 9 [-1 Dex], touch 9, flat-footed 9; Base Atk +1; Grp +2; Atk +2 melee (1d6+1, club) or +0 ranged (1d6+1, club); Full Atk as Atk; AL CG; SV Fort +1, Ref -1, Will +0; Str 13, Dex 9, Con 12, Int 8, Wis 11, Cha 12.

Skills and Feats: Handle Animal +9, Perform (oratory) +6, Profession (teamster) +3; Skill Focus (Handle Animal)^B, Weapon Proficiency (club).

Languages: Common.

Possessions: club, cold weather outfit.

Physical Description: Older, balding human with a small paunch.

Tyen: Male human Com1; CR 1/2; Medium Humanoid (Human); HD 1d4+1; hp 5; Init +1; Spd 30 ft.; AC 11 [+1 Dex], touch 11, flat-footed 10; Base Atk +0; Grp +0; Atk +1 ranged (1d8/19-20, light crossbow); Full Atk as Atk; AL CG; SV Fort +1, Ref +1, Will +0; Str 10, Dex 13, Con 12, Int 10, Wis 11, Cha 9.

Skills and Feats: Handle Animal +6, Profession (cook) +2, Profession (teamster) +2; Skill Focus (Handle Animal), Weapon Proficiency (light crossbow)^B.

Languages: Common.

Possessions: light crossbow, 5 bolts, cold weather outfit.

Physical Description: Thin man with short brown hair and beard.

Encounter Two

Uzaral: Male kobold Adp4; CR 1; Small Humanoid (Reptilian); HD 4d6; hp 18; Init +1; Spd 30 ft.; AC 13 [+1 Dex, +1 size, +1 natural], touch 12, flat-footed 12; Base Atk +2; Grp -3; Atk +2 melee (1d3-1/19-20, dagger) or +4 ranged (1d3-1/19-20, dagger); Full Atk as Atk; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +1, Ref +2, Will +7; Str 8, Dex 12, Con 11, Int 12, Wis 16, Cha 8.

Skills and Feats: Concentration +7, Knowledge (arcana) +4, Knowledge (local-Iuz's Border States) +5, Spellcraft +8; Craft Wondrous Item, Spell Focus (necromancy).

Languages: Goblin, Draconic.

Possessions: dagger, spell component pouch, tunic displaying the heraldry of the Vicious Maw, *potion of cure light wounds*, *elixir of vision*, *silversheen*, *safewing emblem**

Spells Prepared (3/3/1; caster level 4): 0-*detect magic*, *ghost sound* (DC 13), *touch of fatigue* (DC 14); 1st-*bleed*, *cause fear* (DC 15), *cure light wounds*; 2nd-*aid*.

Encounter Four

Etan the Pickpocket: Male human Rog2; CR 2; Medium Humanoid (Human); HD 2d6+4; hp 14; Init +3; Spd 30 ft.; AC 16 [+3 Dex, +3 armor], touch 13, flat-footed 13; Base Atk +1; Grp +1; Atk +1 melee (1d6/18-20, rapier) or +1 melee (1d6 nonlethal, sap) or +4 ranged (1d8/19-20, light crossbow); Full Atk as Atk; SA Sneak attack +1d6; SQ Evasion, trapfinding; AL CN; SV Fort +2, Ref +6, Will -1; Str 11, Dex 16, Con 14, Int 8, Wis 8, Cha 14.

Skills and Feats: Bluff +10, Hide +8, Move Silently +8, Open Lock +8, Profession (gambler) +4, Search +4, Sense Motive +4, Sleight of Hand +8; Dodge, Skill Focus (Bluff)^B.

Languages: Common.

Possessions: rapier, sap, light crossbow, 10 bolts, studded leather armor, thieves' tools, masterwork dice*.

Physical Description: A dark handsome human man with a goatee dressed in leathers.

Encounter Five

Couldaith: Male half-elf Drd4 (Obad-Hai); CR 4; Medium Humanoid (Elf); HD 4d8+8; hp 31; Init +1; Spd 30 ft.; AC 13 [+1 Dex, +2 armor], touch 11, flat-footed 12; Base Atk +3; Grp +5; Atk +5 melee (1d6+2/18-20, scimitar) or +4 ranged (1d4, sling); Full Atk as Atk; SQ Animal companion, resist nature's lure, trackless step, wild empathy 1d20+4, woodland stride; AL N; SV Fort +6, Ref

+4, Will +8; Str 14, Dex 12, Con 14, Int 11, Wis 18, Cha 10.

Skills and Feats: Concentration +9, Knowledge (nature) +9, Spellcraft +7, Survival +13; Lightning Reflexes, Track.

Green Fang: wolf animal companion; CR -; Medium Animal; HD 4d8+8; hp 27; Init +3; Spd 50 ft.; AC 17 [+3 Dex, +4 natural], touch 13, flat-footed 14; Base Atk +3; Grp +5; Atk +6 melee (1d6+2, bite); Full Atk as Atk; SA Trip; SQ Evasion, link, low-light vision, scent, share spells; AL N; SV Fort +6, Ref +7, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

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

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

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

Languages: Common, Elven.

Possessions: leather armor, scimitar, sling, 10 bullets, spell component pouch, *oil of magic weapon*, *wand of lesser vigor* (10 charges).

Physical Description: A brawny, elderly half-even man with a mane of snowy-white hair and a feral look about him.

Spells Prepared (5/4/3; caster level 4): 0-*cure minor wounds*, *detect magic*, *detect poison*, *light*, *resistance*; 1st-*cure light wounds*, *goodberry*, *magic stone*, *produce flame* (+4 ranged touch); 2nd-*barkskin*, *hold animal* (DC 16), *resist energy*.

Half-Farspawn Krenshar: CR 2; Medium Outsider (Native); HD 2d10+6; hp 17; Init +3; Spd 40 ft.; AC 19 [+3 Dex, +6 natural], touch 13, flat-footed 16; Base Atk +2; Grp +3; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite) and +1 melee (1d4, 2 claws) and +1 melee (1d4, 2 tentacles); SA Scare, spell-like abilities, *true strike*; SQ Blindsight 60 ft., change shape, darkvision 60 ft., DR 5/magic, immunity to poison, low-light vision, resist acid 10 and electricity 10, scent, SR 12; AL N; SV Fort +6, Ref +6, Will +3; Str 13, Dex 16, Con 17, Int 6, Wis 16, Cha 15.

Skills and Feats: Hide +8, Jump +11, Listen +8, Move Silently +12, Spot +5, Survival +5; Multiattack, Track.

Scare (Ex or Su): As a standard action, a krenshar can pull the skin back from its head, revealing the musculature and bony structures of its skull. This alone is

usually sufficient to scare away foes (treat as a Bluff check with a +3 bonus).

Combining this scare ability with a loud screech produces an unsettling effect that works like a scare spell from a 3rd-level caster (Will DC 14 partial). A creature that successfully saves cannot be affected again by the same krenshar's scare ability for 24 hours. The shriek does not affect other krenshars. This is a supernatural, sonic mind-affecting fear effect. The save DC is Charisma-based.

Spell-Like Abilities (Sp): 3/day – *blur*. 2nd caster level.

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight bonus on a single attack roll. The half-farspawn is not affected by the miss chance that applies to attacks against a concealed target.

Appendix Two – New Rules

New Creatures

Half-Farspawn

from *Lords of Madness*, p. 151-153

“Half-farspawn” is an inherited template that can be added to any corporeal creature of the aberration, animal, dragon, elemental, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin type (hereafter referred to as the base creature).

A half-farspawn uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to outsider. Do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged. Half-farspawn are normally native outsiders.

Armor Class: The creature’s natural armor improves by 3.

Attack: A half-farspawn gains two tentacle attacks in addition to any attacks the base creature could normally make. If the base creature can use weapons, the half-farspawn can still do so. A half-farspawn fighting without weapons uses a tentacle when making an attack action (unless it has another natural attack it prefers). When it has a weapon, it uses the weapon instead.

Full Attack: A half-farspawn fighting without weapons uses both its tentacles when making a full attack (plus any other natural attacks of the base creature). If armed with a weapon, it uses the weapon as its primary attack and its tentacles as secondary natural attacks (–5 on the attack roll, half Strength bonus on damage rolls).

Damage: A half-farspawn’s tentacle attacks deal bludgeoning damage as shown below.

Size	Damage	Reach
Fine	1	0 ft.
Diminutive	1	0 ft.
Tiny	1d2	0 ft.
Small	1d3	5 ft.
Medium	1d4	5 ft.
Large	1d6	10 ft.
Huge	1d8	15 ft.
Gargantuan	2d6	20 ft.
Colossal	3d6	30 ft.

Special Attacks: A half-farspawn retains all the special attacks of the base creature, and gains the following special attack:

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight bonus on a single attack roll. The half-farspawn is not affected by the miss chance that applies to attacks against a concealed target.

Spell-Like Abilities: A half-farspawn with an Intelligence score of 3 or higher has spell-like abilities depending on its Hit Dice, as indicated below. The abilities are cumulative. Unless otherwise noted, an ability is usable once per day. Caster level equals the creature’s Hit Dice, and the save DC is Charisma-based.

Hit Dice	Abilities
1–2	<i>blur</i> 3/day
3–4	<i>touch of idiocy</i>
5–6	<i>stinking cloud</i>
7–8	<i>blink</i> 3/day
9–10	<i>greater invisibility</i>
11–12	<i>telekinesis</i>
13–14	<i>ethereal jaunt</i> 3/day
15–16	<i>scintillating pattern</i>
17–18	<i>summon monster IX*</i>
19 or more	<i>implosion</i>

*A half-farspawn can summon only pseudonatural animals or vermin with this ability. It can select from any celestial or fiendish animal or vermin that could be summoned by *summon monster IX*, but applies the pseudonatural template (see page 161 *Lords of Madness*) to the creature rather than the celestial or fiendish template.

Special Qualities: A half-farspawn has all the special qualities of the base creature, plus the following special qualities:

- Blindsight out to 60 feet.
- Immunity to poison.
- Resistance to acid 10 and electricity 10.
- Damage reduction 5/magic (if HD 11 or less) or 10/magic (if HD 12 or more).
- A half-farspawn’s natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.
- Spell resistance equal to Hit Dice + 10 (up to a maximum of 25).

Change Shape (Su): As a standard action, a half-farspawn can take the form of a grotesque, tentacled mass. This ability functions as described for the change

shape ability (see page 306 of the Monster Manual), except as follows:

The creature's movement modes do not change.

The creature retains the tentacle attacks granted by this template (see Attack, above) and gains two additional tentacle attacks when making a full attack.

The creature becomes amorphous. It cannot be flanked, and is not subject to extra damage from critical hits.

Creatures native to the Material Plane take a -1 morale penalty on attack rolls against a half-farspawn in its amorphous form.

Abilities: Increase from the base creature as follows: Str +2, Dex +2, Con +6, Wis +4, Cha +2.

Skills: A half-farspawn gains skill points as an outsider and has skill points equal to $(8 + \text{Int modifier}) \times (\text{HD} + 3)$. Do not include Hit Dice from class levels in this calculation – the half-farspawn gains outsider skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's entry as class skills, and other skills as cross-class skills.

Challenge Rating: HD 4 or less, as base creature +1; HD 5 to 10, as base creature +2; HD 11 or more, as base creature +3.

Alignment: Always chaotic evil.

Level Adjustment: +4.

Appendix Three – Highfolk Influence Charts

Regional Influence Points

The following lists are the Highfolk region's Influence Points (abbreviated "IP"), and their uses in the region. Characters gain Influence Points through adventures. They are a way of keeping track of favors that others owe the hero. Characters may purchase some influence with gold.

In addition to the uses listed below, certain events may have special opportunities for characters to use accumulated Influence Points. Heroes may also pool influence to receive a better effect. Adventuring Companies receive additional benefits with certain Influence Point uses. During a Highfolk regional event, characters may turn in Influence Points as follows.

Church of Ehlonna

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

1 Influence Point (purchase price: 40 gold)

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

3 Influence Points (purchase price: 160 gold)

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

6 Influence Points (purchase price: 400 gold)

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

10 Influence Points (purchase price: 1600 gold)

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

Followers of the Seldarine Pantheon

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

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

1 Influence Point (purchase price: 50 gold)

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

3 Influence Points (purchase price: 200 gold)

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

6 Influence Points (purchase price: 500 gold)

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

10 Influence Points

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

15 Influence Points

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

Gnomish Consortium of Merchants, Moneylenders, Miners, and Gemcutters

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

1 Influence Point (purchase price: 50 gold)

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

3 Influence Points (purchase price: 200 gold)

- Backing of character for Town Council position

6 Influence Points (purchase price: 500 gold)

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

Guildsmen of the High Art

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

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

1 Influence Point (purchase price: 150 gold)

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

3 Influence Points (purchase price: 500 gold)

- Requirement for 5th-level spells to be cast (see the Judge Guidelines for more details)
- Members of the Guildsmen will research a topic for you. After one day, they report on one topic (Knowledge skill check) with all information available to them (DC 25 or less).

6 Influence Points (purchase price: 1000 gold)

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

Highfolk Town Council

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

General Note: These points also serve in political campaigning. The Wisconsin Triad adjudicates all expenditure of these influence points. All land purchases are subject to approval.

1 Influence Point (purchase price: 50 gold)

- Business license to operate in the Town of Highfolk

3 Influence Point (purchase price: 200 gold)

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

6 Influence Points (purchase price: 500 gold)

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

10 Influence Points (purchase price: 2000 gold)

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

15 Influence Points (purchase price: 5000 gold)

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

Kashafen Tamarel, Lord of the High Elves

The leader of Clan Shandareth has a long reach, and it extends throughout the Highfolk region. Regarded as the noblest of all elves, his word commands respect and order. Note that Influence Points with the Lord of the High Elves are not available for purchase; they must be earned through interaction. Kashafen's influence doubles as influence with the Followers of the Seldarine Pantheon.

1 Influence Point

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

3 Influence Points

- Admission to the Elven Court at Flameflower for one event (for non-elf (except dwarves or half-orcs) heroes only; elves and half-elves can do this if the situation warrants it without spending IPs)
- May freely come and go in the Elven Court (for elf and half-elf heroes only)
- "Elf Friend" status for any dwarven character, allowing the character to freely travel to Flameflower

6 Influence Points

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

10 Influence Points

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

Merchant Guilds of Highfolk

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

1 Influence Point (purchase price: 50 gold)

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

3 Influence Points (purchase price: 200 gold)

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

6 Influence Points (purchase price: 500 gold)

- Backing of character for Town Council position

10 Influence Points (purchase price: 2000 gold)

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

Patron's Guild of Norebo

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

General Note: Expenditure of these points must occur during an adventure. None of the benefits are permanent. Expenditure must occur in Verbeeg Hill.

1 Influence Point (purchase price: 50 gold)

- 1 Fortune Lotto Ticket (only available at specific events)

3 Influence Points (purchase price: 200 gold)

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

6 Influence Points (purchase price: 1000 gold)

- Lucky Nines - One (and only one) reroll of a single die. This lasts for one Highfolk regional adventure (Does not stack with other rerolls).

10 Influence Points (purchase price: 5000 gold)

- Winner on Double Down - One reroll of a single die per day. This lasts for one Highfolk regional adventure (Does not stack with other rerolls).

Tavin Ersteader, Mayor of Highfolk Town

The Mayor is an old adventurer himself, and still has a soft spot for heroes of renown. Note that Influence Points with the Mayor are not available for purchase; they must be earned through interaction. Tavin's influence doubles as influence points with the Church of Ehlonna, Gnomish Consortium, Guildsmen of the High Art, Highfolk Town Council, and the Merchant Guilds of Highfolk.

1 Influence Point

- Letter of introduction, useful for one adventure

3 Influence Points

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

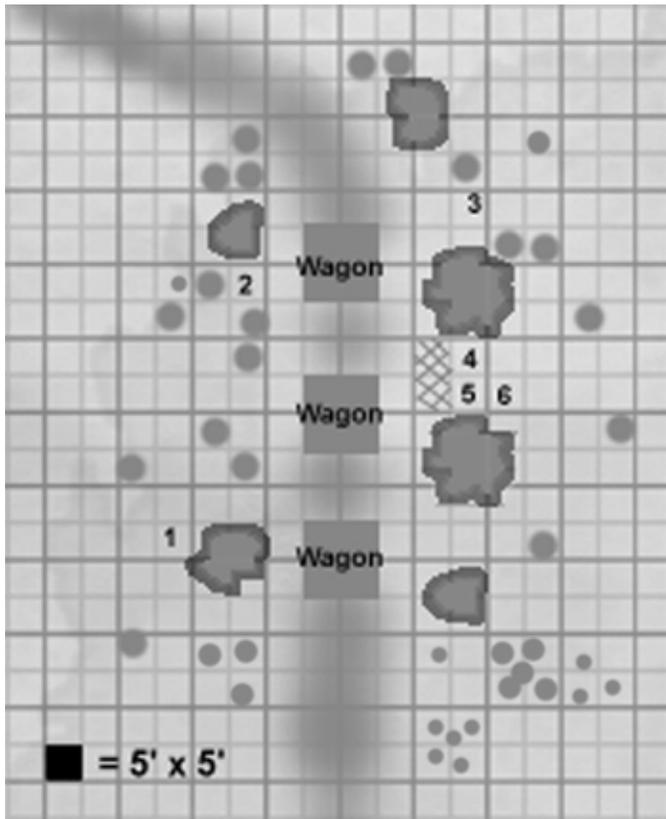
6 Influence Points

- Life imprisonment sentence may be reviewed and possibly lessened

10 Influence Points

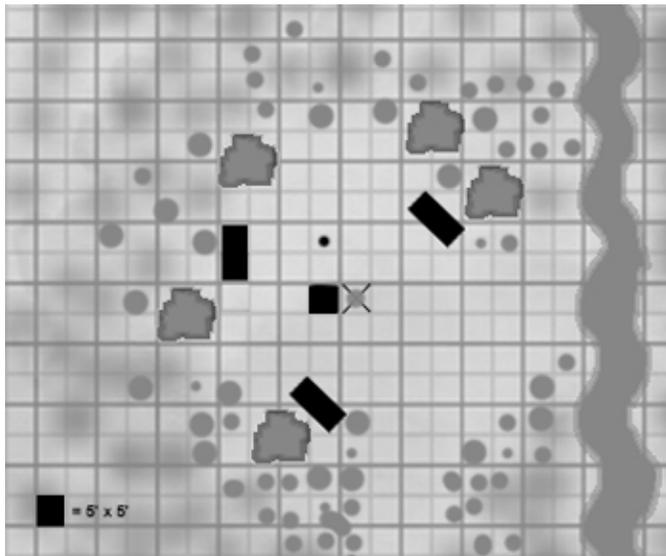
- Commuting a death sentence to exile from the lands of Highfolk

DM's Map #1: Vicious Maw's Ambush

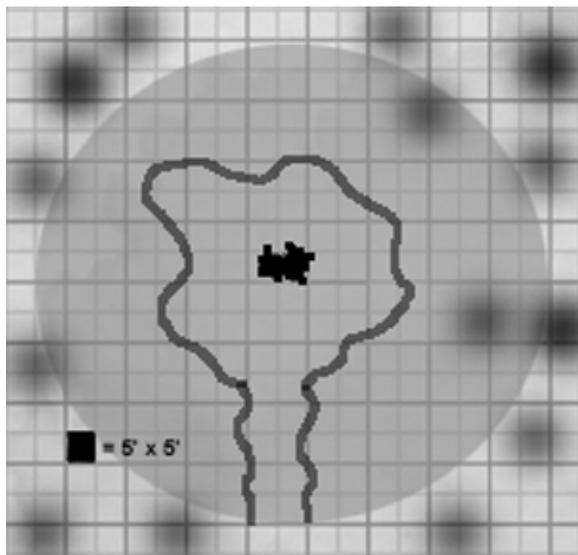


1. Izdarkul (goblin)
2. Nazgrob (orc)
3. Urug (orc)
4. Nuliz (goblin)
5. Zaru (goblin)
6. Uzarl (kobold)

DM's Map #2: The Druid's Grove



DM's Map #3: Cave of the Farspawn



Player Handout #1: Heraldry



NOTICE!

The Town Council of
Highfolk

places a bounty of
100 solars

Vicious Maw bandit gang
troubling the road to
Ironstead

Dead or Alive

Inquire with Town Constable

Player Handout #3: Paxana's Second Notice

WANTED

Dead or Alive

Releshi Elethiel

<<Picture of female elven swordmaster>>

**For crimes against the Knights of the
High Forest**

Releshi is also known to exhibit demonic or draconic appearances, often with copper colored scales and wings.

Inquire with Town Constable Paxana Eventhil at the Homeguard headquarters.