

HIG6-04

A Wheat for Your Thoughts

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

Version 1.0

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Reviewed by Chris Tulach

It looks like another routine job of guarding the traveling caravan, but this mission promises some amazing scenery. By the time it's over, adventurers will have more questions than answers. A Highfolk regional adventure for APL 2 to 6.

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, 2007.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in 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 scenario.

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

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

Adventure Background

Intrigues go on around us all the time, though we rarely know they are taking place. The region of Highfolk is no exception. Most folk know that activities are afoot—spies of Iuz slip in and out, political wheeling and dealing goes on in the towns, and the various races posture continually to maintain their social status. Perhaps the most secret intrigues, though, take place outside the realm of mortals.

A certain individual in the Highfolk region is taking advantage of a local event to gather some information. He's keeping an eye on another party that seems to be growing in power and might soon be threatening big trouble. Secrecy is key, and an opportunity for simple guard duty is really an opportunity for some important reconnaissance. If the characters in this adventure ever find out what happened, they'll be glad to have aided the puppet master in this tale.

Adventure Summary

This adventure begins like all good adventures—with a summons to attend a meeting at a local eatery. Characters are offered the chance to guard the annual delivery of coin from Mordenkainen's mint into the city of Highfolk. They need only to trek west into the foothills below the Yatils, stay at their assigned post for a few days, then return to Highfolk to collect payment.

They meet an interesting dwarf along the way, track down a few landmarks, fight some creatures, and save a dryad—who leads them into the fey realm. A side trek through the fey realm offers fascinating scenery and creatures.

The characters find their way back into Highfolk in time to camp and be ready to guard the passing caravan in the morning. The caravan is an amazing sight—although crazy magic must be involved, since no two observers report seeing the same thing.

The friendly, lone dwarf reappears and accompanies the characters into the city. He's an interesting little guy—so curious about the PCs' amazing adventures.

Preparation for Play

Legendary Deeds: At the beginning of this scenario, each player must determine the recognition of his Legendary Deeds. If the character has **Defeating Malekash, Pain-bringer of Izlen**, this deed is automatically the Deed recognized. Otherwise, roll percentile dice for each player and compare it to the total percentage value of all the Legendary Deeds that the player has accumulated for this character. If the percentile roll is greater than the total, a Legendary Deed

is not recognized, and nothing happens. If the roll is less than the percentage total, then randomly choose one of the deeds from the hero's pool. For the entirety of the event, NPCs recognize the hero for the deed he has accomplished, and the benefit listed on the deed may be used. After the scenario, the deed is marked "USED" and the player may keep it, so as to keep a record of his deeds.

Balance of the Scales: Determine if any character at your table possesses the Dragon Disciple prestige class. If any character is present that possesses the Dragon Disciple prestige class and does not have Highfolk regional documentation giving them access (that is, they possess levels in the class from another region, or they took access exercising the core option), they are attacked by the water elemental no matter what they do during the encounter **Something Big is Out There**.

Karma: Before play starts, also determine if any player possesses a character made with "Karma". In this instance, the hero's first AR is from *IUZ4-08 Shattered Reflections of a Frozen Twilight*. These heroes have a modified version of **A Marvelous Sight**, and receive the "Fey Touched" special benefit on that character's AR.

Introduction

It's an afternoon of rain and gloom in the town of Highfolk. The sky is the color of old oat porridge and it releases a steady downpour. Rain drips off rooftops to fill ever-widening puddles. A chill in the air keeps you indoors, close to the fire in the nearest pub. The boredom in the room grows larger and larger—so large that cards, dice, and ale can't chase it away. A nap is starting to sound like a good idea.

As you lounge around the pub and consider your options for napping, the door swings open and a teenage boy enters. He is soaked to the skin despite a leather poncho, and carries a leather satchel. He glances around quickly as if counting heads, then reaches into the satchel and pulls out a half-dozen sheets of parchment. The boy distributes the sheets among the bystanders, doing his best to leave one sheet for each table or group. He glances around again, then ducks out the door.

(Give Handout #1 to the players.)

The parchment is a much-needed distraction, and everyone peers at it eagerly. It reads:

Special Assignment

Guards Needed

Sharp Eyes and Sharper Blades

See the Mayor's Assistant at the Root Seller Eatery

Rain –r– Shine

Noon Tomorrow

No one at your table has ever heard of the Root Seller. Before long, the rumble in the room tells you that no one else has heard of it, either. As the questions fly, the barkeep gets a wry smile. "Yer all lookin' fer the Root Seller?" He laughs and rubs his beard. "Fine establishment. Little out o' the ordinary. Be sure to try the onions." He gives detailed directions that involve the edge of town, a farmer's cow path, and a copse of sugar maple trees.

You spend the rest of the day trying to chase away your boredom.

Allow the characters to interact with each other in any way they choose. They might try to gather more information about the Root Seller, but no one has further details. The barkeep is the only person who has visited the place. He won't say any more about it, but is clearly amused at the idea of everyone visiting there. He will only say, "Be sure to try the onions."

Encounter One: The Root Seller

When the characters are ready to set out for the Root Seller the next morning, read the next section of text.

The morning is gloomy, but the rain has stopped. The world around you is soggy and squishy—everything is waterlogged and the ground is like walking on a soaked sponge. As you set out for the Root Seller, you find that the barkeep's directions are accurate—although following them is tricky, as you nearly miss the turns in three different places.

You reach the Root Seller, and the site is astonishing. You know now why the barkeep chuckled.

The restaurant is a low, plain brick building, and through the windows, you can see a number of patrons and several workers. Adjoining the building is a slanted roof that covers a dozen wooden tables with benches. The tables are arranged on a smooth brick floor. A few patrons occupy a table, eating sandwiches, sausages, and fried potatoes. An open doorway leads into the dining room.

As you approach, a gnome woman walks—no, jogs—no, glides out of the doorway toward her patrons. She's moving much too fast to be walking, and much too smoothly to be running. You soon see that she is wearing some odd contraptions on both feet—like tiny boats with wheels on the bottom. Her shoes fit into little wooden trays that lace up and tie with leather thongs. Beneath each foot are three wheels—a front wheel and two back wheels. The

woman delivers a basket and a tankard to her table and then zooms back into the dining room.

You are distracted from this amazing sight by a man sitting at one of the tables. He wears black pants, a tan shirt, and an earring in his right ear—a small golden hoop. He's human, with brown eyes, sandy hair, and a short, pointed beard.

"You here about the notice?" he asks, waving you over. "Then you've passed the test. You found this place, so you must have an eye for the unusual."

Give the characters a chance to make introductions with the man, whose name is Clodin.

Clodin: male human, Expert 4.

He waits for perhaps a quarter of an hour to see if other adventurers arrive before explaining his intentions. He also asks that the characters order food at his expense while waiting.

A few minutes after the characters arrive, the gnome woman screeches to a halt next to the table and says, "Take your order?" The fare includes stewed beef, hot and mild sausages, fried potatoes, carrot stew, parsnip casserole, cheese, bread, and fried onions. As the characters order, she nods enthusiastically and says, "Uh-huh, uh-huh!" With the orders in her head, she zooms off, and then returns in a few minutes with beverages. The wheels under her shoes clack loudly on the bricks.

About fifteen minutes later, the server returns, followed by a second gnome woman, also wearing wheels on her shoes. Each carries a tray loaded with wooden trenchers. The first gnome passes out the orders, getting each one right. If the players ordered the famous onions, they are served a trencher filled with blazing hot slices of onion dipped in breadcrumbs and cooked in hot fat. The barkeep's suggestion was a good one—they're delicious. All of the food is excellent.

As the characters are finishing their lunch, Clodin addresses the gathering and thanks them for coming.

"Glad you could make it," he begins. "I've been assigned by the mayor's office to recruit scouts and guards for an important expedition. You may have heard of the wizard Mordenkainen? Well, he's sending a valuable shipment into Highfolk this week. We need folks like you to take posts in the hills for a few days. You'll be watching for bandits, intruders, or any strange activity that shouldn't be there.

"We don't know which route the shipment will take—there are a few different roads from the mountains to get here. Some of you might see the caravan go by, but others won't. That's just how this job goes. You'll be assigned to a post and remain there for two or three days. After the caravan has gone by,

or at the end of three days, come back into town and collect your pay. It's that simple."

Clodin is willing to answer any questions the characters might have.

- *What are the valuables being transported? "Coin. Cold, hard coin. Highfolk gets its shipment from the mint once per year. We try to keep the delivery quiet, but that's close to impossible."*
- *How dangerous is this assignment? "You'll be camping in the foothills of the Yatils for three days. No doubt you have an idea what that's like. As for the caravan, we get some trouble every year, but we haven't lost anybody in the last several years."*
- *How many other groups will be patrolling? "About eight. Depends on how many groups are willing to sign on."*
- *How and when do we get paid? Do we get any special gear? "You'll get half now and half when you return. We don't have any extra gear to provide—it's only a few days in the hills, after all."*
- *What are we supposed to do when we get to our location? "Make camp, and find the nearby roads that the caravan might take. Then patrol the area for anything unusual in a reasonable distance from the road. Each group will get a map."*
- *How much do we earn? "You will each earn 50 gp for helping out the town."*

If the characters agree to take the assignment, Clodin hands them a map and explains that they need to be at their assigned location in three days, first thing in the morning. The journey should take about a day and a half—plenty of time to travel.

The characters can remain at the Root Seller for as long as they like, but Clodin's hospitality extends only to their meals at lunch. They need to prepare for their journey and should return to Highfolk so they can buy necessary supplies.

Encounter Two: Packing Up, Moving Out

The characters must hike for a day and a half to reach their assigned location. If they plan to arrive on time, they'll need to set out early the next morning. Give them the afternoon and evening to buy supplies, interact with the locals, relax, and role-play.

More than half the population of Highfolk know about the caravan that delivers coins to the city once per year. Perhaps one-quarter of the population have seen the caravan first hand. Many facts are known about the caravan, but rumors and legends about it are colorful and endless. PCs native to Highfolk have certainly heard that the archmage mints all of the coins used in the region.

Allow the characters to Gather Information (DC 5 per anecdote) about the caravan (either purposefully or by accident). If they are not interested in actively asking questions, let them overhear some casual conversation in order to stir their interest. Listed below are a number of true and false statements that the characters can overhear or might be offered in response to direct questions.

Caravan Lore (Truths)

- “The caravan comes to town once per year. We never know which day it will arrive. It takes a different route through town every year.”
- “The caravan is a rolling armory of magic. It’s guarded by archers, ogres, elementals, and anything else that sly old wizard can muster.”
- “I’ve seen it. There must be a dozen wagons. But I’ve heard that not all the wagons contain coins—a few contain monsters.”
- “I’ve seen the caravan twice. The second time I saw it, it was really different from the first time.”
- “I’ve heard of bandits who have tried to rob it. They were peppered with arrows, set on fire, or disintegrated on the spot.”
- “The caravan never stops moving. It has two crews of guards and drivers plus a wagon where one crew can sleep. They change shifts twice a day so they never have to stop and camp.”

Caravan Lore (Falsehoods)

- “I’ve heard that if you make eye contact with any of the guards, you’ll turn to stone.”
- “One year, a mastodon was pulling the lead wagon.”
- “Mordenkainen himself rides along with the caravan, but he’s in disguise. If you can kill him, all of the magic falls apart and you can steal all of the coins.”
- “Part of the caravan isn’t real—it looks real, but it isn’t really there. If you view the caravan in the moonlight, the illusions melt away and you’ll see the real caravan.”
- “The caravan isn’t really on wheels. It hovers, and kind of floats down the road.”

Encounter Three: Trek Into the Foothills

The morning is cool and overcast. As the characters set out, they see one or two other groups of adventurers preparing to leave. They also see Clodin going about his business and saying farewell to the adventuring groups.

As the characters begin to head out of the city, a dwarf approaches them. Characters who have encountered Highfolk’s dwarves will recognize him as a member of the Hammerstrike clan. He hurries up to the group, puffing a little bit from trying to catch up.

A dwarf hurries up to you as you prepare to leave Highfolk. He is of average height and build for a dwarf and wears a beard that reaches the middle of his chest. His dark brown beard has a number of braids and metal charms woven into it—one of these is a coppery colored item that looks like a fish scale, but it is as large as your palm. The dwarf’s eyes are a warm amber color. He wears leather breeches, a black shirt, and a leather vest. “Yer headin’ toward the Yatils, right? I gotta meet my group up there. Mind if I tag along?”

The dwarf introduces himself as Keenwyn.

Keenwyn: male dwarf, Expert 3.

He lives in Highfolk with the Hammerstrike crafters, and his craft is metal smithing—jewelry, decorative items, and cookware. He is heading into the Yatils to meet two dwarf friends so he can pick up a package of healing herbs and roots from them. He would like the safety and company of an adventuring group. If the party agrees, Keenwyn will travel along until about mid afternoon, when he’ll need to go his own way to find his group.

If the characters agree, they find Keenwyn to be friendly and curious. He talks a little about the dwarves and is interested in hearing about the characters’ recent adventures. Keenwyn is impressed by the characters’ exploits—he considers himself a bit of a homebody, and would like to have some adventures as well.

If the adventurers ask about the scalelike item in Keenwyn’s beard, he explains that it belonged to his father—it’s the scale from a copper dragon.

As the characters travel, Keenwyn may mention some bits of lore concerning the dwarves in Highfolk.

- The ore that Mordenkainen uses to mint his coins comes from mines owned by the Dargas Mor dwarves.
- The Hammerstrike clan that lives in Highfolk has discovered a technique for producing excellent armor and weapons made from adamantine.

The morning trek is uneventful and the walk is easy. The day remains overcast and cool. In order to find their

assigned post, the characters need to locate five landmarks:

- A steep hill that has recently lost its side to a minor landslide (late in the morning on the first day).
- A creek that bends and doubles back on itself (early in the afternoon on the first day).
- A sheer rock face that shows millennia-old strata and numerous layers of pebble deposit (mid afternoon on the first day).
- Four tall pine trees that grow tightly together, almost as one tree (mid morning on the second day).
- A cluster of boulders that resemble a sleeping bull (early afternoon on the second day).

Finding each of the landmarks is not difficult. The party must make DC 10 Survival checks to locate them. This check can be retried, but the PCs lose one hour for each failed check.

Keenwyn has spent most of his time in Highfolk (aside from visiting Dargas Mor a few times), so his outdoor skills are limited. His eyesight is excellent, though, and he might be able to assist the party as it searches for important landmarks.

In the late afternoon, the weather clears somewhat and the sun emerges, though thick clusters of clouds still hang in the sky. Keenwyn discovers the trail he has been looking for leading to the north. He must follow the trail to meet his friends, so he shakes hands with each character and says goodbye. The dwarf sets off on the trail, humming to himself.

Encounter Four: Oooh! Was that a Dragon?

As the characters make camp on the first day, they witness a rare sight.

As the sun just touches the horizon in the evening, something amazing catches your eye. You catch a shining flash in the sky. As you watch, a large object circles overhead, twisting and dipping, then climbs to great height and spirals downward. In the evening sun, you see that it is a creature—a metallic creature, or maybe a machine. The creature or machine seems to be taking advantage of the evening winds. It circles and dips for several minutes, then flies out of sight to the northwest.

Suddenly the ground shakes and a creature burrows up out of the earth. Your group faces a giant insect with six legs and pincers. It must be a dozen feet long, and it spits angrily.

APL 2 (EL 3)

Ankheg (1): hp 28; see *Monster Manual*/page 14.

APL 4 (EL 6)

Ankhegs (3): hp 28, 28, 28; see *Monster Manual* page 14.

APL 6 (EL 8)

Ankhegs (6): hp 28, 28, 28, 28, 28, 28; see *Monster Manual*/page 14.

Tactics: The ankhegs have sensed the movement of a large creature on the surface. They are hungry and therefore attack quickly and without hesitation. If they emerge as a group, they attempt to exit the ground in a pattern that surrounds the party. They place themselves about a move distance away. No surprise round occurs.

Treasure: None.

Encounter Five: The Watch Post

The morning is again overcast and cool, with a touch of fog in the air. The characters find their first landmark around mid morning. After finding the second landmark in the early afternoon, they walk for about an hour and discover a narrow road leading down out of the Yatils. This is their assignment, and they should make camp nearby. The surrounding area is lightly wooded.

About 50 yards from the trail, the characters find a rocky hill with an overhang. It's the ideal place to camp, especially with the weather suggesting rain. The group would be wise to patrol the area and start a campfire while daylight and dry wood are available. Starting a campfire is important to the timeline. In the next encounter, the players enter the fey realm. When they emerge and find their campfire still burning, they should realize that no time has passed in their home realm. If the PCs refuse to build a fire, do not make them.

As the characters are settling in and while the daylight is still bright enough to find their way around, the group hears a commotion to the west. They hear a large creature crashing through the woods, as well as a few feminine screams. If they investigate, they find a dryad being threatened by a large creature. Choose a level-appropriate monster from the choices below.

The woods rumble and branches snap as a large creature crashes through the forest. Something very big is chasing something much smaller, and a few feminine screams confirm this. As you approach the commotion, you see a giant creature slamming its fists into the trees, toppling some smaller ones. It

pursues a slim elf female with long hair flowing to her knees, and a dress of green leaves. The woman nimbly darts among the trees, but the giant's huge strides and its ability to crush most things in its path allows him to remain close behind her. If he gets his meaty hands around her, he'll crush her in an instant. (At APLs 2 and 6) To make things worse, you suddenly notice that he has a friend racing in from the north.

APL 2 (EL 5)

Ogres (2): hp 29, 29; see *Monster Manual* page 198.

APL 4 (EL 6)

Ettin (1): hp 65; see *Monster Manual* page 106.

APL 6 (EL 9)

Hill Giants (2): hp 102, 102; see *Monster Manual* page 123.

Tactics: The creatures use similar tactics. They are chasing the girl but won't shy away from a fight. They charge the adventurers at the first opportunity. They select the nearest character as their first target. The girl hides until danger has passed. If things go badly, she encourages them to run to safety with her. If things go poorly for the PCs, the dryad offers an escape route from the giants; proceed directly to Encounter Six.

Treasure: The PCs are welcome to claim the giants' gear and treasure. In the case of the ettin (APL 4) and one of the giants (APL 6), each wears the head of a halfling hanging from its belt. On the halfling's head is a *hat of disguise*.

APL 2: L: 7 gp; C: 93 gp.

APL 4: L: 6 gp; C: 94 gp; M: *hat of disguise* - (150 gp).

APL 6: L: 7 gp; C: 93 gp; M: *hat of disguise* - (150 gp).

Development: During the battle, the players should discover that the elf woman is not really an elf, but someone more exotic—a dryad. If they do not figure this out, the dryad introduces herself as such. Her name is Ségolène (pronounced say-go-LAYNE), and she was spying on the creature/s when it/they discovered her. She shyly thanks them for their aid and offers them a reward. Proceed to Encounter Six.

Encounter Six: A Marvelous Sight

The goal of this encounter is to lure the characters into the fey realm. This can be done in two ways. First, if the battle is going badly, the dryad offers an escape route. She grabs the hand of one character and encourages the others to link up, then she dashes through a curtain of

vines that hangs down between two trees. When the group passes through the vines, they emerge in the fey realm. This works even if the characters do not hold hands, but the players will not know this.

The second possibility is for the dryad to offer treasure to the players after defeating the giant. She leads them through the vines, with the same result of emerging in the fey realm.

You disentangle yourself from the vines and immediately feel warm sunshine on your face. As you inhale, the air is suddenly sweet with lilacs, honeysuckle, and lily of the valley. You step forward onto thick green grass and feel a warm breeze pass over you. A flock of bright blue and green butterflies takes to the air, disturbed by your sudden arrival. You're pretty sure you aren't in Highfolk any more.

The dryad laughs, and the sound is like a wind chime. "Don't you love this place?" she says. "This is the best treasure of all!"

The PCs should realize that they have entered another plane (the fey realm) and staying here isn't possible if they hope to complete their task. Ségolène explains where they are, if the PCs have not already guessed. Allow them to role-play with the dryad so they can learn about their surroundings. The dryad thought they would be perfectly happy to stay here in such a beautiful place (or at least safe, if she brought them here to escape the battle). She hadn't thought about them going back, and they can't go back the way they came. She knows someone who can tell them the way out, and they'll need to find her friend in order to return to the Flaeness.

Development: If any PC is made with "Karma" from *IUZ4-08 Shattered Reflections of a Frozen Twilight*, they sense a strangeness with this place and hear a breathy female voice, "You are far from home, watch and learn."

Ségolène leads you through a glade unlike anything you've ever seen. The colors in the grass, the daffodils, the sky, and the foliage are so vibrant that you could spend all day looking at them. The air is comfortably warm and fresh. You can't be sure, but you think you hear far-off music.

Ségolène dances down a hill and around a copse of birch trees. She skips over a narrow stream that bubbles joyfully over gemstone rocks. After what must be an hour, but feels like a heartbeat in these beautiful surroundings, the dryad reaches something that looks like a giant mushroom. The stem must be twenty feet across, and the tip of the cap must rise about thirty feet high.

The dryad drops to her knees and scoots under the overhang of the mushroom cap. A dwarf would need to duck his head to walk under. Ségolène rings a small bell, then sits back on her heels to wait.

A door opens in the mushroom stem—a door so perfectly hidden that you hadn't noticed it. Out steps a creature that stands about two feet tall. He wears brown leggings, pointy leather shoes, and a loose tan shirt. He looks vaguely elfin, but not quite. He sees Ségolène and gets a wry smile. "Ségo, sweetie, what are you up to today?" When he spots you, he gets a look of alarm and backs into his doorway. The dryad speaks soothingly to him and convinces him you are no danger. She introduces him as Wirt.

"These kind folks helped me escape from a giant," she begins, "a huge, horrible, wretched, smelly, mean giant whose clothes needed washing. I brought them here, but they need to go back. And I don't know how to get them out. They can't pop through trees the way I do."

The creature looks suddenly pained. "But I'm so hungry," he whines. "I could show them the way to the waterfall, but I haven't eaten in soooooo long." He shakes his head sadly.

This is standard procedure for a brownie like Wirt—to subtly solicit food in exchange for his help. It's also standard procedure for Ségolène to find minor trouble and come to him for help. The two have played this game before.

If the characters offer food to Wirt, he cheers up immediately. His cheerfulness is directly related to the type of food offered—biscuits or jerky will make him amiable, but fruit, candy, or anything sweet will make him a friend for life. He gobbles it down, pats his stomach, and proceeds to give directions. He can accompany the characters part of the way, but will need to turn back after pointing them in the right direction.

Wirt ducks back inside for a moment, then steps out again wearing a floppy brimmed hat and carrying a small leather bag. He closes the door and looks at the characters with a smile.

The brownie leads the group to a small pond. He stops suddenly and leans over to look in the water. He says to himself, *"I looked in the water and saw . . . myself!"* He laughs at his private joke, slaps his knee, then proceeds. He follows a trail along the pond, then cuts up a short hill and into a grove of aspens.

You emerge from a large grove of aspen trees to find a wide meadow spreading before you. The sky is a brilliant turquoise, tall green grass waves in the breeze, and wild flowers in every color of the rainbow sway gently. A pair of satyrs cavorts in the distance.

Wirt points across the meadow. "Cross the meadow, then veer toward the right. You'll see some rocky hills starting to rise up. Follow the trail through the rocks, and listen for the waterfall. Don't bother to fill your pockets with rocks—it's only fool's gold. It's a fair distance through the hills, but if your ears are sharp, you'll find that waterfall easily."

Wirt shakes hands with everyone in the group and gives Ségolène a hug. "You all be careful, now," he smiles.

Encounter Seven: Something Big Is out There

As the party continues on its way to the waterfall, Ségolène suddenly stops short. At this point, have the players make a DC 30 Will Save. Those who fail stop immediately as if frozen from fear. They can only stare in the direction Ségolène is pointing.

"Shh! Do you feel that?" She glances around, terror on her face. You're not sure you feel anything... a slight rumble, perhaps? Ségolène's dryad senses must be very acute.

Then she points down the hill. Perhaps a hundred strides away, trees and bushes shake violently—then a green-scaled head pops out of a grove of trees. A massive green body follows, and a mighty tail swishes proudly behind. The sun glints off emerald scales. The creature stops for a moment and a narrow tongue snakes out to lick its lips and chin. It lumbers away, stretches its great wings, and continues on its course.

After a few moments, the fear lessens and you walk about thirty strides down the hill. You find an area where the grass is trampled flat and the ground is stained with blood. The back leg of a moose, torn from its owner, lies forgotten. Apparently, the creature had just finished feeding when you saw it.

A successful DC 15 Knowledge (Arcana) check identifies the creature as draconic in nature, however the creature was too large to be normal dragon. A successful DC 15 Knowledge (the Planes) reminds the PCs that dragons are not normally found in the realm of the fey.

The characters eventually reach the waterfall described by Wirt just as the sun is setting. It falls into a pond about 25 feet across, and a small brook dribbles out of the pond and down a gentle hill. Ségolène tells the characters that by joining hands and walking through the water, they will return to their world. Ségolène says goodbye and that she hopes the characters will visit her again.

Creatures: Once the PCs enter the water, they will realize they are not alone. A water elemental resides here, protecting this gate from travel to the mortal realm.

A spout of water rises out of the pool and towers over you. It wavers menacingly and speaks. "This pool and passage are under my protection. Passing without offering a shining toll is not allowed."

APL 2 (EL 3)

Water Elemental, Medium (1): hp 30; see *Monster Manual* page 100.

APL 4 (EL 5)

Water Elemental, Large (1): hp 68; see *Monster Manual* page 100.

APL 6 (EL 7)

Water Elemental, Huge (1): hp 152; see *Monster Manual* page 100.

Tactics: The creature was placed here as a guardian for this portal from the fey realm. The water elemental attacks the players only if they enter the waterfall without dropping something shiny into the pool. What each PC drops is immaterial as long as it is shiny.

If a member of the party is an unapproved Dragon Disciple, the elemental attacks that character (even if a shiny item was donated). Approved Dragon Disciples have regional documentation.

The rocks underfoot are slippery. Walking through the waterfall is difficult if fighting the elemental; increase the difficulty of all Tumble checks by 2. In addition, any PC that moves more than half speed, makes an attack, or is hit by the water elemental must make a DC 5 Balance check or fall.

Treasure: None.

After the characters regroup from the elemental battle, they can join hands and walk through the waterfall. They emerge in the same part of the forest where they were preparing to camp.

Encounter Eight: Safe in the Damp, Dark Forest

The fey realm and the waterfall were warm and comfortable, so emerging into Highfolk gives you a chill. Although the day was comfortable, it now feels cold compared to Ségolène's home realm. The magic has dried you, though, so at least you aren't wet and shivering from the waterfall.

It's late afternoon, and although the sun is dipping in the sky, it hasn't set. The woods are dim

but you can still make your way easily. About fifty strides away, something catches your eye. Squinting, you see a campfire. Some idiot has started a campfire and wandered off, leaving the woods vulnerable to a terrible accident.

As you move toward the fire, you see that it has been made under a stone outcropping next to a sheer rock face. Several bedrolls are stashed under the outcropping. You suddenly realize something about this campfire—it's yours!

The characters discover that although they spent nearly a full day in the fey realm, time has not passed in Highfolk. Everything at their campsite, including the fire, is exactly as they left it.

The characters should camp and prepare themselves for their posts the next day.

Encounter Nine: Caravan Crossing

The evening was damp and chilly, but the morning dawns with light fog, thin clouds, and a hint of sun. The characters will need to be extra vigilant until the fog burns off. They should patrol and watch for trouble.

Early in the afternoon, the adventurers hear a strange sound in the distance. It's a rumbling, crunching, thundering sound, and it grows louder gradually. It's the caravan coming down the trail. The characters should post themselves on both sides of the road, about fifty yards apart, watching the trail, the trees, and the forest behind them.

Before long, the caravan comes into view. Perhaps a dozen wagons of all shapes and sizes make up the amazing procession. The first vehicle is an open wagon full of uniformed guards, armed with bows and greatswords. The second is a caged wagon containing a mantichore. The rest of the wagons follow. Bringing up the rear is a burly halfling with what must certainly be a magical broom. He sweeps the trail behind the caravan, smoothing out the ruts and casting dung to the edges of the trail.

After the caravan has passed, give each player a handout (Player Handout #2) with the description of the caravan. Ask the players to read these out loud to each other in order of player number.

As you stand discussing what you saw, the clopping sound of a galloping horse is heard coming down the trail. As the horse comes into view, you see it is not a horse at all, but a large humanoid creature with

bulging muscles and the head of a bull. It glares at you. "Get out of my way. That coin is mine."

APL 6 Only

As you stand discussing what you saw, the clopping sound of galloping horses is heard coming down the trail. As the horse comes into view, you see it is not a horse at all, but a large humanoid creature with bulging muscles and the head of a bull. It glares at you. "Get out of my way. That coin is ours." Running just behind the horned beast is a human looking creature with a body of a lion.

APL 2 (EL 4)

Minotaur (1): hp 39; see *Monster Manual* page 188.

APL 4 (EL 6)

Minotaur (2): hp 39, 39; see *Monster Manual* page 188.

APL 6 (EL 7)

Minotaur (1): hp 39; see *Monster Manual* page 188.

Lamia (1): hp 58; see *Monster Manual* page 165.

Tactics: The minotaur and lamia are determined to catch the caravan. If the players do nothing, they run past. If an attempt is made to stop them, they fly into a rage and charge the nearest person in the way.

Treasure: Those who defeat the minotaur bandit may take his axe and backpack

APL 2: L: 3 gp; M: *elixir of vision* x3 - (20 gp ea, 60 gp total) *Heward's handy haversack* - (167 gp).

APL 4: L: 3 gp; M: *elixir of vision* x3 - (20 gp ea, 60 gp total) *Heward's handy haversack* - (167 gp).

APL 6: L: 3 gp; M: *elixir of vision* x3 - (20 gp ea, 60 gp total) *Heward's handy haversack* - (167 gp).

Development: If captured, the minotaur and Lamia can be interrogated. Their motives are simple, they heard the caravan was filled with gold, and planned to rob it.

Encounter Ten: A Familiar Face and a Journey Home

As the characters exchange information or catch their breath, they see a figure walking down the trail toward them. It's Keenwyn, returning from his rendezvous with the dwarves. He is surprised to see the characters and immediately starts talking about what he saw—gold and brown wagons, a beholder, half a dozen umber hulks, and a troop of gnomes with cymbals.

Keenwyn asks about the adventurers' journey and is eager for details. If the characters do not mention the fey

realm, have Keenwyn keep begging for more details. When they describe the fey realm, Keenwyn is fascinated. He asks several questions about the large green creature. When he is satisfied that he has heard everything about the creature, he lapses into a brief reverie and says to himself, "*So that's how she moves so quickly.*" He quickly shakes himself out of his reflection and acts as if nothing happened. If questioned, he'll say that he's heard of the dryad and wondered why she was so hard to find.

The characters can break camp and return to Highfolk. Keenwyn will travel with them if the characters agree.

Near the city gates, Keenwyn slows and says, "Thanks for your company. I sure enjoyed walking with you folks, but I'll be heading for my kin now." He glances around quickly, then pulls a pair of shoes out of his backpack. He holds them out to you and asks if you would like to keep them. "I found these. They're nice, and I think they might be magic, but they don't look very sturdy. Not sturdy enough for a dwarf like me, anyway."

Treasure: If the PCs accept his friendship, they may claim the slippers. Those that refused to travel with the dwarf do not receive the *slippers of spider climbing* upon their AR.

All APLs: *slippers of spider climbing* - (400 gp)

When the characters reach Highfolk, they should be looking for the mayor's assistant in order to be paid for their services. If they stop at the mayor's office, they are told that no one fitting that description works for the mayor. The office did not hire any guards.

The characters will think that they've been stiffed for their payment. Depending on where the characters go next, find a suitable NPC to approach them with their payment. If they return to the bar where this adventure first started, the barkeep has their money. If they return to the Root Seller, a gnome has their payment. The teenage boy who delivered the notices might also be used. Regardless of who delivers the payment, the message is the same:

"Clodin sent this for you. He regrets that he can't be here himself, but other business is keeping him busy."

The individual who delivers the money has no further information.

Should the characters ever go into the dwarves' neighborhood near East Gate and the Hammerstrike Goods weapons store in Highfolk looking for Keenwyn,

they learn that no one recognizes a dwarf by that name or description.

Treasure: For protecting the caravan, each PC is paid 50 gp.

All APLs: 50 gp

Conclusion

You have witnessed many amazing sights on this adventure—the flying metal creature, the fey realm and the large green monster, and Mordenkainen's caravan. You have a number of questions. Who is Clodin? Where did he go, and why did he hire the teams of guards? What was the green creature doing in the fey realm? Why is the caravan so different to each observer? Something strange and exciting is afoot, and you have just crossed paths with a mysterious piece of local intrigue.

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 Four

Defeating the Ankhegs

APL 2: 90 xp;

APL 4: 180 xp;

APL 6: 240 xp

Encounter Five

Defeating the Ogres or Ettin or Hill Giants

APL 2: 150 xp;

APL 4: 180 xp;

APL 6: 270 xp

Encounter Seven

Defeating the Water Elemental

APL 2: 90 xp;

APL 4: 150 xp;

APL 6: 210 xp

Encounter Nine

Defeating the Minotaur (and Lamia)

APL 2: 120 xp;

APL 4: 180 xp;

APL 6: 210 xp

Story Award

Telling Keenwyn the tale of their adventure:

APL 2: 50 xp;

APL 4: 75 xp;

APL 6: 100 xp

Telling the Mayors office about the adventure:

APL 2: 20 xp;

APL 4: 25 xp;

APL 6: 40 xp

Discretionary roleplaying award

APL 2: 20 xp;

APL 4: 35 xp;

APL 6: 40 xp

Total possible experience:

APL 2: 450 xp;

APL 4: 675 xp;

APL 6: 900 xp.

Treasure Summary

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is

consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

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

Encounter Five: The Watch Post

APL 2: L: 7 gp; C: 93 gp.

APL 4: L: 6 gp; C: 94 gp; M: *hat of disguise* - (150 gp).

APL 6: L: 7 gp; C: 93 gp; M: *hat of disguise* - (150 gp).

Encounter Nine: Caravan Crossing

APL 2: L: 3 gp; M: *elixir of vision* x3 - (20 gp ea, 60 gp total) *Heward's handy haversack* - (167 gp).

APL 4: L: 3 gp; M: *elixir of vision* x3 - (20 gp ea, 60 gp total) *Heward's handy haversack* - (167 gp).

APL 6: L: 3 gp; M: *elixir of vision* x3 - (20 gp ea, 60 gp total) *Heward's handy haversack* - (167 gp).

Encounter Ten: A Familiar Face and a Journey Home

All APLs: C: 50 gp; M: *slippers of spider climbing* (400 gp).

Total Possible Treasure

APL 2: L: 10 gp; C: 143 gp; M: 627 gp - Total: 780 gp (Maximum: 450 gp)

APL B: L: 9 gp; C: 144 gp; M: 777 gp - Total: 930 gp (Maximum: 650 gp)

APL C: L: 10 gp; C: 143 gp; M: 777 gp - Total: 930 gp (Maximum: 900 gp)

Items for the Adventure Record

Favor of Clodin: You have gained Clodin's favor. Through contacts intermediaries among the dwarves, he offers you the chance to purchase an earthsilk jersey (*Races of Stone*, p. 160) anytime you are in the Highfolk region. This favor may only be used once. Cross off this favor once used.

Favor of Ségolène: The dryad gives each PC a leaf from her dress as a gift. The leaf may be activated as a standard action that does not draw an attack of opportunity to cast *treestride* once as a 6th-level caster. You do not need to hold the leaf to use this favor. Cross off this favor once used.

Fey Touched: Your *Karma* character has entered the Fairy Realm and gained a special insight into the workings of magic. You gain a +4 competence bonus to Knowledge (Arcana) or Spellcraft checks.

Friendship of Keenwyn: Since you were friendly to the dwarf during his travels, he has offered you his friendship. The *slippers of spider climbing* now have regional access.

Item Access

APL 2:

- *Heward's handy haversack* (Adventure; DMG; 2000 gp)
- *Elixir of vision* (Adventure; DMG; 250 gp)
- *Slippers of spider climbing* (Adventure; DMG 4,800 gp)

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

- *Hat of disguise* (Adventure; DMG; 1800 gp)

Appendix One: Highfolk Influence Charts

Regional Influence Points

The following lists are the Highfolk region's Influence Points (abbreviated "IP"), and their uses in the region. Influence Points are normally gained through scenarios, and are a way of keeping track of favors that others owe the hero. Some influence may also be purchased with gold.

In addition to the uses listed below, certain events may have special opportunities for characters to use accumulated Influence Points. Heroes may also pool influence to receive a better effect. Adventuring Companies receive additional benefits with certain Influence Point uses. Influence points may be turned in during any Highfolk Regional as follows.

Church of Ehlonna

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

1 Influence Point (purchase price: 40 gold)

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

3 Influence Points (purchase price: 160 gold)

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

6 Influence Points (purchase price: 400 gold)

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

10 Influence Points (purchase price: 1600 gold)

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

Followers of the Seldarine Pantheon

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

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

1 Influence Point (purchase price: 50 gold)

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

3 Influence Points (purchase price: 200 gold)

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

6 Influence Points (purchase price: 500 gold)

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

10 Influence Points

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

15 Influence Points

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

Gnomish Consortium of Merchants, Moneylenders, Miners, and Gemcutters

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

1 Influence Point (purchase price: 50 gold)

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

3 Influence Points (purchase price: 200 gold)

- Backing of PC for Town Council position

6 Influence Points (purchase price: 500 gold)

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

Guildsmen of the High Art

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

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

1 Influence Point (purchase price: 50 gold)

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

3 Influence Points (purchase price: 200 gold)

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

6 Influence Points (purchase price: 500 gold)

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

Highfolk Town Council

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

General Note: These points may also be spent on political campaigning. They may only be spent at interactives or directly through the Wisconsin Triad. All land purchases are subject to approval.

1 Influence Point (purchase price: 50 gold)

- Business license to operate in the Town of Highfolk

3 Influence Point (purchase price: 200 gold)

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

6 Influence Points (purchase price: 500 gold)

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

10 Influence Points (purchase price: 2000 gold)

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

15 Influence Points (purchase price: 5000 gold)

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

Kashafen Tamarel, Lord of the High Elves

The leader of Clan Shandareth has a long reach, and it extends throughout the Highfolk region. He is regarded as the noblest of all elves, and his word commands respect and order. Note that Influence Points with the Lord of the High Elves cannot be purchased; they must be earned through interaction. Kashafen's influence may also be used for favors from the Followers of the Seldarine Pantheon.

1 Influence Point

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

3 Influence Points

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

6 Influence Points

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

10 Influence Points

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

Merchant Guilds of Highfolk

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

1 Influence Point (purchase price: 50 gold)

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

3 Influence Points (purchase price: 200 gold)

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

6 Influence Points (purchase price: 500 gold)

- Backing of PC for Town Council position

10 Influence Points (purchase price: 2000 gold)

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

Patron's Guild of Norebo

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

General Note: These points may only be spent during a module. None of the benefits are permanent. All benefits must be gotten in Verbeeg Hill.

1 Influence Point (purchase price: 50 gold)

- 1 Fortune Lotto Ticket (may only be purchased at specific events)

3 Influence Points (purchase price: 200 gold)

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

6 Influence Points (purchase price: 1000 gold)

- Lucky Nines - you are allowed one (and only one) reroll during one (and only one) Highfolk regional scenario (Does not stack with other rerolls.)

10 Influence Points (purchase price: 5000 gold)

- Winner on Double Down - you are allowed one reroll per day of one (and only one) Highfolk regional scenario (Does not stack with other rerolls.)

Tavin Erstader, Mayor of Highfolk Town

The Mayor is an old adventurer himself, and still has a soft spot for heroes of renown. Note that Influence Points with the Mayor cannot be purchased; they must be earned through interaction. Tavin's influence may also be used for favors from the Church of Ehlonna, Gnomish Consortium, Guildsmen of the High Art, Highfolk Town Council, and the Merchant Guilds.

1 Influence Point

- Letter of introduction, useful for one scenario

3 Influence Points

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

6 Influence Points

- Life imprisonment sentence may be reviewed and possibly lessened

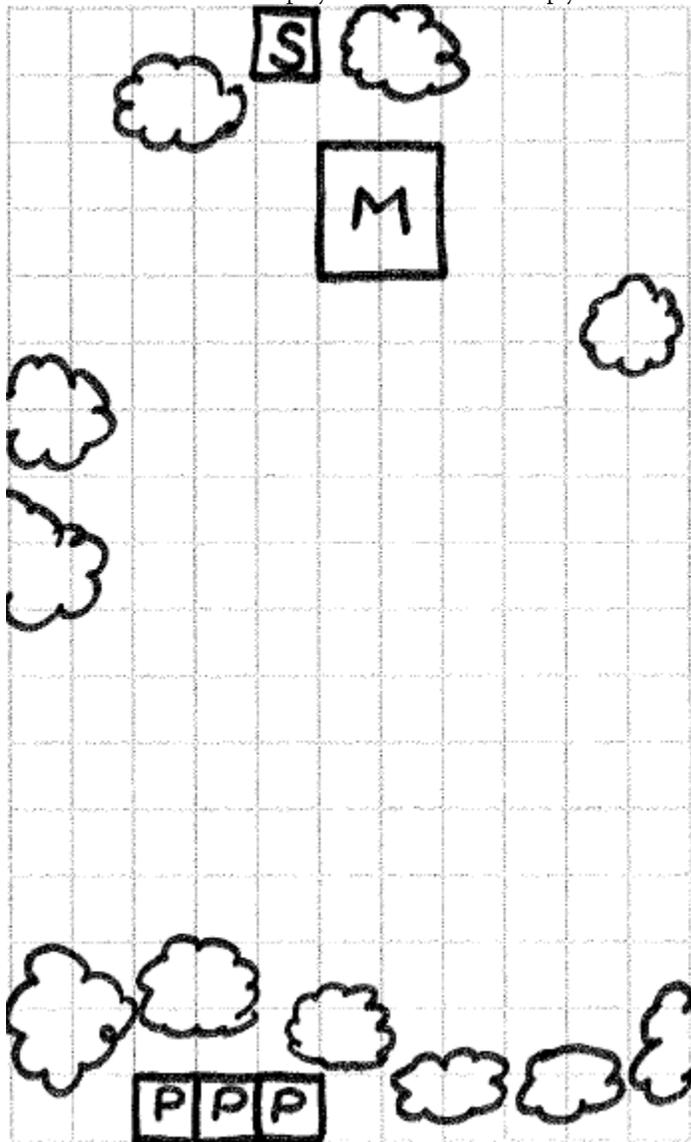
10 Influence Points

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

Appendix Two: DM Maps

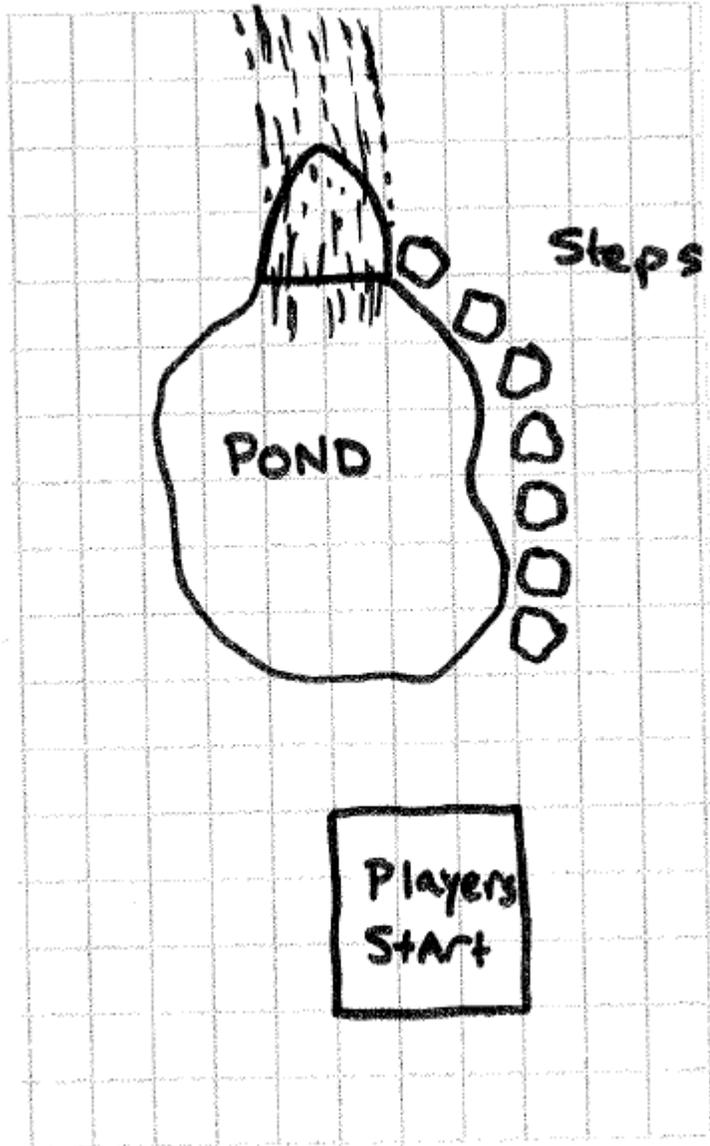
Encounter Five: The Watch Post

The players are able to see through the trees to the woman being attacked by the creatures. Start the players in the boxes marked with the P's. Some players are not on the map yet.



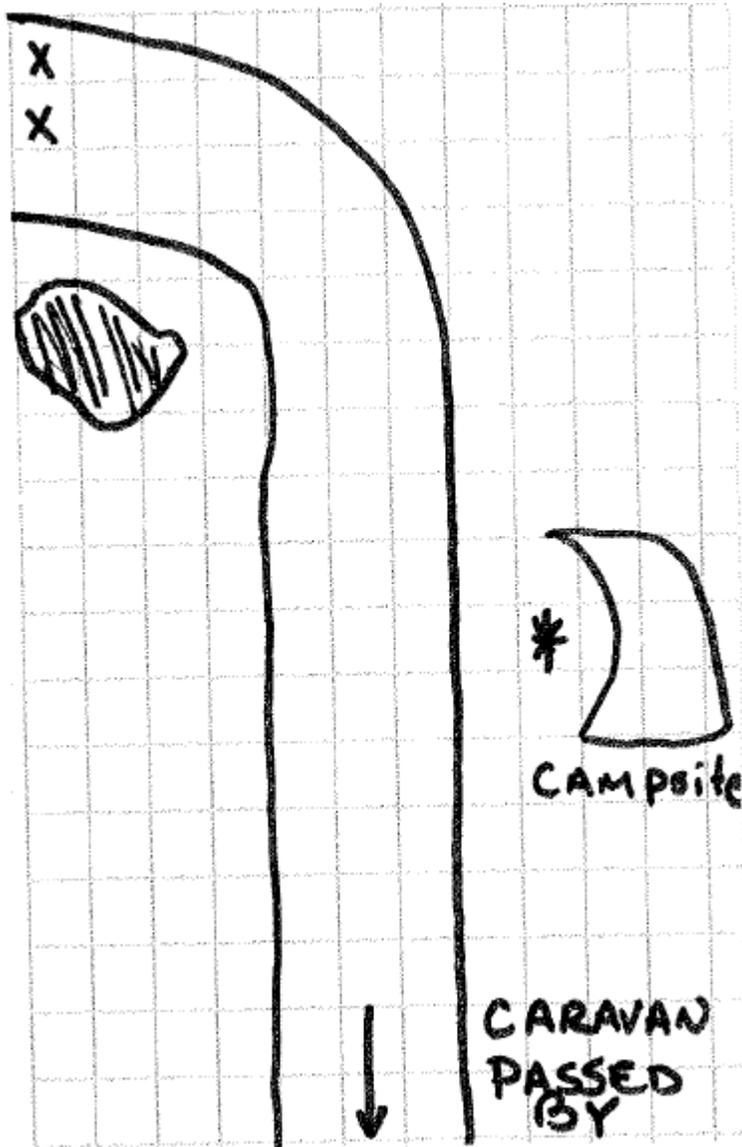
Encounter Seven: Something Big is Out There

The players start in the area just before the pond. They will need to form a single file line to walk up the wet stairs.



Encounter Nine: Caravan Crossing

The players re located at the campsite when the minotaur approaches. Remember that they are on the road, which has no vegetation, chasing the caravan that just passed by.



Give this handout to the players during the **Introduction** in the tavern.

Special Assignment
Guards Needed
Sharp Eyes and Sharper Blades
See the Mayor's Assistant at
the Root Seller Eatery
Rain –r– Shine
Noon Tomorrow

The Root Seller

Menu

Hot Fried Sausages—Mild or spicy

Stewed Beef—A large bowl of sliced beef, stewed in gravy until tender

Parsnip Casserole—A tangy concoction of sliced parsnips, cheese, onions, and herbs, baked in a brick oven

Fried Onions—Jumbo onion slices dipped in bread crumbs and fried crispy (careful—don't singe your beard!)

Hot Potatoes—Diced potatoes cooked in butter with local herbs and bacon

Cheese Soup—Smooth, creamy cheddar cheese soup served with crispy croutons and a side of bacon

Bread on the Side—Flatbread, wheat bread, or corn bread

Player Handout #3

Caravan Descriptions

DM Note: Cut these into six sections and give one to each player after the caravan has passed by in Encounter Nine. Have each player read their piece out loud in number order.

Player #1

The caravan was the most amazing thing I've ever seen. I never expected purple and yellow wagons, or a troop of ogres, or a displacer beast in the last wagon. And those dwarf bagpipers! I hope I get to see the caravan again next year.

Player #2

You need a healing spell! Those wagons were blue and green. And those weren't ogres—they were gnolls. I sure didn't see a displacer beast—but I did see a bullette. Bagpipes? They were panpipes, played by a quartet of centaurs! But I'd like to see that again, too.

Player #3

You're both crazy. The wagons were red and purple. The guards were minotaurs. There wasn't a displacer beast or a bullette—it was a lammasu. And those were elves playing flutes—beautiful! Too bad you couldn't hear it. One thing's for sure—I'll be back next year.

Player #4

What's wrong with all of you? The wagons were black, yellow, and blue. I saw gnoll guards, too. But I saw a hell hound! And that music—I've never seen those instruments that the halflings were playing, but they were horrible! Still, I'd love to see this caravan again.

Player #5

Something is really funny, here. The wagons were orange and purple. The guards really were minotaurs. But that was a chimera in the last wagon. And those were hunting horns, I think, being played by the dwarves. I'd like to see that again.

Player #6

Maybe the rumors are true. We all saw something different. The wagons were pink and green. The guards were bugbears, and I saw a displacer beast. There were halflings beating out a march on drums, too. Maybe if we come back next year, we can figure this out.