

VER6-04

Sign of the Black Orchid

A One-Round D&D[®] Living Greyhawk[™] VERBOBONC REGIONAL ADVENTURE

by Darren Spurrier, with Rob Silva and Vernon L. Vincent

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Does the good of the many outweigh the justice of one? Are you willing to brave the murky depths of politics to service the greater good? As sins of the past threaten to tear the Viscounty asunder, true heroes seek answers to questions that are not always black and white. A one-round Verbobonc Regional adventure for PCs level 1-10 (APLs 2-8).

Metaorganizational Focus: Council of Abbots (Church of Rao), Elven Clans of the Gnarley Forest, Verbobonc Town Project (Twilight Falls).

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK PC. 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 two (2) points.

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

1. Determine the PC 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 PC with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each PC's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of PCs 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 PC is three PC levels or more either higher or lower than the APL at which this adventure is being played, that PC 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 PCs 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 PCs 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 PCs to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Verbobonc regional adventure. All PCs native to Verbobonc pay 1 Time Units per round; all others pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. PCs 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 PC that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the PC possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the PC 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 PC 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*.

VERBOBONC TOWN PROJECT

Portions of this adventure take place in the town of Twilight Falls, which is part of the Verbobonc Town Project. PCs with citizen certificates for this town receive the benefits listed on that certificate.

For more background and information on Twilight Falls, the Dungeon Master (DM) is encouraged to visit the Yahoo discussion group for Twilight Falls at:

<http://games.groups.yahoo.com/group/Twilightfalls>

This discussion group has additional resources that may prove helpful in detailing the portions of the town not covered by this adventure. Additionally, the DM is encouraged to review the entry for Twilight Falls in the *Walker's Guide to Verbobonc*.

ADVENTURE BACKGROUND

Several years ago, during the time of the Greyhawk wars, a series of murders occurred throughout a number of the smaller villages in the outlying reaches of the Viscounty of Verbobonc. The victims, young women of elven and human descent, appeared to be ritualistically slain in a manner most gruesome. The killer, rumored at the time to be a worshipper of Iuz, left as his calling card a single black orchid cradled in the hands of his victim. The killings went on for several months and then suddenly stopped. No evidence was ever found linking any one in particular to the killings, and slowly and gradually, a sense of calm returned to the towns. But no one ever forgot the killings – least of all grieving family members.

The killer, Malcolm, had been the child himself of worshippers of Iuz and was stepped from an early age in the horrific rites performed by the follower's of the old one. His heart grew up twisted with the pain of his upbringing and, knowing only pain and suffering, returned pain and suffering to those around him. He would have likely continued alone this path were it not for an unlikely intervention.

The town of Guildren is the home of an abandoned cathedral of Rao called the Shrine of the Peacemaker. Sealed for over a hundred years, the shrine was the site of the transfer of spiritual authority from the priests of Rao in Veluna to those of Saint Cuthbert in Verbobonc, and had fallen into disrepair as the citizens of the town had left for more plentiful pastures. The town was a perfect place for Malcolm to vent his twisted hatred and rage. However, as he was fleeing the rough worn streets one evening after having tortured a young woman into madness, the ground beneath him collapsed and he fell into an abandoned mine shaft. When the dust settled, Malcolm discovered that one of his legs was pinned beneath a large boulder, and his foot was crushed. Blood tricked down his head and from his crushed leg and, as the rage gave way to shock, he discovered that he was dying. Slowly the night continued. Though the collapse had blocked the hole where he fell, somehow noises still filtered down to him. As his lifeblood ebbed, the noises turned to shouts and screams. At first, Malcolm believed he was hearing the cries of those that found the woman he tortured, but they grew more frenzied – more terrifying. And Malcolm began to realize that these were the screams of his victims.

Malcolm drifted in and out of awareness. Each time he drifted away, the same face – twisted and mangled beyond reason – shimmered before him. Finally, the screams turned to that of the elven woman whom he had

tortured that night and the murderer abruptly realized that the face he witnessed was his own. The screams of his victims became his screams and their pleas his own. Shuddering, he tore himself into awareness and screamed for forgiveness. The effort proved too much for his already battered body and, as pain blocked his vision, all around him turned to brilliant white light.

Slowly, warmth began to fill Malcolm's body, and the pain – both physical and emotional – subsided. The light gently receded to reveal large, yet surprisingly simple sanctuary. As he looks, a grandfatherly old man, his skin the color of worn leather, shuffled over to him. The only sound was the pock-pock shuffle of the old man's staff – a shepherd's crook – as it clicked against the marble floor. Gently, the old man reached Malcolm, and reached a hand toward his face to touch him. As the old man drew his hand away, Malcolm noticed a glistening bead of liquid clinging to his fingers. His tears, Malcolm realized.

The old man looked at Malcolm and a warm voice resonated from the void, "What do you want?" The horror of his crimes had pierced his soul as never before. The pain and anguish of those he had killed had stripped him raw until all that was left was a numbing ache of guilt and regret. He wants to leave his past, but the faces now haunted him. Drawing a shuddering breath, Malcolm replied.

"To forget."

The old man nodded, satisfied with the answer, and reached out again to gently brush Malcolm's brow. A wave of vertigo swept over him. When he came to, he found himself lying on the street uninjured. Around his neck was necklace with the face of an old man, peaceful and serene. As he contemplated how he had come to be there, he realized that he had no memory of who he was. His only memory was of the old man, whose image was born on the necklace he wore, and a desire to somehow atone for the suffering in the world.

Taking the name Cadifel, he took up the life of a priest of Rao, and worked to restore the shrine and bring peace to the region. The folk discovered he had a way of helping others resolve differences without rapprochement, and soon he became known as a peacemaker. As restoration of the Shrine continued, Cadifel leaned more of the ways of Rao, and Rao's blessing soon manifested itself on him in the form of divine spells and insight.

A humble man, Cadifel received attention despite his modesty, and soon Edaddon Brill, the Bishop of Rao in Verbobonc City recognized the man's abilities and named

Cadifel the spiritual caretaker for the Shrine. Since that time, Father Cadifel has performed his office with humility and compassion, bringing peace to dissention and turning anger to accord. His most noteworthy achievement was the brokering of the Reunification Accords in late 594, with helped reunite the Gnomes of the Kron Hills with the Viscounty.

In Late 595, Cadifel discovered that a dwarven sculptor in Swan – Fredrique – was, in reality, the murderous assassin known as Obmi, the Hammer of Iuz. Obmi had come to Swan to steal a magical book from the Shrine that would prevent the Viscounty from defeating the forces of the Cowled Lady. Cadifel, strong with conviction, fought for several minutes before the assassin sundered the sanctuary covering the altar on the priest. Though adventurers arrived to engage Obmi, having followed a trail of destruction left by the assassin, As Cadifel lay on the floor, pinned by the rubble, the assassin's voice hissed in his ear as he took the book "I know who you are..."

Though he survived the encounter, Cadifel has been plagued by visions and nightmares since that day. Voices, familiar yet unknown, drift through his dreams, and Cadifel has taken this as a sign that Rao wants him to more active in his ministry of peace. As tensions arose between the Church of Trithereon and Saint Cuthbert, Cadifel at first thought this was his calling. However, another, larger crisis resonated with him.

Word reached the Viscounty of a growing dissatisfaction in the Elven Clans of the Gnarley Forest. Distant and aloof before, the elves have increasingly grown hostile in the past months – going to the extent of forbidding all of their clansmen from residing in the town of Twilight Falls, the largest of the Viscounty's towns in the Gnarley. The Elven clans have promised retribution against the towns in the Gnarley for crimes against nature.

In an attempt to resolve differences, for the people of Twilight Falls are bewildered as to why they were chosen for the clan's wrath, the town has invited the clans to a summit during Tele'anoron (The Festival of Spring Dawning) with hopes of ending the tension and ill-will between them.

Eraisothon (Air-eye-soo-thonn), a powerful and high-ranking member of the elven court, isn't certain redrawing to Celene is in the best interest of the clans. He has swayed the clan leadership into at least attending the summit and hearing the humans out in hopes of coming to some agreement so that all can live in peace.

Not all members of the elven dignitaries agree and some are actively seeking to worsen relationships to prove once and for all that redrawing isn't enough, the human settlements in the Gnarley should be eradicated, for the will continue to rape and murder the forest for their own ends. This militant sect has, for the most part, been kept in check due to Eraisothon's temperance.

Eraisothon tolerance does have a limit though; 30 years ago his adolescent daughter was violated and murdered. He has spent years in search of his daughter's killer. Although he has spent a large amount of his personal fortune seeking the one responsible for the girl's death he has not been successful until recently.

Two weeks ago a divination revealed a cryptic message that he would find the one he seeks at the summit. During the conference with Twilight Falls Eraisothon has quietly made inquiries into the backgrounds of all involved. Believing that the timing of Father Cadifel's "amnesia" and the death of Faravivan, his daughter, too much of a coincidence Eraisothon had divinations cast. The results revealed that the 'one who brought peace' was responsible for the girl's demise. As the time of the festival drew closer, Eraisothon believed it to be the mayor of Twilight Falls. However, he soon learned that a priest of Rao would be arriving to help ease negotiations. In his mind, a priest of Rao was a better fit as 'one who brought peace' and came to believe that Cadifel was, in fact, the one hinted at in the divinations. Years of rage over the death of his daughter boiled over, and the elven clansman hatched a plan for revenge. Eraisothon would strip this Father Cadifel of that which he loved the most, his relationship with his god. Once the charade was stripped bare, Eraisothon meant to avenge the loss of his only child.

ADVENTURE SUMMARY

Introduction

The PCs begin the adventure in the town of Twilight Falls for the Festival of Spring Dawning, or – as it is known in the elven tongue, Tele'anoron. This year the festival is of great importance as it is to host a summit between the town leaders and the Elven Clans of the Gnarley in hopes of ending the tension and between the two groups.

The small town is bursting at the seams. Every room at the numerous Inns is full. Large pavilion tents, sponsored by the Church of Pholtus, shelter those festival-goers not lucky enough to secure other lodging. A plethora of carts and booths are set up along the main streets enticing

attendees with all kinds of wares and food both exotic and mundane.

Encounter One: Party On!

The PCs may wander around town speaking to locals, enter the festivals contests, practicing trade crafts and skills or watching one of the many free performances. During this interaction, the PCs hear rumors and learn about the current state of thing around the Viscounty. Their day at the festival is otherwise uneventful.

Encounter 2: A Warm Bed

The PCs awake to find the Inn they are sleeping in ablaze. They must escape before the falling victim to the heat and smoke. Heroic PCs may attempt to save some of the guests. In the aftermath the PCs are introduced to Father Cadifel.

Encounter 3: Bunkmates

The PCs are relocated to a Pholtan Hospitality tent and get a chance to meet each other and Father Cadifel.

Encounter 4: Harsh Reality

News of murdered women reaches revelers. The PCs are asked to investigate the murder by Father Cadifel.

Encounter 5: Meeting with the Mayor

The party meets the elven delegation and the Mayor of Twilight Falls.

Encounter 6: Investigating the Crime

The PCs investigation reveals that both women were killed in the same fashion. Rumors of a serial killer from the past begin to circulate. The PCs investigate the murder and find clues implicating Father Cadifel and information of previous murders surface.

Encounter 7: The Embers of Guilt

Returning to the burned Inn the PCs have to deal with hazards and search through the remains of Father Cadifel's room looking for clues.

Encounter 8: Don't Look Back

Father Cadifel's history comes to light. The rehashing of long bury violence triggers a flood of unpleasant memories and Father Cadifel confesses.

Encounter 9: Pulling off the Mask

The PCs confront Eraisothon about his involvement and must decide what to do.

Conclusion

There are several possible outcomes based on the PCs actions that can result from this adventure.

PREPARATION FOR PLAY

Please review the following items before starting play.

- **Citizen of Twilight Falls:** PCs that are residents of Twilight Falls receive the benefits listed on their citizen certificate and their residence certificate during this adventure. Before play begins, verify that the documentation for residency has been properly completed. These PCs also receive *Player Handout: Resident of Twilight Falls*.
- **Elven Clans of the Gnarley Forest:** PCs that are members of the Elven Clans of the Gnarley Forest metaorganizations receive a -1 circumstance penalty to all Charisma-based skills with the common folk of Verbobonc and a +1 circumstance bonus to all Charisma-based skills with all members of the Elven Clans. These PCs also receive *Player Handout: Members of the Elven Clans of the Gnarley Forest*.
- **Church of Rao:** PCs that are members of the Church of Rao in Verbobonc receive *Player Handout: Church of Rao*.
- **House Langmuir:** PCs that are members of the House Langmuir noble house metaorganization receive a -1 circumstance penalty to all Charisma-based skills with the common-folk of Verbobonc during this adventure.
- **Benefits from Non-Adventuring Activity:** PCs that utilize this option from the LGCS receive +50% more income due to the festival in Twilight Falls.
- **Adventure Design:** This adventure contains absolutely no combat or melee encounters. It is predominantly an adventure designed for role-playing and decision making. PCs are required to make some hard choices during this adventure. It is their allegiances and loyalties that are being tested – not their skill at arms or strength of magic.

INTRODUCTION

The PCs are in Twilight Falls for Tele'anoron, the Festival of Dawn in the common tongue. The party is not traveling together at this point unless they already know each other.

Read or paraphrase the following:

The streets of Twilight Falls are packed with festival attendees taking in the sights and sounds of Tele'anoron, the Festival of Dawn. Carts and booths line the streets as merchants ply their wares. It seems that you can find almost anything to buy or eat, if you're willing to fight the crowds.

Allow the PCs to wander around and see the sights. There are many vendors selling all kind of food and snacks. Everything from turkey legs and roasted lizard on a stick to pastries and exotic chocolates are available for purchase. Prices range from a few coppers to a gold piece for the rare and exotic.

Besides the food, there are many merchants and craftsmen selling wares of all types. The DM is encouraged to create merchants and mundane products that the PCs may wish to purchase. All items purchased are for role-play purposes only and carry tangible no in-game benefits.

PC may interact with merchants or other attendees. All may share rumors and bits of information listed in **Appendix Three: Legwork**.

During conversation with the PCs, people will ask if they are competing for the Mithral Pendant. If asked the NPCs will explain that it is a very big deal and that the PC should head on over to Graymantle Park to sign up.

When the done proceed to **Encounter 1: Party On!**

ENCOUNTER 1: PARTY ON!

There are several contests in which the PCs may precipitate. Any PC may enter the contests but must participate in all three events. Each event has a different scoring system; the contestant with the highest total score after three events wins the Twilight Falls Mithral Pendant. Villagers are also signed up to compete in the contests.

Read or paraphrase the following:

The large woodland grove in the center of town, known as Greymantle Park, serves as the master grandstand and performance area for the festival. Near the stage, a large granite statue commemorates the modern founder of the town – Valorek Greymantle.

A hush falls over the assembled throng as a man in grey robes and a purple-and-magenta cloak strides purposefully on to the stage – his young features appearing to be a mixture of Rhenee and Baklunish lineage. Clearing his throat softly, he speaks:

"My friends – my name is Sojan Nanthiz, major of this great town. On behalf of our citizens and the Viscounty, I welcome to Tele'anoron – the Festival of Dawn!" At this announcement, a flock of doves erupt from the nearby trees. As they soar into the air, a shower of glittering motes trails their wake, blanketing the crowd in a sparkling light. A shout of excitement roars through the crowd. Gesturing toward a large parchment tacked up on a nearby signboard, the mayor continues.

"It is also my pleasure to announce that those wishing to compete in the Tournament of Dawning may now register for the competition, the winner of which will receive the fabulous Mithral Pendant! In the spirit of friendship and good will, I bid you all a merry time!"

Any PC wishing to compete in the Tournament may do so. Those signing up are made aware of the following rules:

1. All contestants must compete in all three contests.
2. The use of magic is strictly forbidden during the competition.
3. Tournament officials will be policing the area to enforce the rules.
4. Anyone caught cheating will be disqualified and ejected from the tournament.

THE BETS

If PCs specifically state that they are looking for tournament officials, allow them a DC 20 Spot check. Those that are successful may make a DC 15 Spellcraft check to realize that, in fact, no particular official appears to be detecting for magic or the use of magic.

Players not participating in the actual contest may place a bet with one of the various bookies at the fairground. Players may wager up to 100gp. They only payoff on the winner and the payoff are based on the odds:

- Giley 2 to 1
- Esamy 4 to 1
- Araya 3 to 1
- Panin 5 to 1
- All PCs have 4 to 1 odds of winning

Any winnings may not exceed the maximum gold piece cap. Players who make bets should be encouraged to root for their choice and heckle the opponents.

THE CONTESTANTS

There are four individuals competing in the tournament.

Giley

This male half-elf is competing with the hope of impressing one of the performers at the Naughty Nymph. He is very focused and doesn't speak to the other participants claiming that he is "in the zone".

Note: Giley is in love with a woman who works at the Naughty Nymph – Kaiesa. PCs that make a DC 20 Sense Motive realize that he appears to be smitten for the affections of a woman. If PCs somehow manage to strike up a conversation with him, they learn that his main reason for competing is to impress his lady love and that he intends to give her the Mithral Pendant as a gift.

At no time does he mention her name. Giley is a jealous man and he's afraid that, given Kaiesa's 'work', others might seek to steal her from him.

Esamy

This male Halfling has bet a large sum of money on himself and is cheating to ensure he wins. He has taken a *potion of heroism* which he stole from an adventurer yesterday and is wearing an *amulet of fortune prevailing* which allows him to re-roll a failed save. He is friendly to the other contestants and asks questions to try and gauge who his biggest competition is.

PCs that specifically state they are watching Esamy during the competition may make a DC 20 Spot check during each phase of the competition to notice that he's fingering the amulet, which is pinned to his outfit.

Cheating: If Esamy is discovered by the PCs to be cheating, they can do a number of things.

If they inform the mayor, Sojan flashes them a smile and thanks them profusely for their diligence, expressing surprise and shock. However, observant PCs will soon notice that he doesn't do anything about it. If they press the issue with the mayor, Sojan sighs and has the cheater disqualified.

If the PCs approach Esamy about the spells he is using he will offer the PC 5xAPL gold to keep their mouth shut. He can be pushed to cough up half as much as 10 x APL with a successful DC 20 Diplomacy or Intimidate check. If the PCs refuse to 'play ball, or expose him – Esamy resigns from the competition, but it's obvious that the PC hasn't heard the last of it.

Araya

A young human woman, Araya is fifteen years old and competing to impress her childhood idol, Molly

Heartwell. She is very naïve and has never completed in anything before.

Panin

A human male woodsman from Ketter's hearth. His clothing is worn and he looks tired. He is hoping to win the pin so he can sell or trade it for needed medical supplies for the refugees in his home town. Panin is serious about his tournament but cordial with those that are friendly to him.

If the PC succeeds at a DC 25 Diplomacy check, and if Panin is convinced of his good will, he reveals that he hopes to use the prize money to bring more prestige to the town of Ketter's Hearth, where he is from. The town has fallen on hard times, with the early winter and the starvation that ravaged the Viscounty earlier this year taking a heavy toll on the population. The town is barely a fraction of its former population, and Panin fears the town is doomed. His hope is to use a win in this tournament to rekindle the desire of the remaining citizens to persevere and rebuild the town.

THE CONTEST

All three competitions award points based on place finished. The maximum points possible each round is equal to the number of competitors (4 + number of PCs competing). Award the contestants points inversely to the ranking of their finish. For example – if there are seven contestants, 1st place receives 7 points; 2nd place receives 6 points, etc. If there are four contestants, 1st place receives 4 points, 2nd place receives 3 points, and so forth.

Part One: The Archery Competition

The contestants begin 75 feet from the target. Each contestant will be provided a short bow or light crossbow, as well as three arrows or bolts. The contestants cannot use any of their personal bows or ammunition. Contestants will make three (3) ranged attack rolls. The AC hit indicates which area of the target has been hit and the points earned. Once finished tally total points and award the contestant's points based on their placement.

Scoring:

- Missed the target – 0 points
- Black Outer Rim (AC 12) – 1 point
- Blue Ring (AC 15) – 2 points
- Red Inner Ring (AC 18) – 3 points
- Bulls-eye (AC 20) – 4 points

NPC Bonuses:

- Giley +5 to hit

- Esamy +8 to hit (+10 if *heroism* potion is active)
- Araya +3 to hit
- Panin +4 to hit

Part Two: The Performing Competition

The second contest is held on stage. There is a large box with a variety of musical instruments and sheet music. The contestants may select an instrument if they wish. Have each contestant describe what he or she is doing in PC. If a contestant does a good job role-playing his or her performance, give the contestant a +2 circumstance bonus to the skill check.

NPCs bonuses:

- Giley +8 to Perform (Sing)
- Esamy +6 to Perform (Comedy)(+8 if *heroism* potion is active)
- Araya +10 to Perform (Interpretive Dance)
- Panin +4 to Perform (Oratory)

Part Three: The Pie-Eating Competition

The last event is the pie-eating contest. This contest is sponsored by the Inn of the Two-Foot Traveler. There is large table with several chairs on the stage. Each contestant will have a stack of pies in front of him.

The object is to eat as many pies as possible. Each contestant makes Fortitude saves per pie eaten. The DC begins at 10 and increases by +2 for each previous check.

If a contestant fails a save, that person is considered full and starting to become ill. If the PC wishes, he may attempt to continue but the DCs are increased by an additional +2 going forward. No player may continue more than once.

Failing a second save indicates that the PC has eaten too much and is sick. He is considered fatigued for a number of hours equal to the number of pies he or she has eaten.

The contestant who eats the most pies wins. Award the contestants points inversely to the ranking of their finish.

NPCs bonuses:

Giley +4 Fortitude
Esamy +4 Fortitude (+6 if *heroism* potion is active)
Araya +3 Fortitude
Panin +8 Fortitude

Winning the Tournament

The contestant with the highest overall score wins the competition. All ties are resolved in favor of the player PCs. If multiple player PCs have tied, a tie-breaker round

is conducted. The tie-breaker round consists of continuing the Pie Eating competition until one contestant or the other fails a Fortitude save. The first contestant to fail the saving throw loses the tie-breaker.

CONCLUSION

Read or paraphrase the following once the competition is completed:

The crowd begins to murmur and gasp as the mayor of Twilight Falls majestically descends from the sky, landing lightly on to the stage. His purple-and-magenta robes gently fluttering in the breeze stirred up by his arrival

"My friends please, the scores have been tallied, and it is my great honor to announce the winner of the Tournament of Dawn for 596! May I have a drum roll, please?" With the wave of his hand, and a drumless drum roll begins.

"The prize of the coveted Mithral Pendant goes to <winner's name>!"

The parade grounds explode with cheers and applause, more than swallowing up the jeers and curses from a few unlucky gamblers, tearing their wager vouchers as they stomp away in disgust.

If a PC has won allow him to make an acceptance speech if they wish. Anyone who bet on the winner may collect their winnings.

Esamy holds up his end of any deal he made with the PCs and walks away counting his money.

Development: It is possible that one or more PCs either drops out or throw the contest to allow Panin or another NPC to win. Any PC who does this receives the Good Karma award on the adventure record.

The PCs are free to wander the festival some more but should eventually head off to catch some sleep. All PCs paying standard lifestyle are staying at The Wayfarer's Rest, a local Inn where the entire hostesses are "friendly". They have their own rooms unless they wish otherwise (remember they still haven't met yet in this adventure).

Proceed to **Encounter 2: A Warm Bed**

ENCOUNTER 2: A WARM BED

When the PCs decide to retire for the night they may make their way to The Wayfarer's Rest. In the middle of the night a fire will rage through the Inn. The PCs will have to escape the inferno and may decide to be heroic and attempt to save some of the trapped guest.

Read or paraphrase the following:

Your coin (or influence) garners a place for you at The Wayfarer's Rest, an Inn known far and wide for its "friendly" staff and comfortable beds. As your eyes adjust to the light levels inside, you see several other adventurer-types and townsfolk seated around the common room. The clatter here is obviously a spill-over from the festival, and you have some degree of difficulty getting the eye of one of the barmaids during such a busy evening. Eventually, however, the staff lives up to its reputation and all of your needs are taken care of. After the owner's son, "Young Tom" checks you in; you make your way up to your room for a good night in a comfortable bed.

PCs claiming Adventure Lifestyle [Standard] are lodged on the second floor, while those claiming Adventure Lifestyle [Rich] or [Luxury] are quartered on the third floor which offers a better view of water fall for which the town is named.

In the wee hours of the morning a drunken guest knocks over an oil lamp and starts a fire. Due to the noise and festivities the fire is well on its way to consuming the building before anyone notices.

DM note: make sure to note if any PCs sleep in armor, as it will affect things during their early-morning escape.

When you are ready, proceed from here:

A loud piercing scream jars you awake. Bolting upright your nose is assaulted an acidic smell, your vision obscured by the haze of smoke. Another piercing scream, followed by panicked yells for a bucket brigade leave no doubt of the situation. The building is on fire!

You can clearly hear foot-steps rush past your door. A woman's voice rises above the din "Crialdine honey, don't cry! Mommy's coming baby! Momm...ahhh!!" The voice is cut off by the sounds of snapping timber and the crackle of a healthy fire.

The PCs must escape the building before it is consumed in the blaze or they succumb to the heat and smoke. The fastest and easiest way to accomplish this is to simply shatter the window and jump to the relative safety below.

PCs may elect to simply jump through a window without breaking it first. The PC must exceed the break DC of the window to do so but will suffer 1d4 points of slashing damage in addition to the regular falling damage.

Glass Windows: 1 in. thick; hardness 1; hp 1; AC 5; Break DC 5.

There are a number of people trapped by the inferno. Heroic PCs may attempt to save these trapped victims by navigating the hazards and making Search checks per the rules in **Appendix Two: Burning Building Rules**. It is strongly recommended that the DM familiarize himself with the new rules. This encounter is meant to be a tense, scary situation where the lethality of the fire is ever-present and very dangerous.

The Setup

The amount of the building already on fire, the hazards present, and other factors differ by APL. They are listed below:

APL 2 (EL 2)

The fire has been burning for **4 rounds**.

Conscious trapped victim (2): hp 3, 5;

Rounds	Search check	Save Smoke	vs.	Save heat	vs.	Hazards
1-10	DC 15	NO		YES		NO
11-20	DC 15	NO		YES		NO
21-30	DC 15	NO		YES		10%
31-40	DC19	YES		YES		30%

Hazards – Collapsing Floor: 1d6 falling + 2d6 fire; Ref DC 15 negates.

APL 4 (EL 6)

The fire has been burning for **6 rounds**

Conscious trapped victim (4): hp 3, 5, 5, 5;

Rounds	Search check	Save Smoke	vs.	Save heat	vs.	Hazards
1-10	DC 15	NO		YES		NO
11-20	DC 15	NO		YES		10%
21-30	DC 15	NO		YES		30%
31-40	DC19	YES		YES		50%

Hazards present – Collapsing Floor: 1d6 falling + 2d6 fire; Ref DC 15 negates.

APL 6 (EL 8)

The fire has been burning for **8 rounds**

Unconscious trapped victim (2): hp 3, 5;

Rounds	Search	save	vs.	Save	vs.	Hazards
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	check	Smoke	heat	
1-10	DC 20	NO	YES	NO
11-20	DC 20	NO	YES	10%
21-30	DC 24	YES	YES	30%
31-40	DC24	YES	YES	50%

Hazards present - Collapsing Floor: 1d6 falling + 2d6 fire; Ref DC 15 negates; **Collapsing Ceiling:** 2d6 bludgeoning + 2d6 fire + bury (1d6 nonlethal + 2d6 fire/round; Str Check DC 20); Ref DC 15 negates.

APL 8(EL 10)

The fire has been burning for **12 rounds**

Unconscious trapped victim (4): hp 3, 5, 5, 5

Rounds	Search check	Save Smoke	vs.	Save heat	vs.	Hazards
1-10	DC 20	NO		YES		10%
11-20	DC 24	YES		YES		30%
21-30	DC 24	YES		YES		50%
31-40	DC 24	YES		YES		50%

Hazards present:

Collapsing Floor: 1d6 falling + 2d6 fire; Ref DC 15 negates.

Collapsing Ceiling: 2d6 bludgeoning + 2d6 fire + bury (1d6 nonlethal + 2d6 fire/round; Str Check DC 20); Ref DC 15 negates.

Backdraft: 8d6 fire, 20ft. burst; Ref DC 15 half

DM Note: All guest rooms have windows and none of the doors are locked. The DM is encouraged to remind the PCs of this at the beginning of the encounter.

TROUBLESHOOTING

PCs may come up with strategies not accounted for in the written rules. The DM is encouraged to apply whatever modifiers he deems appropriate.

Below are a few examples:

- *Create water:* One gallon of water will extinguish 1sq. ft of fire.
- *Gust of wind:* Clears smoke within the spells range for 1d4 rounds.
- *Water Elementals:* A water elemental can extinguish an area equal to half its space per round.
- *A bucket brigade/citizen's fire brigade:* See below

The nearby river provides a non-magical means to extinguish the fire. The PCs can form a bucket brigade with the villagers to attempt to put out the flames. Each bucket of water deals 1 point of damage to the fire. However, rallying the panicked citizens requires a DC 30

Charisma check. Alternately, PCs that with the Leadership feat may make a Leadership check (1d20 + Leadership score)

Developments: Eventually the mayor and other town-folk show up and extinguish the blaze. The Inn is unsafe to use and the PCs, along with the other guests, are relocated to one of the Pholtan hospitality tents.

Proceed to **Encounter 3: Bunk Mates**

ENCOUNTER 3: BUNK MATES

The PCs are gathered together and escorted to one of the Pholtan hospitality tents located around town. Along the way they are chatted-up by Father Cadifel, another guest of the Inn who is being relocated. This may be a good time to allow the PCs to introduce themselves.

DM note: This is a free-form roleplaying encounter. The DM should roleplay Father Cadifel as a friendly and polite man who is truly interested in helping others.

The information in the background and adventure summary should be used to answer any question the PCs ask. A few guidelines follow:

- Father Cadifel was asleep when screams of fire woke him.
- He is here to help mediate the summit talks, but will not go into great detail about his role in the process, stating that he is morally obligated not to speak about it.
- He is interested, however, in the position of any PCs that are members of the Elven Clans and is willing to engage them in a discussion to better understand their views.
- As a priest of Rao, Father Cadifel offers to cast healing spells or curative spells on a PC. Assume that Father Cadifel has access to clerical spells of 4th level or lower.
- This is Father Cadifel's first visit to Twilight Falls. Other than the two delegations, he does not know anyone here (unless the PCs have met him previously).
- Father Cadifel was requested by Viscount Langard to help coordinate the negotiations. Father Cadifel was instrumental in helping fashion the Reunification Accords of 594 (for more information, see **VER4-07 Reunification**) which resolved the differences between the Gnomes of the Kron Hills and the Viscounty.

Once the party reaches the Pholtan hospitality Tents read or paraphrase the following.

As you near the hospitality tent, is evident that the mood has changed. Gone are the drunken revelers and happy-go-lucky attendees. They are now replaced by a long single file line. Laughter and merriment is supplanted by the various whispered conversations. As you reach the front of the line, a stern woman wearing a holy symbol of Pholtus asks your name and hands you a pamphlet barking. "Welcome to the one true path."

The Pholtans are strict but cordial to the PCs. The pamphlet lists the virtues of lawfulness and offers free atonements to anyone wishing to convert to the one true path. Once the PCs get settled, Father Cadifel thanks them for their company and heads off to bed.

During the night, PCs that are awake between 2:00 AM and 3:00 AM notice that Father Cadifel appears to be having a nightmare or bad dream. If they do not intervene, he suddenly sits up in bed, clutching his holy symbol. After a few moments, during which his head is bowed in prayer, he shakes his head and rises. After mentioning a few words to one of the Pholtan priests, he exits the tent.

If anyone follows Father Cadifel, they see him ministering to the sick and wounded still outside the tent.

If any PC mentions the nightmare to Father Cadifel in the morning, the priest mentions that it's a lingering effect from his encounter with a dwarven assassin last year (for more information, see **VER5-07 Crown Fire**) and that it's nothing to be concerned over. Nevertheless, Father Cadifel does appreciate the concern and thanks the PC for their compassion.

Proceed to **Encounter 4: Harsh Reality**

ENCOUNTER 4: HARSH REALITY

The rest of the night passes uneventfully for the PCs. In the morning they may enjoy a complimentary breakfast sponsored by the church of Pholtus. As they are eating, a buzz spreads through the crowd. Rumor has it that a

performer from the Naughty Nymph and an elven maiden from the delegation were found murdered.

Read or paraphrase the following:

Morning comes far too early after such a trying evening as the one before. The light of day is made far less bearable as the blistering sermon delivered by the Pholtans sears your ears. However, the message of the Blinding Light soon gives way to a fresh, if particularly uninspired breakfast, and the local gossip of the day.

Nearby, a Baklunish man complains that the Gnarley road east of town is fraught with odd red-faced orcs.

A halfling woman, covered in dirt, complains loudly about the fixed dice games at the Masquerade – a local gambling establishment.

Of course, rumors and hearsay are nothing new, but the story spreading with the greatest speed is that of a double-murder which occurred last night. Several versions of the story are making the rounds. Some say it was a demon from beyond, while others state that, without a doubt, it was your hosts who killed the women because they would not convert. This last is said outside of earshot of the strident priests serving your morning gruel.

There is much information PCs can learn about the murders. Refer to the Murder section in **Appendix III: Legwork** for more information on what's available.

Once the PCs are finished, or whenever you're ready to continue, choose a PC and proceed from here.

Your attention is drawn toward a young boy making his way through the crowd in your direction. As he arrives, he thrusts a note into <chosen PC's> hand. The boy hesitates for a minute looking for a tip.

Give the PC *Player Handout Two: Message from Father Cadifel*

Once the party is ready to continue, proceed from here:

Approaching the Mayor's home, you quickly noticed several liveried guards stand at attention along with a contingent of elven warriors.

A DC 15 Knowledge [Local-VTF] check identified the liveried guards as members of the 3rd Company of the Mounted Borderers, Verbobonc's law enforcement arm.

Standing in front of the resident is Father Cadifel, who has a look of relief as he sees you arrive. "I am so glad you decided to come. We do not have much time as I fear that the talks will fall apart unless this issue must be resolved quickly. As you may have heard, two women were found last night murdered. One was a human woman. The other, an elven woman, was a member of the delegation. The negotiations, already tense to begin with, have threatened to break down entirely and the elves are moving to leave because they do not feel safe here.

I have managed to persuade the leader of the delegation, Eraisothon, to allow us twenty-four hours to conduct an investigation. However, the elves do not feel that Mayor Nanthiz can conduct an impartial investigation, nor do they feel that the local Mounted Borderers can remain impartial as well. So they have asked me to appoint an independent investigator. I saw what you did last night and how you exhibited great resourcefulness. Would you be willing to serve in this capacity and help bring the murderer to justice?"

Father Cadifel answers any questions the PCs pose to the best of his ability. It is vitally important to remember that Father Cadifel has absolutely no knowledge of the murders or their connection to the past he has forgotten. He is being completely honest in all his statements.

Below are some questions that the PCs may ask. The DM should use the background and adventure summary to answer anything not covered;

Is there any connection between the victims?

Not that I know of. The human woman, Kaiesa, worked as a performer at the Naughty Nymph, a dance hall of ill-repute. The Elven woman, Féwen, was a member of the elven delegation. As far as I know the only thing they had in common was their deaths and the flowers found on the bodies.

What do we know of the flowers?

A single black orchid was cradled in the victim's hands. I have no idea as to any significance it might possess, or any inherent properties it is supposed to possess. But I am no botanist or florist.

May we see the murder scene?

I have been authorized to give you full access to the crime scene after you meet with Mayor Nanthiz and the Elven Delegation. The bodies have been moved to the Radiant Glow, the local temple of Pelor.

How does this impact the summit?

The fate of the summit has been greatly jeopardized by these events. If the summit collapses, then everyone loses. The Viscounty owes a great deal to the Elven Clans. My understanding from the Mayor is that they contributed greatly to the defense of the Viscounty last year during the giant war. We owe them a great deal.

Who is Eraisothon?

Eraisothon is the leader of the Elven Delegation and, from my limited time with him, one of the voices of reason and temperance within the elven clans. My understanding is that he has worked very hard within his own clan to make this summit a reality.

Where did you go last night?

I was unable to sleep, so I rose and went to the help of the less fortunate victims of last night's fire. I spent the rest of the night administering aid to displaced and wounded. I tried to get my things from the Inn, but the rubble prevented me from getting in.

Are there any suspects at this point?

Only two that I am aware of, however the evidence is scant at best. From what I know, Kaiesa is an acquaintance of the mayor's. That, in and of itself doesn't mean a thing beyond the fact he knew her. The other is a half-elven man who was supposedly infatuated with her. I don't have a name, however. Both suspects only relate to Kaiesa. There are none for the elven woman, Fewen.

Development: When the PCs are ready, proceed to
Encounter 5: Meeting with the Mayor

ENCOUNTER 5: MEETING WITH THE MAYOR

After concluding their talk with Father Savariel, the PCs are escorted by a Mounted Borderer into a large meeting room. The mayor, along with the Elven Delegation, is seated around a conference table.

Read or paraphrase the following:

The mayor of Twilight Falls rises to greet you, extending his hand to each of you in turn.

"Thank you for coming on such short notice. May I present the members of the delegation.

Gesturing toward an elven man wearing a grey robe with a dark green cloak, the mayor continues. "This is Lord Eraisothon of Clan Enlanefel". The elven lord smiles and nods toward you.

"His chief attaché, Maenynia," a beautiful elven woman with chestnut hair in a light brown robe, "and Lord Eraisothon's military advisor, Rygor."

Allow the PCs an opportunity to introduce themselves. Once the introductions have been made, Mayor Nanthiz continues.

"I take it Father Cadifel has filled you in on most of the unpleasantness that has occurred?" At this, Rygor snorts, "Unpleasantness? Féwen's death is an act of war and will be treated as such!" Quieting his advisor with a glance, Eraisothon turns toward you.

"I apologize for Rygor's outburst. Fewen was close to our hearts and her death has left a void which has not yet healed. We are all upset by the loss of life – whether human or elven. Father Cadifel has stated that he finds you to be brave souls that had no part in this tragedy. Resolving this matter is of great importance to me. I personally lost my own daughter, Faravivan, to a violent crime some years back. Her death has made me yearn for murderers like the one who took her from me to be found and brought to justice at any cost."

Eraisothon sighs softly before continuing, "I would ask that you bring back any information you uncover on the murders. Both the Mayor and I will urgently want to hear from you as soon as you have discovered any pertinent information. Do you have any questions before you go about your task?"

Both the mayor and Eraisothon answer the PC's questions to the best of their ability. Eraisothon, is a highly skilled diplomat and steers the conversation away from any involvement he may have had. If asked about the circumstance surrounding his daughter's death Eraisothon deflects the question stating that is simply too personal and painful to talk about.

All members of the Elven Delegation, as well as Mayor Nanthiz, have the effects of a *mind blank* spell active, preventing any attempt to read their thoughts or the like. If asked about it, Eraisothon mentioned that it is standard protocol when conducting negotiations.

LORD ERAISOTHON

In Eraisothon's current mindset, he sees the killing of the two women ultimately as Father Cadifel's responsibility. He was forced to commit these vile, hateful acts to expose the evil that is Father Cadifel. Eraisothon believes himself a martyr for the cause of righteousness doing what is needed to bring closure to the families of Father Cadifel's victims.

At this point in the adventure, Eraisothon is steadfast under scrutiny and encourages PCs to investigate fully, offering any help he or his delegation may provide. If the PCs push the topic of his or any elf's possible involvement, Sojan and Father Cadifel will note that although everyone is a suspect, the elvish delegation is here at Eraisothon's urging. Also since both a human and an elf were killed, there must be some other explanation and the murderer is still at large.

MAYOR SOJAN NANTHIZ

If asked specifically about his relationship with Kaiesa, Sojan will admit knowing her as he knows many unattached young ladies through the land. Above all else he hates to disappoint people and loathe denying any woman the attention she deserves. A successful DC 5 Sense Motive check reveals that he is sincere.

A successful DC 15 Knowledge (Local – VTF) check reveals that the Mayor has a reputation as a ladies man. Beating the check by +10 (DC 25) reveals that his reputation is well-deserved.

Sojan did not know Féwen before a few days ago, but she was a lovely woman he wished he could have known more intimately.

When the party is ready to investigate the bodies, the scene, the black orchids and any immediate leads, proceed to **Encounter 6: Investigating The Crime**.

ENCOUNTER 6: INVESTIGATING THE CRIME

The investigation should be a free-form and fluid event. The DM should use the information below, as well as the Adventure Background to provide clues and leads to the party.

WHAT REALLY HAPPENED

Eraisothon killed Kaiesa to frame Father Cadifel and expose his past. To disguise his features, he pulled the hood of his cloak over his head. As Kaiesa left the Naughty Nymph, Eraisothon viciously attacked and slew her, but – as he was finishing the deed – Féwen arrived.

Féwen was aware of the ancient soul trees of Twilight Falls, known as the *Quarlanilath*. Rumored to be a place of wisdom and power, she had sought them out for mediation in the hopes that any revelation's gleaned would help in the peace process. As Fewen headed to the Quarlanilath she heard the struggle between Kaiesa and Eraisothon. Concerned, she stepped into the alley and witnessed the most horrific scene. Eraisothon, a man she had respected and looked up to her entire life, pushed himself off the prone woman and sadistically slashed her throat.

Startled by her arrival, Eraisothon tried to explain the righteousness of his actions and persuade Fewen not to say anything. With tears running down her cheeks she forced out a shaky response damning the man and his actions for the evil that they were. Left with no choice, Eraisothon slew Féwen as well, Surprised at her mentor's actions, Féwen could not even defend herself

ABOUT KAIESA

Kaiesa was not a nice woman. She was a manipulator and seductress. Using her position at the Naughty Nymph, she would select her mark and bilk every wheat sheaf possible from him. Her most successful ploy was to extort married men by threatening to expose the affair to their families. Kaiesa has no family and no real friends.

ABOUT FÉWEN

Fewen was a smart, energetic woman. Her sharp wit and keen mind had propelled her to a position of leadership within the elven clans. She worked for the betterment of all and longed for the days of yore when all inhabitants of the great forest lived in peace and harmony.

SCENE OF THE CRIME

The crime occurred in the alley behind the Naughty Nymph. Since the revelation of the murders, the area has seen a large amount of traffic. Mounted Borderers, members of the Elven clans, and the morbidly curious

have all made their way through the alley since the murders. Because of this, it is impossible to identify or track any one set of prints.

Searching the alley:

A successful DC 20 Search check finds a crumpled parchment behind some empty crates. Give the PCs *Player Handout Three: Ode to Kaiesa*.

Any PC making a DC 5 Perform [Singing] check (or a DC 5 Charisma check) can identify this as some pretty amateurish music. More to the point, any PC that participated in the Tournament of Dawn recognizes this as the piece played by Giley, the half-elven competitor.

THE NAUGHTY NYMPH

The PCs may speak to the manager of the Naughty Nymph or to a number of performers if they wish. None of them heard or saw anything. If asked about their clientele, the manager, an elven bard, states that the Naughty Nymph prides itself on its discretion and will not divulge any names.

PCs making a DC 20 Diplomacy check or a DC 15 Intimidate check gets him to admit that he doesn't want get involved but that a half elf named Giley was infatuated with Kaiesa. He was verbally assaulting customers about "Looking at his woman" and the manager barred him from the club. He was often seen lurking around in the alley outside.

If they wish to talk to some of the performers they are directed to Dressing room in the back of the club. The performers, all young attractive women of mixed races, are concerned that they might be the next victim. Some will openly call Kaiesa a golddigger while others state that she was a wonderful talented woman. Others will see only gold pieces in the adventures and ask if they would like a "private dance".

EXAMINING THE BODIES

Once the bodies were discovered, the Mounted Borderers had them moved to the local temple of Pelor, known as the *Radiant Glow*. The head priest, Dulane Ringwood, is cordial and kind and greets PCs with his traditional welcome "His light is on us always". (See *Appendix 5: Twilight Falls Glossary* for more information).

Dulane shows the PCs to the bodies, having heard of their involvement in the investigation, and is very discrete, leaving them alone if asked. He has just finished casting a *gentle repose* on each of the bodies and is

awaiting the investigation to be completed before informing Kaiesa's family of the death. Dulane assumes that the Elven delegation will take possession of Féwen's body when they leave.

Dulane has placed the black orchid's found on the bodies on a table nearby.

PC's examining the bodies and making Heal checks can learn the following information.

DC 5: Both women were assaulted and had their throat's slit. Their cloths are torn as if from a struggle.

DC 15: The slits around the throat have a discoloration indicative of a poison.

DC 20: The wound on Kaiesa's throat is more jagged, which is suggestive of a more violent attack.

DC 25: Féwen has another wound – a small piercing on the left side near her heart.

DC 30: Féwen has no defensive bruises, while Kaiesa does, which indicates that Féwen did not put up a fight and is suggestive that she knew her attacker. Furthermore, her clothing was not torn – it was cut.

DC 35: Fewen's body was made to appear as if it were assaulted and was performed after she was dead.

THE BLACK ORCHIDS

The Black Orchids were found cradled in the hands of each victim.

A DC 10 Knowledge [Nature] reveals that black orchids are extremely rare in Verbobonc, but are more common in Veluna, growing wild in certain remote parts of that country.

A DC 20 Knowledge [History or Local – IUZ] check (or DC 25 Bardic Knowledge check) indicates that a murderous cult of the Old One's worshippers used black orchids as their 'calling card' around the time of the Greyhawk Wars, about twelve years ago.

Researching Black Orchids

There are numerous institutions of learning in Twilight Falls. While Dulane knows nothing of the Black Orchids themselves, he can direct PCs to some of these institutions.

A PC that succeeds in a DC 20 Gather Information, Knowledge [History, Knowledge [Local – Iuz Border States], or Knowledge [Local – VTF] manages to compile a list of victims that were slain previously by the Black

Orchid killer. Give the players *Player Handout Four: Black Orchid Research*.

THE UNREQUITED LOVER

Giley, is a young and naive half-elf who fell in love with the wrong woman. On his first trip to the Naughty Nymph, he was showered with attention by one of the beautiful dancers – Kaiesa. She promised to make his dreams come true. What is a half elf boy to do? Flush with money from his parents, he spent all his free time and all his family's money with Kaiesa. After all – she loved him – right up to the moment he told her that the coffers were dry.

Out of money and out of the family business, Giley found Kaiesa more and more distant. She wouldn't speak to him and had him barred from the club. Still, he watched her from the shadows just make sure she was okay.

So it was that night he was watching Kaiesa from the shadows. Hidden behind some crates he was working on his song when Kaiesa came walked by. Giley was about to surprise her with his song when a heavy cloaked man stepped out and grabbed Kaiesa. Terrified, Giley watched as the man viciously slashed Kaiesa's throat, then kill the elven woman that appeared from the alley. Paralyzed with fear, all he could do was huddle there in the shadows behind the crates – too far away to hear any conversation or identify anyone.

It did appear to him that the elven girl knew the man because they talked for a few seconds before he stabbed her. After that, he blacked out. When he came too, he heard the sounds of fire. Staggering out of the alley, he noticed a small object on the ground near Kaiesa's body – a holy symbol of Rao.

Locating Giley:

A successful DC 20 Gather Information check reveals that Giley frequents the Dwarven Alebearer, a local watering hole that sells the strongest spirits in town. By the time the PCs arrive, Giley is very, very drunk.

Questioning Giley:

If questioned about Kaiesa he will become angry, wobbly, pushing himself away from the bar (knocking over his barstool and his ale) and take a wild swing at the biggest PC while yelling "You ain't got no right! Don't ever speak her name again!! She loved me!!" Giley then collapses to the floor in a sobbing heap of drunkenness.

Rurik Arunson, the bars brewer, asks the PCs to settle Giley's bar tab and leave.

Once outside Giley may be calmed and spoken to with a successful DC 25 Diplomacy check. Due to his state of mind, Intimidate will not work on him. Any PC that competed against him in the Tournament of Dawning receives a -2 to this check. Once calmed Giley will tell his story and hand over the holy symbol of Rao.

DEVELOPMENT:

At this point, there should be evidence suggestive that a priest of Rao was involved in the killings. If the party wishes to search the remains of Father Cadifel's room for more evidence proceed to **Encounter 7: The Embers of Guilt**.

If they wish to speak directly to Father Cadifel proceed to **Encounter 8: Don't Look Back**.

ENCOUNTER 7: THE EMBERS OF GUILT

The PCs return to the smoldering remains of The Wayfarer's Rest. The building was severely weakened by the fire and is filled with many dangers. Allow the PCs a Knowledge (architecture and engineering) check (+5 to the trap Search check) to detect the hazards (treat as a Search check).

Read or paraphrase the following:

Smoke and steam still rises from the remains of The Wayfarer's Rest. Broken glass and charred splinters litter the streets around the burned out husk of the building. Even at this distance heat still radiates from the Inn. A human man stands staring at the building.

Allow the PCs to make any preparations they wish. They recognize the man as Tom "Young Tom" Bigilsfort, the Innkeeper who checked them in yesterday. Tom is in disbelief at the destruction of his family's inn. They will be out of work until the Wayfarer's is rebuilt. He can direct the party to Father Cadifel's room but warns against going into the building stating that it is unsafe.

If the PCs question "young Tom" he truthfully states that he hasn't seen anyone else enter the Inn this morning.

As the party moves up the stairs the charred timbers creak and moan under their weight. The stairs are severely weakened and break when 250lbs passes the halfway point.

ALL APLS (EL 2)

↗ **Collapsing stairs:** CR 2; mechanical; touch trigger; no reset; DC 20 reflex save avoids; 2d6 damage + bury; Search DC 20; Disable Device none.

Father Cadifel's Room

Once the party navigates the stairs they can make their way to Father Cadifel's room. Partially hidden under some smoldering debris is a charred wooden chest. The chest is locked and trapped. Any PC that successfully disables the lock may make a second DC 20 Disable Device check to identify the lock as being of elven manufacturer.

APL 2 (EL 3)

Poisoned needle Trap: CR 3; mechanical; touch trigger; repair reset; lock bypass (Open lock DC 20); Atk +17 ranged (1 plus poison, needle); poison (Nitharit, DC 13 Fortitude save resists, 0/ 3d6 Con); Search DC 19; Disable Device DC 15;

APL 4 (EL 5)

Phantasmal Killer Trap: CR 5; magical device; proximity trigger(alarm; opening chest); automatic reset(5 rds); magical affect (Phantasmal killer; 7th level wizard; DC 16 will save for disbelief and DC 16 fortitude save for partial effect); Search DC 29; Disable Device DC 29;

APL 6 (EL 7)

Burnt Othur Vapor Trap: CR 7; mechanical; location trigger (chest); repair reset; gas; multiple targets (all targets in a 10ft x10ft area); never misses; onset delay (3 rounds); poison (burnt Othur fumes, DC 18 fort save resists, 1 con drain/ 3d6 con); Search DC 29; Disable Device DC 29;

APL 8 (EL 9)

Chest lid with Contact Poison: CR 9; mechanical; touch trigger (attached); manual reset; poison (black lotus extract, DC 20 Fortitude save resists, 3d6 Con/3d6 Con); Search DC 29; Disable Device DC 26.

The chest contains a change of clothes, a Raoan prayer book, vials of holy water, correspondence with Father Cadifel and other personal effects. Of interest to the party are several black orchids in a burlap sack.

A DC 10 Knowledge [Nature] or Profession [Apothecary or Herbalist] check reveals that the black orchids are not wilted despite the extreme heat of last night's fire.

A PC possessing the Track feat may make a DC 30 Survival check to discover footprints from near a broken window that lead to the chest. Making the check by +5 (DC 25) identifies them as elven in size.

DEVELOPMENT

It should be obvious by now that there is some connection between Father Cadifel and what has happened. Based on the PCs moral attitude or their meta-organizational affiliations they may want to go "off mod". The DM is encouraged to do so, time permitting. Whatever the party decides to do, all avenues should lead back to a confrontation with either Father Cadifel or Eraisothon.

If they go to Father Cadifel privately proceed to **Encounter 8: Don't Look Back.**

If they wish to speak to the Mayor they are informed that he teleported to Verbobonc City to fill apprise the Viscount of the situation and is currently unreachable.

If the party wishes to speak to the Elven Delegation proceed to **Encounter 9: Unlikely Ally**

ENCOUNTER 8: DON'T LOOK BACK

The party can either view Father Cadifel as the killer himself or as a pawn in someone else's scheme. Either way, Father Cadifel is at the Mayor's mansion, nervous as a cat, waiting for the PC's findings. He greets the PCs warmly and eagerly asks what they have found.

If the party accuses him of the crimes go to the **You Did It** section of the encounter.

If they party reveals that he is being framed go to the **You're a Patsy** section of the encounter.

You Did It

When initially confronted Father Cadifel will be confused and hurt that someone could even think he is capable of such things. As the party presses him he will continue to deny any participation in the crimes until the party is able to trigger his memories.

Father Cadifel may be triggered in one of two ways:

Handle an orchid:

If he handles one of the black orchids (from the bodies NOT the chest) he immediately experiences a flashback as all of his crimes, previously and mercifully blunted by Rao's grace, come flooding back into his awareness. He collapses to the floor, overwhelmed by the regression, and convulses there for several moments before regaining awareness of the present day. He does not revert back to the killer he was but instead possess the shocking sense of guilt of one that realizes he has committed crimes he never thought possible.

Father Cadifel declines any offer to handle the orchids on instinct. He is polite in his refusal citing that he doesn't want to touch something used in such a vile act. The PCs may attempt a diplomacy check DC 35, to convince him to handle the orchids. Worshipers of Rao receive a +5 bonus.

Badger or Berate Him!

If the party berates and pushes Father Cadifel far enough his serene and peaceful shell will crack allowing the flood gates to open. He will immediately relive each of his crimes and fall to the floor overwhelmed by the regression, as above.

This requires the PC to verbally assault the priest with accusations and descriptions of the vile acts (Intimidation DC 25). Father Cadifel will attempt remain calm, not understanding where the PC is coming from. Give the Intimidating PC a +2 bonus for using each of the names of the victims. Award an additional +2 if they use the black orchid in their tirade.

Regardless of the method used Father Cadifel will immediately relive each of his crimes and fall to the floor overwhelmed by the regression. There is nothing the PCs can do the shake him from this condition.

Revelation:

If the PCs force Father Cadifel into reliving his crimes, read the following once the regression is over.

After several moments, Father Cadifel's eyes slowly open and he rises unsteadily to his feet. Where before was the peaceful gaze of a priest of Rao, now instead is the face of one haunted by the past. The normally serene voice now sounds ragged and torn.

"I am ... a monster. So many dead. Rao forgive me. You all have come to find a killer... and so you have. I have tortured the breath out of girls, stripped them of their skin and left a black orchid in each of their

cold, dead hands... a parting gift for their pain... and mine.

My parents taught me about pain and suffering. They beat the worship of Iuz into me, it crawled around my mind and flowed in my very veins. I was more worthy than any of them, worthy of Iuz's notice, worthy of his scorn. Murder was the blanket my parents wrapped about me, keeping out the cold, cruel world. In the darkness, these things protected me, made me strong.

Then I came into the light... the glorious, warm, most beautiful light of Rao. Rao granted me a reprieve, blissful ignorance of my past, so that I could become the man I was born to be, the man I am in the present... the man who has a future.

"But now I see that my sins are not fully atoned. In my past life, I wronged many, and while I believe Rao has forgiven me – that does not purge the past."

Kneeling on the ground before you, the priest extends his wrists and arms. "I submit myself for judgment."

Development: It is entirely possible that the party will either not realize that Father Cadifel's is innocent, not care that he is innocent, or just want to get this Raoan menace off the streets for good. If this is the case, Father Cadifel willingly accepts his arrest and incarceration. Father Cadifel has no knowledge of the current murders, but will accept punishment for the crimes he committed in the past.

Proceed to **Encounter 8: Unlikely Ally.**

You're a Patsy

If the party approaches Father Cadifel with the news that he is being framed by someone (they may or may not have guesses), He is shocked that he would garner that much attention.

Read or paraphrase the following:

"I am at a loss for words. I can think of no reason why anyone would want to frame me for murder... much less two murders. Do you have any suspicion as to the identity of the real murderer?"

Regardless of the answer Father Cadifel insists that the news be brought to the attention of the Mayor and the Elven delegation.

We must alert the Mayor and the Elven delegation. This information will have great impact on the summit meeting. I only hope that we can find the true murderer before anyone else has to suffer and die.

If necessary, a successful DC 15 Diplomacy check persuades Father Cadifel to wait until the PCs have an opportunity to dig around a little more to find the true culprit. Followers of Rao receive a +5 to this check.

If they wish to speak to the Mayor they are informed that he teleported to Verbobonc City to apprise the Viscount of the current situation. He is currently unreachable.

If the party wishes to search the remains of Father Cadifel's room for more evidence, proceed to **Encounter 7: The embers of guilt.**

If the party wishes to speak to the Elven delegation proceed to **Encounter 9: Pulling off the Mask.**

ENCOUNTER 9: PULLING OFF THE MASK

Eraisothon welcomes the PCs into his large pavilion tent, offering refreshments and probing them for answers.

Before entering the Elven pavilion Sojan will remind the party that the delegation is very upset and that they must tread carefully as the summit is in danger of failing. Read or paraphrase the following:

"The Mayor, His Honorable Worship Sojan Nanthiz, turns to your group flashing his legendary smile "There are very concerned with their people's safety, we must reassure them that they are in no danger and that the Viscounty is doing everything possible to ensure their well being." He motions to a group of elven guards standing with a number of Mounted Borderers. "To this end no one may enter with arms or armor including spell components. As a former adventure I know how naked you feel without your tools but do not worry there we are in good hands."

The party is searched by mundane and magical means by the Mounted Borderers and the elves before being allowed to enter. Any PC attempting to smuggle in a weapon must succeed at a DC 35 sleight of hand check to do so. The party will be asked to dismiss any active spell. If a spell is not dismissible it will be dispelled.

DM Note: To be clear no PC will be allowed to enter or remain near the tent with weapons, armor, spell components, magic items and/or active spells. The may refuse but are then escorted 500ft away by the Mounted Borderers.

Read or paraphrase the following:

Rygor leads you into a large pavilion tent where Eraisothon sits behind a handsomely craved desk speaking to Mayor Nanthiz, here several members of the elven delegation sit at tables around the perimeter of the tent sorting through dispatches and other papers. Eraisothon quickly walks over to you asking, "Have you found the killer?"

There are several ways the PCs may approach this situation. They may accuse Eraisothon of the murders (**The Elf did it!**), condemn Father Cadifel as the killer (**It was Father Cadifel!**), or they may present what they have learned without a suspect (**No ideas here!**). Due to the open nature of this encounter the DM is encourage to roll with the inclination of the party and use the information below as a guideline to the elves reactions.

NO IDEAS HERE

If the PCs have **not** uncovered any evidence to implicate Father Cadifel or Eraisothon, then anything else they've discovered will be circumstantial evidence at best and they will be thanked for their meager efforts and sent on their way.

IT WAS FATHER CADIFEL

If the PCs implicate Father Cadifel as the murderer, Eraisothon feigns surprise at this revelation. PCs making a DC 15 Sense Motive check notice this.

The Mayor exclaims of the horror of "a priest of Rao committing such acts of depravity."

Read or paraphrase the following:

Eraisothon nods as you share your findings. "The crimes are made more heinous by his villainess charade. I'm just glad the victim's families will finally have some closure, they have waited for too many years." Eraisothon turns to address Mayor Nanthiz taking a sip of his wine to clear his throat and calm himself before going on...

Eraisothon slipped up here and acknowledged the fact that he was aware of the past murders, a fact he did not

reveal to the party before. He will deny this knowledge if pressed and simply say that he “misspoke himself.”

A successful DC 17 Sense Motive check at this time shows that Eraisothon is not surprised by the news that Father Cadifel is the killer. Beating the DC by 5 (DC 22) reveals that he is relieved at the news, exceeding the DC by 10 or more (DC 32+) shows that he is very pleased with the party’s findings.

Eraisothon continues “Honorable Worship, this man must be executed for his crimes. Anything less will be taken as an insult by my people.” Sojan sits, stunned by the news for a long second before replying. “Of course Eraisothon, he will be prosecuted to the fullest extent of the law. We do not tolerate such vile animals in Verbobonc.”

If the PCs suspect that something is amiss and wish to push the issue with Eraisothon use the information in the **The Elf did it!** Section of this encounter as a guide to his reactions.

If the PCs do not suspect Eraisothon, but argue against the execution of Father Cadifel, allow them to do so.

THE ELF DID IT

If the PCs accuse Eraisothon of the killings he will at first claim innocence.

“How dare you! I lost my own to this demon, and you accuse me of complicity?! He is the criminal here, and we are, all of us, the victim!”

If pushed hard enough and given an account of Giley’s eyewitness testimony, he will confess his involvement, stating that he had no other choice. His demeanor abruptly changes from the compassion negotiator to one of almost cold calculation.

“Kaisa brought her death upon her by her wanton living. Her life was an evil one, but her death served a higher purpose, the ending of one evil to bring another evil to justice. And poor Fewen, even as evil lay dying it reached up to take another innocent life. Her death, a righteous life demanded by dying evil, was also used for the greater good to shed light on a more malign, older evil.

Both women died, but it was the only way to stop the evil that is masquerading as Father Cadifel! His crime is unpunished, forgotten for all these years! He was the Black Orchid killer those many years ago! He

feigns innocence now and hides behind another name! He must be pulled out of hiding! He must be brought to justice! He must suffer! He must die!”

It is important to remember that Eraisothon truly believes that he is bringing justice to the world. In his grief-stricken mind he and the current victims are all martyrs, doing what is necessary to bring closure to the families of the victims.

Mayor Nanthiz shakes his head in sadness. “Ah, my friends, now we come to a dilemma. Two murderers. One a changed man, a faithful priest of Rao for these past thirty years. The other a leader of a delegation to restore peace to the Gnarley Woods—without whom this summit will surely fail.” Sojan purses his lips, putting his fingertips together in a meditative pose. “What wisdom do you have to share with me at this late hour? How do you think I should proceed.”

Mayor Nanthiz knows that both men are guilty, and he also knows there are circumstances that may necessitate absolving each man from his crimes. As the Lord Mayor, Sojan does have that ability. (Especially since there is no concept of “diplomatic immunity” at this time.) Sojan would like the PC’s input before he makes his decision.

Developments: The party is without arms and armor so combat should be very unlikely but in the rare case where a PC threatens to attack any of the delegation Father Cadifel intervenes. He will physically place himself between the party and the delegation and beg that no more blood be spilled due to his past. During his plea the Mounted Borderers step in and restrain any hostile PCs.

If this still isn’t enough to dissuade a PC from violence the delegation teleports away (via a contingency spell active on all present) before any blow is struck.

Rygor leaves the party with a final comment. *“Filthy human scum.”*

Mayor Nanthiz exclaims *“What have you done! You have plunged all of Verbobonc into darkness this day! It will be a long time before this fence can be mended.”*

CONCLUSION

The following morning, every ear in Twilight Falls is ringing with the news of the results of the investigation.

The conclusion to this adventure is very complicated and, as a result, very modular. Read aloud the section that follows a TRUE **bold and underlined** statement and then read the Ending

Father Cadifel is revealed as the Black Orchid murderer and Eraisothon is not formally accused

The following morning every ear in Twilight Falls rings with the news that the priest of Rao, Father Cadifel, has been revealed as the original Black Orchid murderer. As a young man Father Cadifel killed eight young women before hiding as a priest for decades. Apparently, having the leader of the Elven delegation (also the father of one of his previous victims) so close, drove Father Cadifel to kill again.

The turn of events has irrevocably scarred any chance of a peaceful accord with the Elven Clans. Issuing a scathing rebuke to Mayor Sojan Nanthiz, the elven delegation laid blame for these events at his feet and that of Twilight Falls – for it was at the mayor's request that Viscount Langard requested Father Cadifel's assistance. Abandoning the festival, the Elven Delegation departed in the middle of the night,

You can only hope that Eraisothon will persuade the elven clans to seek a peaceful resolution with the humans who share the Gnarley and pray that it will be enough to wash the stain upon your soul.

Father Cadifel is not implicated and Eraisothon is revealed as the murderer

The following morning every ear in Twilight Falls rings with the news that the leader of the elven delegation, Lord Eraisionthom was revealed as the killer. Eraisionthom's own daughter was killed several years ago in a similar manner, and her body was found on the road east of here, before Twilight Falls was founded. Some believe the shock of returning to the areas where his daughter was violently slain caused the fit of rage that possessed him to frame Father Cadifel for the decades-old crime!

The turn of events has irrevocably scarred any chance of a peaceful accord with the Elven Clans. Issuing a scathing rebuke to Mayor Sojan Nanthiz, the elven delegation laid blame for these events at his feet and that of Twilight Falls – for what else if not the corrupting influence of the town and its disregard for

nature could twist the honorable Eraisothon into a defiler of life. Abandoning the festival, the Elven Delegation departed in the middle of the night, but not before pledging to remove the infestation that has plagued the great forest.

Both Father Cadifel and Eraisothon are arrested for murder.

The following morning every ear in Twilight Falls rings with the news that both Father Cadifel and the elven delegation leader Eraisionthom have been revealed as murderers. Eraisionthom's own daughter was killed by Father Cadifel over thirty years ago, and Eraisionthom killed the two women (one of his own!) in order to frame Father Cadifel.

The turn of events has irrevocably scarred any chance of a peaceful accord with the Elven Clans. Issuing a scathing rebuke to Mayor Sojan Nanthiz, the elven delegation laid blame for these events at his feet and that of Twilight Falls – for it was at the mayor's request that Viscount Langard requested Father Cadifel's assistance. Surely his corrupting influence was responsible for twisting the honorable Eraisothon into a defiler of life. Abandoning the festival, the Elven Delegation departed in the middle of the night, but not before pledging to remove the infestation that has plagued the great forest.

No one is arrested for the murder

The following morning every ear in Twilight Falls rings with the news that no murderer was identified.

The turn of events has irrevocably scarred any chance of a peaceful accord with the Elven Clans. Issuing a scathing rebuke to Mayor Sojan Nanthiz, the elven delegation laid blame for these events at his feet and that of Twilight Falls – for what else should the elves expect of Twilight Falls. As the town and its residents have defiled the forest, so too do they defile the elves and let the perpetrators run free. Abandoning the festival, the Elven Delegation departed in the middle of the night, but not before pledging to remove the infestation that has plagued the great forest.

In the midst of the collapse of the summit meeting, you learn of the death of Father Cadifel, whose body was found dead west of town. He had been stabbed several times and a single Black Orchid was jammed into his mouth. His holy symbol was found discarded carelessly in the bushes nearby. Carved into his chest was the word "murderer" – written in elvish. Most

*significant of all – the dagger that delivered the blows
was plunged deep into his throat.*

Ending

*The joy and hope engendered by the Festival of
Dawning has given way to despair and grief. Only
time will tell what comes of this as summer's pale
gleaming fades into twilight.*

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 PC.

Encounter 1

Participate in or watch the Contests

APL 2	30 XP
APL 4	30 XP
APL 6	30 XP
APL 8	30 XP

Encounter 2

Escape the fire

APL 2	30 XP
APL 4	30 XP
APL 6	30 XP
APL 8	30 XP

Rescue the guests

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter 6

Survive the building hazards

APL 2	60 XP
APL 4	60 XP
APL 6	60 XP
APL 8	60 XP

Survive trapped chest

APL 2	90 XP
APL 4	120 XP
APL 6	160 XP
APL 8	200 XP

Story Award

Investigate the murder & make a choice of guilt

APL 2	100 XP
APL 4	200 XP
APL 6	300 XP
APL 8	400 XP

Discretionary roleplaying award

APL 2	50 XP
APL 4	85 XP
APL 6	110 XP
APL 8	135 XP

Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP

TREASURE SUMMARY

During an adventure, PCs 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 PC 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 PCs cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that PCs 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), PCs may return to retrieve loot. If the PCs 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 PC 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 PCs may want to use them during the adventure. Many times PCs 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 PCs total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

ALL APLs:

GP Reward: Lord Mayor Nanthiz offers a reward equal to (200 gp x APL) to each player.

Special

Friend of the Elven Clans: You have supported the Elven Clans of the Gnarley Forest in their actions. In return, you may spend one (1) Influence Point with the Elven Clans of the Gnarley Forest after any adventure set in Verbobonc to any of the following:

Armor: †+2 *feycrafted mithral chainshirt* [DMG2], *armor of the unending hunt* [CW], *forestwarden shroud* [RW]

Ring: *Ring of nullification* [TM]

Weapons: †+1 elven courtblade [RW], burrowing arrows [CW], enhancement (†bane [human], subjugating [HB]), †Binding Dagger (see below)

Wondrous Items: philosopher's wool [HB]

Friend of the Church of Rao: You supported Father Cadifel during the crisis of the Black Orchid. In return, you may spend one (1) influence point with the Church of Rao after any adventure set in Verbobonc to purchase or learn any of the following:

Armor: enhancement (*focused* [CV])

Feats: ‡Divine Armor (PH2)

Spells: †*awaken sin* (SC), *faith healing* (SC)

Wondrous Items: *blessed bandage* [HB], *healing salve* [HB], †*sacred scabbard* [CW]

Friend of Twilight Falls: The mayor of Twilight Falls is grateful for your assistance in the investigation. In return, you may spend 1 TU after any adventure set in Verbobonc to travel to Twilight Falls, where you may purchase any of the following

Armor: +1 *gnomish twist cloth* (RS), +1 *shadow silk leather armor* [TM], •+1 *shadow silk padded armor* [TM], enhancement (*upgrade by +1*)

Weapon: enhancement (*frost*)

Wondrous Items: *camouflage paint* [HB], •*ring of counterspell*

Residents of Twilight Falls do not need to spend the time unit.

Mithral Pendant: For winning the Festival Championship you have earned the coveted Mithral Pendant, which grants you free Adventure Lifestyle [Luxury] in any adventure set in Verbobonc. This benefit lasts for one (1) calendar year from the date of this AR. This item may have additional uses in the future.

Metaorganizational Access: Items marked with the following symbols are only available to current members of the metaorg.

† - Elven Clans of the Gnarley Forest, ‡ - Church of Rao

• - Verbobonc Town Project (Twilight Falls.)

Binding Dagger: This +1 *dagger* is etched with images of Ipp Wood leaves and appears tarnished. Three times per day the wielder can activate a paralysis effect (as hold person DC 13) as an immediate action upon a creature struck by the weapon. Faint *enchantment*; CL 5th; Craft Magic Arms and Armor, *hold person*; Price 8,302 gp; cannot not crafted.

Good Karma: Karma has chosen to reward you selflessness. The next natural 1 rolled on a saving throw is treated as a natural 20. Cross off when used.

Heroic Actions: Your heroic actions during the burning of the Wayfarer's Inn have caught the attention of the headmaster of the Academy of Combat Mastery in Twilight Falls, and he offers to train you in the tactics of teamwork. To learn these teamwork benefits, you must be a member of the Twilight Falls Academy of Combat Mastery metaorganization. Once you are a member, you may form a team with other members of the metaorg and learn one of the following Teamwork Benefits from *Player's Handbook II*

Circle of Blades, Massed Charge,

Team Melee Tactics, or Wall of Steel

REWARD NOTES:

Good Karma: This reward goes to those PCs that compete in the Tournament of Dawning, but choose to 'throw' the competition so that one of the non-player PCs can win.

Heroic Actions: This entry is awarded to PCs that perform heroic actions during Encounter 2: A Warm Bed. These PCs also receive a Twilight Falls Team Roster certificate.

Friend of the Elven Clans: This reward is only awarded if Father Cadifel is convicted of murder and if Erasiothon is not convicted of murder.

Friend of the Church of Rao: This entry is awarded if Erasiothon is convicted of murder.

Friend of Twilight Falls: This entry is awarded to PCs that participate in the investigation. However, it is **not awarded** if the PCs attack the Elven Delegation.

Mithral Pendant: This entry is awarded to the PC that wins the Festival Championship. If no PC won, this entry is not awarded. Only one PC per table, at most, can receive this award.

REGIONAL CERTIFICATE

Influence with the Elven Clans: This entry is awarded to PCs that receive **Friend of the Elven Clans**.

Influence with the Church of Rao: This entry is awarded to PCs that received **Friend of the Church of Rao**.

Lle holma ve' edani (Human Sympathizer): This entry is only given to PCs that are members of the Even Clans of the Gnarley Forest but do not support the Elven Delegation in their decisions.

(Note – PCs cannot receive both **Influence with the Elven Clans** and **Lle holma ve' edani (Human Sympathizer)**. They only receive one or the other.

APPENDIX 2: NEW RULES ITEMS

BURNING BUILDINGS [NEW RULE] (AS PRESENTED IN *DUNGEON* *MASTER'S GUIDE II*)

Smoke

As described on page 304 of the *Dungeon Master's Guide*, a creature that breathes heavy smoke must make a Fortitude save (DC 15, + 1 per previous check) or spend a round choking and coughing. A creature that chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. Smoke also provides concealment to any creatures within it. Finally, it makes Search checks (such as those made to find unconscious civilians or companions) difficult. Search checks in smoke are made at a -4 penalty. See Rescue, below, for Search DCs for finding unconscious victims of fires.

Heat

As stated on page 303 of the *Dungeon Master's Guide*, extreme heat (such as in a fire) deals lethal damage. Creatures breathing the air in these conditions take 1d6 points of lethal damage per minute. A PC must also make a Fortitude save every 5 minutes (DC 15, + 1 per previous check) or take an additional 1d4 points of nonlethal damage. Wearing armor or heavy clothing imposes a -4 penalty on the save, and those wearing metal armor or who come into contact with hot metal are affected as if by a heat metal spell. Finally, remember that a creature that takes any nonlethal damage from heat exposure suffers from heatstroke and is fatigued. The PC suffers from this fatigue until healed of the nonlethal damage.

Hazards

A burning building holds further hazards than fire and smoke. Building structures grow weak as fire eats away at their supports, and floors and ceilings can collapse around the unwary. Some buildings also contain hazardous chemicals or explosive materials (granaries, for instance, are notorious firetraps due to the grain dust filling the air), and every building with little ventilation might hold a deadly backdraft. In areas of a building that are on fire, a PC has a 10% chance of encountering one of the hazards described below. This chance increases by 10% for each minute a room has been on fire, to a maximum hazard encounter chance of 50%. If a hazard is present, roll d20 and consult the following table.

Hazard

- 1-5: Collapsing floor
- 6-13: Collapsing ceiling
- 14-16: Explosion
- 17-20: Backdraft

Collapsing Floor: Collapsing floors can be resolved like a pit trap. Allow a PC in a room with a collapsing floor a DC 15 Reflex save to leap clear. Failure indicates the PC falls to the story below, taking 1d6 points of falling damage per 10 feet that he falls, along with 2d6 points of fire damage. He is liable to take further fire damage in ensuing rounds, as described in Heat, above, unless he finds a way out of the new chamber, which might or might not be in flames itself.

Collapsing Ceiling: Collapsing ceilings also allow a PC a DC 15 Reflex save to leap free, but the results of failure are even more terrifying. Failure means the PC takes 2d6 points of damage and 2d6 points of fire damage from the falling debris. He is also buried beneath the ceiling debris. A buried creature takes 1d6 points of nonlethal damage and 2d6 points of fire damage per round. Getting free requires a DC 20 Strength check (the DC might be higher if you decide that something particularly heavy fell on the PC from above).

Explosion: Many buildings, even normal homes, hold substances that don't mix well with fire. An oil supply or a cloud of grain dust might catch fire, or maybe an alchemical formula is exposed to too much heat. Explosions vary in severity based on their cause. At minimum, an explosion deals 3d6 points of fire damage in a 20-foot-radius burst. More severe explosions mimic the effects of fireball spells, dealing 5d6 points of fire damage or more. A good rule of thumb is to set the number of damage dice of the explosion equal to the level of the party (maximum of 10d6 for a group of 10th level or higher). Explosions might deal more than fire damage. If a room holds items that can be turned into shrapnel, consider adding another 2d6 points of damage to the burst. Such shrapnel might include pieces of metal (jewelry), glass (from windows or display cases), or wood (from multiple small pieces of furniture).

Backdraft: A backdraft occurs when a fire burns very hot, but has little or no oxygen. When a source of oxygen is suddenly introduced into the area, fire erupts from the source of heat, engulfing the unwary and causing terrible burns. A backdraft works like an explosion, but careful PCs can check for its presence

(unlike with an explosion). A DC 20 Search check on a door or wall near a potential backdraft can warn a PC that entering the room is not a good idea until it is ventilated first. Likewise, a DC 25 Spot check near a potential backdraft site results in a PC noticing small wisps of smoke being sucked beneath a door or into cracks in the walls, floor, or ceiling as the backdraft prepares to ignite if given an appropriate amount of oxygen. A backdraft explosion deals 5d6 points of fire damage in a 30-foot-radius spread (Reflex DC 15 half). Other Hazards: Unique environments might contain unusual hazards. At a wizards' laboratory, all manner of odd creatures might be trying to flee the fire. Glass equipment would be exploding, dangerous materials melting, and toxic clouds of gas forming as a result of certain substances melting or mixing together. Depending on the nature of a particular burning building, add one or more hazards of your own to the table above.

Rescue

A burning building is most effective as a dramatic element if innocent townsfolk are at risk inside. Entering the building to rescue the citizens lets the PCs feel heroic and gives them opportunities to receive civic awards for bravery. To find a conscious citizen inside a burning building, a PC can make a DC 15 Search check (taking 10 and taking 20 are not allowed). Success means a civilian has been located. Remember to apply the -4 penalty on Search checks for smoke, if it's a factor at the time. This check takes at least 5 rounds to perform, unlike normal Search checks, since it represents a PC combing through multiple rooms, trying to pinpoint the source of a faint noise or locate rooms likely to hold people. For each increment of 5 by which the check result exceeds 15, reduce the number of rounds by 1. A successful DC 15 Listen check also reduces the number of rounds spent searching by 1, as coughing citizens inadvertently lead the PCs to their location. Finally, a DC 20 Knowledge [Architecture and Engineering] can reduce the search time by 1 round, as the PC realizes from the building's layout where bedrooms and likely congregation areas can be found.

Finding unconscious townsfolk is more difficult. The Search check DC begins at 20, with the same modifiers and time constraints as described above. Although D&D has specific rules for carrying capacity, it's difficult to imagine a human-sized individual carrying more than one or two creatures of his own size. To simulate this (and to prevent stronger PCs from walking out with piles of unconscious townsfolk), assume a PC can carry only one creature one size

category larger than he is, two creatures of his size category, or four creatures one or more size categories smaller than he is.

APPENDIX 3: LEGWORK

At various points throughout this adventure, the PCs will want to find out more information about certain topics. Have them make the appropriate skill checks, with higher checks resulting in more information. Other knowledge skills may be used, in addition to the ones listed, at the DM's discretion.

The DC is increased by +5 for Bardic Knowledge checks. The DM is reminded that each Gather Information check takes 1d4+1 hours.

GENERAL INFORMATION

Twilight Falls (Bardic Knowledge, Gather Information, Knowledge [Local: VTF]). Residents of Twilight Falls receive a +5 circumstance bonus on this check.

- DC 5:** The Mayor promised that no woman shall leave the festival unsatisfied. *Wink, wink*
- DC 10:** Twilight Falls was founded on the site on an ancient elven city. It was resettled around three hundred years ago by a few families, but saw an increase in population after a cleric of Olidammara, Valorek Greymantle moved to the area and made it his home. Since that time, the population has exploded and now boasts several temples and churches, a thriving economy, and the Falls Keep – the easternmost outpost of the Mounted Borderers in the Gnarley Forest. Lord Greymantle disappeared under mysterious circumstances a few years back.
- DC 12:** An adventuring group known as the Brothers of Shield has retired recently due to the fact that they could no longer “bring it”.
- DC 15:** Many towns in the Gnarley have struggled with the harsh winter and the lack of Mounted Borderers. Twilight Falls has been especially hit hard, not only due to the winter but because of the ravaging of Falls Keep – the local Mounted Borderer outpost – last year during the Giant war.
- DC 17:** Several of the Gnarley druids and followers of the Old Faith have been more “stand-offish” lately as if they don't care about what happens to “townsfolk” here.
- DC 20:** The Elven Clans of the Gnarley Forest have, until recently, rebuffed any correspondence with Twilight Falls. Many believe it is do to the rampant deforestation of the Ipp Wood trees that grow in the Gnarley and an ‘urbanization’ of the great forest. Once a place of elven antiquity and beauty, the elves now view Twilight Falls as a blight on the land and a cyst that must be excised.
- DC 23:** A powerful wizard and friend of the Mayor, Andrell, has kidnapped a half-dragon child from Lord Shannus and hidden her on another plane.

The Viscounty of Verbobonc (Bardic Knowledge, Gather Information, Knowledge [Local: VTF]). PCs that are residents of Verbobonc receive a +5 circumstance bonus on this check.

- DC 0:** Verbobonc is suffering from the effects of an unusually harsh winter, which begin in early Patchwall. The early winter destroyed much of the Viscounty's food crop, before the farmers could complete their harvest. Earlier this year, a man by the name of Estival sponsored several food shipments out of his own pocket to help alleviate the starvation. Though the first shipment ran afoul, many others have reached their destinations.
- DC 5:** Lord Safflynd has announced that his eldest son, Daffyd, is to marry. They are searching for the right lady for him.
- DC 6:** The Mounted Borderers have been revising their standards for active members, and have even recalled several retired members back to duty.
- DC 7:** The town of Tristane, located in the southwestern part of the Viscounty, was recent found completely abandoned. There is no word on what happened to the citizens, but some rumors say that one of the citizens awoke an ancient spirit. Other rumors say they were captured by slavers in league with the orcs of the Black Spike, which have been in evidence in the Gnarley Forest and other places.
- DC 10:** Early this year, a food riot erupted in Verbobonc City as commoners, tired of the nobilities apparent lack of concern, stormed the capitol of Verbobonc. The Gentlemen of the Watch, the Mounted Borderers, and even the noble house guards were called in force to suppress the uprising.

- DC 11:** Viscount Langard has not been seen in public for several months. I hear he has been infected with some rare disease that slow turns you into a mummy. It is said that House Vaswell infected him in an attempt to seize leadership of the Viscounty.
- DC 12:** A large group of travelers were discovered murdered recently on Lord Avgustin's lands. The crime is commonly referred to as the Brewfest Massacre of Humming's End. Rumor has it a former paladin in the service of Lord Shannus is responsible.
- DC 15:** During the war last year, a group of brave adventurers journeyed to a plane of evil and recovered the missing Revnash Splinter, a holy artifact of Saint Cuthbert.
- DC 17:** Emissaries have been sent looking for the druids of the Old Faith to aid in abating the harshness of winter's effects. So far, all requests for assistance has fallen on deaf ears. Likewise with the Elven clans of the Gnarley, who have began taking a more militant stance against the perceived incursions by the towns that have sprung up in the great forest. The Elven Clans have gone so far as to forbid their members from residing in the town of Twilight Falls.
- DC 20:** Rumor has it the Elven Clans of the Gnarley have received ambassadors from the isolationist Kingdom of Celene, which lies south of the Viscounty.
- DC 22:** Someone has been buying up all the silver in Verbobonc. Accusations by Shannus have been made against the lycanthropes of the Ironwood, who – it is said – are buying it so that it will not be used against them when they launch their attack.
- DC 23:** A secret sect of Cuthbertine's has been working in the shadows to unseat Bishop Haufren.
- DC 25:** Someone is making a power play for leadership of the Verbobonc underworld.

THE MURDERS

The following information is only available when specifically researching it in relation to the murders.

The Murders - General (Gather Information): Residents of Twilight Falls, members of the Mounted Borderers, the Family, and the Alliance receive a +5 circumstance bonus to this check.

- DC 5:** Two women were found murdered behind Naughty Nymph last night.
- DC7:** They killed each other fighting over the love of Sojan Nanthiz.
- DC 10:** The Naughty Nymph, a dance hall of ill repute, is rumored to have ties with crime.
- DC 15:** Both women were found holding some kind of odd flower.
- DC 17:** One of the women, Kaiesa, was a dancer at the Naughty Nymph. The other woman, an elf, was a member of the delegation from the Elven Clans
- DC 20:** The mayor is known to give private magical instruction to some of the young ladies of in Twilight Falls. Some have not been seen in a while, such as a strange 'dragon-elf' girl.

Kaiesa (Gather Information). Residents of Twilight Falls receive a +5 circumstance bonus to this check.

- DC 5:** Kaiesa was one of the featured performers at the Naughty Nymph
- DC 10:** She was a witch for it is said that for the right price she could make any dream come true.
- DC 12:** She's been linked with several influential residents, including Mayor Sojan Nanthiz.
- DC 15:** Several of the more 'proper' ladies call her a home-wrecker and feel she got what she deserved.
- DC 20:** A half-elven man has been frequenting the Naughty Nymph watching Kaiesa, or stalking her.

Féwen (Gather Information). Members of the Elven Clans of the Gnarley Forest receive a +5 circumstance bonus to this check

- DC 10:** Féwen was a member of the delegation from the Elven Clans.
- DC 12:** Those citizens that spoke with her found her to be very pleasant and genuinely interested in resolving the disputes that have arisen.
- DC 15:** Féwen had a keen mind and sharp wit. Because of her intelligence, she was one of the two negotiators sent to resolve the issues.
- DC 25:** A chance conversation overheard from a distance mentioned that Féwen was the cousin of Viscount Langard's mother

Father Cadifel (Gather Information, Knowledge [Religion]. Residents of Swan and members of the Church of Rao receive a +5 bonus to this check.

- DC 10:** Father Cadifel is the resident priest of Swan and caretaker of the Shrine of the Peacemaker in that town.
- DC 15:** The priest has an impressive record of mediating disputes and resolving conflict, and he is known to advise the mayor of Swan on occasion.
- DC 17:** Perhaps his most famous accomplishment is the negotiation of the Reunification Accords of 594, which successfully helped reunite the gnomes of the Free Assembly of the Kron Hills with the Viscounty.
- DC 20:** During the Giant Wars last year, Father Cadifel was wounded when a dwarven assassin broke into the Shrine to steal a magical book that had been secured there. The assassin almost killed Cadifel by collapsing part of the temple on him. Had it not been for the timely intervention of a band of heroes tracking the assassin, the priest would have died.
- DC 27:** Since that time, a few people have noticed that the priest has been plagued intermittently by dreams and nightmares.

APPENDIX 4: TWILIGHT FALLS GLOSSARY

This appendix serves as a brief and superficial summary of the places and people that reside in Twilight Falls.

Bait and Switch: A tall rambling building, the Bait and Switch is a second-hand store and looks like one, with most of the areas given over to cluttered storage and display of the surplus goods. The store displays a sign out front that shows an empty fish hook and a stubborn donkey. The proprietor, Winton Bustamore is a very friendly and outgoing person with the soul and zeal of a natural salesman. He always make sure that his customers leave with what they were looking for, and a little more.

Blue Memorial College of Wizardly Perception: This school, which teaches the nuances of spellcasting and arcane pursuits, was founded by Sojan Nanchiz in the memory of an enigmatic young warrior mage named Blue, whose promising career was cut short during a courageous foray into the Temple of Elemental Evil.

Brooke, Tripps and Falz: A group of lawyers, the offices of Brooke, Tripps, and Falz is a plain wooden office with three desks and filled mostly with legal reference materials and files

Burning Page – Scribing and Bookbinding Services. A small two story building with an elegant front, the Burning Page is home to books and scrolls of the common kind, as well as the more rare tomes. The store also sells a variety of writing implements, inks, blank books, blotters, parchment, vellum and paper.

Cathedral of Blessed Confusion: This large and bizarre structure pokes out of the surrounding shops and homes, an eyesore of non-linear geometry and seemingly impossible angles. If one looks at the freakish conglomeration just right, one can discern a rune of insanity from the merging of the various angles.

Cathedral of the One True Path: White stone walls shine out amid the din and dirt that surround it, almost as a beacon of safety. The top spires of the Cathedral glow nearly as bright as the sun, and magical light makes the area around the Cathedral's entrance almost unbearable. No weapons or shoes may be worn inside and no lie may be spoken within its walls. The spacious interior is constructed of pure white marble and translucent crystal, pointing to the transcendent. Mother Gwyth has a room in the back that is used for counseling and administration. While one might expect to find a luxurious office, it is actually quite plain. There is a simple holy symbol of the Light Bringer on the wall behind her desk. The remaining walls are adorned with maps of the surrounding area. While most are of the Twilight Falls region, those who look carefully notice a number of detailed maps of the area surrounding the village of Hommlet, a place of great concern to the Church.

Dane's Mark Academy: Founded by a half-orc warmaster, who was later disgraced as a coward during the Giant War of 595, Dane's Mark Academy is a orphanage, a school to teach knowledge of religion, and a messenger service which employs the resident orphans, teaching them a skill on which to build an honest life.

Falls Keep: The Mounted Borderer Keep in Twilight Falls, Falls Keep was ravaged last year as part of the prelude to invasion by the Cowled Lady's forces. Under the jurisdiction of the 3rd Company, Falls Keep has been woefully undermanned since the massacre of the 3rd Company during the beginning of the invasion.

Flaming Anvil Forge: The armory of Twilight Falls, the Flaming Anvil sells all types of weapons and armor can be found here. Cago Storm, the blacksmith, is a gruff no-nonsense dwarf who doesn't trade in rumors and is quickly annoyed to be taken away from his work. He is a staunch supported of the Viscount and the Mounted Borderers.

Greymantle Park: This monument is a commemoration of the first Lord Mayor of Twilight Falls, Valorek Greymantle. Throughout the park, various frescoes – intertwined among the ceremonial Ipp Wood trees, tell Lord Greymantle's story from the rediscovery of Twilight Falls in the western Gnarley Forest to the siege of the Town in late 593 by the Cowled Lady's armies to Lord Greymantle's disappearance in the northern lands of Highfolk fighting against the forces of the Old One. In addition, the park has several secluded places for contemplation and communion with the nature and has a breathtaking view of the Falls, from which Twilight Falls gets its name.

Academy of Arcane Knowledge: Built by some of the most powerful mages in Verbobonc, A stately structure. This wood and stone building speaks of quiet academia. The Academy welcomes all who wish to increase their knowledge of the arcane arts. The headmaster of the academy, Master Librarian Mor'thaneth Fealefel of Ilaira ath Erekon, is among the oldest of elves still living in the forest. Though his face is lined deeply with the signs of age and his hair has yielded to a silvery-gray, his eyes, still shine bright green. A normally mild individual, Mor'thaneth's voice takes on an edge if anyone asks what he thinks of the current situation with the elves. He will not, under any circumstances, speak ill of his clan.

Healing Hospital: A small classroom devoted to the teaching arts which can be attained by common folk who lack the skills in divine magic.

Horn of Light: The atmosphere is pleasant and relaxed as you enter and a small bell chimes overhead. There are instruments on hooks and pegs on the walls for anyone to pull off and play. The sales items are tucked safely in the back room along w/ the sleeping area for Julia, the shop keep and established performer. There is a stage in the corner w/ fluffy couches and chairs for everyone to sit and listen to the music throughout the shop. Lessons are taught in the main room so all can listen to the aspiring bards of tomorrow.

Masquerade: Masquerade is an impressive building, housing a full tavern, a gambling hall, and an auditorium for impromptu performances by the many bards and troubadours that frequent Twilight Falls. The gambling hall is well managed and there is a constant presence of well-armed guardsmen to discourage cheating or other foul play. It is rumored that the whole structure is monitored by scrying devices. There are offices and a wine cellar secreted beneath the main floor, and some suspect a connection between the Masquerade and the Shrine of the Twilight Mask

Minister to The Watchful Protector: Lovingly crafted and attached to the gnomish Moothall and living warrens, this large cathedral to Garl Glittergold provides gnomish residents and refugees alike a safe place to worship their patron. The gnomish priest, Topsy Tripletongue has the slender but sturdy frame of a healthy adult gnome, and is his voice rings with the effervescence and laughter of his deity.

Pelor's Radiant Glow: Standing on the opposite side of town from its mate, this large cathedral to the Shining One, Pelor, seems to rival the sun itself for brightness. However, it closes its doors at dusk to all but the initiated.

Sanctuary of Her Love: A small, almost demure church to the goddess Myriss stands tucked into a small grove, warmly beckoning those who wish to indulge in the secrets of this earthy goddess. The priestess of this sultry shrine, Ana Scarlette, is a striking girl of Rhenee descent. Rumors claim that she was drawn to Twilight Falls because of Sojan Nanthiz.

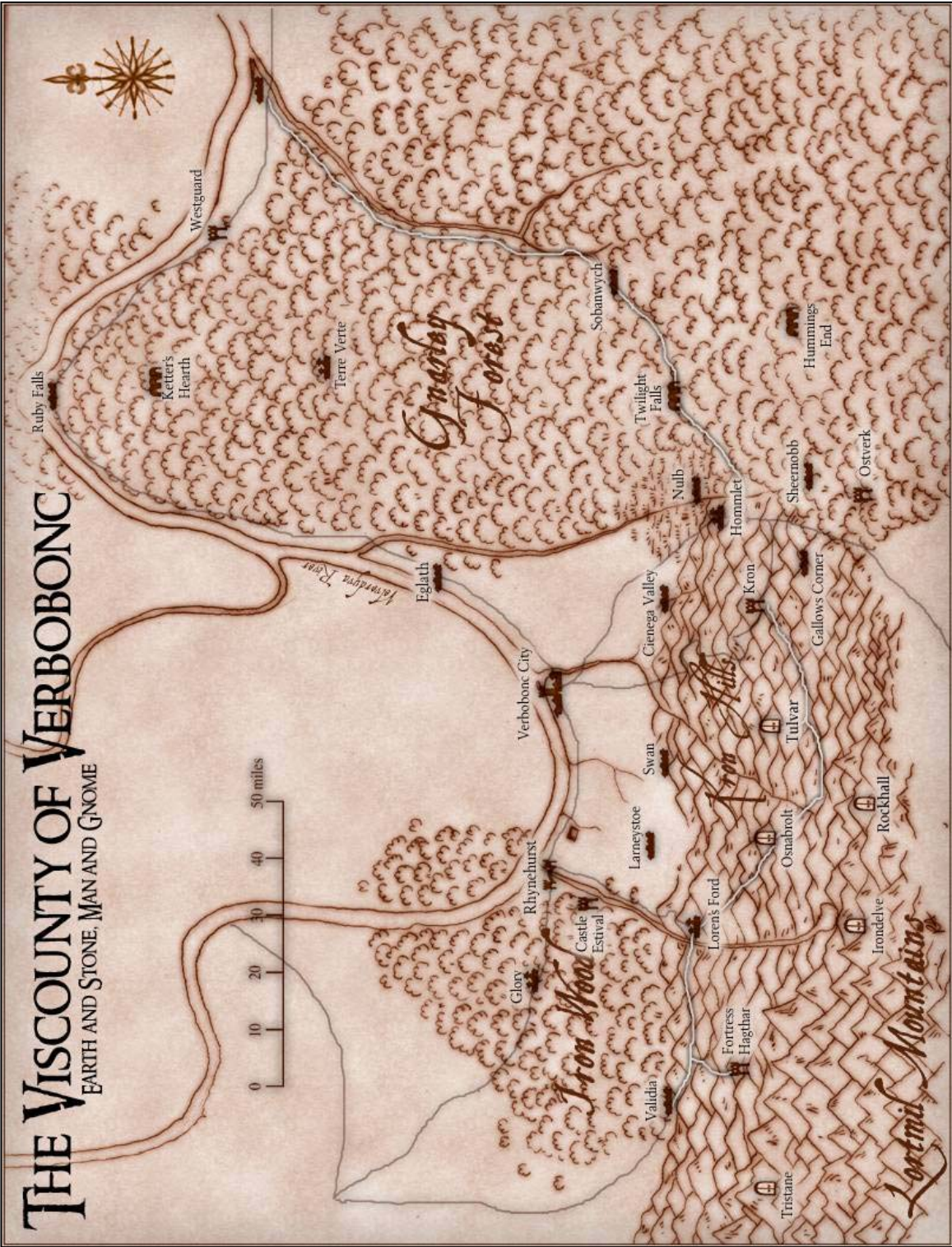
Shrine of the Twilight Mask: This shrine to Olidammara seems to have always been here as none know of when it was founded. The young priestess, Jerranelle Felows, is of suloise heritage and has the physique of a lithe dancer with seductive curves. Some have commented that there is a rivalry between Jerranelle and Ana Scarlette, the priest of Myriss, and it's true that few – if any- have ever seen them together.

Twilight Falls Academy of Combat Mastery: An combat training school focusing on agility and mobility, the Academy of Combat Mastery was founded by the gnomish warrior, Seebo Beren. Born an orphan, his early life was a constant struggle for survival in the Kron. His struggle for survival served him well during his early life when he was accepted into the gnomish army as a scout and skirmish fighter. Later, as part of the famous adventuring company, the Magnificent Bastards, a group of humanoids with similar upbringing as his own, Seebo and company made an assault on the Temple of Elemental Evil, an adventure that led most of his companions to their graves. Despite such adversities, Seebo always managed to survive, a fact he credits in his ability to be in the right place at the right time or as he puts it 'Enemies can't kill, what they can't hit!'

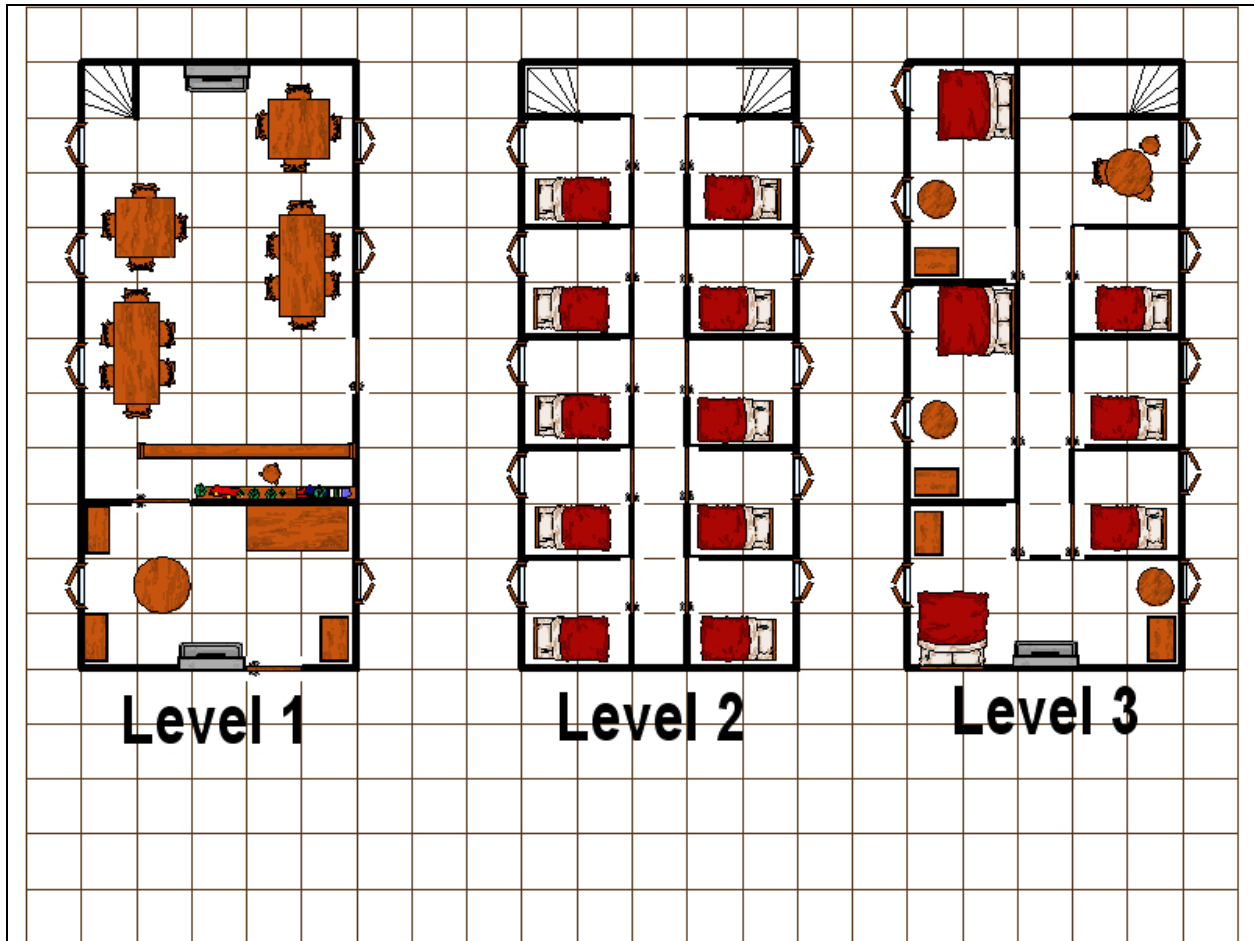
Twilight Falls School of Mental Discipline and Sober Discourse: Another college founded by powerful arcane casters, this school teaches its students the necessary mental control to maintain their composure enough to cast spells effectively during combat situations.

Wayfarer's Rest: The first floor is divided into three sections. The main door lets into the main registration hall where you can rent rooms above or move through the side arch into the tavern. The Tavern is broken up into several rooms which can be sealed off for private diners or gatherings. The back area holds the kitchens and the family living areas. The Inn take up the second and third floors. The second floor is divided into two sections. One large common area takes up about a third of the room and the rest is divided into several rooms. The third floor is divided into four suites of rooms. All beds and areas are clean and comfortable. All food, and service are very good. The Tavern and Inn provide a wayward traveler a safe and comfortable place to rest from the tiring road.

VISCOUNTY OF VERBOBONC REGIONAL MAP



ENCOUNTER TWO: A WARM BED



DM AID 2

TOURNAMENT OF DAWN SCORING WORKSHEET

Table APL: ____ Number of PCs competing: ____

PART ONE: ARCHERY COMPETITION

Name of Contestant	Modifier	Attempt 1	Attempt 2	Attempt 3	Total Score	Place/Points Earned
Giley	+5					
Esamy	+8 [+10]					
Araya	+3					
Panin	+4					

AC 20 => 4 pts., AC 18 => 3 pts., AC 15 => 2 pts., AC 12 => 1 pt.

PART TWO: PERFORMING COMPETITION

Name of Contestant	Modifier	Performance Check	Place/Points Earned	Total Points
Giley	+8			
Esamy	+6 [+8]			
Araya	+10			
Panin	+4			

PART THREE: PIE EATING COMPETITION

Name of Contestant	Modifier	Pie 1	Pie 2	Pie 3	Pie 4	Pie 5	Pie 6	Pie 7	Pie 8	Pie 9	Pie 10	Place/Points Earned	Final Score
		DC 10	DC 12	DC 14	DC 16	DC 18	DC 20	DC 22	DC 24	DC 26	DC 28		
Giley	+4												
Esamy	+4 [+6]												
Araya	+3												
Panin	+8												

After failing one save any contestant has a one time chance to continue on at the cost of +2 to all further DCs. After failing a second time the contestant is too sick and fatigued to continue.

PLAYER HANDOUT

MEMBERS OF THE ELVEN CLANS OF THE GNARLEY FOREST

To our brother/sister of the Great Forest,

The encroachment of the humans into the Great Forest has reached epidemic proportions in but the blink of Corellon's eye. No where has this infestation spread greater than from the town of Twilight Falls.

Because of their sprawling blight upon the bounty of the forest, and their utter disregard for the balance of nature, the clan elders levied an interdiction upon Twilight Falls, forbidding any of our blood that claim kinship with the Elven Clans of the Gnarley Forest from residing in that town.

Claiming surprise at our outrage, the mayor of Twilight Falls, has begged for the chance to make amends with our clans. Leading this delegation is Lord Eraisoithon na'Enlanefel, whose daughter was slain - we believe by human hands - very near this town some twelve years ago.

The mayor of Twilight Falls, one Sojan Nanthiz, has assured us of safe conduct while our delegation treats with the human vermin, however we would be fools to rely upon their word. Accordingly, Rygor Quenesion na'Enlanefel, an advisor to Lord Eraisoithon, has requested that you travel to Twilight Falls as well to serve as an extra watchward against human treachery. Your service to the clan elders will be remembered and honored.

PLAYER HANDOUT MEMBERS OF THE CHURCH OF RAO

Grace and serenity from the Peacemaker!

The Viscounty of Verbobonc is in need of your wisdom and guidance during these dark times.

Three years ago, Viscount Langard approved the establishment of new towns and villages in the viscounty with the thought of fostering a sense of unity and to establish a forewarning should the depredations of the giants grow to threaten the central lands as they had the Kron Hills. While this foresight proved to be accurate, it has had an unfortunate consequence.

Blessed with a bounty of nature, the town of Twilight Falls – one of the most populous of the viscount's new towns – embarked upon a program of industry to support the viscount's need. This industry took the form of logging and mining operations which, while profitable for both viscount and town, has resulted in a deforestation of much of the land surrounding the town.

When the giants attacked again last year, the Elves agreed to lend their support to the viscounty on the condition that no further expansion occur in Twilight Falls. This has not been heeded, and as a result – the Elven Clans have withdrawn their support for the viscounty. Indeed, they have banned their kinsmen from residing in the town.

At the request of Mayor Sojan Nanthiz of Twilight Falls, Viscount Langard has requested that Father Cadidel of Swan serve as mediator to help resolve the disputes. As you may be aware, Father Cadifel was instrumental in mending the rift between the gnomes of the Kron Hills and the Viscounty in late 594. It is his hope that Father Cadifel can again serve to heal the wounds that have been torn open in Twilight Falls.

While I am more than certain of Father Cadifel's capabilities, I am also desirous of your eyes and ears in the town. Should Father Cadifel require assistance, I would you to make yourself available to him. However, unless he requests it, do not interfere.

Thank you for your service to the faith. The blessings of Rao be with you.

Ebaddon Brill

Bishop of Rao, Verbobonc City

**PLAYER HANDOUT
RESIDENT OF TWILIGHT FALLS**

The Festival of Dawn!

His honorable worship, the Mayor of Twilight Falls, has called for a time of celebration and community to commemorate the occasion of Elven Clans of the Gnarley Forest visiting the great town of Twilight Falls. In the spirit of renewed friendship and unity, all residents of Twilight Falls and citizens of the Viscounty are invited to attend this great event and participate in the great Tournament of Dawn to compete for the coveted Mithral Pendant.

Come and show your support for friendship and enjoy the hospitality of Twilight Falls!

PLAYER HANDOUT
MESSAGE FROM FATHER CADIFEL

Good adventurer,

I must apologize for imposing but I fear the summit will fail without your help. Please meet me at The Mayor's residence with all due haste.

Peace and serenity,

Father Cadifel

PLAYER HANDOUT ODE TO KAIESA

The street
filled with tomatoes,
midday,
summer,
light is
halved
like
a
tomato,
its juice
runs
through the streets.
Reminding me of you
Kaiesā
Tomato of my heart
Juice
of my life
Seed
of my love
No thorns or leaves
No pits or husk
Just your love

PLAYER HANDOUT BLACK ORCHID RESEARCH

Your research into the Black Orchid slayings has uncovered the following information:

Frichast Brandenburg, Human woman, 13 yrs old. Assaulted and stabbed multiple times. Found in alley in Loren's Ford.

Undjaskda Longwinter, Human woman, 12 yrs old, Beaten, throat slit. Found in valley near eastern edge Kron Hills.

Marim Tencum, Half elven woman, 18 yrs old. Assaulted, throat slit. Found in alley in Hommlet.

Faravivan Enlanefel, Elven woman, 30 yrs old. Assaulted, throat slit. Found in Gnarley Forest between Sobanwych and Hommlet.

Chanjask Ahato, Human woman, 10 yrs old. Assaulted, throat slit. Found at family farm near Guildren

Iskaststa Tiach, Half elven female, 9 yrs old. Assaulted, throat slit. Found in alley in Guildren

Chadassa Rodq, Human woman, 15 yrs old. Assaulted, throat slit. Found near Guildren

Ililsan Ard, Elven woman, 21 yrs old, violated, throat slit, black orchid, found in Guildren

All victims were found with a black orchid in their hands and exhibited signs of poisoning. The poison is a natural extract contained in the roots of the killer's calling card. The murders are becoming "cleaner" as the killer refines his methods.