

HIG1-03

Of Elven Make

A One-Round D&D LIVING GREYHAWK®
Highfolk Regional Adventure
Version 2

by Andrea Paulinski

Brewfest may be ending soon, but tomorrow looks promising. A treant is scheduled to speak, but several thefts were not. Who is behind these robberies, and can you stop them from spoiling your fun? An adventure for investigative PCs, though others may still apply. The Mystery of F.M.A., Part 2. An adventure for characters level 1-4.

For Dan, who may have passed on from this world, but is always with us. Thank you, Dan, for everything.

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the

players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

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

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

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

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

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

LIVING GREYHAWK Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Is it a Full Moon?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor

quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

Adventure Summary and Background

Highfolk is in the midst of celebrating the weeklong Brewfest celebration. Even the assassination two days ago (detailed in Bitter Harvest, the Highfolk interactive) is almost forgotten, in preparation for tomorrow's celebration. Then, Old Bough, the celebrated ancient treant, will speak to the people of Highfolk before he, again, falls into the deep slumbering state, of which he spends most his days.

Little do people know that there is trouble around the corner—someone calling himself “the Elder” has gathered a group of elves and half-elves within the Vesve. This group, which calls itself The True Elven Order, wishes to take Highfolk and the Vesve Forest for those the

group considers to be the rightful owners—the elves. The first step in their plan is to steal elven weapons to use in their impending war against the humans. They plan to commit their raids disguised in the garb of their hateful grugach cousins (though they have no real clue as to what a grugach really looks like). Many of their number are in the ranks of the Home Guard, the guard of Highfolk, and they plan to use their positions to their advantage.

Two innocent people are caught up in this whole mess: Elifin Greyboot, a young half-elf suffering an identity crisis, and Rosianna Dellenfall, an elf whose boyfriend is a fanatical member of this elven “freedom” movement.

The Elder has named Brennen, Rosianna’s boyfriend, the Prophet of the movement. Brennen, after taking being assigned this position, ordered several silver owl pins for members to use as a symbol to identify one another. He orders the pins from Gilfred G. Gallios (nicknamed “Gilly the Great”), a gnome tinker originally from Furyondy, and has the gnome deliver the pins to a local warehouse.

Brennen had approached the warehouse owner, a man by the name of Cinton Gellyway, for the renting of his wagons and warehouse three months ago. Cinton, a man eager for money, could only comply. The day before the assassination, the same member murdered Cinton, but not before he carefully hid any information he wrote about this strange man. The Prophet plans to use this for the storage of the weapons his sheep steal, and the caravan will leave the night of the final theft of weapons.

Warning: This could be described as a PG-rated scenario. During the adventures one of the NPC (Rosianna) shows signs of physical abuse. Younger players may be uncomfortable with this particular theme. DMs running this adventure should be sensitive to younger players, and show discretion when describing Rosianna’s condition.

Adventure Synopsis

Note: This is a matrix-based scenario, based on time and place. Please refer to Judge Appendix I for the timeline of this adventure, and keep track of how long the PCs take in each encounter.

It is two days after the assassination detailed in Bitter Harvest (the first Highfolk interactive), Highfolk is celebrating the annual day that the treant named Old Bough, speaks before he slumbers again. For this reason, or for some other reason reasons, the PCs find themselves walking the crowded elven market. Their progress is interrupted when they hear someone shout “Stop! Thief!” followed by a young half-elf in strange clothing literally running into one of the PCs, the goods he stole falling to the ground.

The PCs are caught up in the mayhem that ensues. One member of the Home Guard (the city

watch in Highfolk) catches up to the boy and starts questioning him when another shout is heard from another booth. This causes a problem for the guard, as he is the only guard in the area. Some of the Home Guard are actually a part of the Order, and are intentionally staying away from the scene to create havoc. The guard must drag the boy with him to the new commotion. The guard quickly finds that another theft has occurred, a theft of weapons, and, asks the PCs to do him the favor—take the boy back to his father, and wait for him there. The guard promises to catch up with the PCs after he has investigated this new theft.

The brothers Tanal and Taral Moonsteel own the two stalls that were robbed. Tanal knows that something must be up with the boy; he is normally quiet and withdrawn, and knows his father well. He also asks the PCs if they could look into the matter of stolen elven weapons, as some of them have been taken two weeks before. His brother is not the kindest of men, however, and will demand that justice be served.

When the PCs take the thief home on Tannery Row they meet the boy’s father, Glenton Greyboot, a weary and run-down fellow who has trouble relating to his son. Still, he is very cooperative, and explains to the PCs that he thinks his soon has fallen in with a group of strange folk. One day he saw his son with several strangely garbed elves, being lead by a cloaked dark-skinned (but not drow) elf. He also found a silver owl pin, which he gives to the PCs. Glenton points out what he believes to be the maker’s mark on the pin, but he also points out that he does not recognize the mark, though he has a friend who might be able to identify the maker from the mark. The father begs the PCs to find out what is going on with his son. He insists that they check with his friend about the pin’s mark, and tells them that he will personally deal with the guard when he comes looking for the PCs.

If the PCs refuse, and stay at or around Glenton’s home, a young woman and a group of elves wearing a Home Guard uniforms will eventually come for Elifin. She and her “friends” have followed the PCs since they spotted them in the market. PCs have the chance to notice that something is not right with this woman. She is wearing the Home Guard sash over the wrong shoulder and looks like she has been recently been beaten. If questioned about these things, she draws her weapon and tries to kill the father, but with a half-hearted swing. At this point, the other elves attempt to kill the father and the PC, but the woman takes no part in this attack. After the fight, provided that she isn’t killed, the elf woman, Rosianna, breaks down in tears and explains her plight.

If the PCs do as Glenton asks they will eventually return to his home, find him dead, and find Rosianna sobbing over his body. Elifin is missing, but Rosianna is willing to tell the PCs the whole sorted tale.

Should the boy liken himself to a hero, he tells the PC that he is a member of a secretive group, and that he is stealing only because the prophet tells him to. He knows that the group meets every other night in a small wood near Highfolk, but is always blindfolded when he comes to the secret spot and doesn't know where.

The lead given to the heroes by Glenton takes them to the Old Skull tavern. The Old Skull is very busy tonight, as many followers of Wenta have come here to start before the festival begins. The PCs must blow a small silver whistle that is hanging by the door before anyone will stop talking long enough for them to ask where Glenton's friend, Thorton Stoneforge, is located. The PCs are led into a small room, where a hearty dwarf greets them. After some pleasant introductions, Thorton inspects the pin and tells them that the pin was made by a friend of his, Gilly the Great, and that his shop will open tomorrow in the morning. After they leave, they possibly hear snippets of information. A man lost a good elven bow last night to a grugach, and he found a small silver owl pin. Thorton also asks if the PCs could take Della, his personal "servant", to the festival that night.

After this meeting, the characters have a chance to check out the Brewfest activities. The festival is being sponsored by the few clerics and followers of Wenta this year, and is a chance for the PCs to see the many splendors of Highfolk. There are many booths where they can get information as well as find Jona.

The shop of Gilfred G. Gallios – The All-powerful Shoppe of His Majesty's Hindquarters – is just a small apartment in the city. Many orders have been made for this specific pin, and after the PCs buy something, he gives them the description of the man and where the pins were dropped off, a warehouse.

In the warehouse is the dead body of the merchant owner that has been there for the past 2-3 days. Depending on where they look, they find different information, including something that tells them a caravan is headed out to Quaalsten. In some crates are a few broken arrows and another a trap full of nasty spiders that were used in Cinton's assassination. There are tracks that lead out onto the trail to Quaalsten.

The state of the caravan depends on how long the PCs take in their encounters and how well they track. They can find the caravan before the ambush, during, or after. The group hired to transport the goods distrusts the PCs and knows nothing of the stolen weapons. One hostage is taken in each situation, and more (easy) tracks follow into the forest.

The tracks lead into a clearing with a single tree stump where the hostage is taken. He has a dagger to his neck. The man holding him was (possibly) described as Rosianna's boyfriend Brennen, who is The Prophet. He offers elven and half-elven PCs the chance for redemption and to join the Order. If they refuse, he orders the

others surrounding them (possible ambush) to attack and runs away. A paper falls to the ground, one that details some of the Order's plans.

The majority of the Order has fled, and cannot be traced. Upon return to Highfolk, the PCs find the boy missing and the father dead (or missing). They can also return to the stalls for an elven weapon from Tanal and a later favor. Finally, Old Bough speaks his words of wisdom before going to sleep.

Player Introduction

The calls of young children greet your ears as you pass by the market stalls this fine afternoon. The air smells of baked goods and perfume. It is indeed a perfect day for the continuing Brewfest festival. Though the assassination of Telvest Lorewin, the councilman of the vintner's guild, was only two days ago, that is far from everyone's minds, for tomorrow is a very special day. Tomorrow is the day that Old Bough, the treant that represents the heart of Highfolk, speaks his words of wisdom before he again falls into his deep slumber!

If the PCs question the assassination, let them know that all of this was covered in the Bitter Harvest interactive. If any Highfolk PCs did not go to the interactive explain to them that two days ago the councilman was poisoned after giving a speech.

The excitement and merry-making of this year's festival has brought throngs of celebrants down to the marketplace. All of you are pushed into a group by the mob of people interested in buying wares. Before you have a chance to wriggle free, a shout is heard from one of the stalls. "Thief! Thief!" The mob around you breaks up instantly.

Quickly choose one of the PCs and have the player make a Dexterity check (DC 15). If the PC is successful, he or she is not knocked down. If the PC fails, they are knocked off his or her feet and stunned for one round. Modify the following boxed text based on whether the PC succeeded the check or not.

In one brief instant, a small gray-robed person flashes out of the crowd in front of you. This person does not look where he or she is going and runs into (PC's name), knocking itself and (PC's name) to the ground. The robe's clasp unhooks, and several arrows and daggers, all of elven make, clatter to the ground.

Ask how the PC react and then immediately move on to Encounter 1.

Encounter 1: The Unsuspecting Heroes

Situation A (the boy is let go)

After a few seconds, the figure quickly stands and wobbles to his feet. His eyes dart back and forth between each of you, and without a word, he runs off into the crowd.

Soon, however, you can hear more shouts...

If the PCs succeed at a Listen check (DC 20) they hear someone say "Elifin..." and "How could you..." somewhere within the crowd that the person just bolted from.

If the PCs follow the boy, continue:

Snaking through the crowd chasing the person who ran into your companion you spy the distinctive uniform of a Home Guard patrolman. A red sash is thrown over his left shoulder, pinned with shield badge of a green and white checkerboard. Under his sash he wears leather armor, and attached to his belt is a polished black club. He is holding the cloaked person by the arm, asking him or her stern questions.

Highfolk PCs will know that a red sash indicates the rank of private within the town's militia.

The man has unmasked the culprit, a young half-elven boy around the age of thirteen. He is asking the boy, Elifin, why he stole the weapons, and asking if he knows the consequences for theft. Before the PCs can interject anything:

Before you have any chance to speak, you hear another cry from market stalls. The patrolman immediately stops questioning the young boy, and looks desperately around before silently cursing to himself. He looks to you. "Quick, follow me." With one hand on club and one clutching the boy's wrist, he enters the crowd.

If PCs follow, continue. If not, skip this paragraph and move to the next.

After much weaving through the crowd, you appear in front of a rather irate elf. He is pointing at the boy and yelling profusely at the Home Guard.

"Are you here to protect our property or babysit our children?" he spits. The patrolman looks rather lost, unsure what to do.

When the Home Guard sees that you have followed him, he turns from the yelling elf, and looks upon you with pleading eyes.

"By the looks of it, you all seem to be heroes. My name is Jona, my comrades seem to be lost somewhere within this crowd." He frowns and looks about him again. Sighing, he turns back to you. "I need to investigate this further, but cannot with the boy in tow. Could you do me the

favor of taking him to his father and waiting for me?"

If the PCs don't agree, he looks sad, and is disappointed that the PCs aren't "heroes". If they do agree, he is very thankful, and gives them the address to Elifin's father's house on Tannery Row. He tells them to wait for him there, and that it should only take an hour or so to investigate this new theft. If asked about his comrades, he explains that the Home Guard patrol in groups of three to five patrolmen at a time, but he seems to have gotten separated from his group at some point during the festival. Perhaps they were caught in crowd or had other business to attend to.

In any case, Jona profusely thanks the PCs, and rushes back to the stalls.

The PCs now have a choice. They may either follow Jona's orders and go to the house, question the stall owners, or perhaps go off-course. If they go off-course, try to get them back on. Also note that if they do not go right away to the house, the assassination of Glenton will take place in an hour (not game time). The boy does not speak to one of the PCs at this time.

Jona, male human Ftr1: Medium-size Humanoid (5 ft. 9 in. tall); HD 1d10+2; hp 12; Init +6 (Dex); Spd 30 ft.; AC 14 (+2 leather armor, +2 Dex); Atks +4 melee (1d6+2, club); AL NG; SV Fort +4, Ref +2, Will +2.

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

Skills: Climb +6, Jump +6, Ride +4, Sense Motive +2, Swim +4 (+0 when equipped). Feats: Improved Unarmed Strike, Iron Will, Weapon Focus (club).

Equipment: Leather armor, club, Home Guard uniform.

Elifin Greyboot, male half-elven Rog1: Medium-size Humanoid (4 ft. 4 in. tall); HD 1d6; hp 6; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 12 (Dex); Atks +0 melee (1d3 subdual, unarmed); SA Rog sneak attack +1d6; AL N; SV Fort +0, Ref +4, Will +2.

Str 10, Dex 15, Con 11, Int 12, Wis 14, Cha 14.

Skills: Bluff +6, Climb +2, Disguise +6, Escape Artist +6, Hide +6, Listen +5, Move Silently +6, Open Lock +4, Pick Pocket +4, Sense Motive +6, Search +2, Spot +3, Tumble +4. Feats: Run.

Equipment: None

Situation B (the boy's capture)

The figure snarls and hisses at all of you as it struggles to get out of your grasp. The word "malza" is all he says before someone hurriedly approaches you.

The person who approached you wears the unmistakable dress of a Home Guard patrolman. A red sash is thrown over his left shoulder, pinned with shield badge of a green and white checkerboard. Under his sash he wears leather

armor, and attached to his belt is a polished black club.

Highfolk PCs will know that a red sash indicates the rank of private in the town's militia.

The human looks a little flushed as he approaches. Looking to each of you with thankful eyes, he stoops down and unmasks the short villain. Pointy half-elven ears emerge from the sides of a young boy's head, the head of a young 13-year-old boy. The patrolman gasps in surprise. "Elifin! How could you?" The boy glares at him, defiance in his eyes.

Before the guard can say anything else, another cry for help is heard from the stalls. The patrolman immediately stops questioning the young boy, and looks desperately around before silently cursing to himself. He looks to you. "Quick, follow me." With one hand on club and one clutching the boy's wrist, he goes back into the crowd.

If PCs follow, continue. If not, skip this paragraph and move to the next.

After much weaving through the crowd, you appear in front of a rather irate elf. He is pointing at the boy and yelling profusely at the Home Guard.

"Are you here to protect our property or babysit our children?" he spits. The patrolman looks rather lost, unsure what to do.

When the Home Guard sees that you have followed him, he turns from the yelling elf, and looks upon you with pleading eyes.

"By the looks of it, you all seem to be heroes. My name is Jona, my comrades seem to be lost somewhere within this crowd." He frowns and looks about him again. Sighing, he turns back to you. "I need to investigate this further, but cannot with the boy in tow. Could you do me the favor of taking him to his father and waiting for me?"

If the PCs don't agree, he looks sad, and is disappointed that the PCs aren't "heroes". If they do agree, he is very thankful, and gives them the address to Elifin's father's house on Tannery Row. He tells them to wait for him there, and that it should only take an hour or so to investigate this new theft. If asked about his comrades, he explains that the Home guard patrol in groups of three to five patrolmen at a time, but he seems to have gotten separated from his group at some point during the festival. Perhaps they were caught in crowd or had other business to attend to.

In any case, Jona profusely thanks the PCs, and rushes back to the stalls.

The PCs now have a choice. They may either follow Jona's orders and go to the house, question the stall owners, or perhaps go off-course. If they

go off-course, try to get them back on. The boy does not speak to one of the PCs at this time.

Jona, male human Ftr1: use stats above.

Elifin Greyboot, male half-elven Rog1: use stats above.

Situation C (the boy's injury / death)

Should the PCs pull weapons to attack the fallen boy, he is stunned for the first round. On the second round, if still alive, he attempts to run away. He will not fight the PCs.

However, the angry citizens will, if they see the PCs attack the boy. The townsfolk attack to subdue any of the PCs who made physical attacks against Elifin.

Also remember that any area effect spells will hit other citizens, and long range attacks or medium and higher sized weapons have the chance of hitting the crowd instead of the boy.

Human and elven Com1 (15): Medium humanoid; HD 1d4; hp 6; Init +0; Spd 30 ft.; AC 10; Atks +0 melee (1d3 subdual, unarmed); AL varies; SV Fort +0, Ref +0, Will +0.

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

Skills: Use Rope +2, Spot +2, Listen +2, Ride +2. Feats: Toughness.

Equipment: Dagger.

After one round, Jona, the patrolman, will also attempt to subdue the PCs.

Jona, male human Ftr1: use stats above.

If the PCs surrender or are captured, a trial takes place that very moment, with Jona serving as judge. The PCs ability to convince the Home Guard is left to DM discretion. If charged, the PCs are sentenced, and the adventure is over for them. If the characters are found innocent (which is something that is very hard to do), they are asked to tell the boy's father what has happened.

The charges and sentences of Highfolk laws that applies are as follows:

- * Murder with intent (imprisonment in the Roots - the prison underneath Highfolk)
- * Assault or unintentional death (fine of half the PC's worth or incarceration at the district jail)

Encounter 2: Home of a Poor Man

The smells coming from the tanner's shops are hardly like the pleasant smells you encountered earlier this afternoon. Soon you find yourselves in front of a house that can only be described as "quaint" and "rustic." A broken window is located

on the right side of the house, and the door seems to be falling off its hinges.

If the PCs knock, they can hear shuffling on the floor towards the door after a few seconds. After a second knock, the door opens. The door is unlocked, and should they just barge in, they find a male elf lying on the bed.

At seeing you, the middle-aged elf smiles weakly and asks, "Can I do anything for you?" The elf can only be Elifin's father. He is thin and sickly. Long oily dark hair is plastered to the sides of his face, and it seems like he hasn't eaten for days.

If Elifin is with the PCs, the boy's father looks surprised and relieved to see his son. He thanks the PCs for finding his son, and offers them to come in. If the PCs have come to inform him that his son is dead, he is very silent, and waits for the patrolman to come.

The inside of his house contains one simple room, with a bed in the corner covered with rags and a few chairs. There is also a secret door in the back. Glenton does not reveal how he manages to live, just that he "gets by with what he has".

After offering each PC a chair and apologizing for not having any food to offer, Elifin's father asks where the PCs found his son. Provided they explain the story, his face turns expressionless, as he moves toward his son protectively.

"I see. I am sorry for the trouble my son has caused you. He is a very troubled boy...." His voice trails off, and he looks distant.

It takes him a few moments to continue. Let the PCs become uncomfortable with the situation.

Finally, he continues, "I fear what might happen to him should 'they' come for him. Will you hear me out?"

If the PCs agree, continue. If not, he only sighs and does not speak until the "Home Guard" arrives.

He looks a little relieved, and smiles wanly. "Elifin wasn't always like this. He used to be a very enthusiastic and bright little boy. This was when his mother was still alive..." The elven man smiles obviously enraptured in the memory of his dead wife. "My wife was a beautiful woman who bettered everyone around her with her mere presence. Though she was human, she and I loved each other. We laughed at those fools who thought we could not be together, and prayed to Hanali and Myhriss for their guidance and protection.

"The gods gave us a wonderful baby boy fourteen years ago. We were truly happy—Cylia, Elifin, and me." His happy face changes into a frown. "That changed four years ago. When we went into the Vesve for a picnic, some orcs

ambushed us and dragged Cylia off. I tried to find her, but" His voice trails off again, and he grits his teeth angrily. "I was stupid to think that we would be safe there. I should have listened to her.

"Afterwards, Elifin lost himself. He became more withdrawn and soon became mute. And I...I was too stupid to realize it. Around three months ago, I finally noticed. Every other night, he disappeared from his room. One week ago, I finally followed him. What I saw scared me to near death."

The man shivers uncontrollably. "I followed my son to a wooded area a few miles from town. He stopped at one point, and several dark figures blindfolded him. There were other young ones as well, each of them were blindfolded. Finally, when they were finished, they carried my son and the other youths deep in the woods. I was a coward, I feared to follow.

"The next day, I said nothing to him, and he was still silent. The next day, I followed him again. The second night I found my courage and followed the group farther into the woods. They brought the younger ones before a man in a long black cloak. Other cloaked ones were surrounding him as well, silently. I saw the flash of a blade towards one of the children, and heard the gasp of the child as he fell over.

"I was aghast, and stumbled backward in shock. I snapped a twig, and several of the cloaked ones heard me. I ran fearing for my life.

"The next day, Elifin came back. I demanded that he never back to that place. He looked at me with frightened eyes, shouted 'Malza', and quickly ran out. I had not seen him since. However, I found this." From his pocket, he produces a small silver pin.

Finally, he excuses himself, and tells the PCs that his name is Glenton Greyboot (male elven Com1, hp 4). He gives the pin to one of the PCs. The silver pin is that of an exquisitely detailed owl with small emeralds for eyes. On the back are the etched initials "EG" and a small teardrop. Glenton does not know what 'malza' means, and the meeting places have always been in the same wood, but different places. He cannot tell the PCs where it is (he was too frightened is his excuse).

He turns to you and asks in a pleading voice, "I ask, desperately, that you find out who these people are. This pin is the only clue that I have. Please, save my son, and leave now."

If the PCs agree to it, he continues. If not, he resigns and sinks to a chair to wait for the patrolman. Go to the next encounter.

"I do not know the maker's mark, but my friend, Thorton Stoneforge, might. You may find him at the Old Skull. It's a favorite tavern of his. Please, go!"

The Old Skull is on Tannery Row as well.

PCs choices now include: staying there (encounter 3a), the tavern (encounter 6), or going to the stalls (encounter 4). Note that if they do not stay there, they have a limited amount of time before Glenton's assassination, scheduled an hour (not game time) after encounter 1. Also, if they do not stay there, it is now time for Elifin's encounter (5) should the requirements be made.

Encounter 3: Would You Kindly Come with Me? A Girl's Heartbreak

Depending on when the PCs go to the house, there could be two different encounters.

After Encounter 2

Glenton remains silent, almost as if he is brooding. The uncomfortable air around him and his house is nerve-wracking, but soon the knock at the door saves you from the sounds of silence. The elf rises and opens the door slightly, then asks in a raspy voice, "Who could be calling?" A female voice answers that she is from the Home Guard, and asks if she can come in.

Unless the PCs say otherwise, Glenton allows the woman in. If they tell him not to answer the door, he inquires (rudely) as to why, and answers the door if they do not come up with a quick response.

Behind the door is a small, young elven woman. Brunette hair cascades over her shoulders and a familiar red Home Guard sash over the right shoulder, while a short sword hangs from her belt. She smiles at everyone—it is a beautifully radiant smile. "Greetings, all. I see that you have company, sir. I am Rosianna Dellenfall of the Home Guard, and I've come to take you and your son for questioning."

If PCs don't immediately get the hint that she isn't who she says she is each can make a Spot check (DC 20; rolled in secret) to determine that her sash is draped over the wrong shoulder—all Home Guard wear the sash on the left shoulder. Also, another check at the same difficulty allows the PC to notice many bruises that are all over her body, hidden (poorly) with make-up.

If the PCs suspect nothing and let Glenton go with the false Home Guard, the other elves with Rosianna attack and attempt to kill Glenton. PCs hear the sounds of battle easily. Rosianna is totally motionless at first, and in the second round of combat she attempts to run away.

Should the PCs suspect that something is wrong, and they stop Glenton from going with the Home Guard, Rosianna appears nervous and

insists, ordering Glenton to follow the orders of the Home Guard. If the PCs question her authority, she immediately pulls out her sword as per her Quick Draw feat. She then swings the sword at Glenton, before the PCs can react:

Rosianna's sword quickly pierces through the air towards its target—Glenton Greyboot. However, instead of hitting home, the tip of the blade stops at Glenton's chest. The elven woman's lip quivers, and her body begins to shake. Tears form in the corners of her eyes, and soon her whole body tenses. The short sword falls from her hand, clattering on the ground, and she covers her face. "I'm sorry," she whispers.

Have the PCs roll initiative.

The door bursts open, and several small grey-robed figures fill the room, surrounding you.

Unless a PC is actually in the way or hitting the cult member, the enemies go after the father and run after he is dead. The father can do nothing but cower. Rosianna backs away from the fight.

Rosianna Dellenfall, female elven Rog2: Medium-size Humanoid (5 ft. 6 in. tall); HD 2d6+2; hp 12; Init +3 (Dex); Spd 30 ft.; AC 15 (+2 leather armor, +3 Dex); Atks +4 melee (1d6 [crit 19-20], short sword); SA Rog sneak attack +1d6; SQ Rog evasion; AL CN; SV Fort +2, Ref +6, Will +0.

Str 10, Dex 16, Con 12, Int 10, Wis 9, Cha 18.

Skills: Balance +8, Bluff +5, Climb +4, Disguise +5, Escape Artist +8, Hide +8, Listen +0, Move Silently +8, Search +1, Spot +0, Tumble +8, Use Magic Device +9; Feats: Weapon Finesse: Short sword, Dodge, Quick Draw.

Equipment: Short sword.

Tier 1 (EL 2)

Male elven Rog1: Medium-size Humanoid (5 ft. tall); HD 1d6; hp 6; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 15 (+2 leather armor, 3 Dex); Atks +0 melee (1d6 [crit 19-20], short sword); SA Rog sneak attack +1d6; AL N; SV Fort +0, Ref +5, Will +0.

Str 10, Dex 16, Con 11, Int 13, Wis 11, Cha 13.

Skills: Bluff +5, Disable Device +7, Hide +7, Listen +4, Move Silently +7, Open Lock +7, Pick Pocket +7, Search +5, Spot +4; Feats: Improved Initiative.

Equipment: Leather armor, short sword.

Female elven Rog1: Medium-size Humanoid (4 ft. 11 in. tall); HD 1d6+2; hp 8; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 leather armor, +2 Dex); Atks +3 melee (1d6+3 [crit 19-20]); SA Rog sneak attack +1d6; AL N; SV Fort +2, Ref +4, Will -1.

Str 16, Dex 14, Con 14, Int 10, Wis 8, Cha 9.

Skills: Bluff +3, Disable Device +4, Hide +6, Listen +3, Move Silently +6, Pick Pocket +6, Search +4, Spot +3; Feats: Power Attack.

Equipment: Leather armor, short sword

Tier 2 (EL 4)

Male elven Rog2: Medium Humanoid (5 ft. tall); HD 1d6; hp 6; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 15 (+2 leather armor, 3 Dex); Atks +1 melee (1d6 [crit 19-20], short sword); SA Rog sneak attack +1d6; SQ Rog evasion AL N; SV Fort +0, Ref +6, Will +0.

Str 10, Dex 16, Con 11, Int 13, Wis 11, Cha 13.

Skills: Bluff +6, Disable Device +8, Hide +8, Listen +5, Move Silently +8, Open Lock +8, Pick Pocket +8, Search +6, Spot +5; Feats: Improved Initiative.

Equipment: Leather armor, short sword.

Female elven Rog2: Medium Humanoid (4 ft. 11 in. tall); HD 1d6+2; hp 8; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 leather armor, +2 Dex); Atks +4 melee (1d6+4 [crit 19-20]); SA Rog sneak attack +1d6; SQ Rog evasion; AL N; SV Fort +2, Ref +5, Will -1.

Str 16, Dex 14, Con 14, Int 10, Wis 8, Cha 9.

Skills: Bluff +4, Disable Device +5, Hide +7, Listen +4, Move Silently +7, Pick Pocket +7, Search +5, Spot +4; Feats: Power Attack.

Equipment: Leather armor, short sword

After the combat, if Rosianna is alive, she cries uncontrollably. If a PC is kind to her, she calms down enough to say:

"Please... please, don't kill me... I'll tell you all I know, but please..."

A Sense Motive check (DC 10) allows the PC to know that she seems to be honest about the above statement. Rosianna waits to continue until the PCs have promised not to kill her, and she too uses her own skills to make sure they are not lying. If they plan to kill her, or are threatening, she just cries more and apologizes, saying she hates her life and what's become of it.

If the PCs are actually friendly, she answers questions as follows (feel free to alter):

"Why are were you trying to kill him?"

"I didn't want to... My boyfriend told me that if I didn't do as he said, he would get..." She shifts her weight from one foot to another and watches the floor. "Angry."

"Who are you?"

"My name is Rosianna Dellenfall, as I've told you."

"Who were those that attacked us?"

She seems very afraid to answer that question, but if pressed she answers. ***"We are a group of people interested in the elven ways.... (if pressed for more) I am not as interested in their ideas as my boyfriend is, though. He has gotten scary." She frowns deeply. "He used to be sweet and nice, but now I rarely see him."***

"Who is your boyfriend?"

She fidgets and moans a bit. "Brennen."

And so on. She does not answer any other questions about Brennen, as she is obviously afraid of him or the others. Rosianna is extremely apologetic and depressed, and begs for her life to be spared. There is really nothing more that she can tell the PCs, as she was only roped into this mess, and not a true member.

Glenton, if alive, understands Rosianna's plight. What the PCs do with Glenton, her, and Elifin is up to them. Unless they keep them there somehow, all three disappear by the end of the scenario.

There are numerous things that the PCs can do. Should one of the assassins be charmed, an outside force dispels him/he so that no information may be given on the Order. The PCs may bring Rosianna and her "friends" to the Home Guard for questioning, in which case all of them disappear at some point. If asked about Jona, the Home Guard has not seen him in quite awhile, and he should have reported back some time ago. If PCs are looking to treat Rosianna's beatings, they may bring her to any of the temples or shrines in Highfolk (the Temple of Change being the most predominant at this point or the temple to Ehlonna). They also may go to the tavern (6), the stalls (4), or have a "chat" with Elifin (5).

After the Assassination

There is a possibility that the PCs don't go to the house right away or actually listen to the father and go to the tavern. If that is the case, then this section will be used instead of the above section.

If the PCs knock, no one answers. Should they enter the home, read the following:

Before you spy a gruesome sight. An elven man of middle age (Glenton) lies on the ground, bleeding profusely from several deep cuts from his cheek, forehead, and neck. Hovering above him, on her knees and covering her face, is a young elven woman. Brunette hair cascades over her shoulders, and she is wearing the red sash of a private. When you enter, she jumps, startled, and cringes away from you.

Rosianna has been crying over Glenton's body ever since her "comrades" murdered him. She inches away from the PCs if they come closer, begging that they don't touch her. If they attack, she does not attack back. Treat her like the first part of this encounter.

If Elifin is with the PCs, he says absolutely nothing and attempts to run away.

Glenton is dead. There is nothing the PCs can do for him. Glenton refuses to be raised.

There are numerous things that the PCs can do. The PCs may bring Rosianna to the Home Guard for questioning, in which case she disappears at some point. If asked about Jona, the Home Guard has not seen him in quite awhile, and he should have reported back some time ago. If PCs are looking to treat Rosianna's beatings, they may bring her to any of the temples or shrines in Highfolk (the Temple of Change being the most predominant at this point or the temple to Ehlonna). They also may go to the tavern (6), the stalls (4), or have a "chat" with Elifin (5).

Encounter 4: The Stalls

The PCs can visit this encounter at any time, provided it is before the festival time (see the Judge Appendix I).

- * The first stall is the stall of Tanal Moonsteel, (male elven Exp9). He is very worried about Elifin, as he knows his father to be very hard on life ever since Cylia died. He asks the PCs to do him a favor, to look into the matter. Tanal believes that the elven weapons and Elifin's plight are connected somehow. If the PCs should make it right (make him assured that Elifin will be all right, the DM's call), then he promises one of the PCs a magnificent weapon and a favor to the others. He describes this weapon as the Mighty Composite Longbow in the treasure summary. It and other weapons with similar carvings have been stolen. He thinks that his eyes must be getting old, but he thought he saw an old merchant friend of his snooping around the houses of other merchants.
- * The other stall that was robbed was Tanal's older brother's, Taral Moonsteel (male elven Exp5; Cha 7). He is the exact opposite of his brother and wishes to see the boy hanged or some other form of torture. Taral demands the PC heroes find his goods, explaining that they were stolen from right under his nose. In actuality, if the PCs demand more info, he tells them that he was distracted by the commotion.

Easy Listen checks (DC 5) let PCs hear snippets of conversation from passersby—two little girls—complaining about the grugach situation. If the PCs confront these people, they tell them that grugach have been sited all throughout the city, stealing things and bullying people around. One of the girls is holding a grugach doll, which she got at the toy booth at the festival from a nice halfling lady. If pressed, the girls reveal that they really have never seen grugach before, and the things they say are what all the adults are saying.

If the PCs still have time and the assassination has not taken place (an hour after encounter 1), they may still have encounter 2 or 3a (depending on where they went). They may also go the tavern (6). Elifin speaks (5) only if they encountered the boy's father.

Encounter 5: The Boy Speaks

This is a floating encounter. At any point Elifin is with the PCs, they may try talking with him. He is mute and hard-faced. However, if a PC meets the following requirements:

- The PC must be female.
- The PC must have a Charisma of 12+.
- The PC must speak Elven when talking to him.
- The PC must be kind in all of her dealings with him.

He talks to her and her alone. (She reminds him of his mother). The DM may also feel free to pull this PC aside at some point after the Glenton encounter, or have Elifin find some way to speak to her alone.

- * His name is Elifin Greyboot.
- * He is thirteen years old, and lives with his father. He loves his father, but feels that his father ignores him and so, he cannot talk to him like his brothers and sisters can.
- * He has found a new family within a tribe. They like him there, and talk with him.
- * The tribal rituals are scary if you are weak, but they are necessary to prove oneself strong. He is strong, but some of his friends are not.
- * He misses his mother very much, and the PC reminds him of her. That is why he will only talk with the PC.
- * He cannot talk much about his tribe, for the Elder (the leader of the tribe) or his cousins (the member of his tribe) may get angry.
- * Stealing the weapons was a part of the tribal initiation.
- * He knows little about the Elder or his cousins. His cousins dress up in the same manner he does. The Elder claims that he is the Chosen One to lead the true elves to victory. He does know that a member of the group called the Prophet is very short, as short as he is, and has dark skin.
- * He begs the PC to join him in his tribe (if the PC is or appears to be an elf or half-elf).

If the PC agrees to the last part, pull her aside at certain times in the scenario (whenever the DM deems appropriate) and tell her that she feels she is being watched. A member of the Order that looks like Brennen (with dyed skin and a grey cloak) is following the hero. At some point, he

may approach and ask if the PC is sure. If she says she is, he tells her that they shall call upon her in some time.

Encounter 6: Wet Your Whistle

If the PCs never talk to the father and never told to come here, the PCs may not gain the pin by way of this encounter. Should this be the case, have the PCs find the pin on Elifin. A Knowledge (local) skill check (DC 10) allows the PCs to know that Thorton might know who made it.

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

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

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

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

The whistle must be magical. When you blow it, the noise of the crowd dins down almost into silence. The bartender, a middle-aged rotund fellow with lots of body hair, stops drying off the dragon skull and looks at you. "Yes, can I help you," he says, as if making a statement rather than asking a question.

If the PCs inquire about Thorton, the bartender jerks his thumb back towards a door. If they ask about the bar and its "inhabitants", he claims that of course they are real (which most aren't).

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

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

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

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

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

Della Wood (female halfling Com5; Cha 17). Della is the cousin to Engert and Logan Wood. She is very perky, and swoons over any male halfling PCs.

When the PCs give Thorton the pin, he continues:

"Ah yes," he coughs sheepishly. "This is some fine quality pin you have here. This is the work of a friend of mine. His name is Gilly the Great. Excellent crafter, but unknown in these parts...so far. He came here from Furyondy last month. I can give you the address, but you can't go till tomorrow morning—he should be opening up early to account for missed time. His shop's closed today because of the festival."

At this, the halfling girl peeks out of the door. "I wanna go!" The dwarf nods and addresses the PCs "You are going to the festival, aren't you? Can't let those clerics of Wenta down. You can take Della here."

Thorton knows the following:

- * He is one of twenty dwarves in Highfolk. They all have a huge monopoly on the metal crafting here.
- * The Old Skull, and this room, is where they normally hang out. (He only tells this to dwarven PCs.)
- * He and his friends have not been robbed. The pilfered goods seem to only be of elven make.

Once they are ready to leave, Thorton gives the address and wishes them luck.

Thorton Stoneforge, male dwarven Ftr4: Medium Humanoid (4 ft. 4in. tall); HD 4d10+12; hp 43; Init +0; Spd 20 ft.; AC 15 (+3 studded leather, +2 shield); Atks +9 melee (1d8+6 [crit x3], battleaxe); AL LG; SV Fort +7, Ref +1, Will +1.

Str 18, Dex 10, Con 16, Int 14, Wis 10, Cha 12.

Skills: Craft (weapon) +12, Craft (armor) +12, Diplomacy +5, Profession (blacksmith) +4. Feats: Weapon Focus (battleaxe), Weapon Specialization (battleaxe), Toughness, Power Attack, Sunder.

Equipment: Studded leather armor, battleaxe, large steel shield.

By this time, the assassination has already taken place if the PCs did not prevent it. PCs may take Della to the festival (7), go to the stalls (4), or simply rest.

Encounter 7: Wentafest

The Brewfest celebration is still in full swing, and the feast for Old Bough seems to be as wild as can be. Drunken humans and elves sing merrily as

they cling to each other for support. No one, not even Iuz himself, could break the revelers' spell.

Four booth signs catch your eye: The Toys, Wenta's Wares, Mordenkainen's Grand Junction, and Zagyg Was Here.

If Della and any halfling males are present, she is very much into the toy stalls. Have fun with her. If two or more halfling males are present, she insists on having one of them fight for her hand.

The Toys

This booth has a multitude of different toys and games, as well as plush dolls. The Judge may make up the details of several of the toys. The PCs may purchase any of the curiosities, each of which cost between 1 wheat (cp) and 1 solar (gp).

The item of note here is a small, hard-to-Spot (DC 20) grugach doll. It is similar to the dress that the PCs have encountered. The halfling manning the booth says, if asked,

"Oh yes, THAT item. Lots of people seem to want that one today. Supposedly there's a bunch of grugach running around the city. That'll be one copper piece. I can make more in a jiffy."

Each doll takes an extra 15 minutes to make, and she will only make one for each PC.

The middle-aged halfling woman, **Seraphina** (female halfling Exp5, Wis 6), is actually the only person around who has seen a grugach, and is the person who started the rumor. The PCs may extrapolate information from her as they wish. Three months ago, she was in the Vesve traveling to Quaalsten when she came upon a group of wild elves that danced strangely (she demonstrates if need be). They found her and attacked her, knocking her out cold. Then she saw elves in the same garb as the grugach in the town.

However, the woman is very forgetful and ditzy, and the DM should remember to play her that way. In fact, she has forgotten some simple details. She forgot that the people she saw in the forest were wearing simple animal skins and had dark skin, whereas the ones she saw in town wear gray cloaks and usually have lighter skin.

Wenta's Wares

This booth is essentially a bar. Every kind of drink can be found here, but the rule of this bar is that you can't take it home with you.

There is also a special drink that is only made once every ten years, which will be hawked by the cleric of Wenta manning the booth.

"Come try this delicious meal in a glass! Only one silver piece! You will find no other drink like this!"

PCs drinking this concoction must make a Fortitude save (DC 20). If they fail, they lose 2 temporary constitution points, and fall asleep for

1d4 hours. Nothing wakes them up. If the PC makes her save, she only feels slightly dizzy. Once (one of) the PCs drink, the cleric will continue

"Very good, no? It is said that Wenta herself blessed this drink. (And it seems that she has blessed your friend as well.)"

Mordenkainen's Grand Junction

A small orange tent is what marks this spot. The person here is supposedly an expert on the great Circle of Eight, but makes up nearly everything he says. Many grey ioun stones float around his head. One thing is true however, and he stresses

"Why, the great Mordenkainen HIMSELF lived right here in Highfolk!"

Whether or not people believe him is up to the PCs.

For anyone who shows interest in his claims he goes on:

- He is a great and powerful wizard, as evidenced by the many, many ioun stones floating around his head.
- To someone interested, he claims to actually be Mordenkainen's son, "**Mordenkainen Jr.**" (male human Wiz5/Rog4; Cha 15), who helped Bigby with his spells and was once Tenser's roommate.
- To someone who is really interested in what he has to say, he says that he will give him/her something special, and gives the PC an ioun stone from the galaxy above his head.

The man is not stupid. Should any PC smart mouth him, he takes advantage of him in any way the DM deems possible (and fun).

PCs also have a chance (Listen, DC 12) to overhear the following chat from children passing by the booth:

"Did you hear about Boa? He came back yesterday with a large scar on his side, and hasn't spoken SINCE."

"Must be those grugach."

The children, a young elf and a younger half-elf, only know that Boa has been missing. They know where his house and tell the PCs that, but should the PCs actually venture there they turn up with no one home. Inside Boa's room is a few animal skins and makeshift spears, that is all.

Zagyg was Here

Someone has set up a small shrine to the god of humor here. No one is actually at this "booth" besides someone who appears to be sleeping and reeking of ale, but the PCs notice strange looks from people who pass by. The shrine consists of a

mirror and a single leather boot. On the mirror is etched, in elven,

"The grugach are here? And they thought I was crazy."

Jona (the Guardsmen from Encounter 1) is the man who is "sleeping". Upon further inspection (Search, DC 5), the PCs recognize him for who he is, and see that he is not sleeping but unconscious (-1 hp, stabilized). A bandage is wrapped around his head, and there is a small spot of blood, a bump, and a bruise where he was hit. He does not know what happened, only that he was walking to the Greyboot house when he was smacked with something from behind.

Jona, male human Ftr1: Medium Humanoid (5 ft. 9 in. tall); HD 1d10+2; hp 12 (now -1); Init +6 (Dex); Spd 30 ft.; AC 14 (+2 leather armor, +2 Dex); Atks +4 melee (1d6+2, club); AL NG; SV Fort +4, Ref +2, Will +2.

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

Skills: Climb +6, Jump +6, Ride +4, Sense Motive +2, Swim +4 (+0 when equipped). Feats: Improved Unarmed Strike, Iron Will, Weapon Focus: Club.

Equipment: Leather armor, club, Home Guard uniform.

At this point, the only encounters the PC can face are the aftermath of the assassination (3b), the Old Skull (6), or Elifin (5). After waking up, they can go on to encounter 8. Be sure to keep track of time for the later ambush encounter.

Encounter 8: Gilly the Great

Following the instructions that Thorton gave you, you stop your journey in front of a small apartment. Hanging from a pole above the door is a sign that creaks in the wind.

The sign is in gnomish: "The All-powerful Shoppe of His Majesty's Hindquarters".

Once the PCs walk in, they see a very rotund gnome, one **Gilfred G. Gallios** (male gnome Exp5) sitting on a footstool, gorging himself with sweets. He looks startled when they enter, and jumps up to look for a weapon of some sort. When they say anything that explains who they are, he calms down, but still eyes the rake in the corner.

"Yes, yes, yes," he mutters, sounding annoyed. "I know all, I see all. Hurry up with you. I was trying to eat."

If the PCs ask if he crafted the pin:

Gilly puffs out his large chest and boasts, "Why yes, yes I did. I am the GREAT Gilfred G. Gallios of Furyondy, and I made that pin and several

others like it. Did you know that I was SO great that I had to leave Furyondy because of my greatness? It's true. And I will soon have to leave Highfolk as well, maybe to travel to Veluna or Dyvers to show my prowess there."

Of course, they are all lies. Gilfred's talents were never appreciated in Furyondy, and the disgruntled gnome left for other venues. He gives only that information. If they want anymore:

"That is personal information for my clients. Now, remember, that means if you become one of my clients, you get their personal information."

This means one of the PCs has to buy something for Gilly if they want to find out more about the pin. He has many knickknacks for sale, ranging from as little as 1 gp to 300 gp. As with the previous Toys encounter, you may cater to the PC's needs. The only things he does not have are evil holy symbols and the like, and he eyes those asking suspiciously.

When something is bought, continue:

"You're looking for the silver owl pin guy, huh? Let me tell you, he's someone you don't want to cross. He is a real mean fellow. Looked strange for an elf. I thought they all had fair skin, but this guy was as dark as bark."

His eyes dart from side to side, and he leans in towards your group and whispers, "Some say that these people are grugach, or descendants of them. I wouldn't be surprised that he bought fifty of them for all his little grugach buddies, but." Gilfred straightens. "You didn't hear nothin' from me. As to where he is? I don't know, but he had me send the pins over to the Starlight warehouse".

The chubby gnome shakes his head. "Now, you go to all your friends and tell 'em my shop's open for business!"

Gilly knows nothing more than what he tells the PCs, other than that he is afraid for the community if the grugach continue to steal elven weapons.

PCs may go on to the warehouse (9) or any other encounter besides the festival and encounter 2.

Encounter 9: They're Everywhere!

If the PCs haven't already done so, this could be the perfect time for them to visit the house. By this time, the father is already dead. Go to Encounter 3 if such is the case.

When they proceed to the warehouse the PCs will find that the doors to the building are not locked.

The warehouse is basically one room. Crates are off to the left; a desk with various stacks of papers is on the right. The back wall's two doors for wagons are open, but no wagons are there. There is also a stack of hay by the doors. The dimensions of the warehouse are 100x100, the crates (sans the spider crate) taking up 5x5. The spider crate is slightly larger. There are also two windows on either side of the warehouse, one by the crates and the other by the desk.

The Crates

Ten crates line the left wall. Four of them are open, and another larger crate bulges, looking as if it is about to crack open. Course black hair peeks out from the cracks of this crate, and long bent furry sticks protrude from each crack. There is no movement.

Trap: Should the PCs actually open this crate, they find a large monstrous spider. From this angle, they cannot tell if it is alive or dead. Opening the crate allows the small monstrous spiders to attack. Have the spiders make Hide checks, and when the PCs open the crate have them make Spot checks. The PCs do not see the smaller creatures if the spiders succeed, and they ambush the PCs. The larger spider is actually dead.

Tier 1 (EL 3)

Small monstrous hunting spiders (4): CR 1/2; Small Vermin (2 ft. long); HD 1d8; hp 4 (each); Init +3 (Dex); Spd 30 ft., climb 20 ft.; AC 14 (+1 size, +3 Dex); Atks +4 melee (1d4-2 + poison, bite); SA Poison; SQ Vermin; AL N; SV Fort +2, Ref +3, Will +0.

Str 7, Dex 17, Con 10, Int —, Wis 10, Cha 2.

Skills: Climb +10, Hide +14, Jump +6, Spot +11.

Feats: Weapon Finesse (bite).

SA: Poison (Ex)—The bite of these spiders is poisonous. They inflict an injury poison, which has a Fortitude save (DC 11) to resist. There is no initial damage done if the save is failed. The secondary damage (one minute later) requires the same save (DC 11), except a failed save results in 1d2 Str damage.

SQ: Vermin—Immune to mind-influencing effects.

Tier Two (EL 5)

Small monstrous hunting spiders (7): CR 1/2; Small Vermin (2 ft. long); HD 1d8; hp 4 (each); Init +3 (Dex); Spd 30 ft., climb 20 ft.; AC 14 (+1 size, +3 Dex); Atks +4 melee (1d4-2 + poison, bite); SA Poison; SQ Vermin; AL N; SV Fort +2, Ref +3, Will +0.

Str 7, Dex 17, Con 10, Int —, Wis 10, Cha 2.

Skills: Climb +10, Hide +14, Jump +6, Spot +11.

Feats: Weapon Finesse (bite).

SA: Poison (Ex)—The bite of these spiders is poisonous. They inflict an injury poison, which has a Fortitude save (DC 11) to resist. There is no initial damage done if the save is failed. The secondary damage (one minute later) requires the same save (DC 11), except a failed save results in 1d2 Str damage.

SQ: Vermin—Immune to mind-influencing effects.

Opening all the crates takes around 15 minutes. In some of the crates are a few broken arrows with the carvings that Tanal mentioned, all ruined and worthless. They are all of elven make and are some of the weapons stolen by the "grugach."

The Desk

The desk has many papers on it, stacked in individual piles. They detail several different accounts, but nothing of interest.

Having the PCs make a Spot check (DC 10), if the check is successful they find a piece of torn paper underneath a lamp. On this piece of paper are the letters "aw". The murderer took these papers in an extreme hurry, and in his extreme haste he didn't bother to lift the lamp that was holding this one paper down.

The Hay

Inside the hay is the dead body of the warehouse owner, Cinton Gellyway. There is a deep slash mark on his neck, and many small bites over his body. A successful Heal check (DC 15) can determine that these are spider bites, and that Cinton has been dead 2-3 days.

Oops, I Tripped

Near the hay is a loose floorboard. Anyone not actually examining the hay but nearby may make a Spot check (DC 20) to find it. If the PCs are Searching they may also find it (DC 10). Underneath the loose floorboard they can find a ledger, detailing Cinton's accounts with a mysterious elven man (Handout #1).

Tracks (Tracking or Search DC 5) lead outside of the warehouse, and then toward the outside of the town, into the woods and onto the trail to Quaalen. This leads into Encounter 10.

Encounter 10: I Don't Wanna Be Ambushed...

Note: The ambush of the caravan occurs at 10 am on the second day. If the PCs spend too much time at Gilly's and the warehouse, they may miss the ambush itself. The DM should be acutely aware of how much time the heroes take in getting to the caravan.

The PCs need to make Tracking or Search checks (DC 5) to follow the tracks to the wagons. Each check takes 15 minutes. The PCs must make 5 successful checks in order to catch up to the wagons.

The tracks start out on the trail to Quaalsten, but quickly veer off into the countryside. Brennen informed his men that this was the procedure he uses to foil bandits.

Again, the DM must calculate how much time has taken, then choose the right scenario:

Before the Ambush

Lucky PCs find the wagons before they are ambushed. However, the people transporting the goods have no idea that these wagons are stolen, and even if they did, they do not care. They only wish for the money that is paid upon completion of this endeavor.

If anyone asks about strange occurrences since the caravan has departed from Highfolk, several members of the caravan team mention that Filyk went missing last night. No one is too surprised though, he always hated being out of the city, and complained incessantly.

At the appointed hour (see the timetable in Appendix I), the True Elven Order ambushes the caravan. Read the following text to the players:

The caravan continues along its unusual path, veering away from the trail towards Quaalsten. After an arduous push up a small hill, several figures dressed in hooded gray robes jump from the bushes. Daggers drawn, they move toward you to attack!

The PCs are not surprised (the commoners weren't that great at hiding), and initiative should be rolled at this time.

Tier 1 (EL 4)

Elven Com1 (5): CR 1/2; Medium-size humanoid; HD 1d4-1; hp 5; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atks +0 melee (1d4 [crit 19-20], dagger); AL N; SV Fort -1, Ref +1, Will +0.

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

Skills: Use Rope +3, Spot +2, Listen +2, Ride +3. Feats: Toughness.

Equipment: Dagger.

Tier 2 (EL 7)

Elven Com3 (5): CR 2; Medium humanoid; HD 3d4-3; hp 9; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atks +1 melee (1d4 [crit 19-20], dagger); AL N; SV Fort -1, Ref +1, Will +0.

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

Skills: Use Rope +4, Spot +5, Listen +5, Ride +4. Feats: Toughness, Alertness.

Equipment: Dagger.

Tactics: All the enemies plan to do is weaken the PCs and kill the NPCs. If faced with overwhelming odds, they flee.

During the Ambush

Off in the distance, the PCs can see signs of battle.

Men scream in agony as bloodied swords force their life from them. Grey-robed figures finish off the last of the caravan team, and turn to face you.

Tier 1 (EL 4)

Elven Com1 (5): use stats above.

Tier 2 (EL 5)

Elven Com3 (5): use stats above.

Tactics: The enemies will fight to the death here, trying to keep the PCs from following their friend.

After the Ambush

Finally, you spot the wagons, but it seems like it is too late. The broken, bloodied bodies of elves and humans lie everywhere. Not one of the men and women live.

In all three cases, there are weapons on the wagons that have been described as stolen, more before the ambush and only one after the ambush, a mighty composite longbow.

Tracking Brennen Down

After the combat is over, have each PC make a Spot check (DC 15). Characters that succeed notice a large scrap of bloody cloth hanging off of a bush about 30 feet away from the battle area. Investigating, the scrap seems to be a torn pants leg. A Search check (DC 10) turns up a path of blood on the foliage, leading away from the battle site. A Tracking or Search check (DC 10) allows the heroes to follow the trail to a wooded area nearby.

Encounter 11: Brennen, the Prophet

The trail of blood leads you into thick woods. You can feel eyes watching you, but you hear no movement and no breathing. After a few moments, you enter a small clearing. A short elven male with dark skin smiles bitterly at you as he holds a knife to a man's throat. The human wears the livery of the caravan and has a bloodied scarf tied around his thigh. Several gray-robed

men and women stand around the glade, the hoods obscure their faces.

"Greetings, (humans and) human lovers. I am the Prophet, Brennen Daen. I advise you not to move any closer, lest my fellow tribe members get angry. And I'm sure you wouldn't want your poor, poor human friend here to die." He twirls the blade in his hand and nicks the human's skin. A small trickle of blood runs down his throat, and the man is pale and shaking.

If the PCs did not kill Rosianna, read the next paragraph if there are any elves or half-elves in the party. He speaks to the elven PCs in their native tongue (have all PCs that do not understand Elven leave for a moment). If they did kill Rosianna, skip this paragraph and move on to the next read-aloud text:

He turns to you and asks in your native language, "These humans are such fools, are they not? I have a proposition for you. Join us, join the grugach and we shall take back what is truly ours—Highfolk!"

If the PCs refuse, he just simply sighs and shakes his head, refusing to say anything more. If they say yes, he makes a Sense Motive check. If they are not bluffing, continue:

"Then come! Do not bother with our tribe. We will not kill your friends, and all will be made right."

This means that if the PCs don't start attacking, they do not attack the heroes, and leave.

If they mention anything about Rosianna, he flinches (and this would be the one time he can be surprised).

If the PCs had killed Rosianna, a PC failed a Bluff check, the heroes outright refuse his offer, or they simply attack, read the following:

"You pathetic human worms. Do you mock my tribe? Let the Elder watch you as you writhe in pain!" He barks a command, and his underlings descend upon you. Then he smiles maliciously, pushes the human away, and flees.

Brennen uses his Running and Endurance feats to his advantage. In Tier 1 he automatically gets away. In Tier 2 unless a PC is resourceful or has both feats, he gets away. Even so, Brennen is an 8th-level character and may seriously harm PCs who get in his way. He will always attempt to flee rather than fight. The human he had taken hostage is Filyk, the caravan hireling that was missing.

Tier 1 (EL 5)

Elven Com1 (4): CR 1/2; Medium-size humanoid; HD 1d4-1; hp 5; Init +1 (Dex); Spd 30 ft.; AC 11 (+1

Dex); Atks +0 melee (1d4 [crit 19-20], dagger); AL N; SV Fort -1, Ref +1, Will +0.

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

Skills: Use Rope +3, Spot +2, Listen +2, Ride +3. Feats: Toughness.

Equipment: Dagger.

Male elven Rgr1: Medium-size humanoid (5 ft. tall); HD 1d10+1; hp 11; Init +1 (Dex); Spd 30 ft.; AC 14 (+3 studded leather, +1 Dex); Atks +2 melee (1d8+2 [crit 19-20], longsword), +1 melee (1d6+1 [crit 19-20], short sword); +2 missile (1d6 [crit x3], shortbow); SA Favored enemy (humans); AL N; SV Fort +3, Ref +1, Will +1.

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

Skills: Animal Empathy +5, Listen +5, Spot +5, Wilderness Lore +5. Feats: Track, Weapon Focus: longsword.

Equipment: Studded leather armor, longsword, short sword, shortbow, 20 arrows.

Female elven Rog1: Medium-size humanoid (5 ft. tall); HD 1d6; hp 6; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 leather armor, +2 Dex); Atks +2 melee (1d6+1 [crit 18-20], rapier); SA Rog sneak attack +1d6; AL N; SV Fort +0, Ref +4, Will +1.

Str 12, Dex 15, Con 11, Int 14, Wis 12, Cha 14.

Skills: Bluff +6, Disable Device +6, Hide +6, Intimidate +6, Listen +5, Move Silently +6, Pick Pocket +6, Search +6, Spot +5, Use Magic Device +6. Feats: Weapon Finesse (rapier).

Equipment: Leather armor, rapier.

Brennen, male elven Ftr3/Rog5: Brennen automatically escapes.

Tier 2 (EL 7, or 9 if the PC attack Brennen)

Elven Com3 (6): Medium-size humanoid; HD 3d4-3; hp 9; Init +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atks +1 melee (1d4 [crit 19-20], dagger); AL N; SV Fort -1, Ref +1, Will +0.

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

Skills: Use Rope +4, Spot +5, Listen +5, Ride +4. Feats: Toughness, Alertness.

Equipment: Dagger.

Male elven Rgr2: Medium-size humanoid (5 ft. tall); HD 2d10+2; hp 18; Init +1 (Dex); Spd 30 ft.; AC 15 (+4 chain shirt, +1 Dex); Atks +3 melee (1d8+2 [crit 19-20], longsword), +2 melee (1d6+1 [crit 19-20], short sword); +3 missile (1d6 [crit x3], shortbow); SA Favored enemy (humans); AL N; SV Fort +4, Ref +1, Will +1.

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

Skills: Animal Empathy +6, Listen +6, Spot +6, Wilderness Lore +6. Feats: Track, Weapon Focus: longsword.

Equipment: Chain shirt, longsword, short sword, shortbow, 20 arrows.

Female elven Rog3: Medium-size humanoid (5 ft. tall); HD 3d6; hp 14; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 14 (+2 leather armor, +2 Dex); Atks +4 melee (1d6+1 [crit 18-20], rapier); SA Rog sneak attack +2d6; SQ Rog Evasion, Uncanny Dodge (never lose Dex bonus to AC); AL N; SV Fort +1, Ref +5, Will +2.

Str 12, Dex 15, Con 11, Int 14, Wis 12, Cha 14.

Skills: Bluff +8, Disable Device +8, Hide +8, Intimidate +8, Listen +7, Move Silently +8, Pick Pocket +8, Search +8, Spot +7, Use Magic Device +8. Feats: Weapon Finesse: rapier, Improved Initiative.

Equipment: Leather armor, rapier.

Brennen, male elven Ftr3/Rog5: Medium-size humanoid (4 ft. 5 in. tall); HD 3d10 + 5d6; hp 46; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (+4 chain shirt, +3 Dex); Atks +7/+2 melee (1d8+1 [crit19-20], longsword), +9/+4 missile (1d8 [crit x3], longbow); SA Rog sneak attack +3d6; SQ Evasion, uncanny dodge (retains Dex bonus to AC); AL CN; SV Fort +4, Ref +8, Will +1.

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

Skills: Bluff +9, Diplomacy +8, Disguise +14, Escape Artist +3, Forgery +12, Hide +3, Listen +4, Move Silently +3, Perform +5, Sense Motive +10. Feats: Dodge, Endurance, Improved Initiative, Mobility, Run.

Equipment: Chain shirt, longsword, longbow.

When the first commoner is hit:

You strike the enemy with a fierce blow, and his hood of his robe flies off, revealing the pointy ears of an elf. A Highfolk PC may make a Spot check (DC 15) to realize that this foe is a simple man or woman from the town of Highfolk, either a laborer or small shop owner.

By now, the other tribe members have gotten away with the weapons in the wagons (if the PCs didn't hide them anywhere). Brennen has dropped a note from the Elder on the ground as he fled (Handout 2).

If the PCs captured Brennen, he knows the following things:

- * He is one of the Chosen of his tribe. The Elder recently decided that he is the Prophet.
- * His girlfriend, Rosianna, refuses to understand why becoming a tribal member is important. His fellow members told him that he had to beat her like the other members were beaten and cut during initiation, in order to understand. He cannot say no to his superiors.
- Only himself and the Elder know about grugach and that their organizations clothing does not really resemble grugach clothing, but he does not know what the Elder plans to do with them.

- When the Elder approached him several months ago, he was on the verge of insanity. Human druids of Obad-hai had murdered his parents, and he wanted to take revenge upon the humans.
- * He does not know what the Elder looks like, for he is ever-changing.
- * He was the one to order the silver owl pins, and he killed Cinton for being too nosy.
- * If Rosianna is still alive, he begs them to spare her life. She is innocent. (He truly does love her.)
- * If asked about his dark skin, he tells the PCs that he does not know his true elven subrace or why he has dark skin. He knows he was adopted, but his adopted parents never told him about his true heritage.

Encounter 12: Old Bough's Words of Wisdom

After an event-filled morning and afternoon, you make it back to Highfolk. The town's inhabitants seem to be resting at this time of day, as very few people are around. Oh, wait...it is nearly time for Old Bough to speak!

If the PCs want to hear the old treant speak, continue. If they do not, they will have to wait for everyone to return to their stalls.

Hoping you are not late, you find a crowd of people gathered in the elven district. Even though the square is full of people, it is not hard to see Old Bough's towering branches. The people are hushed in anticipation, and finally Old Bough speaks!

"Good friends," he says slowly in his low ancient voice. "You are all gathered together in peace. There is no war, no fights, no quarrels. No, all of you have put aside your differences for now to hear an old tree speak. That, that is how it should always be. You do not have enemies until you make them. Be forever kind to one another, and remember.... Remember..." He yawns and closes his eyes. "Remember that there are more important things..."

The square is silent for a long time...

Conclusion

Afterwards, the PCs may do whatever they wish. If they bring the mighty composite longbow back to Tanal, he is pleased and allows them to keep it, also promising a favor for the other PCs at some later time.

Any mention of the Highfolk citizens to the Town Militia concerning the tribe will be responded with "We shall look into it. Thank you."

If the PCs go back to the Greyboot residence, they find no one there. Elifin has run away with Rosianna (and his father).

After the PCs finish with their business, read the following:

Finally, it is time to rest. The elven market is open again, waiting for your perusals of weapons of elven make...

Until the next boy knocks you off your feet, that is...

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter 1

Letting the boy go	10 xp
-or-	
Capturing the boy	25 xp
Taking the boy home before anything else	25 xp

Encounter 2

Obedying the guard's orders	25 xp
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Encounter 3

Noticing Rosianna is not a home guard	25 xp
Protecting Glenton (after encounter 2)	50 xp

Encounter 4

Helping Tanal	25 xp
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Encounter 5

Talking with the boy (awarded individually)	25 xp
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Encounter 6

Taking Della to the festival	25 xp
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Encounter 7

Each booth each	10 xp
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Encounter 8

Buying something from Gilly	10 xp
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Encounter 9

Defeating/avoiding the spiders	25 xp
Finding the ledger	25 xp

Encounter 10

Arriving before the ambush	75 xp
-or-	
Defeating the enemies during the ambush	50 xp

Encounter 11

Avoiding battle (or joining the cult)	25 xp
-or-	
Defeating the enemies	50 xp

Discretionary Roleplaying Award	0-50 xp
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Maximum possible XP award: 450 xp
Maximum possible XP award (talking to Elifin): 500 xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.

Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.

Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter 2

Silver Owl Pin (1/4 lb., silver owl pin with emerald eyes, 50 gp): This wonderfully crafted pin is in the shape of an owl. Two tiny emeralds are used in place of the eyes. The pin is extremely detailed, even to the tiny feathers. On the back are the initials "EG" and a small teardrop.

Encounter 7

- Grugach doll (1 lb., stuffed grugach doll, 1 gp): This doll is all the craze of the children in Highfolk as of late. Stuffed with cotton, and made with brown fabric this doll is made in the likeness of a grugach, a wild elf. The dark hair is made of horsehair, and its grey hooded robe is made of felt. Its eyes are made with tiny buttons, and eyebrows are stitched in such a way as to make it glare at you.
- Dull gray ioun stone (25 gp): This stone was received from the "great chronicler" of the Circle of Eight. It functions exactly like any other ioun stone (orbiting around the user's head, etc.), except without any other special powers whatsoever.

Encounter 12

- Mighty Composite Elven Longbow (+1) (3 lbs., 200 gp). This wonderfully crafted mighty composite longbow grants a strength bonus of up to +1 for damage purposes. On the bow are the holy symbols of Corellon and Sehanine, as well as the words "Blessed be" in Elven.
- Favor of Tanal Moonsteel: You have done the elven weaponsmaster a great favor by giving him information. For that, he is pleased. This favor may be redeemed for one Influence Point in the Highfolk Merchants' Guild, or may be used in at a later date, when the opportunity arises.

Note about treasure: All weapons and armor used by the NPCs were stolen by the Order, and should be returned to the City Watch or their owners.

Appendix 1: Timetable

Day 1:

4 pm: Introduction and encounter 1
4:15: Glenton (encounter 2)
5:00: The assassination attempt of Glenton (encounter 3)
4-7 pm: The Stall brothers (encounter 4)
Floating: The boy speaks (encounter 5)
5-8 pm: The bar (encounter 6)
7:30 – midnight: The festival (encounter 7)
6:15 pm: the caravan leaves

Day 2:

8 am - : Gilly (encounter 8)
8 am - : The warehouse (encounter 9)
10 – 10:05: the caravan is ambushed
Anytime after all encounters: Old Bough speaks

Handout #1

This ledger is hastily written in common. Several pages are torn out, and the dates are scratched out so that they are not legible.

Today I met a rather short and strange elven man. I always thought that elves were fair of skin, but I guess today has proven me wrong. His skin was dark, as if it were deeply tanned.

He was rather unfriendly. For four hours, he told me that he needed to rent my warehouse and my wagons and men for the next few months. I asked him, as I have the right to know what he was going to do with it. He sneered at me and said that he needed it to travel to Quaalsten, then dropped a large bag that nearly broke my lovely desk. Of course it was money, and I took it.

A few pages later:

I am afraid. I've spied strangers coming to and from my warehouse wearing grey robes. I've heard of grugach before, but have never actually seen one. Perhaps the man who using my warehouse is one of them.

After another few pages:

Someone nearly took my life today! It was one of the grey robes who saw me spying on them. I barely escaped with my life! I shall run away and hide this book, so that the grugach may never see what I write about them.

That is the last page.

Handout #2

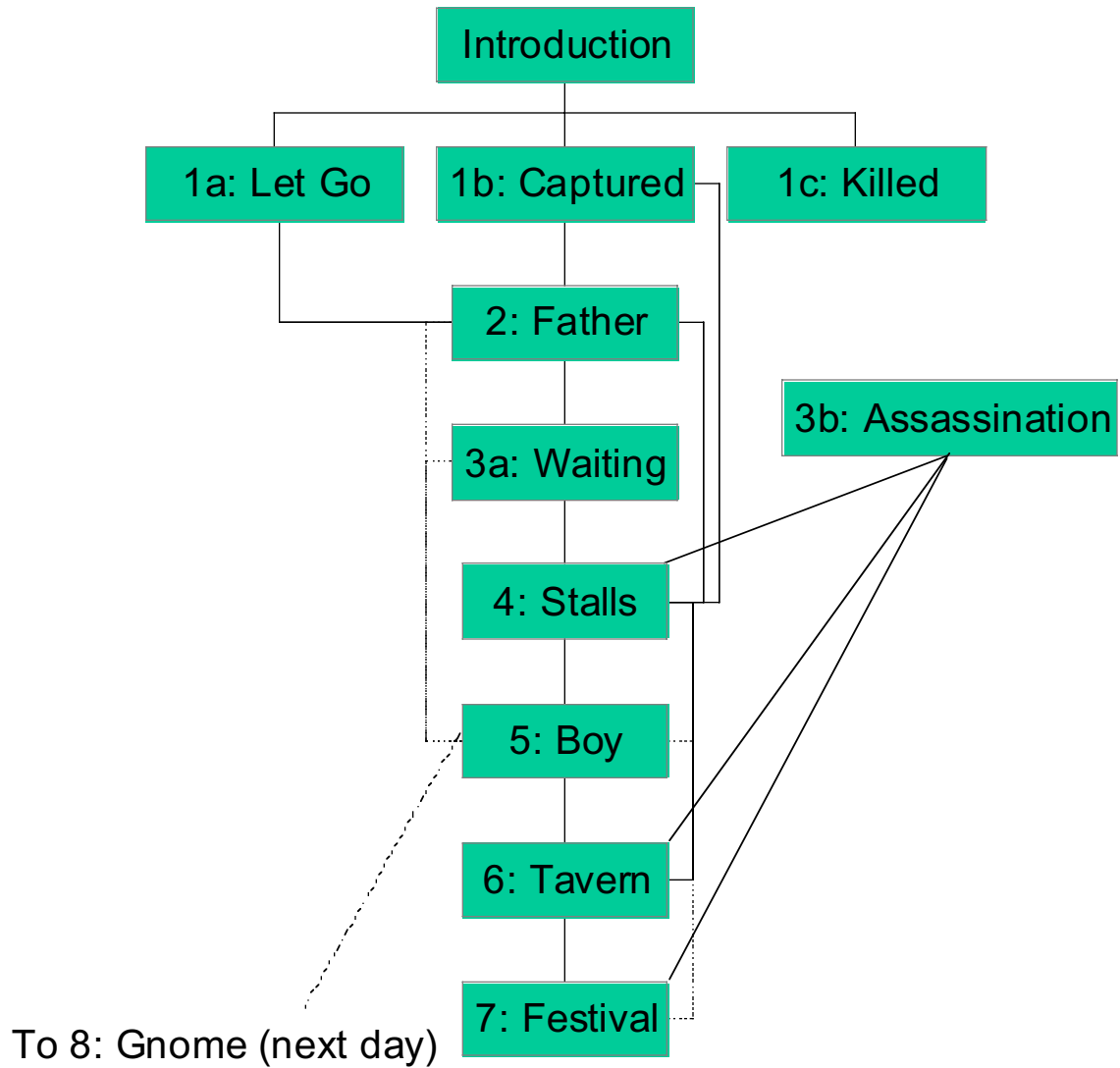
This is the note that Brennen drops. It is written in Elven on an animal skin.

Brennen,

Everything is going as planned. The Elder is pleased. Soon we shall join our grugach cousins for war! As per the Elder's request, and for the benefit of our tribe, deliver the weapons to the place we have planned. I shall be waiting for you.

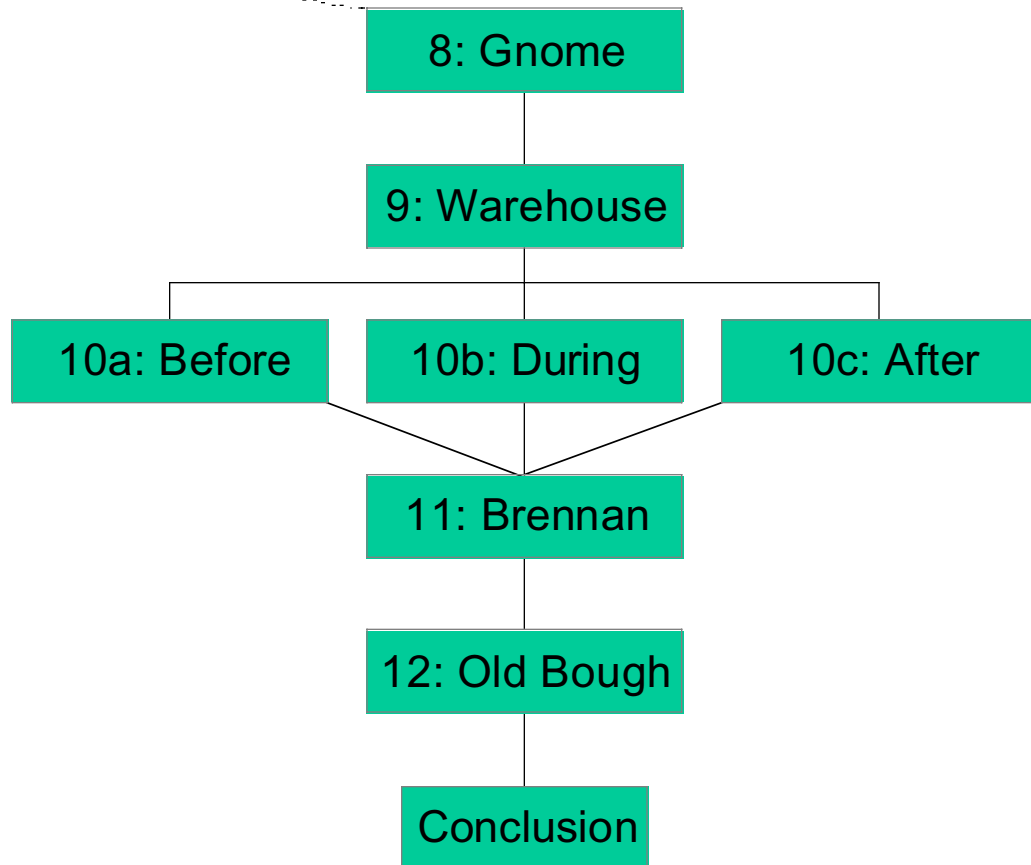
-----A.

Of Elven Make - Day 1



Of Elven Make - Day 2

To 5: Boy



3b: Assassination - does not occur after Encounter 10

4: Stalls - does not occur after Encounter 12

5: Boy - does not occur after Encounter 10