

HIG2-05



KINSMEN

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

Version 1

by Greg Marks

RPGA HQ reviewer: Christopher Lindsay and Stephen Radney-MacFarland

A young elven noble proposes an expedition to an ancient Suloise ruin. Join him as a companion in camaraderie on his search for epic adventure. An adventure for characters level 4-8.

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.

This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 system License, please visit www.wizards.com/d20.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA[®] are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2002 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution 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, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event. 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's 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 described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. You cannot have more than six 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 both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually 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.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

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:

1-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.

2-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 DMs are performing, or the game master wants feedback on his or her own performance.

3-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 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, and a character sheet from your convention coordinator or the RPGA Web site (www.wizards.com/rpga), 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 LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6 0	0	0	1	
1/3 and 1/2 0	0	1	1	
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters 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 you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Highfolk. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

This story began with the destruction of the Sueloise Imperium. Fleeing the Rain of Colorless Fire, a group of mages and their families fled northeast to the Yatil Mountains where they established a small village built of the yellow stone common to the area. They named it Sallow Hold. During the time that they lived there, they contacted the elves that lived in and about Highfolk, trading with them. After a generation or so, the Sueloise of Sallow Hold vanished. Their absence was sudden and the elves never saw them again.

Centuries passed and a young elf in the eastern Vesse named Cenet Rellen of Clan Shandareth had a chance meeting with an elf maid called Sunsi in the Gardens of Nomsilia. They were young and their love was true. They were certainly blessed by the goddess Hanali Celanil. They spent many days and nights traveling the Vesse and wandering its glories. They had many adventures. Unfortunately their love was longer than

their luck. A month before they were to be married Sunsi was killed by a band of orcs. Heartbroken, Cenet returned to Court and tried to move on. His mind was never in Flameflower as it often pondered after his heart, which he had left in the Gardens of Nomsilia.

While searching for further distractions, he came across an odd blue gemstone. That gemstone led him to a story of lost Sallow Hold, told to him by his friend Elrilad Riverstone of Clan Krysalyn. With his arranged marriage to Rowana of House Menanine drawing near, Cenet desires the chance for one last great adventure. Enter the characters.

The characters are approached by the young elven noble, Cenet Rellen of Clan Shandareth, who wishes to go out on an adventure. The noble has a quest in mind, to the ruins of Sallow Hold, and wishes the characters to accompany him. Their journey leads them to wilderlands south of Highfolk into the Yatils. Along the way they get to know Cenet and may learn many things from him about the elves of the Vesve. Unfortunately, this mission was doomed from the onset. Upon exploring some ruins in the mountains, a horrible terror housed in the lower halls of Sallow Hold is awakened by the party. During the battle, Cenet is slain. Taking his body back to Highfolk, the characters are informed by Lorian, the elven ambassador that they themselves must take it to Flameflower and report to the family what has happened. The journey is not a long one but it is fraught with danger and the characters are potentially attacked in the Vesve by a wandering war band of grugach. Upon reaching the famed city, the characters are confronted by many guards and one of Philidor's Globes. Once inside, they must carefully explain what happened to the young noble. They then find out that it is their duty to take him to his resting place, a spot that only the dead man knows. Through a bit of magic, provided by the elves, the characters are told that they must take the body to the place of the noble's first love, the Gardens of Nomsilia, and there commit him to the ground. Unfortunately that spot is now deep within enemy territory. Upon taking him there, they must confront the armed camp before they can return to Flameflower. They are greatly thanked by the family and some may potentially be declared "Elf Friend" from here on after. With tension in the small city high, the characters make their way back to Highfolk and witness grugach leaving Flameflower.

Note: Elven politics play an important part in this adventure. It is important to ask players what their character's race is. Dwarves and half-orcs are treated differently from other races by most NPCs. In addition, determine if any elven characters belong to any of the clans of the Vesve (they should have a regional certificate denoting this membership). Whether they belong to a clan or not is important during the adventure's conclusion. More information on the elven clans is available in the *Highfolk Player's Guide* available on the Highfolk website.

INTRODUCTION

You are just about to order a second glass of Hamdan's fine ale when two elves enter through the front door of the Hero's Rest. One is older and dressed in long robes displaying a symbol of a burning rose upon a green field; while the other seems younger and much more excited than his companion. "I really must advise against this excursion my lord," the older elf says as they enter. "Now, now, you worry too much. What could go wrong with some of Highfolk's greatest adventurers as my companions," the younger elf replies as he surveys the crowd. His gaze settles on your table as he approaches. "I am Cenet Rellen of Clan Shandareth and I seek boon companions to join me on a quest for adventure. Who will join me?"

Cenet has enlisted Ambassador Lorian's aid in locating adventuring companions for his trip to Sallow Hold. While Lorian's attempts to dissuade him have failed, he has taken his advice to scour the Hero's Rest Tavern instead of the Vesve's Tankard for a better class of adventurer. Thus he finds himself in the Hero's Rest on one its busiest mornings; so busy in fact that in order to get a table, the characters have been forced to sit at the same large table.

☛ **Cenet Rellen:** Male elf Rog2/Rng1; hp 19; see Appendix I.

☛ **Lorian:** Male elf Wiz9; hp 28; see Appendix I.

Cenet is quite excited to be headed on this quest, which takes him far from the tedium of court. As such he can barely contain his energy. He asks those assembled if anyone has the heart to join him on his quest of adventure. He has no prejudices against those of other races, faiths, or clans. He is quite aware that diversity is an asset in the wilderness. Any that join him are gratefully accepted, and offered an equal share of any treasure gained. This gives the characters a brief chance to roleplay introducing their characters.

If asked, Cenet is willing to share the following information prior to the characters agreeing to join:

- He has a map to an ancient Suloise redoubt called Sallow Hold.
- Sallow Hold was home to a group of Suloise fleeing the Rain of Colorless Fire that build the Hold and lived there for a time before disappearing. They simply ceased contact with the elves, and emissaries sent found no one there. It remains a great mystery to this day.
- Cenet knows the mages that lived there were not only powerful, but traded with the elves from long ago. He hopes to find magic there thought long lost.

To those that offer to go, Cenet draws forth his thin blade and offers this oath:

When all of you agree to venture forth together, Cenet draws forth his thinly bladed sword and points it toward the ceiling with a flourish, "We leave together, we return together, as friends and brothers, in life and death. This I swear, a bond of deeds beyond words!"

Cenet is swearing an oath of fellowship to the characters and waits for all of them to join in. While he does not require it of anyone, make note of those that do, as both he and Lorian do. Cenet treats those that swear the oath as a brother for the duration of the trip, while those that do not, are treated in a cold, but polite manner.

ENCOUNTER 1: GETTING TO KNOW YOU

You have traveled for days toward the Western mountains on the Quagflow Road in good company. The weather has been pleasant and Cenet has been enthusiastically asking you questions about your past adventures. Soon it will be time to bed down yet again and so far your trip has been uneventful.

At this point, you should ask for a general marching and watch order. Cenet prefers to be near, but not in, the front of the marching order, and generally likes second watch, as he has lowlight vision and is not a spellcaster.

This evening Cenet is willing to open up to the characters, having traveled with them for several days. There are many questions the characters may have, use the following information to answer them.

On Sallow Hold and the Yatil Mountains:

- A group of Suloise men contacted my people nearly ten human generations ago, when Highfolk town was an elven community.
- It was known to my people that the Suloise, using powerful magic, had constructed a small underground redoubt in the mountains as a refuge from the cataclysms that rocked their land.
- They made friendly overtures to the elves but later disappeared half a (human) generation later. No one ever found them.
- My people know very little about the humans that lived there. They were powerful in the arcane, and traded eldritch items to my people in exchange for the food and supplies they needed to stock their newly created hold.
- Numerous orcs, ogres, giants, trolls, and bestial monsters are known to dwell in these lands, but from the tales told by my people, the mages of Sallow Hold could more than deal with any of those uninvited guests.

On Lorian:

- Lorian is the ambassador from the Court at Flameflower to the people of Highfolk. It is his job to

represent the olven people and assist our kind in matters that involve the city.

- Lorian is an extremely patient man; even for one of my people. I imagine when I reach his age, that I might endeavor to settle down a bit, but never to the extent that he has.
- As he is to speak for the unified olven people, and our people our anything but unified, he is often left with nothing to say. I suppose it is best that he says nothing at all, but it must be very frustrating.
- Lorian is extremely wise. He has seen many things in his long years. He is quite kind and willing to share his knowledge with those that ask.

On Olven Oaths:

- My people are, by their very nature, chaotic individuals. It is difficult to build a society of such individuals. Oaths have evolved to stabilize our society.
- Many olven oaths are magically enforced, although ours was not, but all are enforced by olven society and often, by the sidhe.
- The sidhe are fey creatures whose very power comes from words. They rule the fairy courts, and many of them can be found spending time in Flameflower.

On his lost love:

- This sweet rose reminds me of my lost love Sunsi when I first saw her in the gardens of Nomsilia. Oh it was a clear night like this, and she was picking flowers, and her pale blonde hair glimmered in the moonlight. It was true love. She is long passed though, little more than a memory now.
- My current love? Oh Rowana is a fine woman and we will likely have a long and fruitful marriage, but she is more a safe and comfortable companionship arranged by my family than a fiery romance.
- Our union will bring down the political tensions between our houses. It is for the good of our clan.

On House Rellen:

- Each elven clan is made up of several prominent families. The families of my clan, Shandareth, are called houses. I belong to House Rellen.
- My father Ixtacious Rellen is an advisor to our King, Kashafen Tamarel. That has given our family a position of some power in the politics of court. I'd rather not bore you with those politics, but I will say that my family tries to take a neutral stance and consider all the options when possible. This requires some skillful political maneuvering, which I would rather not take the time to master; and thus my travels outside of Flameflower.

On the Elven Court:

- The pretensions of court bore me, but I suppose I could understand that they may be interesting to some people. There are a good many things going on.

- Clan Oronodel, especially the faction gathering about a young mage named Sienias Lewayn, has been particularly difficult for my family and clan. They have been making demands for land, standing in the way of Court plans, and generally being a nuisance. I personally know very little of the story, but I know the history between our clans has been strained due to some event that occurred prior to the near destruction of their clan. I assume they have been unable to let go and move on.
- Another troublesome clan has been Clan Moonbow and their incessant calls for an escalation of elven involvement in the lands of the Old One. Their representative in court, Fortius Kalen is always reminding us of our failures to act against the Old One and uses our people's guilt to acquire more supplies for his clan's skirmishes. He makes few friends, but he is certainly effective.
- Perhaps most interesting is our attempts to contact the Grugach. I know very little about it, but the reclusive wild elves seem to be much more active than their previous secrecy would have indicated. I know the Court is very interested in contacting them.
- One Court advisor that might be of interest to you is Elrilad Riverstone of Clan Krysalyn. He is a retired adventurer of some skill. He encouraged me to go on this excursion. "Always take your chance at an adventure lad," he would tell me. "You never know who you'll meet, or what you'll accomplish until you try." I must say, of all the Court, his may be the soul closest to my own.

Encounter 2: The Ruins of Sallow Hold

The sun is high in the sky and birds are singing when you first sight a collection of low walls made of cream-colored stone that must be the remains of Sallow Hold. Cenet produces a blue gem from the pocket of his vest and says, "We have until nightfall to explore the ruins. My people have been here in the past and this location is not entirely hidden, so I suspect there is little to find. However we might as well look. When Sehanine's light touches the gem, it will open the way to the depths below to us. There we may find true adventure."

It is now midday and the characters have approximately five hours to explore the ruins of Sallow Hold or prepare for the depths below. This should take very little game time, as there is little to find. However, for those intent on searching:

- A successful Track or Search (DC 10) can determine that dozens or even hundreds of humanoids have been here over many years.
- A successful Track check (DC 15) allows the character to realize that majority of the prints were made by booted humanoids approximately 5 ft. tall and weighing about 100 lbs.

- Searching the loose stones (DC 12) reveals bits of writing in Ancient Suloise. No complete sentences can be found, long since worn away by the weather, but several words and fragments can be found: "Suloise," "Sallow Hold," and "the Door to Heavens Lost," are common.
- A successful Search check (DC 22) reveals a hollow in the remains of a cream-colored wall. Inside, is a necklace of tarnished silver, with a blue stone (50 gp) similar to the stone held by Cenet. The necklace is not magic in any way.
- A successful Knowledge (architecture and engineering) check (DC 15) suggests the age of the ruined walls to be approximately nine hundred years old.
- A successful Wilderness Lore or Knowledge (nature) check (DC 15) reveals that the yellow colored stone the walls are made of is stone native to the area.
- A successful Knowledge (nature) check (DC 10) reveals that all the plants and animals in the area are healthy and completely normal.

THE HALL BELOW AND THE DOOR TO HEAVENS LOST

As night sweeps across the land, Cenet brings you all together. The last of Pelor's rays dip beneath the horizon and all falls silent as you watch the gem held out in Cenet's hands. The light is dim at first, almost so small that you think it your imagination. All at once there is a rushing noise and a burst of blue light shining up in a column toward the sky as Luna moves out from behind a cloud. The column orients downward pointing toward a door that was not there a moment before. At the bottom of an ancient stair lies a shining set of doors made of blue opalescent stone with a circular indentation at the seam where the doors meet. "This is what we've been waiting for. Follow me to adventure my brothers." Cenet purposefully descends the stairs and places the gem into the socket. A horrible grinding noise is heard as the doors open of their own accord and a gust of stale air and dust pours forth over your party. This must be the entrance to the halls below.

The lower halls below the ruins guard "The Door to Heavens Lost," a gate to a magical vault located beneath the Sea of Dust. Those who once lived in Sallow Hold recovered this store of lost knowledge. They have since left for parts unknown, but they have placed powerful protections on what they left behind.

See DM Map 1 for the Lower Halls. Unless otherwise noted, all rooms have twelve-foot ceilings, and are entered through stone doors.

Stone Doors: 4 in. thick; hardness 8, hp 60; Break (DC 28).

a) The Entry Hall

Passing through the blue stone doors, a tall hall descends further into the ground. Faded murals decorate the walls on both sides. Lithe marble benches rest at the midpoint

between the double doors you entered through and the next door, some sixty feet down the hall.

The long murals were painted on the walls long ago. On the west side, a huge city constructed of Suloise architecture is displayed, suggesting the height of the Suloise Imperium. On the east side, are forest images, but the central panel displays a group of robbed pale men greeting several high elves. This is the first meeting of the elves of the Vesve and the mages of Sallow Hold.

b) The Door to Heavens Lost and the Iron Golem Trap

The door to this room is locked (Open Lock DC 20) but otherwise similar to the previous door.

Upon entering this small room, your attention is immediately drawn to an iron statue some twenty feet opposite the door you are entering from. Whatever it is supposed to depict, it is certainly not of this world. It has a myriad of arms, many ending in hooked claws or fanged mouths. Dozens of spider-like legs descend into the marble floor. The central mass appears composed entirely of horrid tentacles, grasping around a central unblinking eye. Inset into the eye are several blue gems, however, some are clearly missing, their empty sockets leaving empty holes in the statue. Not six inches behind the statue is a second stone door. There is no visible handle or lock.

The door behind is not operable by means available to the characters. The door is fifteen feet thick and behind that is a wall of force cast 24th level. The iron statue is the only way to open the door (which works by transporting the stone block away and lowering the wall of force). That statue itself radiates strong Transmutation magic, which is noticeable to any character casting detect magic who also makes a successful Spellcraft check (DC 22).

Trap: Proper activation of the door requires replacing all five missing gems and pressing them all in a complicated pattern. Unfortunately, four of the five are long lost, while Cenet has the fifth. Any attempt to activate the door that fails, due to missing gems or not using the correct activation sequence, activates the trap, animating the statue, which attempts to slay the intruders. In addition, activation of the golem causes the stone doors to this room to begin closing. It takes them ten rounds to fully close. They can be delayed for one round with a successful Strength check (DC 28) made per round spent attempting to hold a door open.

ALL APLS (EL 10)

☞ **Iron Golem Trap:** hp 99; see *Monster Manual*.

A successful Search check (DC 32) by a rogue reveals the trap for what it is, and a successful Disable Device check (DC 32) disarms the creature, however the golem can only be prevented from activating in this manner. Once it is going, the characters must destroy it, or flee from the area in order to get away from it.

Because the statue is set into the floor, it cannot move beyond its 10 ft. reach, however, because the

statue's mouths are at the end of its tentacles, its breath weapon is a 20 ft. cube from the end of the golem's reach.

Development: At some point it is likely that someone suggests using Cenet's gem in the statue. If no character suggests it, Cenet attempts to do so of his own accord. He is unwilling to give the gem to a character to use, it is a family heirloom and fairly important. If the characters somehow take it by force or treachery they deserve what they get. The following boxed text assumes Cenet is inserting the gem.

Cenet approaches the statue with a mixture of trepidation and curiosity. As he gently places his glowing blue gem into one of the empty sockets, a quiet hum fills the room as all the gems begin to glow. Reaching out, he touches one of the gems saying, "They feel warm, I think I'm getting somewhere." With unexpected lightning speed a hooked claw catches Cenet in the shoulder and rips flesh to the waist. His entrails spilling to the floor, Cenet turns toward you, mouth agape. He never has the chance to ask for help, as a second iron limb smashes into him sending him sprawling across the room to the sickening sound of crunching bone. The massive iron beast turns toward you, ready for its next victim.

Tactics: Cenet is dead. It should be next to impossible for the characters to save him or prevent this incident, as doing so effectively ends the scenario. Cenet's body has been flung against the wall where the characters entered making his recovery a simple matter. After Cenet's death, the iron golem continues to attack anyone in the chamber. The golem waits to breathe for 8 - APL rounds. If the characters all move outside its reach (recall it is anchored to the floor and cannot move) but continue to fire missile weapons or spells, it breathes on them sooner. The goal is to drive the characters off, not kill them; although deaths are a possibility. The golem does not coup de grace any downed foes if there are standing enemies. Once all characters have left the lower halls, the entrance disappears and cannot be opened without one of the blue gems that are inset in the golem, the four lost gems, or Cenet's gem, which is also in the golem unless the characters took it with them. The lower halls are lost to the characters.

Treasure: All APLs - Silver Necklace 50 gp.

Encounter 3: The Procession, and Other Tangents

This encounter is very free form and encompasses the various eventualities that may occur following the disastrous exploration of the bowels of Sallow Hold.

RETURNING TO HIGHFOLK TO FIND LORIAN

You have traveled for several days along the Quagflow Road to Highfolk. The sullen change in your company's mood has been reflected with change in the weather. The sunny days have been replaced with a constant downpour that chills you despite your

heavy cloaks. Your return to the timbered walls of Highfolk is filled with far less revelry than your departure.

Finding Lorian is an easy matter, as the Elven Embassy, which doubles as his home is well known in the elven district. Most residents of Highfolk can give rough directions that should enable the characters to find it with some searching. A successful Knowledge (local - Highfolk) check (DC 10) indicates the character knows the way himself. Once they find their way to the embassy, continue.

You are quickly led into the beautiful ground level of a large elven tree house whose collection of buildings wind up into the distant branches. The young elven girl who answered the door asks you to wait in a small study while she retrieves her master. Musty smells of ancient tomes and old tea are prevalent despite the opened windows. You can't help but settle into one of the many comfortable chairs, as it seems your journey is nearly over.

Lorian greets the characters gravely, noting either Cenet's body, or his absence if the characters did not bring it with them. He asks them what happened before continuing. He focuses on those that took the oath at the Hero's Rest.

IF THEY HAVE THE BODY OF CENET

"Impetuous youth, always in a hurry. I suggested further study before setting out, but it was his way to act lightly. It is too late to worry now, I suppose. You swore an oath of fellowship beyond death with Cenet and to honor that oath you must accompany his body to Flameflower so it can be cared for properly. I can give directions toward Flameflower. Our patrols will certainly intercept you prior to your arrival so I will give you a letter of introduction, for those of you not normally allowed entrance. Once you have arrived in Flameflower, you should be able to find his family at court. I should imagine that is where the patrol would take you anyway. Tell them your tale and deliver his body to them."

To any half-orcs or dwarves that question about their safety or ability to be granted entrance into the hidden city of the elves:

"You may face some suspicion among my people, but I have seen things in my last year in Highfolk to suggest there can be honor and simple wisdom among your kind. I shall note your role as a member of Cenet's fellowship in my letter and they should allow you to pass."

IF THEY DO NOT HAVE THE BODY OF CENET BECAUSE THEY BURIED/BURNED IT

"It is unfortunate you did not think enough of your oath of fellowship to return with Cenet's body. I am saddened by your disgrace, but perhaps all is not lost. If you were to recover his remains, you could undo your dishonor to his name by accompanying his body to Flameflower so it can be cared for properly. I can give directions toward Flameflower. Our patrols will certainly intercept you prior to your arrival so I will give

you a letter of introduction, for those of you not normally allowed entrance. Once you have arrived in Flameflower, you should be able to find his family at court. I should imagine that is where the patrol would take you anyway. Tell them your tale and deliver his body to them."

IF THEY DO NOT HAVE THE BODY OF CENET BECAUSE THEY LEFT IT IN THE LOWER HALLS

"It is unfortunate you did not think enough of your oath of fellowship to return with Cenet's body. I am saddened by your disgrace, but perhaps this will be a lesson of youth that it is far better to stay at home with your kinsmen than wander the wilderness in search of adventure."

Other Tangents

It is nearly impossible to anticipate all the choices an adventuring party might make following the death of a companion, but what follows are a few brief notes on some of the more likely, and less honorable possibilities.

Flee, leaving Cenet behind without returning to Lorian:

In this case, the adventure is simply over. If the characters bury Cenet or leave him behind and choose to forget the incident ever happened, there are no repercussions, but the adventure is over for them. They are not the heroes Cenet had hoped.

Rob Cenet's body: Those who choose to loot the dead are eventually found. In this case, Vallom Rellen, a cousin of Cenet goes in search of his missing relative when no word returns. This eventually leads to arrest of the characters for the murder of the noble Cenet Rellen. While it is unlikely they are convicted of murder, they are likely convicted of thievery. In any event, they are not able to keep any of Cenet's items. Refer to the *Highfolk Player's Guide* for more about the Highfolk legal system.

Cast *Speak with Dead*: In the eventuality the characters can cast, or purchase a *Speak with Dead* spell to inquire of Cenet's wishes he wants to be returned to his family so they can follow the appropriate customs of his people. Lorian can get them into Flameflower to accomplish this.

Cast *Raise Dead*: Cenet resists, and does not come back from the dead. He would rather be with Sunsi.

Encounter 4: Trouble in the Great Wood

Once again you find yourself traveling in silence, this time north through the Vesve. It is almost nightfall and the sun-dappled ground has become shrouded in shadow. The pleasant sounds of birds, coming out to sing now that the rains have ended, have been replaced by the odd sounds of night and a low mist that swirls from tree to tree. Looking for a place to camp, you note a flickering light in the distance, perhaps someone to share the night with?

The characters have stumbled across the camp of a grugach war band. The band has noticed the characters coming and has vacated their camp in favor of the shadows. They watch the characters to see what they do in their camp with bows at the ready. Make a contested Hide vs. Spot roll for the characters to see if they notice any of the elves hiding in the trees as they enter the campsite.

The camp consists of five bedrolls around a fire. Each bedroll has a bundle of furs for a pillow, which obviously doubles as a sack, as they are all filled with personal effects. If the characters note the campsite and simply move on, nothing happens. There will be a confrontation if the characters rummage through the elves' belongings, set up their own campsite here, or notice the elves. Xithnal Brokenstem, the group's leader, will step out from behind a tree to speak. He will only speak in rough elven, despite understanding common.

A lithe male form slips soundlessly from behind a tree to stand at the edge of the firelight. He wears furs and his face is painted with a dark leaf pattern beneath his black hair. In a rough elven dialect he whispers, "You have trespassed upon our rest. Why do you walk here?"

Xithnal is extremely suspicious of the characters, especially non-elves. He does not speak in anything but elven, and if the characters don't speak elven, he gestures at them with his bow, arrow notched, in an effort to drive them away without bloodshed. The grugach are unhappy with the presence of the characters, but as this is not their land, most answers the characters might give may be used to convince the grugach to avoid a fight are accepted.

However, the characters have trespassed upon the grugach's camp, and as such, Xithnal demands reparations. He does not tell them that extravagant gifts will be repaid with a scroll he received from a strange robed man many days north of here.

The thin elf watches you intently; his eyes never blinking, like that of a predator. "You have defaced our rest. You must pay. What do you offer us for your crime?"

Anything of use, not necessarily of worth, is what the grugach expect. They have no use for coin or gems. Items of value to them are those their people can use: blankets, lanterns, weapons, or the like. Monetary compensation is accepted grudgingly, but the grugach scowl at the character that offers it. The first character to offer any magical or masterwork item is rewarded with a scroll of true strike. Only this character receives the item, although he may freely give it to another character at a later time during the adventure. There is only one scroll so it is only the first to offer that receives this item.

"This is a most generous gift, outlander," the darkly painted elf says softly. "I must repay your honor. Take this scroll that was given to us by a robed human many day-travels north of here."

Treasure: scroll of true strike (25 gp).

Once the characters have offered recompense, the grugach offer this campsite to the characters. Whether or not they accept the offer, the grugach move on.

IF THINGS GO BADLY

It is quite possible that the characters do not understand the grugach's ways or intentions and escalate the situation to a fight. This can happen if any character draws a weapon in a threatening manner, insults the grugach, attacks a grugach, or refuses to pay for trespassing on their campsite. If so the grugach attack. The xenophobic elves attempt to eliminate as many of the characters as possible, but if more than half of their number have fallen, the remainder flee, taking any fallen companions if possible.

APL 4 (EL 4)

🐉 **Wild Elf Fighters (4):** Male elf Ftr1; hp 11, 11, 11, 11; see Appendix I.

🐉 **Xithnal Brokenstem:** Male elf Rgr1; hp 11; see Appendix I.

APL 6 (EL 6)

🐉 **Wild Elf Fighters (4):** Male elf Ftr2; hp 18, 18, 18, 18; see Appendix I.

🐉 **Xithnal Brokenstem:** Male elf Rgr3; hp 25; see Appendix I.

APL 8 (EL 8)

🐉 **Wild Elf Fighters (4):** Male elf Ftr3; hp 25, 25, 25, 25; see Appendix I.

🐉 **Xithnal Brokenstem:** Male elf Rgr5; hp 39; see Appendix I.

ENCOUNTER 5: BRILLIANT FLAMEFLOWER

The sun shines high above the Vesve. The fog of last night is gone, and the songbirds have returned. Far from the lands of man, the wood is filled with untouched natural wonder. A cool breeze caresses your cheek in the shade offered by the great trees. The faintest humming can be heard on the wind.

PHILIDOR'S GLOBE

Parting the bushes, a blue sphere, floats twenty feet in the air bobbing on the wind. Emitting a low hum, it spins, emitting alternating blue and yellow flashes. The wonder briefly moves toward you and then reverses direction and moves quickly away from your group.

The characters have come across one of the many Philidor's Globes that guard the Vesve and Flameflower. These magical creations have been placed throughout the great wood by the enigmatic archmage Philidor. How the globe reacts depends on the individual character race and

alignment, however, all passage sets off an alarm warning the patrols of Flameflower. A master crystal ball in Flameflower can see through any of the globes with a *true seeing* when activated due to an alarm.

The globe is one foot in diameter and radiates an alternating soft blue and yellow light from its bobbing height twenty feet in the air. The globe moves away from anyone who moves toward it at a rate of 30 ft. per round, staying within 30 feet to watch the intruder. When controlled through the master crystal ball, the globe may be moved by the user, although, not more than a mile from its point of creation.

❖ **Glass Globe:** 1 ft. thick; hardness 1; hp 12; AC 11.

The globe radiates strong divination magic if detected for, provided the caster overcomes the globes SR of 18. In addition, the globe has 50/+5 damage reduction. The globe can be dispelled (caster level 25), turning it into a glass globe that falls from the sky, smashing into many pieces. The globe is immune to *light, daylight, continual flame, darkness, and deeper darkness*.

The globe also has an alarm system. If any goblinoid, evil humanoid, or servant of Iuz approaches within 360 feet of the globe, it flashes blue and emits a shrill noise for six rounds or until someone activates the master crystal ball to see what the globe has detected.

The characters have been detected. One round after encountering the globe, the master crystal ball is activated by a watcher to see what has triggered the alarm back in Flameflower. A patrol is diverted to intercept the characters shortly.

THE PATROL

At some point shortly after meeting the globe, the party encounters a patrol sent to investigate why they are straying so close to Flameflower. This encounter assumes the party contains at least one non-elf. If this is not so, the patrol is friendlier. Adjust accordingly.

Arrows fly from the wood striking the tree next to you. As you dive for the ground, more arrows whistle mere inches from your nose. Rolling to your feet, weapon in hand, you come face to arrow with a tall elf. The sounds of strained bowstrings let you know that he is not alone, and you are surrounded.

The elven patrol is generally hostile unless the party is made up of all elves. The patrol leader, Annugrial, demands to know the reason for the characters' intrusion into elven lands. If the group has any elves, he speaks entirely in elven and asks why they have brought non-elves to these lands. If the party is entirely elven, he asks their business, but is polite about it.

❖ **Elven Scouts (6):** Male elf Rgr5; hp 39; see Appendix I.

❖ **Annugrial:** Male elf Rgr7; hp 53; see Appendix I.

This should not degenerate into a fight, although it is possible. The elves are protecting their homes and are

quite interested about the reasons the characters might give for being where they are. Flippant responses or lies quickly get the characters in trouble. Offering the letter of introduction written by Lorian allows them entrance to Flameflower, along with an escort to the great wooden palace of Kashafen Tamarel.

THE COURT AT FLAMEFLOWER

Your escorts have taken you along hidden paths and unknown trails until Luna rests high in the night sky. Stepping through the trees you witness a shining city that most could never find. Brilliant, orchid-like crimson flowers, the flameflower that gives the city its name, abound around you. Small winged fey hide beneath their petals, and sweet sad songs drift across their blooms. Upon entering into the city proper, you find lofty tree houses and wooded chalets along the ground, all in harmony with the surrounding land. Several elven children frolic in the moonlight under a leafy bower with three white foals. You note all three sport golden horns before they run off into the trees chased by laughing children. Moving through radiant gardens toward a palatial wooden mansion, you can hear more strains of singing. These are joyful, and accompanied by a multitude of elven voices. Annugrial stops you, "This is the home of our King, Kashafen Tamarel, Lord of the High Elves and Protector of the Vesve. I will announce you and then leave you to the court. Preserve and protect." He bows briefly and turns stiffly to climb the stairs to the hedge sheltered veranda.

The rest of the encounter assumes that the party contains at least some non-elves or non-Vesve elves. If that is not the case, modify the situation as appropriate.

Dozens of elves in resplendent attire surround you. Minstrels sing songs and light food is served. At the head of all is a great wooden throne, and on that throne sits a male elf of regal bearing. "My Lord, these outsiders have come at the behest of Lorian. They bear his seal." The seated elf nods as Annugrial hands Lorian's note to him. All attention turns to you as he speaks with the deep voice of wisdom, "Tell me your tale."

Kashafen and his Court listen to the character's tale and take great interest. Many are shocked by Cenet's death. Any rude behavior before the King results in the offending character being ejected from Flameflower immediately. Anyone threatening the King or court is rushed and cut down by the guards or powerful members of court.

"I see. You have done well returning with Cenet's remains." Turning to an elf at his side, he continues "I leave this matter to your house, Ixtacious. When matters have been dealt with, the outsiders have my permission to return if necessary, once." The elf at the King's right steps away, a handful of elven guards follow suit, and it seems you are to do likewise. You note a second elf breaks away from the crowd as you leave.

Ixtacious Rellen, Cenet's father, leads the characters away from the crowd. Elrilad Riverstone of Clan Krysalyln follows them. Ixtacious intends to deal with his son's remains, but Elrilad wants to know more details about what went wrong.

Away from the noise of the crowd, Ixtacious Rellen, Cenet's father, turns to you, visibly shaken but struggling to maintain his composure. "Thank you for honoring your oath to my son. I will take his remains now and return to you within the hour. Remain here in the garden." Lifting the body, the guards following Ixtacious leaving with the other elf who followed behind you. Pausing a moment, the other elf approaches you. Pushing a lock of silver tinted black hair away from his face you note his cloak is held about his neck by a pin displaying a harp on top of a tree. "Tell me how you came to be Cenet's companions, outsiders?"

Elrilad feels responsible for Cenet's death, as he encouraged the excursion. He wants to be certain of all of the details of this tragedy and Elrilad is curious about these outsiders who honor elven customs. He can answer many of the characters questions:

- Who are you? I am Elrilad Riverstone, of Clan Krysalyn. The young lad, Cenet, was a good friend of mine. He will certainly be missed. Court will not be the same.
- How do you know Cenet? Ah, young one, you would be surprised how few places there to hide from the bustle of Court in Flameflower. It was no surprise we would become conspirators in our efforts to conceal ourselves. Add to that, our mutual appreciation for tall tales and deep bottles; our friendship was only natural.
- What will become of Cenet's body? The tradition of House Rellen is ask Sehanine's wisdom as to where he should rest. At this moment, his father is accompanying Cenet's body to the temple to perform the appropriate rituals to determine that place.
- What is Ixtacious's place at Court? Ixtacious is the head of House Rellen, a powerful house of Clan Shandareth. He is also currently in favor with our King. That gives him an important position in court. One that House Menanine is not pleased with. Perhaps their fortunes will switch now that Ixtacious' heir has passed.
- Why is House Menanine unhappy with the position of House Rellen? Clan politics are complicated, but Ixtacious is less concerned about the supremacy of Clan Shandareth than members of House Menanine. Ixtacious sees us all as elves of the same family; a family besieged by the evil of the Old One. There is no time for one brother to turn against another. House Menanine maintains that the Houses of Shandareth as the eternal rightful rulers of the Vesve. They are not as cordial to the other clans.

After an hour, Ixtacious returns to the garden. He has been to the Ancestral Copse, Temple to the Selderine, where The Lady of Dreams, the high priestess of Sehanine, has performed divinations at his behest. These spells have determined that Cenet's resting-place should be the Gardens of Nomsilia where he met his true love, Sunsi.

"My son waits to meet with Sehanine. He awaits his seat at her table until he is laid to rest at his chosen bed. If you have truly

taken an oath of fellowship with my son, then it is your responsibility to take him to his rest. Will you do this thing?"

Allow the characters to answer. If they are unwilling, then the adventure is over. Ixtacious is saddened, but assumes they are not of the caliber of Shandareth elves. His son chose his companions foolishly. Other arrangements are made to get Cenet's remains to Nomsilia. Perhaps his cousin Vallom Rellen and Elrilad may undertake the journey. Those characters that wish to complete the journey they began can continue.

"My son must be buried on the spot where he met his first love, a maid named Sunsi who has also passed into Sehanine's embrace. You must take his remains to the Gardens of Nomsilia, and bury him next to the marble gazebo there. It will not be an easy pilgrimage. The forces of the Old One have taken that land. Elrilad, I ask you to provide the outsiders with directions, I must attend my wife."

Elrilad offers a map (Player Handout 1), and directions to the valiant heroes.

"This is an honorable thing you do. Were that I was young I would go with you. It certainly will not be easy, but I know you will succeed. Cenet would not have placed his trust in those likely to fail. Let me draw you a map. Travel East for three days until you come to the Way of Remembrance. You will know it by the flagstone trail and the statues, monuments to some of our ancestors. Follow the path till you come to peaceful glade where time does not pass. From there, go northeast for another day to the Thalainunoth River. The bridge that spans it will lead you to whatever remains of the Gardens of Nomsilia. I wish you good luck friends. Preserve and Protect."

It is now up to the characters to carry out the rest of their oath. No more help can be found in Flameflower.

ENCOUNTER 6: BURIAL DETAIL

You have traveled East for three days, leaving the safety of elven lands for the dreaded Plaguehold of Iuz; a place where few living things would knowingly tread. The sickness of the Old One is obvious, spreading out from Dorakka to strangle the Vesve. All about you, you have noticed signs of the Old One's dominion. Strange nodules on tress, growths that should not be, swamps abound, and fungus is plentiful. The land here is sick with a pestilence far beyond any natural disease.

The characters pass two landmarks on their way through Iuz's lands that remind them that this was a place once held by the elves, now turned to evil. While neither of the landmarks is necessary, they set the mood. If necessary due to time constraints, one or both can be omitted if time constraints require. At this point, confirm the marching and watch order of the characters, as it is likely to have changed with Cenet's death.

THE WAY OF REMEMBRANCE

Following the directions given to you by Elrilad, you have managed to come to the Way of Remembrance. Dozens of vine covered monuments line the cracked flagstone path. Once a place of beauty, its glory has long since faded. Many of the statues are now impossible to see, entombed in a covering of black, thorny vines. In some cases the vines have grown through the statuary causing them to crack and shatter. The corruption of the Old One is found even here in this place once full of beauty.

The plants in this area have become corrupted by the Old One's influence. While not directly harmful, they are an annoyance. The black vines radiate a low amount of evil, if checked for, and are covered with sticky thorns that can easily catch the unwary. Most unsettling is that the vines are attracted to warmth, ever so slowly moving toward living beings. They are unable to effectively attack a character, but anyone sleeping in this area would awaken covered in thorny vines.

The statues, if the vines are cleared away, can be seen to depict a variety of elves; ancestors long since passed on. All are approximately seven feet tall and are made of white marble veined with rose. The statues would be quite beautiful if not for the damage inflicted upon them by the vines. They are now worthless for anything other than a landmark.

THE TIMELESS GLADE

Having progressed silently further into the depths of this dark land for another day, you hope you are nearing the end of your journey. Up ahead, there is a clearing in the trees. The ground is oddly gray and dusty. No vegetation, living or dead is found within. Pausing a moment, you watch a leaf drift down from the canopy above. The breeze blows it into the clearing and rapidly the leaf decays, turns gray, and crumbles to dust, which floats gently to the ground.

This glade is another place warped by the corruption of Iuz. Once a magical place where time passed slowly, it has been twisted such that time is passing with extreme swiftness; causing all things that enter it to age and die. A year passes in the glade for each six-second period in the real world. The glade radiates strong transmutation magic.

Those foolishly choosing to walk across the 40-foot glade age one year for each round they stay within the glade and must make a successful Fortitude save (DC 17) or take 1d6 points of damage from the effects of rapid aging. Simply sticking a single limb into the glade causes a similar effect as the limb is withered. If the Fortitude saving throw is failed however, rather than aging a year, the life is quickly sucked from the limb causing it to become black and misshapen. Such a withered limb is incapable of wielding a weapon, casting a spell with somatic components, or being run upon until magical healing is applied. Items take appropriate damage based upon type, ignoring any hardness.

THE CAMP AT NOMSILIA

Gliding silently through the wood, your company nears its goal, the Gardens of Nomsilia, where you will be able to bury the remains of your fallen comrade. Night begins to descend when you are just short of your destination. In the distance you can hear the sounds of rushing water, and voices. It appears the gardens have other visitors.

A small river runs through this area, and the bridge that crosses it was built by elves centuries ago at the Gardens of Nomsilia. This bridge makes the location strategically important for the movement of Iuz's troops and thus a small encampment has been established here to watch over it.

The camp is well defended. A four-foot wooden fence surrounds the camp on all sides with fifteen-foot tall towers near the river as well as the gate on the other side. The camp has also been surrounded with ten-foot wide pits randomly placed approximately every thirty feet around the outskirts of the camp. At APL 4, the five-foot deep pits are filled with dried forest debris and bells to alert the guards. At APLs 6 and 8 the pits are deeper and filled with lethal surprises. Occasionally, mounted patrols are sent out to scout the surrounding area. See DM Map 2 for a detailed map of the Camp.

🪵 **Wooden fence:** 1 in. thick; hardness 5; hp 10; Break (DC 18).

APL 4 (EL 0)

🪿 **Alarm Pit Trap (5 Ft. Deep):** CR 0; no attack roll necessary (1d3); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

APL 6 (EL 2)

🪿 **Spiked Pit Trap (20 Ft. Deep):** CR 2; no attack roll necessary (2d6), +10 melee (1d4 spikes for 1d4+2 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

APL 8 (EL 4)

🪿 **Spiked Pit Trap (60 Ft. Deep):** CR 2; no attack roll necessary (6d6), +10 melee (1d4 spikes for 1d4+5 points of damage per successful hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

Watchtower: These wooden towers are fifteen-feet in the air allowing guards to view the surrounding fetid landscape. The number of orcs keeping watch varies with APL.

APL 4 (EL 2)

🐉 **Orcs (4):** hp 4, 4, 5, 6; see *Monster Manual*.

One tower on each side of the camp is manned with two orcs each. Both are equipped with a hunting horn

and six javelins, in addition to their equipment listed in the *Monster Manual*.

APL 6 (EL 4)

👉 **Orcs (6):** hp 4, 4, 5, 5, 6, 6; see *Monster Manual*.

Three of the four towers are manned with two orcs each. All are equipped with a hunting horn and nine javelins, in addition to their equipment listed in the *Monster Manual*.

APL 8 (EL 6)

👉 **Orcs (12):** hp 4, 4, 4, 5, 5, 6, 6, 6, 7, 7, 7; see *Monster Manual*.

Each tower is manned with three orcs. All are equipped with a hunting horn and a dozen javelins, in addition to their equipment listed in the *Monster Manual*.

Bridge: This elegant bridge of elven construction has been subject to significant abuse since the invasion of Iuz. It is still structurally sound despite its defacement. The bridge is ten feet wide and twenty feet across, and in full view of the watchtowers stationed on either side. Two orcs stand guard here.

APL 4 (EL 1)

👉 **Orcs (2):** hp 5, 7; see *Monster Manual*.

Both orcs are equipped with a hunting horn and six javelins, in addition to their equipment listed in the *Monster Manual*.

APL 6 (EL 3)

👉 **Orcs (2):** Male orc Bbn2; hp 23, 23; see Appendix I.

APL 8 (EL 5)

👉 **Orcs (2):** Male orc Bbn3; hp 32, 32; see Appendix I.

Gate: This gate is made of solid timbers harvested from the surrounding Vesve and blocked with a heavy wooden bar.

👉 **Wooden Gate:** 4 in. thick; hardness 5; hp 40; Break (DC 25, 30 when barred).

Corral: Six sick and underfed riding horses call this pen home when they are not being used for patrols. Saddles and tack hang on a wooden fence.

Bonfire: This large bonfire is lit at all times, shedding flickering light throughout the center of camp. When not on watch, a handful of orcs can usually be found drinking, eating, or gambling in this area.

APL 4 (EL 1)

👉 **Orcs (3):** hp 4, 5; see *Monster Manual*.

APL 6 (EL 3)

👉 **Orcs (4):** hp 4, 5, 6, 7; see *Monster Manual*.

APL 8 (EL 5)

👉 **Orcs (7):** hp 4, 5, 5, 6, 6, 7, 7; see *Monster Manual*.

Athach Cage: This stout wooden cage holds an athach named Blop, sent to the camp to be used as a shock troop. Still not fully trained, the camp chooses to keep Blop locked away when not working or fighting with it. It is only possible to encounter Blop at APL 8. At APL 4 and 6, he is still too wild, and the orcs don't dare cut him loose, for fear he will turn back on them.

APL 8 (EL 7)

👉 **Athach (Blop):** hp 133; see *Monster Manual*.

Barracks: These barracks house the troops that staff the camp. The barracks are usually empty except during the daylight when the majority of the troops are sleeping here. The orcs have stashed various gold and trinkets from unlucky travelers in their footlockers.

Treasure: The orcs have stashed various gold and trinkets from unlucky travelers in their footlockers.

APL 4— coin (220 gp).

APL 6— coin (220 gp).

APL 8— coin (220 gp).

Gazebo: This large ten-foot diameter structure is the only thing besides the bridge left of the Gardens of Nomsilia, and only due to its sturdy marble construction. While the rest of the gardens have been destroyed, this gazebo remains.

Aliz's Tent: This is the home the camp's commander, Aliz the harpy.

APL 4 (EL 4)

👉 **Harpy (Aliz):** hp 31; see *Monster Manual*.

Possessions: club, *potion of invisibility*, 2 *potions of shield*, 10 bottles of frostfire*.

*See Appendix 2: New Rules for more information.

APL 6 (EL 6)

👉 **Aliz:** Female fiendish harpy Sor1; hp 35; see Appendix I.

APL 8 (EL 8)

👉 **Aliz:** Female fiendish harpy Sor3; hp 41; see Appendix I.

Tactics: The orcs in the watchtowers are somewhat complacent in their duties, occasionally napping or drinking, as such, apply a –2 circumstance penalty to Spot

and Listen checks they make. If they notice intruders, likely if the characters have set off one of the pit traps or attempted to storm the bridge, they immediately attempt to blow their hunting horns to alert the rest of the camp. After alerting the camp, the orcs throw their javelins from the tower taking advantage of the three quarters cover it offers before moving to engage characters. If the characters have breached the camp, some orcs move into melee to prevent the character from moving freely through the camp.

At APLs 6 and 8 the orcs near the bonfire immediately move to release Blop, who begins hunting for intruders. Blop, like most athachs, prefers to run to lightly, or unarmored enemies and attack them with his two clubs and bite. If the orcs are prevented from releasing Blop, he attempts to break his cage open once a commotion is raised. The break DC is 18, meaning he must roll a 10 to succeed. At APL 4 and 6, the orcs are unwilling to release Blop, unsure if he might eat them, and Blop is only too happy to sleep through the combat. He only becomes involved at APL 8.

At the sounds of combat, or once alerted by the horns, Aliz drinks her *potion of invisibility* and gathers her things during round one. On round two she drinks a *potion of shield* and flies up to see what's happening. She finds the greatest concentration of characters visible to drop her alchemical frost fire on. Aliz does not sing if more than half of her troops are still standing for fear of entrancing them as well. She is willing to flee if the majority of her troops (including Blop) are out of the combat and she is wounded.

BURYING THE BODY

Burying the body of Cenet next to the gazebo where he first met Sunsi has no visible effect. Naïve characters waiting for some showing display are disappointed, until they prepare to leave.

You have laid the body of Cenet to rest as required by your oath. You wait a few moments, naively expecting some sign that your journey is complete. Disappointed, you turn to leave, when a splash of red catches your eye. A flameflower has sprouted from the grave.

CONCLUSION

At the conclusion of the adventure, the characters have the opportunity to earn an influence point with the King of the High Elves, Kashafen Tamarel. To earn this honor, they must meet several requirements:

- They must be an elf that belongs to a Vesve clan or be a non-elf. (The Highfolk meta-organization.) Elves not belonging to a clan do not initially qualify for this influence point.
- The character must have undertaken the oath to Cenet in the Introduction.
- The character must not have fought the elven patrol in Encounter 5.

- The character must not have caused any disturbance while in court (verbal or physical).

Those characters that have met all of these conditions have earned an influence point at the conclusion of the adventure.

Non-clanned elves have the opportunity for a very special honor. They have their own set of conditions:

- They must be an elf that does belong to a Vesve clan. (The Highfolk meta-organization.) You cannot change your family once you have it.
- The character must have undertaken the oath to Cenet in the Introduction.
- The character must not have fought the elven patrol in Encounter 5.
- The character must not have caused any disturbance while in court (verbal or physical).

Ixtacious may sponsor any character that meets these requirements for membership in House Rellen. If the character turns down the sponsorship, they receive the influence point above. No character can receive both.

Standing before the King of the High Elves in his great wooden palace, you recount the tale of your journey to lay an honored friend to rest. As you finish, all faces turn toward the Lord of the High Elves, "You have done well, brothers of Cenet Rellen. You shall have my favor and be welcome in my home. May Corellon watch over you in these times."

If no elves meet the qualification for sponsorship to House Rellen:

Rounds of applause fill the vaulted room setting a flock of doves to wing and out the open skylight. Your ordeal has finally come to an end, but the journey has only just begun.

The End

If any elves meet the requirements for sponsorship into House Rellen, continue:

Ixtacious steps forward. "If you will allow it my Lord, I wish to say something." Kashafen nods his ascent. "These people have declared themselves brothers to my son through word and deed. As I have lost my only child, I would ask that I be allowed to accept <insert player character(s) name(s)> into my house." Gasps fill the court and astonished faces look from Ixtacious to your party and back to the king who folds his hands in front of his face and considers before speaking.

"<Character Name>, would you agree to this? Once accepted, it cannot be undone."

Wait for the characters answer.

If no:

Very well then, you still have my favor, and that of the elves of the Vesve." Several of the assembled crowd, glare smugly at

Extacious as he shrinks behind Kashafen's throne. Kashafen bids you farewell and the guards escort you from the chamber. At least your journey has finally come to an end. Now you must trek back home to Highfolk.

If yes:

"Then step forward <Character Name>, son/daughter of House Rellen, Kinsmen of Shandareth." Rounds of applause fill the vaulted room setting a flock of doves to wing and out the open skylight. Extacious beams at the prospect of his new honored son(s)/daughter(s). Your ordeal has finally come to an end, but the journey has only just begun.

The End

PASSWORD

At the conclusion of this event, you should give all the players the password to this scenario. Tell them to write it on their adventure certificates, and inform them that it can be used to unlock the adventure summary document that can be found on the Highfolk website (www.highfolk.oerth.com), approximately two months from the conclusion of the premiere of this scenario. The password for this scenario is **nomsilia** (all lower case).

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 to each character.

Encounter 4: Trouble in the Great Wood

Defeat the grugach.

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

-OR-

Negotiate peaceably with the grugach.

APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Encounter 6: Burial Detail – Bridge

Defeat the orcs at the bridge.

APL 4	30 XP
APL 6	90 XP
APL 8	150 XP

Encounter 6: Burial Detail – Watchtower

Defeat the orcs at the watchtower.

APL 4	60 XP
APL 6	120 XP
APL 8	180 XP

Encounter 6: Burial Detail – Bonfire

Defeat the orcs at the bonfire.

APL 4	30 XP
APL 6	90 XP
APL 8	150 XP

Encounter 6: Burial Detail – Athach Cage

Defeat Blop (APL 8 only).

APL 4	0 XP
APL 6	0 XP
APL 8	180 XP

Encounter 6: Burial Detail – Aliz's Tent

Defeat Aliz.

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

Total Possible Experience

APL 4	600 XP
APL 6	900 XP
APL 8	1200 XP

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value

increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

APL 6: 481 gp
APL 8: 853 gp

TREASURE KEY:

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

Encounter 2: The Ruins of Sallow Hold

Search and find the silver necklace.

APL 4: L: 0 gp; C: 10 gp; M: 0

APL 6: L: 0 gp; C: 10 gp; M: 0

APL 8: L: 0 gp; C: 10 gp; M: 0

Encounter 4: Trouble in the Great Wood

Defeat the grugach and strip them of their gear.

APL 4: L: 52 gp; C: 0 gp; M: *scroll of true strike* (Value 4 gp per character)

APL 6: L: 52 gp; C: 0 gp; M: *scroll of true strike* (Value 4 gp per character)

APL 8: L: 52 gp; C: 0 gp; M: *scroll of true strike* (Value 4 gp per character)

-OR-

Encounter 4: Trouble in the Great Wood

Negotiate peaceably with the grugach and gift them with a masterwork or better item.

APL 4: L: 0 gp; C: 0 gp; M: *scroll of true strike* (Value 4 gp per character)

APL 6: L: 0 gp; C: 0 gp; M: *scroll of true strike* (Value 4 gp per character)

APL 8: L: 0 gp; C: 0 gp; M: *scroll of true strike* (Value 4 gp per character)

Encounter 6: Burial Detail – Orcs

Defeat the orcs and strip them of their gear. Value is 8 gp per orc. Deduct this amount for each orc survivor who successfully flees the combat. The coins is gotten by searching the orc's encampment and taking their valuables, stored in their footlockers.

APL 4: L: 72 gp; C: 220 gp; M: 0

APL 6: L: 96 gp; C: 220 gp; M: 0

APL 8: L: 168 gp; C: 220 gp; M: 0

Encounter 6: Burial Detail – Aliz

Defeat Aliz and strip her of her gear.

APL 4: L: 40 gp; C: 0 gp; M: *potion of invisibility* (Value 45 gp per character); 2 *potions of shield* (Value 7 gp per potion per character).

APL 6: L: 40 gp; C: 0 gp; M: *potion of invisibility* (Value 45 gp per character); 2 *potions of shield* (Value 7 gp per potion per character).

APL 8: L: 40 gp; C: 0 gp; M: *potion of invisibility* (Value 45 gp per character); 2 *potions of shield* (Value 7 gp per potion per character); *ring of protection +1* (Value 300 gp per character).

Total Possible Treasure

APL 4: 457 gp

Special Items to be Included on Adventure Certificate

Frostfire (As presented in Deep Horizon)

This sticky, adhesive substance drains away heat when exposed to air or moisture. A flask of frostfire can be thrown as a grenadelike weapon with a range increment of 10 feet. A direct hit deals 1d6 points of cold damage.

On the round following a direct hit, the target takes an additional 1d6 points of cold damage. The target can take a full round action to attempt to scrape off or wash away the frostfire before taking this additional damage. It takes a successful Reflex saving throw (DC 15) to remove the frostfire. Dousing the frostfire with at least one quart of an alcoholic or acidic solution such as wine or vinegar automatically removes the substance.

Frequency: Region; Requirements: Alchemy (DC 20); Cost: 40 gp; Weight: 1 lb.

Potion of Shield

Caster Level: 1st; Prerequisites: Brew Potion, *shield*; Market Price: 50 gp; Weight -. (Frequency: Region; Requirements: as prerequisites).

Favor of the Elven Court

___Influence with Kashafen Tamarel

-OR-

___Membership of House Rellen: Ixtacious Rellen of Clan Shandareth has sponsored the above named character to membership in House Rellen. The character may join the Elven Clans meta-organization and select the ruling clan, Shandareth as his own. The above named character must be an elf, and may not be a member of another elven clan to receive this benefit.

APPENDIX I: NPCS

INTRODUCTION

All APLs

☛ **Cenet Rellen:** Male elf Rgr1/Rog2; CR 3; Medium-size humanoid (elf); HD 2d6+1d10+3; hp 19; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atk +1 melee (1d8+1/19-20, long sword) and +1 melee (1d6+1/19-20, short sword) or +4 ranged (1d8/x3, longbow); SA Sneak attack, favored enemy (orc); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, evasion; AL CG; SV Fort +3, Ref +5, Will +1; Str 12, Dex 14, Con 12, Int 13, Wis 12, Cha 14.

Skills and Feats: Climb +5, Diplomacy +3, Hide +7, Intuit Direction +3, Knowledge (nature) +3, Listen +5, Move Silently +6, Open Lock +4, Search +7, Sense Motive +5, Spot +6, Swim -2, Tumble +7, Use Magic Device +6, Use Rope +4, Wilderness Lore +4; Dodge, Mobility.

Possessions: short sword, long sword, longbow, 20 arrows, +1 mithral chain shirt, blue gem.

Personality Traits: Friendly, accepting, and enthusiastic.

☛ **Lorian:** Male elf Wiz9; CR 9; Medium-size humanoid (elf); HD 9d4; hp 28; Init +1; Spd 30 ft.; AC 18 (touch 14, flat-footed 17); Atk +6 melee (1d6+2, quarterstaff); SA Spells; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, summon familiar; AL NG; SV Fort +3, Ref +4, Will +8; Str 10, Dex 13, Con 10, Int 18, Wis 14, Cha 12.

Skills and Feats: Alchemy +10, Concentration +12, Diplomacy +5, Knowledge (arcana) +15, Knowledge (history) +7, Knowledge (local) +7, Knowledge (nobility and royalty) +7, Knowledge (the planes) +10, Scry +9, Sense Motive +4, Spellcraft +16; Alertness, Combat Casting, Craft Wand, Quicken Spell, Scribe Scroll, Spell Focus (Enchantment).

Possessions: robe, +2 quarterstaff, bracers of armor +4, ring of protection +3, wand of hold person.

Spells Prepared (4/5/5/4/3/1; base DC = 14 + spell level; 16 + spell level for Enchantment spells): 0—*daze*, *detect magic*, *mending*, *prestidigitation*; 1st—*charm person*, *comprehend languages*, *hypnotism*, *shield*, *sleep*; 2nd—*continual flame*, *fog cloud*, *fox's cunning**, *mirror image*, *Tasha's hideous laughter*; 3rd—*dispel magic*, *fly*, *hold person*, *suggestion*; 4th—*confusion*, *magic missile (quickened)*, *minor globe of invulnerability*; 5th—*dominate person*.

Personality Traits: Calm and patient.

*See Appendix 2: New Rules for more information.

ENCOUNTER 4: TROUBLE IN THE GREAT WOOD

APL 4 (EL 4)

☛ **Wild Elf Fighters (4):** Male elf Ftr1; CR 1; Medium-size humanoid (elf); HD 1d10+1; hp 11 each; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +3 melee (1d8+2/19-20, long sword) or +4 ranged (1d8/x3, longbow); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CN; SV Fort +3, Ref +3, Will -1; Str 14, Dex 16, Con 12, Int 10, Wis 8, Cha 9.

Skills and Feats: Climb +5, Hide +4, Jump +5; Point Blank Shot, Precise Shot.

Possessions: leather armor, longbow, long sword, 20 arrows.

☛ **Xithnal Brokenstem:** Male elf Rgr1; CR 1; Medium-size humanoid (elf); HD 1d10+1; hp 11; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +4 melee (1d8+3/19-20, long sword) or +4 ranged (1d8/x3, longbow); SA Favored enemy (human); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CN; SV Fort +3, Ref +3, Will +2; Str 16, Dex 16, Con 12, Int 10, Wis 11, Cha 9.

Skills and Feats: Hide +3, Listen +6, Search +5, Spot +6, Wilderness Lore +4; Iron Will.

Possessions: studded leather armor, longbow, long sword, 20 arrows.

APL 6 (EL 6)

☛ **Wild Elf Fighters (4):** Male elf Ftr2; CR 2; Medium-size humanoid (elf); HD 2d10+2; hp 18 each; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +4 melee (1d8+2/19-20, long sword) or +5 ranged (1d8/x3, longbow); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CN; SV Fort +4, Ref +3, Will -1; Str 14, Dex 16, Con 12, Int 10, Wis 8, Cha 9.

Skills and Feats: Climb +5, Hide +5, Jump +5; Point Blank Shot, Precise Shot, Rapid Shot.

Possessions: leather armor, longbow, long sword, 20 arrows.

☛ **Xithnal Brokenstem:** Male elf Rgr3; CR 3; Medium-size humanoid (elf); HD 3d10+3; hp 25; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +6 melee (1d8+3/19-20, long sword) or +6 ranged (1d8/x3, longbow); SA Favored enemy (human); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CN; SV Fort +4, Ref +4, Will +3; Str 16, Dex 16, Con 12, Int 10, Wis 11, Cha 9.

Skills and Feats: Hide +5, Listen +8, Search +6, Spot +7, Wilderness Lore +6; Iron Will, Quick Draw.

Possessions: studded leather armor, longbow, long sword, 20 arrows.

APL 8 (EL 8)

➤ **Wild Elf Fighters (4):** Male elf Ftr3; CR 3; Medium-size humanoid (elf); HD 3d10+3; hp 25 each; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +5 melee (1d8+2/19-20, long sword) or +6 ranged (1d8/x3, longbow); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CN; SV Fort +4, Ref +4, Will +2; Str 14, Dex 16, Con 12, Int 10, Wis 8, Cha 9.

Skills and Feats: Climb +5, Hide +5, Jump +5; Iron Will, Point Blank Shot, Precise Shot, Rapid Shot.

Possessions: leather armor, longbow, long sword, 20 arrows.

➤ **Xithnal Brokenstem:** Male elf Rgr5; CR 5; Medium-size humanoid (elf); HD 5d10+5; hp 39; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +8 melee (1d8+3/19-20, long sword) or +8 ranged (1d8/x3, longbow); SA Favored enemy (human); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CN; SV Fort +5, Ref +4, Will +4; Str 16, Dex 16, Con 12, Int 10, Wis 12, Cha 9.

Skills and Feats: Hide +5, Listen +9, Search +6, Spot +8, Wilderness Lore +7; Iron Will, Quick Draw.

Possessions: studded leather armor, longbow, long sword, 20 arrows.

Spells Prepared (1; base DC = 11 + spell level): 1st – entangle.

ENCOUNTER 5: BRILLIANT FLAMEFLOWER

➤ **Elven Scouts (6):** Male elf Rgr5; CR 5; Medium-size humanoid (elf); HD 5d10+5; hp 39; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +7 melee (1d8+2/19-20, long sword) or +7 ranged (1d8/x3, longbow); SA Favored enemies (orc, human); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CG; SV Fort +5, Ref +3, Will +1; Str 14, Dex 15, Con 13, Int 12, Wis 11, Cha 10.

Skills and Feats: Climb +7, Hide +19, Listen +6, Move Silently +19, Search +7, Spot +8, Wilderness Lore +4; Precise Shot, Point Blank Shot.

Possessions: long sword, longbow, 20 arrows, mithral chain shirt, cloak of elvenkind, boots of elvenkind.

➤ **Annugrial:** Male elf Rgr7; CR 7; Medium-size humanoid (elf); HD 7d10+7; hp 53; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 15); Atk +9/+4 melee (1d8+2/19-20, long sword) or +10/+5 ranged (1d8/x3, longbow); SA Favored enemies (orc, human), spells; SQ Immunity to magic sleep spells and effects, +2 racial

saving throw bonus against Enchantment spells or effects, low-light vision; AL CG; SV Fort +6, Ref +5, Will +3; Str 14, Dex 16, Con 13, Int 12, Wis 12, Cha 10.

Skills and Feats: Climb +7, Hide +22, Listen +7, Move Silently +22, Search +7, Spot +10, Wilderness Lore +10; Precise Shot, Point Blank Shot, Rapid Shot.

Possessions: long sword, longbow, 20 arrows, +1 mithral chain shirt, cloak of elvenkind, boots of elvenkind.

Spells Prepared (2; base DC = 11 + spell level): 1st – entangle, resist elements.

ENCOUNTER 6: BURIAL DETAIL

Bridge

APL 6 (EL 3)

➤ **Orcs (2):** Male orc Bbn2; CR 2; Medium-size humanoid (orc); HD 2d12+4; hp 23 each; Init +1; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atk +5 melee (1d12+4/x3, greataxe) or +3 ranged (1d6+3, javelin); SA Rage; SQ Darkvision 60 ft., light sensitivity, fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +5, Ref +1, Will -1; Str 16, Dex 13, Con 14, Int 9, Wis 8, Cha 8.

Skills and Feats: Jump +3, Listen +6, Wilderness Lore +4; Alertness.

Possessions: scale mail armor, greataxe, hunting horn, 6 javelins.

APL 8 (EL 5)

➤ **Orcs (2):** Male orc Bbn3; CR 3; Medium-size humanoid (orc); HD 3d12+6; hp 32 each; Init +1; Spd 20 ft.; AC 15 (touch 11, flat-footed 14); Atk +7 melee (1d12+4/x3, greataxe) or +4 ranged (1d6+3, javelin); SA Rage; SQ Darkvision 60 ft., light sensitivity, fast movement, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +5, Ref +2, Will +0; Str 16, Dex 13, Con 14, Int 9, Wis 8, Cha 8.

Skills and Feats: Jump +4, Listen +7, Wilderness Lore +5; Alertness, Weapon Focus (greataxe).

Possessions: scale mail armor, greataxe, hunting horn, 6 javelins.

Athach Cage

➤ **Athach, Advanced (Blop):** CR 9; Huge aberration; HD 20d8+100; hp 190; Init +1; Spd 50 ft.; AC 20 (touch 9, flat-footed 19); Atk +21 melee (2d8+4 and poison, bite) and +19/+14/+9 melee (2d6+8, huge club) or +16 ranged (2d6+8, rock) or +16/+11 (2d6, 2 rocks); Face/Reach 10 ft. by 10 ft./15 ft.; SA Poison; AL CE; SV Fort +11, Ref +7, Will +17; Str 27, Dex 12, Con 21, Int 7, Wis 12, Cha 6.

Skills and Feats: Climb +19, Jump +19, Listen +10, Spot +10; Multiattack, Multidexterity, Multiweapon Fighting, Power Attack.

Poison (Ex): Bite, Fortitude save (DC 22); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

Aliz's Tent

APL 6 (EL 6)

☛ **Aliz:** Female fiendish harpy Sor1; CR 6; Medium-size monstrous humanoid; HD 7d8+1d4; hp 35; Init +2; Spd 20 ft., fly 80 ft. (average); AC 13 (touch 12, flat-footed 11); Atk +9/+4 melee (1d4, club) or +2 melee (1d3, 2 claws); SA Captivating song, spells, smite good; SQ Darkvision 60 ft., cold and fire resistance 15, damage reduction 5/+2; SR 16; AL CE; SV Fort +2, Ref +7, Will +7; Str 10, Dex 15, Con 10, Int 10, Wis 10, Cha 16.

Skills and Feats: Bluff +9, Concentration +4, Listen +7, Perform (buffoonery, chant, epic, limericks, melody, ode, storytelling) +10, Spellcraft +4, Spot +6; Dodge, Flyby Attack, Weapon Finesse (club).

Possessions: club, *potion of invisibility*, 2 *potions of shield*, 10 bottles of frostfire*.

Spells Known (5/4; base DC = 13 + spell level): 0 – *daze*, *detect magic*, *prestidigitation*, *resistance*; 1st – *magic missile*, *sleep*. *See Appendix 2: New Rules for more information.

APL 8 (EL 8)

☛ **Aliz:** Female fiendish harpy Sor3; CR 8; Medium-size monstrous humanoid; HD 7d8+3d4; hp 41; Init +2; Spd 20 ft., fly 80 ft. (average); AC 14 (touch 13, flat-footed 12); Atk +10/+5 melee (1d4, club) or +3 melee (1d3, 2 claws); SA Captivating song, spells, smite good; SQ Darkvision 60 ft., cold and fire resistance 15, damage reduction 5/+2; SR 20; AL CE; SV Fort +3, Ref +8, Will +8; Str 10, Dex 15, Con 10, Int 10, Wis 10, Cha 16.

Skills and Feats: Bluff +9, Concentration +6, Listen +7, Perform (buffoonery, chant, epic, limericks, melody, ode, storytelling) +10, Spellcraft +6, Spot +6; Dodge, Flyby Attack, Weapon Finesse (club).

Possessions: club, *potion of invisibility*, 2 *potions of shield*, *ring of protection* +1, 10 bottles of frostfire*.

Spells Known (6/6; base DC = 13 + spell level): 0 – *daze*, *detect magic*, *light*, *prestidigitation*, *resistance*; 1st – *grease*, *magic missile*, *sleep*.

*See Appendix 2: New Rules for more information.

APPENDIX 2: NEW RULES

FOX'S CUNNING AS PRESENTED IN *TOME AND BLOOD*

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature becomes smarter. The spell grants an enhancement bonus to Intelligence of 1d4+1 points, adding the usual benefits to Intelligence-related skills. Wizards who receive *fox's cunning* do not gain extra spells, but the save DCs for their spells increase.

Arcane Material Component: A few hairs, or a pinch of dung, from a fox.

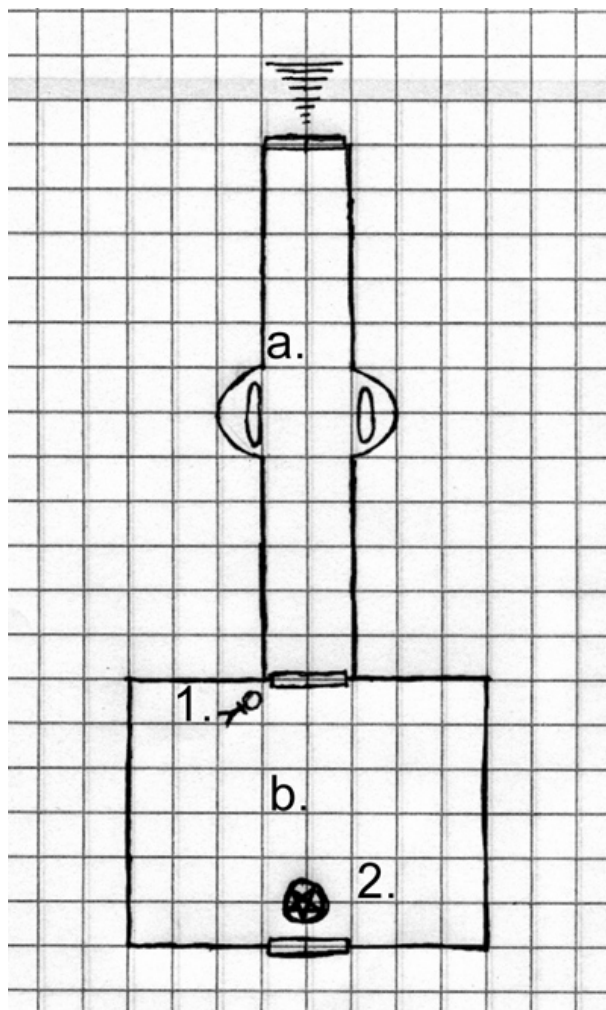
FROSTFIRE AS PRESENTED IN *DEEP HORIZON*

This sticky, adhesive substance drains away heat when exposed to air or moisture. A flask of frostfire can be thrown as a grenadelike weapon with a range increment of 10 feet. A direct hit deals 1d6 points of cold damage.

On the round following a direct hit, the target takes an additional 1d6 points of cold damage. The target can take a full round action to attempt to scrape off or wash away the frostfire before taking this additional damage. It takes a successful Reflex saving throw (DC 15) to remove the frostfire. Dousing the frostfire with at least one quart of an alcoholic or acidic solution such as wine or vinegar automatically removes the substance.

Frequency: Region; *Requirements:* Alchemy (DC 20); *Cost:* 40 gp; *Weight:* 1 lb.

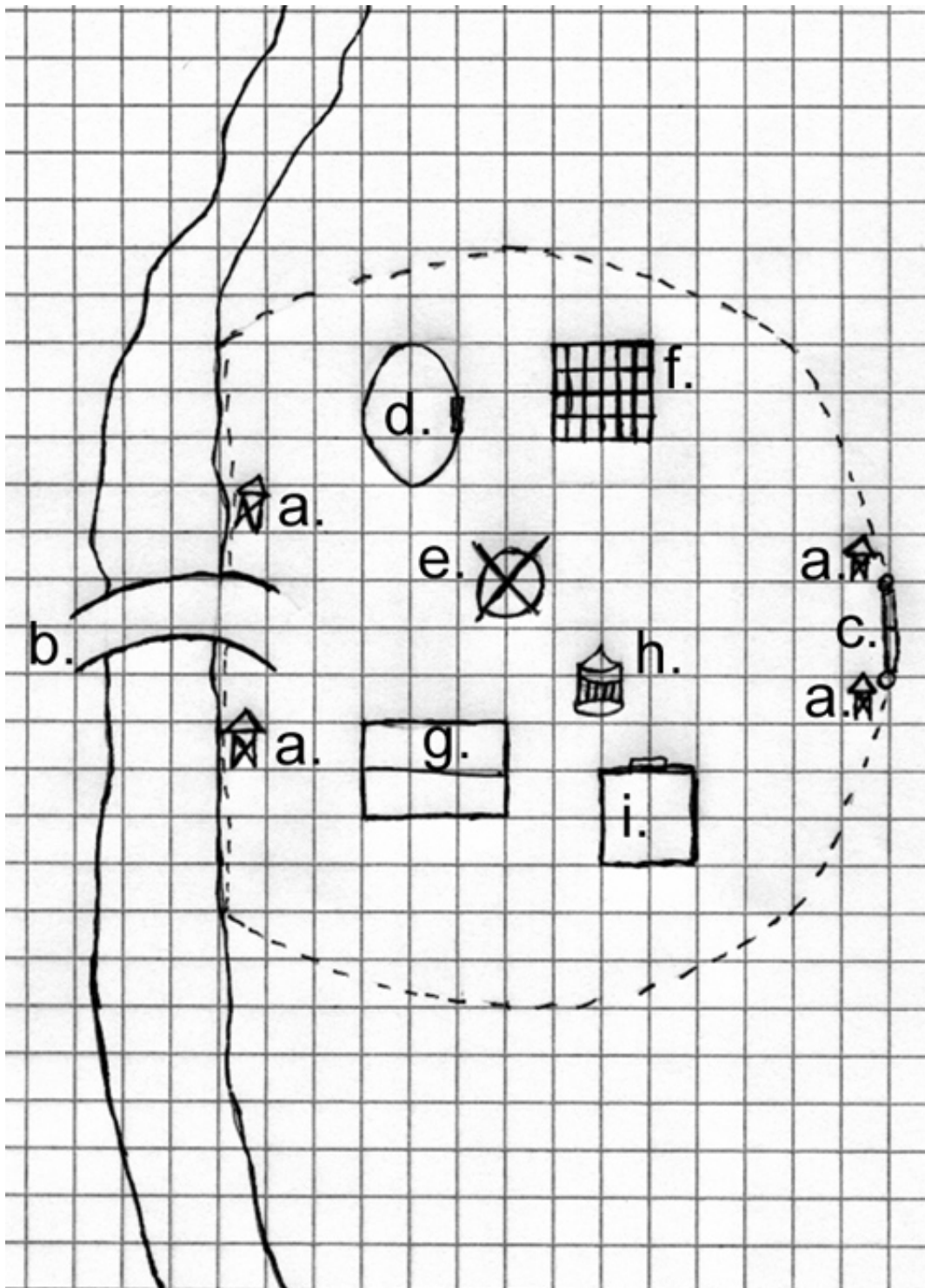
DM MAP 1 – THE LOWER HALLS OF SALLOW HOLD



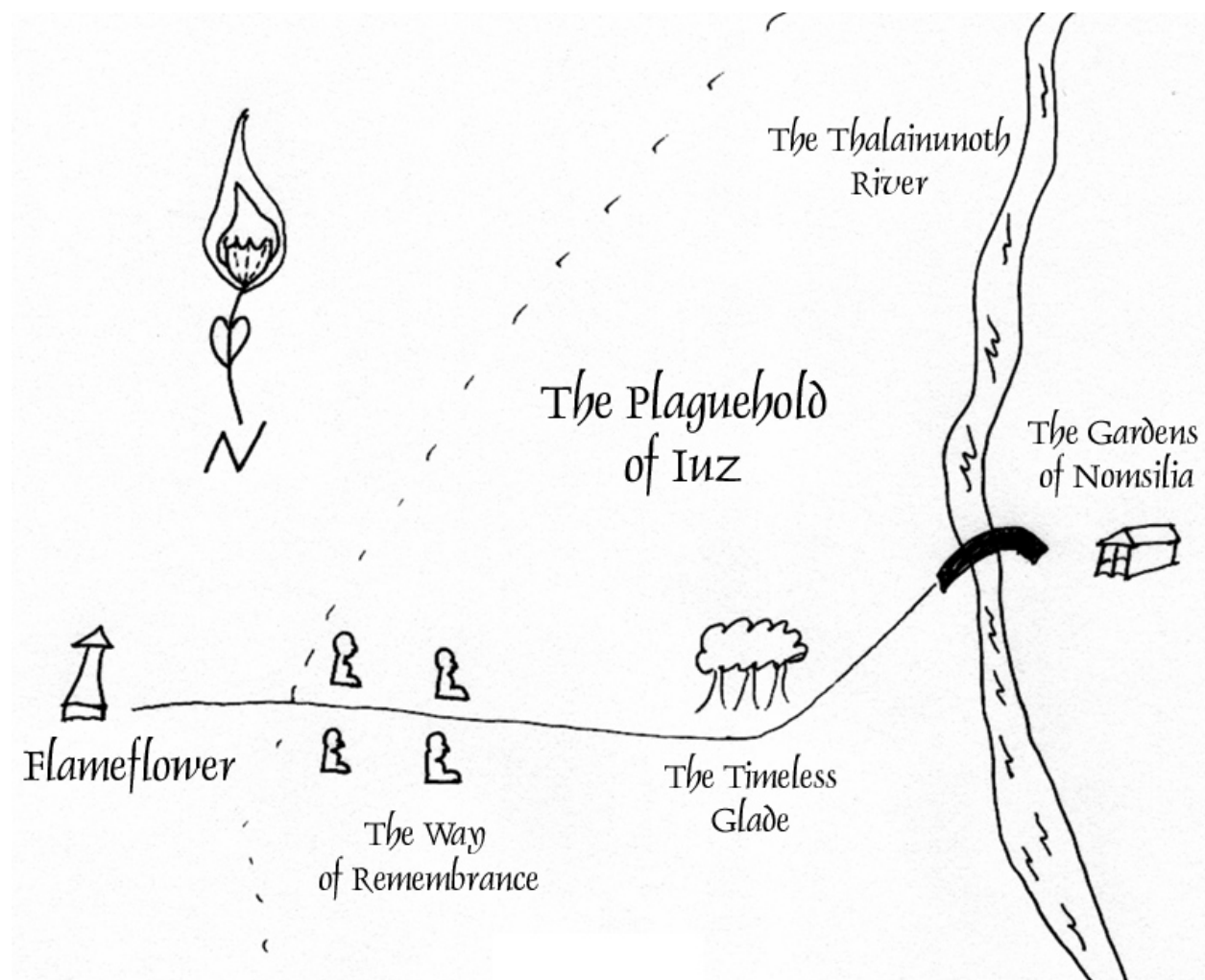
Five-foot squares

- a. The Entry Hall
 - b. The Door to Heavens Lost
-
- 1. Final Resting Place of Cenet's body
 - 2. 10'x10' Iron Golem Trap

DM MAP 2 – THE CAMP AT NOMSILIA



PLAYER HANDOUT 1 – MAP FROM FLAMEFLOWER TO THE GARDENS OF NOMSILIA



ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.