

HIG3-08

The Evil Within

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

Version 1.0

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Fleeing the ravages of war, refugees have flooded Highfolk town triggering a string of murders that suggest more than simple racial strife. Clearly malevolent forces are working behind the scenes, but politics and lies plague the investigation. Something must be done before Highfolk falls, brought down from within. This adventure uses the revised Dungeons and Dragons rules. A Highfolk regional scenario for political and investigative PCs, APLs 4 to 12. A House Divided, Part Two.

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

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Introduction

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

Preparation

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

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

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

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

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, 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 the players (and the DM) to keep track of who is playing which character.

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

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

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. 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, 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 PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

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

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being 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 two 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. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) 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.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Highfolk. Characters native to Highfolk pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

The fall of Flameflower was a critical blow to the security of the Vesve. The elven Court, displaced to the town of Highfolk without their Lord Kashafen Tamarel, have no choice but take stock of the remains of their power and attempt to rebuild their people in a new landscape. Longtime friend of the elves, Mayor Tavin Estreader has invited the Court into the Elven District of Highfolk and given them some measure of self-rule. Tavin realizes that if the Court of the Vesve does not have a place to call their own, they will likely flee to their cousins in Celene taking much needed resources and soldiers with them; weakening the defense of Highfolk against the onslaught of the Old One. The Court must be appeased to keep the elves side by side with those that remain to oppose the dark tide from the East.

But the power of the elven Court is not the only group with influence in Highfolk, and the alteration of the political landscape offers great opportunity for others seeking to exploit the weakness of the elves and imbalance of the normal leadership of Highfolk.

The last few months have seen a secretive thieves guild known as the Blood Owls winning a nighttime war against the Shadowclaw, a gang of assassins and spies loyal to Iuz. With the exception of the murder of a few council members, the war has gone largely unnoticed by the rest of Highfolk, and likely would have, but for the intervention of a third power: the elven Court.

Occurring at approximately the same time as the fall of Flameflower, a cleric of Corellon emphasizing his war aspect, discovered the existence of the Blood Owls. Rather than exposing them, she joined them and became their latest operative. Velora Wintershale was paired with another member of the organization, a woman sometimes known as Asarina Violacea, in investigating the possibility of using the Court for the organization's aims. The two also became aware of someone calling themselves Whisper, that may have been involved in using the Court to further the aims of the Shadowclaw. Unfortunately, Velora was found out by the Shadowclaw before she was able to uncover the identity of this Whisper. She was poisoned and slain in her own bed by an operative of Whisper and the Shadowclaw named Cetus Greenapple.

Unaware of her partner's death, Asarina had arranged a meeting with Velora, where she had hoped to convince the generally more squeamish Velora to assist in capturing or slaying Cetus later that evening. When Velora did not arrive, Asarina feared the worse. Moving ahead on her own, she killed Cetus.

However, all of this did not go unnoticed. Since the arrival of the elven Court in the Elven District, Avereen Volmiryth has suspected that there were other powerful groups at work. She had sent one of her spies, Indilia Zernea, to find these groups and gather information. Indilia had uncovered evidence of two groups, and was

trailing Asarina when the murder occurred. After the murder she began following and researching Cetus. Looking into Cetus resulted in her death as well, slain by operatives of the Shadowclaw to prevent the Volmiryth from learning too much about them. However, among Indilia's belongings, the assassins discovered information about another suspected member of the Shadowclaw, Riscot Gempetal. Realizing another assassination would draw further attention to themselves, the Blood Owls needed someone to frame. Enter the PCs.

Adventure Summary

Introduction. The PCs learn of the changes to the town of Highfolk since the occurrences of *HIG3-06 Brother Against Brother*. In particular, refugees from Flameflower and the surrounding areas have flooded the Elven District. Some PCs may be given special information or missions depending on their previous actions or alliances.

Encounter One. The PCs stumble onto a murder of an elven man. They are attacked by a demon that was actually summoned to commit the murder. The demon disappears after when the duration of the spell ends regardless of whether it has been slain or not.

Encounter Two. The Homeguard, supplemented by a group of elven guardsmen, arrive to investigate/deal with the murderer. They arrest the PCs under suspicion of committing the murder. They are jailed until the Judge can be found. Ixtacious Rellen, Voice of the King, hears of their plight and sees the PCs as a convenient tool for investigating the recent elven murders. He gets them released from their holding cell in exchange for investigating the murders (in which they are still suspects).

Encounter Three. The PCs investigate the deceased elves, going to the murder sites, their homes, and asking questions of their relatives and friends. At some point, Rowana Menanine of the elven Court gives the PCs a warning that they may become targets for performing this investigation.

Encounter Four. The PCs are attacked during the night by a group of thugs hired to eliminate them because of their interest in the murders. One of the attackers present participated in the murder of Velora.

Encounter Five. The night is filled with several murders and reprisals. Elves and non-elves have been slain in a night of violence. The PCs are called into a meeting with the Mayor Tavin Erstreader and Raggan Glinttooth of the Fifth District to discuss their involvement and others whom the PCs believe are involved.

Encounter Six. The investigation leads the PCs to Velrithir, a servant of House Rellen. The PCs move to investigate his home and encounter a series of traps. Materials left behind suggest the servant may have known the grugach would attack Flameflower prior to it happening. There is no clue to where the culprit went.

Conclusion. The Hand of the King, Tymir Menanine seals the elven district to non-elves, much to the dismay of Ixtacious Rellen and the Mayor.

DM Note: Due to the purposely confusing nature of this mystery and its plot implications, it is asked that judges refrain from explaining to players what really happened and who is involved. It will only spoil the future story for them. While some details are presented here to ease the running of this event, it is the request of the Triad that they not be shared with the players, as these are simply for the aid of the DM.

Introduction

Prior to beginning, inspect the player's character sheets to determine if any of the PCs should receive any of the player handouts. It is possible that more than one PC may qualify for a given handout, it is important that you choose only one person to receive each handout, as the special missions are unique. If no one qualifies for a particular handout, no one receives one.

- ☛ Player Handout One: Only a PC that possesses the Spider Token from *HIG3-06 Brother Against Brother* may receive this handout. Note that it requires the player to make a choice before reading the second part of the handout. If more than one PC possesses the token, choose a Volmiryth first, followed by any elf.
- ☛ Player Handout Two: This handout is intended for a PC that is a member of the Blood Owls meta-organization. Failing that, select a PC who possesses the Recognition of Nelia Gertrand from *HIG2-08 Knife in the Wound*.
- ☛ Player Handout Three: This handout should be given to one PC who has the dragon disciple prestige class granted by the Highfolk region. PCs granted access to this class from another region do not qualify.

It has been a long night at the Leaping Deer Tavern. In addition to fine brews and spiced elven wine to chase the cold night air away, the conversation was filled with speculation about the breaking of the siege of Quaalsten, the destruction of Flameflower, and the flood of refugees that have found their way into Highfolk. Indeed, the elven district has become overfilled with those who once lived in Flameflower, displacing many of the non-elves who once called the district their home. All of this runs through your head as you and several other adventurers who shared a round too many with you, make your way home.

It is Freeday the 21st, in the third week of Sunsebb and the PCs have all recently left the Leaping Deer, an expensive inn and tavern in the elven district of Highfolk. Whether they have just met or already know each other, they have all chosen to leave for home, or the inn that they are

staying at, at the same time. If the PCs have not yet met, now is the time for them to introduce themselves.

Encounter One

It is well into the night, in fact Pelor's light cannot be that far off. Frost has rimmed many of the slim windows in the elven district as you make your way home. Turning down a sheltered lane to protect your face from the frigid wind, you note someone seems to have passed out in a puddle in the middle of the street. Their cloak whips in the wind, covering their face, but it looks to be an elven man.

In fact, the man is not unconscious but rather dead. As soon the PCs move to inspect the man, they will note the man's clothes are torn, and the puddle is made from his own blood.

At this point they should roll a Spot check versus the demon's Hide to determine surprise, and then move to initiative.

Creatures: Asarina Violacea has summoned a demon named Wasodis, to slay the man the PCs have found. Having surprised the man and slain him quickly, it lay in wait for any other passersby that might feed its hunger for violence before the duration of its summoning ends. The PCs only fight the demon for a four rounds (in addition to the surprise round) before the magic that holds it on this plane ends and it (regardless of whether it is alive or dead) is returned to the Abyss. For example, APL 4 fights for the demon for two rounds beyond the surprise round, while APL 10 fights it for five rounds in addition to the surprise round. Note that the EL of this encounter has been lowered by 2, as the demon does not stay for long.

APL 4 (EL 4)

☛ Uridez: hp 38; see Appendix Two.

APL 6 (EL 6)

☛ Palrethee: hp 60; see Appendix Two.

APL 8 (EL 8)

☛ Palrethee, advanced: hp 92; see Appendix One.

APL 10 (EL 10)

☛ Maurezhi, advanced: hp 58; see Appendix One.

APL 12 (EL 12)

☛ Maurezhi, advanced: hp 93; see Appendix One.

Tactics: The demon attempts to engage the PCs directly, knowing it cannot truly die on this plane. As a summoned creature, it cannot use any abilities to summon other

demons, or *plane shift*. The demon leaves behind a longsword when it is dispelled.

Inspecting the Body

After the demon is defeated or dispelled, the PCs will have a few rounds to inspect the body. Close inspection of the body can determine the following:

- ☛ The deceased is a gray elven male of middle age. The body has been punctured through the back.
- ☛ A Heal DC 10 determines the man is freshly slain.
- ☛ A Heal DC 15 check can determine that the longsword left behind by the demon matches the puncture wound on the body.
- ☛ A Track check (Survival, DC 18) determines there are no other fresh tracks nearby besides the man, the PCs, and the demon. (Asarina was under the effect of a *pass without trace*.)
- ☛ A *speak with dead* or similar magic can determine the man's name is Riscot Gempetal, and he is a hosteller that owes several rented properties in the elven district. He can describe his attackers. They match the PCs exactly.
- ☛ A *raise dead* or other restorative magic fails. Riscot does not wish to return.

A close inspection of the sword bears out the following:

- ☛ The sword appears to average quality and has seen heavy use. It has no identifying marks.
- ☛ The sword bares no enchantments.
- ☛ The sword is covered in rapidly freezing blood to midway down the blade.

Once the PCs have had a chance to inspect the body and weapon, proceed to Encounter Two.

Encounter Two

"You there! Halt immediately in the name of the Homeguard." Running towards your direction you see three human guardsmen bearing the sashes of the Homeguard. Curiously behind them follows six elves in white mithral chain shirts bearing white sashes. "What's going on here? Why, you've killed him!" Without waiting for a command the elves encircle your group and draw their thin elven blades; also painted white, you notice absently.

The DM is encouraged to have the Homeguard arrive at the most inopportune moment. The PCs, bloodied and standing over a dead body, make obvious suspects for the murder. The Homeguard and the Lord's Guard (working together since the elven Court moved into the elven district following the destruction of Flameflower) do not intend to start a fight. After a brief exchange of words, the

guards decide this is a matter for Judge Hoseik Yellindarth (the only judge in Highfolk). They expect the PCs to come along quietly, and tell them so. They listen to any explanation of the PCs' guilt or innocence back at the district guard station.

☛ **Homeguard (3):** Hp 8, See Appendix Two.

☛ **Lord's Guard (6):** Hp 39, See Appendix Two.

Development: This should not devolve into combat, but should the situation get out-of-hand, it is likely that the PCs are able to defeat the guards. In this case, an agent of Ixtacious Rellen who has attempted to clear things up contacts them. Proceed to the encounter with Ixtacious. Provided no guards died, they are fined half their total worth. However, if any of the guards were killed, the killing PCs are eventually caught and hung, unless they have a quick and foolproof way out of the region for good.

The Guard Station

Once the PCs acquiesce to the arrest, they are taken to the district guard station where they are placed into a locked room with no windows.

The Homeguard station of the Elven District is unlike many of the other surrounding buildings. While its neighbors are slender elven treehouses, the guardhouse is largely confined to the ground except for two narrow lookout buildings in the branches of the oak that grows from the center courtyard. As you approach, an early morning snow begins to fall and the bitter wind lies still. You are taken inside and into an interior room with no windows and only one reinforced door. There you are told to wait until Judge Yellindarth can be found to speak with you. Two guards wait in the locked room with you, standing on either side of the door.

Give the PCs a chance to speak with each other, cast blame, or speak with one of the guards (Ouin and Irett). The guards know the following, but do not speak unless spoken to:

- ☛ The town of Highfolk has only one judge, Judge Hoseik Yellindarth, a human male of forty-one years.
- ☛ If the judge decides there is sufficient evidence to try the case, the PCs are held in the district jail, located on the premises, until the trial. The PCs are able to hire a barrister to defend them if they can afford it. The luxury of a barrister usually runs about one solar per day, but the trial would likely be within a day unless the barrister can convince the Judge more time is needed. That is unlikely.
- ☛ The guards know none of the specifics of the PCs' case and will not discuss it.

- ☛ Since the elven Court has taken residence in the elven district, the Sword of the King, Tymir Menanine, has ordered that members of the Lord's Guard shadow the Highfolk Homeguard and provide aid while in the elven district. The elves do not aid in any of the other districts. A Sense Motive (DC 10 + APL) suggests the guards do not seem pleased to be sharing duties with the elves. If pressed on this matter, the guards offer that the elves' help is really not needed, nor required. In fact, more help might be needed in other districts, but the elves do not offer that help.

After the PCs have cooled their heels for a while, and perhaps talked with the guards, there is a knock at the door.

A knock comes to the door. While one guard watches you carefully, the other attends the door. On the other side you see two of the elves that participated in your arrest. They flank an older elven gentlemen in green and red robes. "Voice of the King, Ixtacious Rellen of Clan Shandareth, Master of House Rellen, to see the prisoners," one of the elves says loudly. The robed man enters the room and regards the human guards coolly, "You may leave me." Both sets of guards hesitate, looking at the other, but then both leave you alone with the man. After they leave, his demeanor changes, becoming more tired. "It would seem you have had some troubles?" he questions in your direction.

Ixtacious has heard of the murder and arrest of the PCs through the Lord's Guard and has arrived before the Judge. He plans to arrange to free the PCs, as they are clearly innocent, and use them to investigate the murders of elven citizens the last few days. In bringing someone else to justice, the PCs are able to clear their own names.

How Ixtacious behaves in some part depends on the actions of the PCs in previous modules. Some PCs may have been involved in the death of his son in *HIG2-05 Kinsmen*. Unless one of the PCs was adopted by him, he recognizes the assistance they offer him, but is not immediately friendly. Of course if one the PCs is now his adopted child, his tack is far friendlier. Some of the PCs may also have aided in his escape from the fall of Flameflower in *HIG3-06 Brother Against Brother*. As these PCs have assisted him much more recently, he is appropriately friendly. To those PCs who have no ties to him, his tone implies he is helping them so that they have no choice but to help him or be hung, and in the case where he is predisposed toward the PCs, he implies he assists them because of their previous acquaintance and hopes they are willing to assist him once more. Adjust accordingly:

- ☛ Ixtacious believes that the PCs have been framed.

- ☛ Four elves have been murdered in the last week. Neither the Homeguard nor the Lord's Guard has been able to determine who is responsible. Something needs to be done, and this problem may require more varied talent than the guardsmen have to offer.
- ☛ These murders may be the result of someone attempting to prey on the tensions of war, or it may simply be the work of a racially motivated madman. Either way, something must be done before wide scale violence erupts.
- ☛ Ixtacious can provide details on the murder victims (Player Handout Four).
- ☛ Ixtacious has arranged to free the PCs on his authority. This gives the PCs the opportunity to investigate the murders and clear their name. If the PCs are not interested, they are welcome to take their chances with the Judge.
- ☛ Since the fall of Flameflower and the absence of Lord Kashafen, Ixtacious has become the political leader of the remains of the elven Court and Tymir Menanine commands what remains of the military. Many of the elves now live in Highfolk town, overcrowding the already nervous town.

Assuming the PCs are interested in clearing their names, continue.

"I'm glad you've agreed to investigate. I think it is your best chance to clear your name. You will have to speak with Judge Yellindarth before you can go; I will get him." Ixtacious knocks on the door and a balding middle age human with wild hair tufted on the sides and dressed in a black robe enters. This nearly comical grumpy man is overshadowed by the silent and graceful tall woman that follows behind. The regal woman is of elven features and must be nearly seven feet tall. Several points of light circle her head as if a crown and her gossamer gown does not seem warm enough for the frigid weather. Her face betrays no emotion. The human speaks. "I don't appreciate this interference. You got no authority here in town, Rellen."

"I am certain you will be satisfied with my measures to protect the people," Ixtacious replies.

"It don't look like I have a choice, now does it. I already talked to the Mayor to tell him I'm not happy. We don't just let accused murderers wander the street in Highfolk, but I guess we'll try it your way. Alright woman, do your thing." Without speaking, the tall woman waves her hands and a small flame sprouts in the palm of her hand. "Alright, speak aftr me. I promise to return to the elven district in three days. I will not murder anyone. I will attempt to solve the

murders in the elven district and bring the murderer to light."

The human in black robes is Judge Hoseik Yellindarth and the tall woman is Radiance, a fey member of the elven Court. All PCs are expected to say the words, and they are not allowed to leave until they do so. A Spellcraft (DC 21) will recognize that the PCs are agreeing to a *geas* spell. This prevents any save. Any PC that does not repeat the words is, of course, allowed a saving throw (Will negates, DC 22), but Radiance points out that the PC is resisting. Such PCs are given a second chance to agree; if not, they wait in the Roots until the rest of the PCs finish the scenario.

The PCs are given a writ listing them as special investigators for the Homeguard for the next three days. It gives them no special legal authority other than the right to search crime scenes and speak to witnesses.

Development: It is possible that the PCs will not choose Ixtacious's aid. In this case, Judge Yellindarth arrives and listens to the evidence. He orders a *speak with dead* spell with results as listed in Encounter One. All of the PCs are sentenced to death by hanging, and are held in the Roots (the very secure underground prison beneath the city) until then. However in this case, the murders continue, suggesting the PCs may be innocent. Ixtacious again intercedes to free the PCs to investigate. Should they still refuse, all of them are hung and may not be raised. Should the scenario take this route, the DM is encouraged to consult the Player's Guide to Highfolk for more information on Highfolk's legal system.

Encounter Three A

This encounter is broken into sections based upon which murder the PCs are investigating. The may be done in any order the PCs choose. Please note that Encounter Three B occurs in the middle of this encounter during the first day. Each murder is further broken up into subsections: crime scene, home (if different from crime scene), gather information, and a summary of what really happened (for use in adjudicating magical intervention). The PCs may do any or all of these in one day.

At anytime, the PCs may attempt to contact Ixtacious Rellen. He will see them, but is in a meeting with Tymir and Quivil Menanine about unrelated business. He is happy to hear the PCs' requests and helps them to the best of his ability, but he will not give them soldiers to assault any homes where potential suspects might be hiding without strong proof that the suspects are present; as it will make the elves look bad in the eyes of the town.

Please note, once the PCs have explored two to three of the sites below, they should encounter Rowana Menanine (Encounter Three B). While effectively a separate encounter, the discussion with Rowana should

occur at some point while investigating the murder sites but before being attacked in Encounter Four.

Velora Wintershale

This female high elf of Clan Seldorian was murdered in her home in the Elven District. She was found the morning of the 16th. She was known to be a cleric of Corellon Larethian.

Crime Scene:

The home of Velora Wintershale is located in the quiet and inviting Elven District three blocks from the Blessed Glade of the Protector temple. A slim flight of stairs wraps around a large hickory tree to the small treehouse at the top. The home is a two-room affair, with one bedroom and a main room with a small shrine and hearth. There are no immediate signs of struggle.

A search of the main room finds little more than a few chairs, a hearth, and a fine elven rug. However, the bedroom is more interesting. There are several sets of clothing for an elven woman, grooming supplies, and various personal effects. A longsword rests on a chair near the bed. The bed is clearly disturbed (from removing the body). Blood has pooled (now dry) from below the pillow, to the middle of the bed. A Search (DC 10) finds a dagger hidden under a pillow on the bed. It has not been used. Succeeding on a Search (DC 11+APL) finds a tiny blood spot on the same pillow. Next to that spot is a yellow discoloration. A Craft (alchemy) check (DC 25) or a *detect poison* spell identifies the discoloration as residue from a poison (dragon bile).

A PC searching the longsword may find a hidden compartment in the sheath (Search DC 15 + APL). The slim space contains a folded paper (Player Handout Six). The PCs may have several questions about the note. Two things can easily be learned. Any PC making an Intelligence check (DC 5; elves require no roll) notes that Lacysnows is the elven name for Sunsebb. Also, any PC succeeding with a Knowledge (nature) (DC 15) check recalls that the name signed at the bottom of the note is not a name at all. Asarina Violacea are pure purple flowers with very neat, heart-shaped leaves. The daintiest of all annual vines, they are also amazingly frost hardy.

Gathering Information:

The PCs will likely attempt to find out more about Velora by talking to the Homeguard, the Blessed Glade of the Protector, or the elf's neighbors. Feel free to role-play out these encounters, or use the Gather Information skill as fits the temperament of the table. Those that role-play these encounters may receive any of the following information as the judge sees fit based upon whom they speak with. For those rolling skill checks, members of the Fifth District meta-organization, the Clan Seldorian meta-

organization, the Blood Owls meta-organization, or the Blessed Glade of the Protector temple meta-organization, receive a +10 to this roll. The PCs should receive an additional +1 to their check for every extra 10 gp they spend (up to +5 for 50 gp spent). Assume rolling Gather Information costs the PC 3d4 gp in drinks, donations, and bribes. Depending on whom the PCs specifically approach, the DM may also allow Bluff or Diplomacy checks with certain NPCs.

- DC 5: Velora Wintershale is a member of the clergy from the Blessed Glade of the Protector.
- DC 10: Velora was quiet and kept to herself, which was somewhat odd, as she often went to various taverns and inns late at night.
- DC 15: Velora was discovered by a fellow temple cleric who was sent to check on her when she did not arrive for morning prayers. The cleric's name was Narthrop Maplewood (Clr2), and he is a young wood elf who lives at the temple.
- DC 20: Velora had taken up an interest in gardening since this summer (around Wealsun). She is known to have borrowed several gardening books from colleagues at the temple, but returned them all shortly thereafter. (*Her home has no garden.*)
- DC 25: Velora was seen in the gallery, visiting a session of the elven Court two weeks ago. She did not involve herself in any of the discussion, and left after only a few minutes.
- DC 30: After leaving the active session of Court two weeks ago, Velora proceeded to the House Rellen compound. No one knows what she was doing there.

Summary of Murder:

On the night of the 16th, Breygar and Cetus, in the employ of Whisper, snuck into Velora's home after she had retired. Breygar used a dart coated with dragon bile to immobilize Velora and then Cetus slit her throat. They promptly snuck away. Velora never saw her attackers. Any attempts at *Speak with Dead* or *Raise Dead* fail (a *Speak with Dead* was unsuccessfully cast and she does not wish to return) should someone illegally dig up her body that has been laid to rest by her temple.

Cetus Greenapple

Cetus was a male wood elf. He was found the evening of the 17th not far from the Great Oak Market and Old Bough the treant, in the Elven District.

Crime Scene:

The Great Oak Market is busier than usual. With the influx of refugees, there are more people looking for food or other necessities. The crowd is mostly elven, wrapped behind garments as attractive as functional. However, the fingers of poverty can be seen even here

at the fringes of the throng. The bounty of Highfolk and the High Vale was always well in excess of what was needed, but war has increased the number of mouths looking for a meal and shelter. Turning away from the marketplace, you find a quiet nearby alleyway that is your destination.

Because of its narrowness, the alley where Cetus was slain is not well traveled, despite being its proximity to the busy market. This lack of traffic aids the PCs in their search for clues. A Track check (Survival, DC 13) can determine that several medium-sized booted humanoids have moved around the alley during the last few days; likely other investigators. Another successful Track roll (Survival, DC 19) finds a slight impression of a humanoid body midway through the alley. A Search check (DC 15 + APL, +5 circumstance bonus if tracking reveals the location of the murder) finds a spray of blood on the wall.

Home:

The Leaping Deer is one of the most expensive establishments in the Elven District. It is busy today as you cross to the small boarding house across the street. Many elves are moving in and out while lilting elven music drifts across the cold cobblestones. By contrast the boarding house appears relatively empty. One lamp shines in the in the front window.

The boarding house is run by a genteel but elderly elven man, Lornth Belar (Com2), although Riscot Gempetal owned the building. Lornth knows nothing about the murders, but is somewhat concerned now that two people he knows are dead. This is enough to motivate him to allow the PCs easy access to search Cetus' room.

The room is a modest affair despite the generally expensive neighborhood. There is a bed, a desk, and a closet. A general Search (DC 20 + APL) encompassing the entire room suggests that the room has already been searched. The bed is well made and has nothing to offer the PCs. The closet is filled with clothes appropriate for a male elf of the description the PCs have for Cetus. However, a Search (DC 15 + APL) locates a set of thieves' tools sewn into the lining of a cloak and a slim knife hidden in the sleeve of a coat. Another Search check (DC 15 + APL) on the desk is most interesting, as it locates Player Handout Eight.

Gathering Information:

Much of this information can be gained from speaking with Lornth, but the PCs may not choose to do so, or may be look for information before knowing where Cetus was staying. Feel free to role-play out these encounters, or use the Gather Information skill as fits the temperament of the table. Those that role-play these encounters may receive any of the following information as the judge sees fit based

upon whom they speak with. For those rolling skill checks, members of the Fifth District meta-organization receive a +10 to this roll. The PCs should receive an additional +1 to their check for every extra 10 gp they spend (up to +5 for 50 gp spent). Assume rolling Gather Information costs the PC 3d4 gp in drinks and bribes. Depending on whom the PCs specifically approach, the DM may also allow Bluff or Diplomacy checks with certain NPCs.

- DC 5: Cetus was staying at the unnamed boarding house across the street from the Leaping Deer.
- DC 10: The name of the manager at the boarding house is Lornth Belar, but he does not own the building. An elven man named Riscot Gempetal owns the building.
- DC 15: Cetus said he had recently arrived from Furyondy two months ago. Cetus said he had come to help with the fight against the Old One.
- DC 20: Riscot arranged for a room for Cetus at the boarding house. Cetus never paid any coin for it. Riscot said he wanted to encourage elves to come home to protect the Vesve against the Old One.
- DC 25: A high elven woman came looking for Cetus on the 18th before Lornth knew Cetus was deceased. She said she was a relative and asked to wait in his room. For some reason she just seemed so sincere, so Lornth agreed. *(Some PCs may note Cetus was a wood elf, not a high elf, and thus they could not be directly related.)*
- DC 30: A dark haired high elven woman was seen hanging around the alleyway where Cetus was killed. The same woman was seen entering the boarding house the next day. She had a Volmiryth tattoo.

Summary of Murder:

Cetus was murdered on the 17th as he left the boarding house where he was staying. Crossing the Great Oak Market late at night, Asarina spotted Cetus and followed him into the alley where his body would later be found. Asarina (without her now deceased partner Velora) snuck up behind Cetus and stabbed him. He never saw her coming. She then left the body behind and escaped. Indilia watched all of this from her hiding place in the market, and followed Asarina as she left. They body has since been burned at Riscot's expense, and buried. Only Riscot knew where.

Indilia Zernea

This victim was a female high elf of Clan Volmiryth and was found dead on the morning of the 20th in her place of business, Essence of Miracles, a store that sold perfumes, candles, potions, herbs, and some alchemical items. She was a member of the Guildsmen of the High Art.

Crime Scene:

The elven district is alive with activity. The influx of Flameflower refugees has crowded the streets. However the large numbers of people make it easier to ask for directions. After a brief search, you manage to locate your destination. An ice-covered shingle displays an elven woman pulling stars and a rainbow out of a sack and lettering in elven says "Essence of Miracles." The two-story tall store appears empty despite the traffic on the street in front.

Should the PCs check, the front door is locked (Open Locks DC 25), however, the rear door has been left open. A Search DC 15+APL suggests the lock has been tampered with, possibly picked. The lower floor is filled with racks and boxes full of herbal concoctions and scented candles. All things of true value are missing (all shelves bearing signs for alchemical items are bare). The rear of the first floor also contains a storage closet and a privy which both contain nothing of interest. The second floor holds a living area with bed, and a kitchen. A Search (DC 20 +APL) of her bedroom reveals notes suggesting she was investigating the ownership of the boarding house and Riscot Gempetal. The papers do not say why. The kitchen contains the remains of several blood splatters suggesting a violent fight. A Heal DC 20 + APL suggests that given the number and shape of the blood splatters that there were at least three people in the room. A Track check (Survival, DC 22) determines that there were four people in the room (counting the victim). PCs succeeding on a Search check (DC 15 + APL) on the bed can find Indilia's spellbook.

Gathering Information:

The PCs may attempt to contact the Guildsmen of the High Art, or possibly Indilia's neighbors. Feel free to role-play out these encounters, or use the Gather Information skill as fits the temperament of the table. Those that role-play these encounters may receive any of the following information as the judge sees fit based upon whom they speak with. For those rolling skill checks, members of the Fifth District or Guildsmen of the High Art meta-organizations receive a +10 to this roll. The PCs should receive an additional +1 to their check for every extra 10 gp they spend (up to +5 for 50 gp spent). Assume rolling Gather Information costs the PC 3d4 gp in drinks and bribes. Depending on whom the PCs specifically approach, the DM may also allow Bluff or Diplomacy checks with certain NPCs.

- DC 5: Indilia has lived in the shop for nearly ten years since she came from somewhere in the northern Vesve. She joined the Guildsmen of the High Art shortly there after. She has always been pleasant, although is known to be very inquisitive.

- DC 10: Her shop “Essence of Miracles” was repeatedly closed during normal business hours the last few days. No one knows why, but Indilia was seen often leaving the shop and returning very late. The Homeguard found her body while they were investigating an open back door.
- DC 15: Indilia had been spending a lot of time attending the public sessions of the elven Court lately. She had even gone so far as close her shop and take her meals at inns near the Court so she could spend more time there.
- DC 20: Indilia mentioned she had enjoyed a number of meals at the Leaping Deer, although she had previously rarely eaten at public inns. She had also been asking around about a man named Cetus, as well as an elven woman with long blonde hair and pale skin.
- DC 25: Indilia was seen entering the boarding house across from the Leaping Deer on the 18th.
- DC 30: Indilia had been asking around Court about a man named Cetus, as well as an elven woman with long blonde hair and pale skin. While she never said so, it appeared that she seemed to think that the Court had become embroiled in the murders that have been happening.

Summary of Murder:

Having witnessed Asarina murder Cetus on the 17th as part of her investigation into the underworld powers of Highfolk, Indilia began to investigate both Asarina and the victim Cetus. She followed Asarina (an elven woman possessed of pale skin and long blonde hair) until she lost her entering the compound used to hold Court. Unable to determine anything more about this mysterious assassin, she began investigating Cetus. This led her to the boarding house where she tricked the manager into letting her inside Cetus’s room. After searching the room on the 18th, but not removing anything, she came to believe that he was part of some thieves’ gang. However, her lack of subtlety later drew the attention of Riscot Gempetal, owner of the boarding house. He contacted his allies in the Shadowclaw and ordered her eliminated. Three agents, including Velrithir, surprised Indilia in her kitchen on the evening of the 19th and quickly overpowered her. She never saw more than their black masks, although one of the murderers held a dagger whose pommel was that of a grinning skull. PCs investigating the location of her body are directed to the residence of Avereen Volmiryth. A servant tells them that it has been sent north to her family in Volmiryth lands and the Matriarch of the Clan is not in residence. This is a lie, as Avereen Volmiryth is in possession of the body, but only those people working for her (Player Handout One) receive this information (away from other PCs), and then only they and an NPC cleric (should the PC wish a *Speak*

with dead) are allowed to examine the body. Other PCs are not told.

Treasure: The assassins and investigators that have moved through her home have thus far overlooked Indilia’s spellbook. The PCs may claim it for their own if they wish.

All APLs – Spellbook - (32 gp).

Riscot Gempetal

This is the gray elven man the PCs are accused of murdering. He is a hosteller that owes several rented properties in the Elven District, and was found by the PCs (on the night of the 21st) a few blocks south of the Leaping Deer.

Crime Scene:

The PCs are well acquainted with the murder scene, having started the adventure there. Several people have passed through the area since, and any useful information beyond that presented in Encounter One is gone.

Home:

The fine home stands at a convenient vantage giving it full view of two major streets and a small seldom used path. Several wide buildings comprise the home some twenty feet in the air amidst the boughs of an ancient hickory. A winter breeze swirls the faint flurry of snow through the branches, making the whole scene quite inviting.

The home of Riscot Gempetal appears quite nice, and somewhat wealthy. There is no one present now, so the PCs are not stopped should they attempt to enter. The door is locked, however.

● **Wooden Door:** 1 in. thick wood; hardness 5; hp 10; AC 5; Break DC 18, Open Lock DC 25.

Once the PCs manage to get inside, they can search the home freely. There is nothing of interest in the home.

Gathering Information:

Much of this information can be gained from speaking with Lornth, but the PCs may not choose to do so, or may be look for information before knowing that Riscot owns the boarding house where Cetus was staying. Feel free to role-play out these encounters, or use the Gather Information skill as fits the temperament of the table. Those that role-play these encounters may receive any of the following information as the judge sees fit based upon whom they speak with. For those rolling skill checks, members of the Fifth District meta-organization receive a +10 to this roll. The PCs should receive an additional +1 to their check for every extra 10 gp they spend (up to +5 for 50 gp spent). Assume rolling Gather Information costs the PC 3d4 gp in drinks and bribes. Depending on whom the

PCs specifically approach, the DM may also allow Bluff or Diplomacy checks with certain NPCs.

- DC 5: Riscot owns a number of homes throughout the elven district. He has graciously arranged homes for many of the elves fleeing the fall of Flameflower.
- DC 10: Riscot has been working closely with the elven Court and the Rellen household to resettle elves from Flameflower.
- DC 15: Riscot recently purchased a property near the House Rellen compound. He was heard mentioning that it was for a relative coming to town from far away. *(The PCs receive directions to the new property.)*
- DC 20: A Lord's Guard member was seen entering Riscot's home nearly a week ago *(He matches the description of Quival Menanine if the PCs inquire further).*
- DC 25: A man named Velrithir moved into the new property purchased by Riscot. Velrithir has worked within the Rellen household for several years as a courier and scribe.
- DC 30: While many people say Riscot was quite the philanthropist, a few people can be found that claim Riscot had quite the temper. He once flew into a rage when one of his tenants was unable to pay the rent owed to him and it is rumored that he savagely hit the tenant, although no one knows whom the tenant is.

Summary of Murder:

Asarina, having been able to lose Indilia following the murder of Cetus, began investigating the gray elf woman. During her surveillance, she witnessed the murder and realized that she would have to kill again or she would be next. She incorrectly came to believe that the mysterious Whisper was Riscot Gempetal. However, in case her belief was incorrect, she would need someone else to be publicly blamed so she could watch them and find out who else might be involved. As such, she arranged the murder and the PCs were convenient scapegoats. Asarina used a scroll to summon the demon and ordered it to kill Riscot with the sword she provided. It did so and the PCs stumbled across the body.

Once evening has fallen and the PCs are considering going to sleep, continue to Encounter Four.

Encounter Three B

This encounter should occur at some time while the PCs are investigating (Encounter Three A), preferably while they are separated.

You notice that a woman has been following you for several blocks now. A bright green cloak hides her from easy view, but you catch the wisp of fine raven hair in the cold winter breeze. Realizing she has been

spotted, she walks toward you, but then veers into an alleyway and appears to be waiting for you to follow.

If the PCs do not follow, this encounter is over. Move on. If they do follow, proceed to the following boxed text.

As you approach, the woman steps back into the alley and looks up at you. The woman bares regal elven features of snowy white skin and raven hair. Her eyes lock onto you with a calm green reminiscent of the trees that fill the elven district. "You need to be more careful. I don't know what's going on, but they are talking about you in Court. My brother says he expects someone to try to kill you within the day. I don't know what you have gotten yourselves mixed up in, but trust no one. Someone will try to kill you cover their secrets."

Any PC that has played *HIG3-06 Brother Against Brother* recognizes Rowana Menanine. While Rowana has come to warn the PCs, she has little more than a hunch to go on. She realizes however, the PCs are being used but she is not sure by whom. Rowana knows the following:

- Rowana's brother Quival Menanine doesn't care for the PCs one way or the other, but he is curious to see if the PCs will manage to stay alive.
- Rowana has no proof that anything is going to happen, but has heard stories of the PCs plight, as well as their heroics throughout the region and believes they may need friends. She does know that there have been a number of new people in the Rellen household whose countenance disturbs her.
- Rowana has nothing in particular that she can do to help, but offers that if the PCs need a place to seek shelter, they should come to the Menanine compound. She will attempt to intercede with her father Tymir Menanine, the Sword of the King, to offer them sanctuary.
- Should any of the PCs possess the **Notice of Rowana Menanine** from *HIG3-06 Brother Against Brother*, she implores her "friend" to be very careful, possibly stopping their investigation and to consider coming to her father to get their sentences commuted. She is pleased to have met such a kind individual and can not bear the thought that they may be slain in someone else's game. If there is more than one PC at the table with this recognition, choose one to play off of.

Rowana does not go with the PCs, but urges caution before raising her hood and leaving the PCs with her warning.

Development: Should the PCs seek aid from the Menanine household, they will be granted rooms and an audience with Tymir and Quivil Menanine (for a detailed

explanation of these NPCs, please see *HIG3-06 Brother Against Brother*). While Quivil will be somewhat caustic toward the inferiority of non-elves present, Tymir will calmly listen to the PCs tale and ask to be fully informed. He will help them as appropriate to their needs as it will advance his house over that of the Rellen's.

Encounter Four

This encounter occurs on the first evening of the PC's investigation when they are headed home, or have decided to investigate Vilrithir's home.

A human woman approaches you, "Excuse me, I'm looking for the Leaping Deer. Could you help me? I've gotten a little lost."

A group of thugs have been paid to eliminate the investigative PCs. They in turn have paid a woman five solars to ask the PCs for directions, claiming that is part of friendly joke. She is unaware of the impending attack and runs once it begins. Have the PCs make a Spot check versus the thugs' Hide to determine surprise.

Quickly rising from the shadows, two armed men move toward you. The woman screams and begins to back away from you.

Creatures: The three less than reputable thugs have been sent to eliminate the PCs. They don't care who gets in the way.

APL 4 (EL 5)

☛ Hayvig & Larsch: hp 12, 12; see Appendix One.

☛ Breygar: hp 22; see Appendix One.

APL 6 (EL 7)

☛ Hayvig & Larsch: hp 20, 20; see Appendix One.

☛ Breygar: hp 32; see Appendix One.

APL 8 (EL 9)

☛ Hayvig & Larsch: hp 36, 36; see Appendix One.

☛ Breygar: hp 42; see Appendix One.

APL 10 (EL 11)

☛ Hayvig & Larsch: hp 52, 52; see Appendix One.

☛ Breygar: hp 52; see Appendix One.

APL 12 (EL 13)

☛ Hayvig & Larsch: hp 68, 68; see Appendix One.

☛ Breygar: hp 62; see Appendix One.

Tactics: Hayvig and Larsch charge directly into combat after having used their *potions of heroism* (at appropriate

APLs) while hiding. From his hiding spot, Breygar uses his *Quaal's feather token* while waiting for an opportunity to use his sneak attack (if he has no assassin levels) or studying his target for a death attack. Note that Breygar has poisoned his blade with *dragon bile* poison. As the thugs have come to kill the PCs, they give no quarter. However, they are not especially brave. Should the situation look hopeless they may run if they believe they can escape.

Development: It is possible that one of the thugs will be captured and questioned magically or with force. They do not know much of use, however. Hayvig and Larsch know only that they work for Breygar doing whatever questionable jobs he comes up. They believe he works for someone more important who sets up the jobs, but they only provide muscle and have never met any of the connections. Hayvig hired the woman to distract the PCs - she was uninvolved. Breygar works for Whisper, although he has never seen her. They work through a series of drop boxes. She leaves notes saying what to do to whom and when. The letters were all burned immediately after reading them. After the job is performed, money is left. He suspects Whisper is a woman, as her handwriting is very nice, and flowery.

Treasure: Should the PCs defeat the assassins and take the opportunity to gather their possessions, the party can find the following:

APL 4 – loot - (218 gp).

APL 6 – loot - (218 gp), *Quaal's feather token (whip)* - (42 gp).

APL 8 – loot - (218 gp), *Quaal's feather token (whip)* - (42 gp), *vest of escape* - (167 gp).

APL 10 – loot - (218 gp), *Quaal's feather token (whip)* - (42 gp), *vest of escape* - (167 gp), *potion of heroism* - (75 gp ea.).

APL 12 – loot - (218 gp), *Quaal's feather token (whip)* - (42 gp), *vest of escape* - (167 gp), *potion of heroism* - (75 gp ea.), *ring of chameleon power* - (1000 gp).

Encounter Five

After the PCs have one night's sleep, no doubt resting off the attack that occurred in **encounter four** this encounter occurs. Should the PCs, against better judgment, proceed to Vilrithir's home anyway, you may skip this encounter.

A knocking on the door awakens you. Gathering yourself together and answering it, you see a young halfling child, "Hi! Are you <insert PC name>? I have a message from the mayor and have to give it to <insert PC name>. I wouldn't want to give it to someone who wasn't <insert PC name>. Gee, what did you say your name was again?"

The halfling child is actually a gnome operative of the Fifth District under the effect of a *change self* spell sent to

make certain the letter is delivered successfully to the PCs. Once delivered, he leaves the note (Player Handout Seven) and the PCs on their own. While the PCs are expected to visit the mayor immediately, they can ignore his summons without repercussions, other than the chance for more information. If so, continue to Encounter Six. If the gnome's ruse is discovered, the gnome drops his act, display his Fifth District credentials, and urges the PCs to be quick about responding. Should they attack or kill the operative, apply the appropriate penalties for killing an officer of the law.

Assuming the PCs choose to keep their meeting, they are able to find the Town Council building in Ruins Square (also sometimes referred to as Town Council Square) where the ruins of old Highfolk Keep have been turned into a public space.

Moving through the city you note the night has not been kind and signs of violence are prevalent. All about you, people are speaking of the attacks on non-elves in the district and the reprisals they sparked upon elves living in the district. It sounds as if several racially motivated crimes occurred while you slept. You can only hope you aren't being blamed for these as well. The main city marketplace, Ruins Square, is also home to the town council buildings. Finding your way inside the Town Hall, you are met by Milinor Verra, the mayor's secretary. After greeting you, he quickly leads you into a back room where two men sit. One man is a tall human bearing the chain of office, while the other is a small unassuming gnome in black leather. "Thank you Milinor, that will be all." The secretary closes the door behind him, leaving you alone with the men. "I believe I already know some of you. I am mayor Tavin Ersteader, and this is a good friend of mine, Raggan Glinttooth. You seem to have been in some trouble, and I was hoping you could tell me what you know of it."

🧝 **Milinor Verra:** Male half-elf Com1.

🧝 **Tavin Ersteader:** Male human Wiz11.

🧝 **Raggan Glinttooth:** Male gnome Brd4/Rog5.

Raggan's operatives have kept him somewhat appraised of the PCs' movements since their release, and he has come to realize quite a bit more is going on than they may have previously been thought. He suspects that the elven Court may be somehow involved, but has no real proof. After consulting with Mayor Ersteader, they decided it was time to bring the PCs in and get their full story. The Mayor will ask such questions as "What have you learned?" or "Do you believe these are racially motivated crimes, or is the doing of the Old One?" He is fishing for as much information as the PCs are willing to share with him. While he will not specifically mention the elven Court, he will

try to move the discussion in that direction with questions such as, "Is anyone important involved?" or "Do you believe prominent elven citizens are in danger?"

While the Mayor and Raggan hope to learn everything the PCs know, this is largely a chance for the DM to help PCs who are uncertain where to go next by talking through the clues with the PCs and perhaps having Raggan offer a few tidbits the PCs have missed that he has received in reports from his operatives. If the PCs do need help, be sure to offer information as a question so the PCs can piece things together to find Vilrithir. For example, "My men tell me that this Cetus might have had contact with someone named Vilrithir in the Rellen household, can you tell me anything about this?"

The most important part of this encounter involves any PCs attempting to cover up what might have been happening. The DM is encouraged to keep a careful account of what the NPCs learn in order to accurately fill out the Critical Events Summary at the end of this event. Once the PCs have said, or not said, all there is to say, the Mayor urges the PCs to continue their efforts, bring the culprit to justice, and keep him informed.

Encounter Six

This encounter occurs when the PCs finally arrive at Vilrithir's home (the building recently purchased by Riscot Gempetal).

The small elven tree house you stand before is located on the western edge of the Elven District in a secluded neighborhood. There are few souls nearby, only trees and other homes. The door to the home is located up some fifty feet in the air and the only path to it is a thin set of single file stairs that wrap their way around the tree.

The elven tree house is typical of the architecture found throughout the district, with the slight home built among the tree branches. The house is located APL x 5 feet in the air (i.e. APL 4 is 20 feet, APL 6 is 30 feet, etc...) and the only way up is a set of slim stairs that are actually quite sturdy, which lead to a small un-railed balcony that only one person can stand comfortably upon. The only place to steady oneself is the tree branch that grows to the north of the balcony. Unfortunately this is all part of a cunning trap left behind for the PCs.

Trap/Creature: When the door is opened (it is unlocked) it triggers a poisoned spear, which is fired out of the tree branch. At nearly the same time, the air elemental from room 2 attempts to bull rush any surprised PCs off the ledge (assuming it hears the PCs coming, DC 10 Listen unless the PCs are attempting to be quiet). As the elemental has only been bound to defend the home once, it attempts to drive all PCs from the home, and a number of rounds equal to the APL later, it returns to its home

plane. If any PCs are in the home or attempting to enter it, the elemental cannot leave as its duty remains.

APL 4 (EL 5)

➤ **Poisoned Spear Trap:** CR 2; +10 melee (1d8+4/x3) plus carrion crawler brain juice poison (paralysis/o); Fort save resists (DC 13); Search (DC 24); Disable Device (DC 24).

➤ **Medium Air Elemental, Advanced:** hp 40; see Appendix One.

APL 6 (EL 7)

➤ **Poisoned Spear Trap:** CR 4; +15 melee (1d8+12/x3) plus carrion crawler brain juice poison (paralysis/o); Fort save resists (DC 13); Search (DC 24); Disable Device (DC 24).

➤ **Large Air Elemental, Advanced:** hp 76; see Appendix One.

APL 8 (EL 9)

➤ **Poisoned Spear Trap:** CR 6; +15 melee (1d8+12/x3) plus giant wasp poison (1d6 Dex/1d6 Dex); Fort save resists (DC 18); Search (DC 24); Disable Device (DC 24).

➤ **Huge Air Elemental, Advanced:** hp 154; see Appendix One.

APL 10 (EL 11)

➤ **Poisoned Spear Trap:** CR 8; +20 melee (1d8+12/x3) plus giant wasp poison (1d6 Dex/1d6 Dex); Fort save resists (DC 18); Search (DC 29); Disable Device (DC 24).

➤ **Greater Air Elemental, Advanced:** hp 187; see Appendix One.

APL 12 (EL 13)

➤ **Poisoned Spear Trap:** CR 10; +20 melee (1d8+12/x3) plus wyvern poison (2d6 Con/2d6 Con); Fort save resists (DC 17); Search (DC 29); Disable Device (DC 24).

➤ **Elder Air Elemental, Advanced:** hp 222; see Appendix One.

Tactics: The elemental attempts to bull rush any PCs in front of windows, or standing on the balcony if they are unaware of its presence. Should the PCs notice the elemental, it attempts to use its reach to bottle the PCs up at one of the doorways. Should the PCs surround the elemental, it moves into room 3 where it can use its maneuverability and whirlwind attack as appropriate. Note that if the PCs attack and flee, the elemental is not present when they return, as it has performed the service that was required of it.

One the PCs have had a chance to deal with the trap and the elemental, they may more fully explore the house.

1. **Balcony:** This slim balcony is covered in decorative carvings that resemble the natural leaves of the oak tree the home resides in. The balcony has no railing and is rather small, making it hard for more than one person to stand upon it. The stairs approach from the south side.

➤ **Wooden Door:** 1 in. thick wood; hardness 5; hp 10; AC 5; Break DC 18.

➤ **Window:** 0.25 in. thick glass; hardness 0; hp 1; AC 5; Break DC 12; Open Lock DC 25.

2. **Greeting Room:** This small foyer has pegs for wet cloaks, and a comfortable looking bench against the eastern wall. The bound air elemental waits here to fulfill its duty of defending the house against all intruders. Should the PCs enter through one of the windows and the elemental hears them, it moves to the intruder in the quickest way possible and attacks.
3. **Living Room:** This large room contains a number of comfortable looking chairs, a hearth upon a large square stone, and a large desk. It looks as if someone has packed in a hurry as the desk is open and there are papers strewn everywhere. There are enough papers and ash in the fireplace for the elemental to gain concealment when using whirlwind form, as describe in Appendix One. Searching (DC 20 + APL) through the papers finds on lose page that may be of interest to the PCs (see Player Handout Nine).
4. **Bedroom:** This room contains a beautifully carved bed, a standing closet, and a fine Kettite rug. The bed is rumpled and the closet stands empty. A number of chests are present, and while several are empty, others have clothes of various types and sizes, make-up, various thieves' tools, and concealable weapons (some of which are covered in dried blood from recent use). In Viltrithir's haste to flee, he has left some valuable processions behind; those can be claimed by the PCs.

Treasure: The PCs can keep any of the gear found in Viltrithir's bedroom. Each of the items below is spread through the various chests and boxes found in the bedroom.

APL 4 – *bracers of health* (+2) -(333 gp), *Quaal's feather token (tree)* - (8 gp).

APL 6 – *bracers of health* (+2) -(333 gp), *Quaal's feather token (tree)* - (8 gp), *potion of glibness* - (42 gp), *potion of nondetection* - (62 gp), *oil of slipperiness* - (62 gp).

APL 8 – *bracers of health* (+2) -(333 gp), *Quaal's feather token (tree)* - (8 gp), *potion of glibness* - (42 gp),

potion of nondetection - (62 gp), *oil of slipperiness* - (62 gp), *figurine of wondrous power (silver raven)* - (318 gp).

APL 10 – *bracers of health (+2)* - (333 gp), *Quaal's feather token (tree)* - (8 gp), *potion of glibness* - (42 gp), *potion of nondetection* - (62 gp), *oil of slipperiness* - (62 gp), *figurine of wondrous power (silver raven)* - (318 gp), *ring of mind shielding* - (667 gp).

APL 12 – *bracers of health (+2)* - (333 gp), *Quaal's feather token (tree)* - (8 gp), *potion of glibness* - (42 gp), *potion of nondetection* - (62 gp), *oil of slipperiness* - (62 gp), *figurine of wondrous power (silver raven)* - (318 gp), *ring of mind shielding* - (667 gp).

Conclusion

It is important, following the conclusion of Encounter Six, to take careful note of whom the PCs report to, and what they report. At some point they have to return to the district guardhouse in order to fulfill their *geas*. If they have reported their findings to someone before speaking with the Judge, they have successfully fulfilled their *geas* and need to tell him the truth. The role-playing of this need part need not be played in depth if it does not suit the temperament of the table, but do keep track of whom is reported too. Record this on the Critical Events summary at the end of this event. Please feel free to elaborate the details beyond the yes or no questions asked on the form.

Once they have reported to whomever they choose to report to, proceed to the following read aloud text:

As the days pass, the murders stop. No one is brought to justice but you are free of accusation. An announcement was scheduled for this morning. So standing amidst the crowds at the southern edge of the elven district, you watch Tymir Menanine, with the silent support of the Ixtacious Rellen and Mayor Tavin Ersteader, rise to make the announcement to the assembled elven district. The strong and often silent scion of House Menanine stands tall with his son Quival nearby wearing shining white mithral chain denoting the Lord's Guard of the elves, "In order to preserve the safety of the elven people living in the district and provide more shelter for the refugees from Flameflower, the Sword of the King orders the removal of all non-elves from the district. Those non-elves currently living in the elven district will be paid a fair price for their land and buildings. Housing for them will be provided in the merchant district on a temporary basis. Non-elves will be prohibited from entering the elven district after dark. These actions are taken in the name of our Liege, Kashafen Tamarel, Lord of the High Elves and Protector of the Vesve. May he return to us safely." With that, Tymir steps from the recently assembled stage, leaving the stunned residents of the district to stare at each other in

disbelief. The Mayor and the Voice of the King sadly depart all too quickly.

The End

PASSWORD

Password is a system by which players can access the critical event summary for any given Highfolk regional event before the event retires.

Once the scenario is over, give all of the players at the table the password presented below. They should record this on their Living Greyhawk character log sheet. Then, roughly one month after the event has premiered, the players can check the Highfolk website at <http://www.moogoogablau.net/~highfolk/>. Once there, they can download the event summary in PDF form and open it using the password below. The players will need Adobe Acrobat to open the file.

The summary contains the official narrative for the event in question. This might tell them what NPCs in the scenario died and whether or not the goal of the scenario was accomplished. This password should only be given to players who have completed the scenario and giving out the password to those that have not is expressly forbidden. You, the judge, may need to explain this system to the players if they are unfamiliar with it.

The PASSWORD for this scenario is:

Yellindarth

Experience Point Summary

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

Encounter One

Defeat the demon (kill or fight until dispelled)

APL 4 - 120 xp; APL 6 - 180 xp; APL 8 - 240 xp;

APL 10 - 300 xp; APL 12 - 360 xp.

Encounter Four

Defeat the assassins

APL 4 - 150 xp; APL 6 - 210 xp; APL 8 - 270 xp;

APL 10 - 330 xp; APL 12 - 390 xp.

Encounter Six

Defeat the trap and elemental

APL 4 - 150 xp; APL 6 - 210 xp; APL 8 - 270 xp;

APL 10 - 330 xp; APL 12 - 390 xp.

Story Award

PCs determine the grugach attack was planned and known by some before it occurred

APL 4 - 45 xp; APL 6 - 65 xp; APL 8 - 90 xp;

APL 10 - 110 xp; APL 12 - 135 xp.

Individual PC succeeded in special goal (only applicable if a PC is given handout 1, 2, or 3)

APL 4 - 40 xp; APL 6 - 65 xp; APL 8 - 85 xp;

APL 10 - 110 xp; APL 12 - 130 xp.

Discretionary roleplaying award

APL 4 - 50 xp; APL 6 - 50 xp; APL 8 - 50 xp;

APL 10 - 50 xp; APL 12 - 50 xp.

Total possible experience:

APL 4 - 555 xp; APL 6 - 780 xp; APL 8 - 1005 xp;

APL 10 - 1230 xp; APL 12 - 1455 xp.

Treasure Summary

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

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

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

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

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

the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Three:

APL 4: L: 32 gp

APL 6: L: 32 gp

APL 8: L: 32 gp

APL 10: L: 32 gp

APL 12: L: 32 gp

Encounter Four:

APL 4: L: 218 gp;

APL 6: L: 218 gp; M: 42 gp

APL 8: L: 218 gp; M: 209 gp

APL 10: L: 218 gp; M: 359 gp

APL 12: L: 218 gp; M: 1359 gp

Encounter Six:

APL 4: M: 342 gp

APL 6: M: 508 gp

APL 8: M: 824 gp

APL 10: M: 1491 gp

APL 12: M: 1491 gp

Total Possible Treasure

APL 4: 592 gp

APL 6: 800 gp

APL 8: 1250 gp

APL 10: 2100 gp

APL 12: 3000 gp

Special

Dragon Bile Poison

Type: Contact (Fort save resists, DC 26); Damage: 3d6 Str/o; Market Price: 1,500 gp. Only one vial may be purchased per PC.

Magical reward from Avereen Volmiryth: You have completed mission for the Iron Spider, Avereen Volmiryth. Instead of repaying your debt to her, you have asked for a magical reward. As such your PC still owes this debt to her, but now has access to learn all of the following spells from Tome & Blood: *negative energy ray*, *negative energy burst*, *feign death*, or *ghostform*. If you do not choose to learn these spells, you may instead gain access to the magic item *ring of protection +3*. Both learning the

spells and the purchasing the item are considered to have a frequency of Regional. Cross off the benefit not gained.

Favor of Ixtacous Rellen: For assisting in solving the murders of the Elven District, Ixtacious Rellen offers to assist you in the future. You may exchange this favor for two influence points with Kashafen Tamarel or access to purchase the magical item *quiver of Ehlonna* once. Once this favor is used, cross it out. You do not gain access to the other choice, and may not reuse this favor to gain the same choice again.

Indilia's Spellbook: You have acquired Indilia's spellbook. It is covered in a red leather, and stamped with the symbol of Clan Volmiryth. It contains the following spells: 0th – *detect magic, detect poison, ghost sound, read magic*; 1st – *change self, charm person, comprehend languages, expeditious retreat, Nystul's undetectable aura, spider climb*; 2nd – *darkvision, detect thoughts, invisibility, knock, misdirection*; 3rd – *illusionary script, secret page, suggestion, tongues*; 4th – *detect scrying, Rary's mnemonic enhancer*. *Market Value:* 380gp; *Frequency:* Adventure.

Contact: Asarina Violacea. For successfully completing your assigned task, you have made contact with Asarina Violacea.

Items for the Adventure Record

Item Access

APL 4:

- ❖ Bracers of health (+2) (Adventure, DMG)
- ❖ Dragon bile poison (Adventure (limit one), DMG)
- ❖ Indilia's Spellbook (Adventure, DMG)
- ❖ Quaal's feather token (tree) (Adventure, DMG)

APL 6 (All of APLs 4 plus the following)

- ❖ Oil of slipperiness (Adventure, DMG)
- ❖ Potion of glibness (Adventure, DMG)
- ❖ Potion of nondetection (Adventure, DMG)
- ❖ Quaal's feather token (whip) (Adventure, DMG)

APL 8 (All of APLs 4-6 plus the following)

- ❖ Figurine of wondrous power (silver raven) (Adventure, DMG)
- ❖ Vest of escape (Adventure, DMG)

APL 10 (All of APLs 4-8 plus the following)

- ❖ Potion of heroism (Adventure, DMG)
- ❖ Ring of mind shielding (Adventure, DMG)

APL 12 (All of APLs 4-10 plus the following)

- ❖ Ring of chameleon power (Adventure, DMG)

Appendix #1: NPC Statistics

Encounter One

APL 8 (EL 8)

☛ **Palrethee, Advanced:** CR 10; Medium-size Outsider; HD 12d8+24; hp 92; Init +3 (Dex); Spd 30 ft; AC 23 (+3 Dex, +10 natural); BA/G: +12/+17; Atk: +19 melee (1d8+7/19-20 crit., +1 *flaming longsword*), +17 melee (1d8+5, slam); Full Atk +19/+14 melee (1d8+7/19-20 crit., +1 *flaming longsword*), +17 melee (1d8+5, 2 slams); SA Demonic burn, spell-like abilities; SQ DR 10/good, *fiery shield*, fire subtype, outsider traits, SR 18, *summon tanar'ri*, tanar'ri traits; AL CE; SV Fort +11, Ref +11, Will +9; Str 20, Dex 16, Con 16, Int 13, Wis 12, Cha 11.

Skills: Bluff +15, Diplomacy +19, Hide +18, Intimidate +2, Knowledge (arcana) +16, Listen +16, Sense Motive +16, Search +16, Spellcraft +18, Spot +16. **Feats:** Dodge, Expertise, Improved Disarm, Weapon Focus (longsword).

SA: *Demonic Burn (Ex)* – Any creature hit by a palrethee's slam attack must succeed at a Reflex save (DC 17) or catch fire. The fire burns for 1d4 rounds (see *Catching Fire* in Chapter 3 of the *Dungeon Master's Guide*.) A burning creature can take a move-equivalent action to put out the flame; *Spell-Like Abilities (Ex)* – At will – *detect good*, *detect magic*, *see invisibility*; 1/day – *fear* (30-foot radius). Caster level 12th, save DC 10 + spell level.

SQ: *Fiery Shield (Sp)* – A palrethee is wreathed in scorching flames that cause damage to each creature that attacks it with a natural or hand-held melee weapon. Such an attack deals normal damage to the palrethee (assuming its damage reduction is overcome), but at the same time the attacker takes 1d6+8 points of fire damage (spell resistance applies; caster level 8th). Weapons with exceptional reach such as longspears, do not endanger their users in this way; *Fire Subtype (Ex)* – A palrethee is immune to fire damage, but has vulnerability to cold. A palrethee takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure; *Summon Tanar'ri (Sp)* – Once per day, a palrethee can attempt to summon another palrethee with a 30% chance of success.

APL 10 (EL 10)

☛ **Maurezhi, Advanced:** Medium-size Outsider; HD 9d8+9; hp 58; Init +2 (Dex); Spd 40 ft; AC 19 (+2 Dex, +7 natural); BA/G: +9/+13; Atk: +13 melee (1d6+4+paralysis, bite), or +13 melee (1d4+4+paralysis, 2 claws); Full Atk +13/8 melee (1d6+4+paralysis, bite), +11 melee (1d4+4+paralysis, 2 claws); SA Consume, paralysis, pounce, spell-like abilities; SQ Assume shape, DR 10/good, outsider traits, SR 20, *summon tanar'ri*, tanar'ri traits; AL CE; SV Fort +7, Ref +8, Will +7; Str 18, Dex 15, Con 12, Int 13, Wis 12, Cha 17.

Skills: Bluff +19, Diplomacy +13, Disguise +19* (+21* acting), Hide +18, Intimidate +15, Jump +26, Listen +19, Move Silently +18, Spot +19. **Feats:** Alertness, Multiattack, Quicken Spell-like ability (*hold person*).

SA: *Paralysis (Ex)* – Any creature hit by a maurezhi's claw or bite attack must succeed on a Fortitude save (DC 15) or be paralyzed for 1d6+4 minutes; *Pounce (Ex)* – If a maurezhi charges, it can make a full attack even though it has moved; *Spell-Like Abilities (Ex)* – Always active – *death watch*; at will – *animate dead*, *blur*, *cause fear*, *chill touch*, *death knell*, *hold person*, *invisibility*; 3/day – *fear*. Caster level 15th, save DC 13 + spell level.

SQ: *Assume Shape (Su)* – A maurezhi can take on the appearance of any humanoid creature whose corpse it has consumed. This ability functions like the *alter self* spell (caster level 10th), except that the maurezhi can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action; *Summon Creatures (Sp)* – This ability functions like a *summon* monster spell of the appropriate level, except that it has only a limited chance of success. Once per day, a maurezhi can summon 1d4 ghouls with a 100% chance of success, or 2d4 dretches with a 60% chance of success (result of 41-100 on a d%). This works like the *summon tanar'ri* ability of other demons.

APL 12 (EL 12)

☛ **Maurezhi, Advanced:** Medium-size Outsider; HD 15d8+15; hp 93; Init +2 (Dex); Spd 40 ft; AC 25 (+2 Dex, +13 natural); BA/G: +15/+22; Atk: +22 melee (1d6+2+paralysis, bite), or +22 melee (1d4+2+paralysis, claw); Full Atk +22/17 melee (1d6+2+paralysis, bite), +20 melee (1d4+2+paralysis, 2 claws); SA Consume, paralysis, pounce, spell-like abilities; SQ Assume shape, DR 10/cold iron and good, outsider traits, SR 22, *summon tanar'ri*, tanar'ri traits; AL CE; SV Fort +10, Ref +11, Will +10; Str 24, Dex 15, Con 12, Int 19, Wis 12, Cha 17.

Skills: Bluff +21, Diplomacy +21, Disguise +19* (+21* acting), Hide +20, Intimidate +21, Jump +26, Listen +19, Move Silently +20, Sense Motive +19, Spellcraft +16, Spot +19, Tumble +20. **Feats:** Alertness, Multiattack, Quicken Spell-like ability (*fear*), Quicken Spell-like ability (*hold person*), Quicken Spell-like ability (*invisibility*).

SA: *Paralysis (Ex)* – Any creature hit by a maurezhi's claw or bite attack must succeed on a Fortitude save (DC 18) or be paralyzed for 1d6+4 minutes; *Pounce (Ex)* – If a maurezhi charges, it can make a full attack even though it has moved; *Spell-Like Abilities (Ex)* – Always active – *death watch*; at will – *animate dead*, *blur*, *cause fear*, *chill touch*, *death knell*, *hold person*, *invisibility*; 3/day – *fear*. Caster level 15th, save DC 13 + spell level.

SQ: *Assume Shape (Su)* – A maurezhi can take on the appearance of any humanoid creature whose corpse it has consumed. This ability functions like the *alter self* spell (caster level 10th), except that the maurezhi can remain in

the chosen form indefinitely. It can assume a new form or return to its own as a standard action; *Summon Creatures (Sp)* – This ability functions like a *summon* monster spell of the appropriate level, except that it has only a limited chance of success. Once per day, a maurezhi can summon 1d4 ghouls with a 100% chance of success, or 2d4 dretches with a 60% chance of success (result of 41-100 on a d%). This works like the *summon tanar'ri* ability of other demons.

Encounter Two

🗡️ **Homeguard, male human War1:** Medium Humanoid; HD 1d8; hp 8; Init +1 (Dex); Spd 30 ft.; AC 13 (+2 leather armor, +1 Dex); BA/G: +1/+1; Atk +2 melee (1d6, club), or +1 melee (1d6 [crit x3], halfspear), or +2 ranged (1d6 [crit x3], shortbow); Full Atk +2 melee (1d6, club), or +1 melee (1d6 [crit x3], halfspear), or +2 ranged (1d6 [crit x3], shortbow); AL Varies (usually CG, NG, or LG); SV Fort +2, Ref +1, Will +0; Str 10, Dex 12, Con 10, Int 11, Wis 10, Cha 11.

Skills: Listen +3, Sense Motive +1 (+2 if human), Spot +3. *Feats:* Weapon Focus (club), Alertness.

Equipment: Leather armor, club, halfspear, shortbow, 20 arrows, Home Guard uniform.

🗡️ **Lord's Guard, male high elf Ftr4/Rgr1:** CR 5; Medium-size Humanoid; HD 5d10+5; hp 39; Init +2 (Dex); Spd 30 ft.; AC 16 (+4 chain shirt, +2 Dex); BA/G: +5/+8, Atk +8 melee (1d8+3/crit 19-20, longsword), or +8 melee (1d6+3/crit 19-20, short sword) or +7 ranged (1d8/crit x3, longbow); Full Atk +8 melee (1d8+3/crit 19-20, longsword), or +8 melee (1d6+3/crit 19-20, short sword) or +7 ranged (1d8/crit x3, longbow); SA favored enemy; AL CG; SV Fort +7, Ref +5, Will +3; Str 16, Dex 14, Con 12, Int 12, Wis 10, Cha 11.

Skills: Climb +11, Handle Animal +3, Listen +6, Ride +10, Search +7, Spot +6, Survival +4. *Feats:* Blind-Fight, Combat Reflexes, Dodge, Iron Will, Power Attack, Track.

Equipment: Longsword, short sword, mithral chain shirt, longbow, 20 arrows, 50' rope, cloak.

Encounter Four

APL 4 (EL 5)

🗡️ **Hayvig & Larsch, male human Ftr1:** Medium-size Humanoid; HD 1d10+2; hp 12; Init +1 (Dex); Spd 20 ft.; AC 16 (+5 breastplate, +1 Dex); BA/G: +1/+4; Atk +6 melee (1d10+4/crit 19-20, bastard sword); Full Atk +6 melee (1d10+4/crit 19-20, bastard sword); AL CE; SV Fort +4, Ref +1, Will +0; Str 16, Dex 13, Con 14, Int 13, Wis 10, Cha 8.

Skills: Climb +7, Jump +7, Ride +5, Swim +7. *Feats:* Dodge, Expertise, Weapon Focus (bastard Sword).

Equipment: Masterwork bastard sword, breastplate.

🗡️ **Breygar, male half-orc Rog4:** Medium-size Humanoid; HD 4d6+4; hp 22; Init +7 (Dex, Improved Initiative); Spd

30 ft.; AC 16 (+3 studded leather, +3 Dex); BA/G: +3/+4; Atk +6 melee (1d6+4/crit 18-20, rapier); Full Atk +6 melee (1d6+4/crit 18-20, rapier); SA sneak attack; SQ evasion, half-orc traits, uncanny dodge; AL NE; SV Fort +2, Ref +7, Will +2; Str 17, Dex 16, Con 12, Int 12, Wis 10, Cha 6.

Skills: Disguise +5, Escape Artist +10, Hide +10, Listen +7, Open Lock +10, Move Silently +10, Spot +7, Tumble +10, Use Magic Device +5. *Feats:* Improved Initiative, Dodge.

SA: *Sneak Attack (Ex)*—Breygar deals +2d6 damage against an opponent with a discernable anatomy who is denied a Dex bonus or is flanked.

SQ: *Half-Orc Traits (Ex)*—60 foot darkvision, orc blood; *Uncanny Dodge*—Dex bonus to AC.

Equipment: Rapier, studded leather armor, vial of dragon bile poison.

APL 6 (EL 7)

🗡️ **Hayvig & Larsch, male human Ftr2:** Medium-size Humanoid; HD 2d10+4; hp 20; Init +1 (Dex); Spd 20 ft.; AC 16 (+5 breastplate, +1 Dex); BA/G: +2/+5; Atk +6 melee (1d10+4/crit 19-20, bastard sword); Full Atk +6 melee (1d10+4/crit 19-20, bastard sword); AL CE; SV Fort +5, Ref +1, Will +0; Str 16, Dex 13, Con 14, Int 13, Wis 10, Cha 8.

Skills: Climb +8, Jump +8, Ride +6, Swim +8. *Feats:* Combat Reflexes, Dodge, Expertise, Weapon Focus (bastard Sword).

Equipment: Masterwork bastard sword, breastplate.

🗡️ **Breygar, male half-orc Rog5, Asn1:** Medium-size Humanoid; HD 6d6+6; hp 32; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (+3 studded leather, +3 Dex); BA/G: +3/+6; Full Atk +6 melee (1d6+4/crit 18-20, rapier); Full Atk +6 melee (1d6+4/crit 18-20, rapier); SA death attack, sneak attack; SQ evasion, half-orc traits, poison use, uncanny dodge; AL NE; SV Fort +2, Ref +9, Will +2; Str 17, Dex 16, Con 12, Int 12, Wis 10, Cha 6.

Skills: Disguise +7, Escape Artist +12, Hide +12, Listen +9, Open Lock +12, Move Silently +12, Spot +9, Tumble +12, Use Magic Device +7. *Feats:* Improved Initiative, Dodge, Mobility.

SA: *Death Attack*—If Breygar makes a successful sneak attack after observing the victim for 3 rounds, the victim is killed or paralyzed for 1d6+1 rounds (Fort negates DC 12). *Sneak Attack (Ex)*—Breygar deals +4d6 damage against an opponent with a discernable anatomy who is denied a Dex bonus or is flanked.

SQ: *Half-Orc Traits (Ex)*—60 foot darkvision, orc blood. *Uncanny Dodge*—Dex bonus to AC, can't be flanked.

Equipment: Rapier, studded leather armor, vial of dragon bile poison, *Quaal's feather token (whip)*.

Assassin Spells Known (1, base DC = 11 + spell level): 1st – *obscuring mist*, *true strike*.

APL 8 (EL 9)

🐉 **Hayvig & Larsch, male human Ftr4:** Medium-size Humanoid; HD 4d10+8; hp 36; Init +2 (Dex); Spd 20 ft; AC 17 (+5 breastplate, +2 Dex); BA/G: +4/+7; Atk +9 melee (1d10+4/crit 19-20, bastard sword); Full Atk +9 melee (1d10+4/crit 19-20, bastard sword); AL CE; SV Fort +6, Ref +3, Will +1; Str 16, Dex 14, Con 14, Int 13, Wis 10, Cha 8.

Skills: Climb +10, Jump +10, Ride +9, Swim +10. *Feats:* Combat Reflexes, Dodge, Expertise, Mobility, Spring Attack, Weapon Focus (bastard sword).

Equipment: Masterwork bastard sword, breastplate.

🐉 **Breygar, male half-orc Rog5, Asn3:** Medium-size Humanoid; HD 8d6+8; hp 42; Init +7 (Dex, Improved Initiative); Spd 30 ft; AC 16 (+3 studded leather, +3 Dex); BA/G: +5/+9; Atk +9 melee (1d6+6/crit 18-20, rapier); Full Atk +9 melee (1d6+6/crit 18-20, rapier); SA death attack, sneak attack, spells; SQ +1 save vs. poison, evasion, half-orc traits, poison use, improved uncanny dodge; AL NE; SV Fort +3, Ref +10, Will +3; Str 18, Dex 16, Con 12, Int 12, Wis 10, Cha 6.

Skills: Disguise +9, Escape Artist +20, Hide +14, Listen +11, Move Silently +14, Open Lock +18, Spot +11, Tumble +14, Use Magic Device +9. *Feats:* Improved Initiative, Dodge, Mobility.

SA: *Death Attack*—If Breygar makes a successful sneak attack after observing the victim for 3 rounds, the victim is killed or paralyzed for 1d6+3 rounds (Fort negates DC 14). *Sneak Attack (Ex)*—Breygar deals +5d6 damage against an opponent with a discernable anatomy who is denied a Dex bonus or is flanked.

SQ: *Half-Orc Traits (Ex)*—60 foot darkvision, orc blood. *Uncanny Dodge*—Dex bonus to AC, can't be flanked.

Equipment: Rapier, studded leather armor, vial of dragon bile poison, *Quaal's feather token (whip), vest of escape*.

Assassin Spells Known (3, base DC = 11 + spell level): 1st — *disguise self, obscuring mist, true strike*.

APL 10 (EL 11)

🐉 **Hayvig & Larsch, male human Ftr6:** Medium-size Humanoid; HD 6d10+12; hp 52; Init +2 (Dex); Spd 20 ft; AC 17 (+5 breastplate, +2 Dex); BA/G: +6/+9; Atk +11 melee (1d10+6/crit 19-20, bastard sword); Full Atk +11/+6 melee (1d10+6/crit 19-20, bastard sword); AL CE; SV Fort +7, Ref +4, Will +2; Str 16, Dex 14, Con 14, Int 13, Wis 10, Cha 8.

Skills: Climb +12, Jump +12, Ride +11, Swim +12. *Feats:* Combat Reflexes, Dodge, Expertise, Mobility, Spring Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword), Whirlwind Attack.

Equipment: Masterwork bastard sword, breastplate, *potion of heroism*.

🐉 **Breygar, male half-orc Rog5, Asn5:** Medium-size Humanoid; HD 10d6+10; hp 52; Init +7 (Dex, Improved Initiative); Spd 30 ft; AC 16 (+3 studded leather, +3 Dex); BA/G: +6/+10; Atk +10 melee (1d6+6/crit 18-20, rapier); Full Atk +10/+5 melee (1d6+6/crit 18-20, rapier); SA death attack, sneak attack, spells; SQ +2 save vs. poison, evasion, half-orc traits, poison use, improved uncanny dodge; AL NE; SV Fort +3, Ref +11, Will +3; Str 18, Dex 16, Con 12, Int 12, Wis 10, Cha 6.

Skills: Disguise +11, Escape Artist +22, Hide +16, Listen +13, Move Silently +16, Open Lock +20, Spot +13, Tumble +16, Use Magic Device +11. *Feats:* Improved Initiative, Dodge, Mobility, Spring Attack.

SA: *Death Attack*—If Breygar makes a successful sneak attack after observing the victim for 3 rounds, the victim is killed or paralyzed for 1d6+5 rounds (Fort negates DC 16). *Sneak Attack (Ex)*—Breygar deals +6d6 damage against an opponent with a discernable anatomy who is denied a Dex bonus or is flanked.

SQ: *Half-Orc Traits (Ex)*—60 foot darkvision, orc blood. *Uncanny Dodge*—Dex bonus to AC, can't be flanked, +1 vs. traps.

Equipment: Rapier, studded leather armor, vial of dragon bile poison, *Quaal's feather token (whip), vest of escape*.

Assassin Spells Known (4/3, base DC = 11 + spell level): 1st — *disguise self, feather fall, obscuring mist, true strike*, 2nd — *fox's cunning, invisibility, spider climb*.

APL 12 (EL 13)

🐉 **Hayvig & Larsch, male human Ftr6, WpnMastr2:** Medium-size Humanoid; HD 8d10+16; hp 68; Init +2 (Dex); Spd 20 ft; AC 17 (+5 breastplate, +2 Dex); BA/G: +8/+11; Atk +13 melee (1d10+6/crit 19-20, bastard sword); Full Atk +13/+8 melee (1d10+6/crit 19-20, bastard sword); SA Ki damage, Increased Multiplier; AL CE; SV Fort +7, Ref +7, Will +2.

Str 17, Dex 14, Con 14, Int 13, Wis 10, Cha 8.

Skills: Climb +12, Jump +12, Ride +11, Spot +7, Swim +12. *Feats:* Combat Reflexes, Dodge, Expertise, Mobility, Spring Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword), Whirlwind Attack.

Equipment: Masterwork bastard sword, breastplate, *potion of heroism*.

🐉 **Breygar, male half-orc Rog5, Asn7:** Medium-size Humanoid; HD 12d6+12; hp 62; Init +7 (Dex, Improved Initiative); Spd 30 ft; AC 16 (+3 studded leather, +3 Dex); BA/G: +8/+12; Atk +12 melee (1d6+6/crit 18-20, rapier); Full Atk +12/+7 melee (1d6+6/crit 18-20, rapier); SA death attack, sneak attack, spells; SQ +3 save vs. poison, evasion, half-orc traits, poison use, improved uncanny dodge; AL NE; SV Fort +4, Ref +12, Will +4; Str 18, Dex 16, Con 12, Int 13, Wis 10, Cha 6.

Skills: Disguise +13, Escape Artist +24, Hide +33, Listen +15, Move Silently +18, Open Lock +22, Spot +15, Tumble +18, Use Magic Device +13. **Feats:** Blind-Fight, Improved Initiative, Dodge, Mobility, Spring Attack.

SA: Death Attack—If Breygar makes a successful sneak attack after observing the victim for 3 rounds, the victim is killed or paralyzed for 1d6+7 rounds (Fort negates DC 18). **Sneak Attack (Ex)**—Breygar deals +7d6 damage against an opponent with a discernable anatomy who is denied a Dex bonus or is flanked.

SQ: Half-Orc Traits (Ex)—60 foot darkvision, orc blood. **Uncanny Dodge**—Dex bonus to AC, can't be flanked, +1 vs. traps.

Equipment: Rapier, studded leather armor, vial of dragon bile poison, *Quaal's feather token (whip), vest of escape, ring of chameleon power.*

Assassin Spells Prepared (4/4/3, base DC = 11 + spell level): 1st — *disguise self, feather fall, obscuring mist, true strike*; 2nd — *cat's grace, fox's cunning, invisibility, spider climb*; 3rd — *false life, magic circle against good, nondetection.*

Encounter Six

APL 4 (EL 5)

🔥 **Medium Air Elemental, Advanced:** CR 4; Medium-size Outsider (Air); HD 6d8+12; hp 40; Init +9 (+5 Dex, +4 Imp. Init.); Spd fly 100 ft (perfect); AC 18 (+5 Dex, +3 natural); BA/G: +4/+5; Atk +9 melee (1d6+1, slam); Full Atk +9 melee (1d6+1, slam); SA Air mastery, whirlwind; SQ Elemental; AL N; SV Fort +4, Ref +10, Will +2; Str 12, Dex 21, Con 14, Int 4, Wis 11, Cha 11.

Skills: Listen +4, Spot +5. **Feats:** Dodge, Flyby Attack, Improved Initiative, Weapon Finesse.

SA: Air Mastery (Ex) — Airborne creatures suffer a -1 penalty to attack and damage rolls against an air elemental; **Whirlwind (Su)** — The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed. The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet. Creatures one or more sizes smaller than the elemental might take damage when caught in the whirlwind (1d6) and may be lifted into the air. An affected creature must succeed at a Reflex save when it comes into contact with the whirlwind or take the listed damage. It must also succeed at a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the listed damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects is DC 13. The elemental can eject any carried creatures whenever it wishes,

depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have one-half concealment, while those farther away have total concealment. Those caught in the cloud must succeed at a Concentration check to cast a spell (DC equal to the Reflex save DC).

SQ: Elemental — Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

APL 6 (EL 7)

🔥 **Large Air Elemental, Advanced:** CR 6; Large-size Outsider (Air); HD 10d8+30; hp 74; Init +11 (+7 Dex, +4 Imp. Init.); Spd fly 100 ft (perfect); AC 20 (-1 size, +7 Dex, +4 natural); BA/G: +6/+8; Atk +13 melee (2d6+3, slam); Full Atk +13/+8 melee (2d6+3, slam); Space/Reach: 10 ft./10 ft.; SA Air mastery, whirlwind; SQ Elemental, damage reduction 5/-; AL N; SV Fort +6, Ref +14, Will +3; Str 14, Dex 25, Con 16, Int 6, Wis 11, Cha 11.

Skills: Listen +6, Spot +7. **Feats:** Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Weapon Finesse.

SA: Air Mastery (Ex) — Airborne creatures suffer a -1 penalty to attack and damage rolls against an air elemental; **Whirlwind (Su)** — The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed. The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet. Creatures one or more sizes smaller than the elemental might take damage when caught in the whirlwind (2d6) and may be lifted into the air. An affected creature must succeed at a Reflex save when it comes into contact with the whirlwind or take the listed damage. It must also succeed at a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the listed damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects is DC 16. The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5

feet away have one-half concealment, while those farther away have total concealment. Those caught in the cloud must succeed at a Concentration check to cast a spell (DC equal to the Reflex save DC).

SQ: *Elemental* – Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

APL 8 (EL 9)

➤ **Huge Air Elemental, Advanced:** CR 8; Huge-size Outsider (Air); HD 18d8+72; hp 154; Init +13 (+9 Dex, +4 Imp. Init.); Spd fly 100 ft (perfect); AC 21 (-2 size, +9 Dex, +4 natural); BA/G: +11/+15; Atk +20 melee (2d8+6, slam); Full Atk +20/+15/+10 melee (2d8+6, slam); Space/Reach: 15 ft./15 ft.; SA Air mastery, whirlwind; SQ Elemental, damage reduction 5/-; AL N; SV Fort +10, Ref +20, Will +6; Str 18, Dex 29, Con 18, Int 6, Wis 11, Cha 11.

Skills: Listen +12, Spot +13. *Feats:* Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

SA: *Air Mastery (Ex)* – Airborne creatures suffer a -1 penalty to attack and damage rolls against an air elemental; *Whirlwind (Su)* – The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed. The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet. Creatures one or more sizes smaller than the elemental might take damage when caught in the whirlwind (2d8) and may be lifted into the air. An affected creature must succeed at a Reflex save when it comes into contact with the whirlwind or take the listed damage. It must also succeed at a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the listed damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects is DC 22. The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have one-half concealment, while those farther away have total concealment. Those caught in the cloud must succeed at a Concentration check to cast a spell (DC equal to the Reflex save DC).

SQ: *Elemental* – Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

APL 10 (EL 11)

➤ **Greater Air Elemental, Advanced:** CR 10; Huge-size Outsider (Air); HD 22d8+88; hp 187; Init +14 (+10 Dex, +4 Imp. Init.); Spd fly 100 ft (perfect); AC 26 (-2 size, +10 Dex, +8 natural); BA/G: +14/+19; Atk +24 melee (2d8+7, slam); Full Atk +24/+19/+14 melee (2d8+7, slam); Space/Reach: 15 ft./15 ft.; SA Air mastery, whirlwind; SQ Elemental, damage reduction 10/-; AL N; SV Fort +11, Ref +23, Will +7; Str 20, Dex 31, Con 18, Int 6, Wis 11, Cha 11.

Skills: Listen +14, Spot +15. *Feats:* Alertness, Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse.

SA: *Air Mastery (Ex)* – Airborne creatures suffer a -1 penalty to attack and damage rolls against an air elemental; *Whirlwind (Su)* – The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed. The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet. Creatures one or more sizes smaller than the elemental might take damage when caught in the whirlwind (2d8) and may be lifted into the air. An affected creature must succeed at a Reflex save when it comes into contact with the whirlwind or take the listed damage. It must also succeed at a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the listed damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects is DC 25. The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have one-half concealment, while those farther away have total concealment. Those caught in the cloud must succeed at a Concentration check to cast a spell (DC equal to the Reflex save DC).

SQ: *Elemental* – Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

APL 12 (EL 13)

➤ **Elder Air Elemental, Advanced:** CR 12; Huge-size Outsider (Air); HD 26d8+88; hp 222; Init +15 (+11 Dex, +4 Imp. Init.); Spd fly 100 ft (perfect); AC 27 (-2 size, +11 Dex, +8 natural); BA/G: +17/+23; Atk +28 melee (2d8+9, slam); Full Atk +28/+23/+18/+13 melee (2d8+9, slam);

Space/Reach: 15 ft./15 ft.; SA Air mastery, whirlwind; SQ Elemental, damage reduction 10/-; AL N; SV Fort +12, Ref +26, Will +9; Str 22, Dex 33, Con 18, Int 6, Wis 11, Cha 11.

Skills: Listen +31, Spot +31. *Feats:* Alertness, Blind-Fight, Cleave, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse.

SA: *Air Mastery (Ex)* – Airborne creatures suffer a -1 penalty to attack and damage rolls against an air elemental; *Whirlwind (Su)* – The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed. The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet. Creatures one or more sizes smaller than the elemental might take damage when caught in the whirlwind (2d8) and may be lifted into the air. An affected creature must succeed at a Reflex save when it comes into contact with the whirlwind or take the listed damage. It must also succeed at a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the listed damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects is DC 27. The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have one-half concealment, while those farther away have total concealment. Those caught in the cloud must succeed at a Concentration check to cast a spell (DC equal to the Reflex save DC).

SQ: *Elemental* – Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Appendix #2: New Rules

New Creatures

Maurezhi

(from *Fiend Folio*, p. 51; altered in accordance with the 3.5 rules changes in *Living Greyhawk*)

Medium-Size Outsider (Chaotic, Evil, Extraplanar)

Hit Dice:	5d8+5 (27 hp)
Initiative:	+2
Speed:	40 ft.
AC:	15 (+2 Dex, +3 natural)
Base Attack/Grapple:	+5/+7
Attack:	Bite +7 melee
Full Attack:	Bite +7 melee and 2 claws +5 melee
Damage:	Bite 1d6+2 plus paralysis, claw 1d4+1 plus paralysis
Face/Reach:	5 ft./5 ft.
Special Attacks:	Consume, paralysis, pounce, spell-like abilities
Special Qualities:	Assume shape, DR 10/good, outsider traits, SR 19, <i>summon creatures</i> , tanar'ri traits
Saves:	Fort +5, Ref +6, Will +5
Abilities:	Str 14, Dex 15, Con 12, Int 9, Wis 12, Chr 17
Skills:	Bluff +11, Diplomacy +5, Disguise +11* (+13* acting), Hide +11, Intimidate +5, Jump +18, Listen +11, Move Silently +10, Spot +11
Feats:	Alertness, Multiattack
Climate/Terrain:	Any land and underground (Abyss)
Organization:	Solitary, pair, or pack (3-5)
Challenge Rating:	9
Treasure:	Standard, plus consumed characters' gear
Alignment:	Always chaotic evil
Advancement:	See text

Maurezhis are hideous demons that feed on corpses. Unlike common ghouls, they can assume the forms of humanoid creatures they consume.

In its natural form, a Maurezhi strongly resembles an ordinary ghoul. Its hunched and gaunt body has the pallor of death. Its ears are long and pointed, and its mouth is full of serrated teeth for rending flesh. Its elongated fingers end in wicked claws, and its muscular legs, which resemble those of a big cat, allows it to run quickly and pounce on its prey.

Maurezhis speak Abyssal. When a maurezhi assumes another creature's form, it can speak any language

that creature could speak. Like other tanar'ri, maurezhis can also communicate telepathically.

Combat: In its natural form, a maurezhi pounces on its prey and tears the flesh with its claws and teeth. It fights in a consumed creature's guise only if it wishes to maintain that disguise or if it can gain some clever advantage by doing so.

Consume (Ex): When maurezhi slays a sentient living creature (Int 3 or higher) and consumes the body, it gains additional power from its grisly food. It must begin eating the corpse within 10 minutes of its death and requires 30 minutes to complete the consumption. If the maurezhi is interrupted during this process, it can't completely consume the corpse or gain the benefits.

A creature that has been consumed by a maurezhi cannot be restored to life through any form of raising or resurrection that requires part of the corpse. A *wish*, *miracle*, or *true resurrection* spell can restore a consumed victim to life, but there is a 50% chance that even such powerful magic will fail.

There is no limit to the number of corpses a maurezhi can consume in this fashion, but only it advances (see below) by devouring the corpses of humanoids whose Hit Dice or levels are at least half its current Hit Dice. For example, a maurezhi of 13 Hit Dice can only advance by devouring the corpse of a character of at least 7th level.

For each suitable humanoid corpse a maurezhi consumes, its Hit Dice, natural armor bonus, Strength, Intelligence, and base attack bonuses increase by +1. Its base saving throw bonuses improve according to its new Hit Dice. It gains additional skill points equal to 8 + its Intelligence modifier, and it spends these additional points on skills possessed by its victims (all of which are treated as class skills for the maurezhi). If the added Hit Dice brings the maurezhi's total HD to a multiple of four, it gains a new feat as well, which it can choose from among the feats its previous victims had, assuming that it meets the prerequisites. In addition, the maurezhi gains access to the memories of the creature it has consumed, can speak any language that creature knew, and can assume that creature's form (see below).

The maurezhi can reach a maximum of 20 Hit Dice through advancement. Its damage reduction, spell-resistance, and Challenge Rating improve based on its Hit Dice, as shown on the table below.

Maurezhi Total HD	Damage Reduction	Spell Resistance	CR
5-7	10/good	19	9
8-9	10/good	20	10
10-14	10/good and iron	21	11

15-19	10/good and iron	22	12
20	15/good and iron	23	13

Paralysis (Ex): Any creature hit by a maurezhi's claw or bite attack must succeed on a Fortitude save (DC 10 + ½ maurezhi's HD + maurezhi's Con modifier) or be paralyzed for 1d6+4 minutes.

Pounce (Ex): If a maurezhi charges, it can make a full attack even though it has moved.

Spell-Like Abilities: Always active – *deathwatch*; at will – *animate dead*, *blur*, *cause fear*, *chill touch*, *death knell*, *hold person*, *invisibility*; 3/day – *fear*. Caster level equals Hit Dice; save DC 13 + spell level.

Assume Shape (Su): A maurezhi can take on the appearance of any humanoid creature whose corpse it has consumed. This ability functions like the *alter self* spell (caster level 10th), except that the maurezhi can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action.

Summon Creatures (Sp): This ability functions like a *summon monster* spell of the appropriate level, except that it only has a limited chance of success. Once per day, a maurezhi can summon 1d4 ghouls with 100% chance of success, or 2d4 dretches with a 60% chance of success (result of 41-100 on d%). This works like the *summon tanar'ri* ability of other demons.

Skills: A maurezhi has a +8 racial bonus on Jump checks. *When using its assume shape ability, a maurezhi receives an additional +12 circumstance bonus on Disguise checks (reflecting its access to the consumed form's memories as well as its physical alteration).

Palrethee

(from *Monster Manual II*, p. 59; altered in accordance with the 3.5 rules changes in *Living Greyhawk*)

Medium-Size Outsider (Chaotic, Evil, Fire, Tanar'ri)

Hit Dice: 8d8+24 (60 hp)
Initiative: +3
Speed: 30 ft.
AC: 23 (+3 Dex, +10 natural)
Base Attack/Grapple: +8/+12
Attack: +1 *flaming longsword* +14 melee
Full Attack: +1 *flaming longsword* +14/+9 or 2 slams +12 melee
Damage: +1 *flaming longsword* 1d8+7/19-20 plus 1d6 fire, slam 1d8+4
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Demonic burn, spell-like abilities

Special Qualities: DR 10/good, fiery shield, fire subtype, outsider traits, SR 18, *summon tanar'ri*, tanar'ri traits
Saves: Fort +9, Ref +9, Will +7
Abilities: Str 19, Dex 16, Con 16, Int 13, Wis 12, Chr 11
Skills: Bluff +11, Diplomacy +15, Hide +14, Intimidate +2, Knowledge (arcana) +12, Listen +12, Sense Motive +12, Search +12, Spellcraft +14, Spot +12
Feats: Combat Expertise, Dodge, Weapon Focus (longsword)
Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 8
Treasure: None
Alignment: Always chaotic evil
Advancement: 9-12 HD (Medium Size)

According to legend, palrethees were once ambitious demons who yearned to rule the Abyss as balors. Despite their great malice and their sadism, these lost souls failed in some unknown trial by fire, and now they burn for all eternity. Many balors use palrethees as sergeants or messengers, taking great pleasure in reinforcing the ambitious demons' subservient positions. This connection between the two kinds of tanar'ri has lent credence to the bards' tales about the palrethees' origins.

A palrethee is a tall, emaciated creature of humanoid shape with blood-red or blue skin and bony, white, vestigial wings. The entire length of its body is sheathed in fire. The creature can alter the color and appearance of its flames at will, making them appear translucent and ghostly, or the red-orange shade of a fiery forge, or even blue-white and delicate. No matter how the flames look, their effects remain unchanged.

Combat: Palrethees have all the necessary combat abilities to enjoy the din battle, but these arrogant fiends often believe themselves to be above the petty assignments they receive. Desperate to acquire magic, mortal souls, or some other currency with which they can gain power, they try to make bargains, use humans as tools, or trick unwary mortals into doing their bidding.

When forced into combat, a palrethee usually employs its *fear* spell-like ability first to scatter as many opponents as possible, the wades into melee with its flaming longsword.

Demonic Burn (Ex): Any creature hit by a palrethee's slam attack must succeed at a Reflex save (DC 17) or catch fire. The flame burns for 1d4 rounds (see *Catching on Fire* in Chapter 3 of the *Dungeon Master's Guide*). A burning creature can take a move-equivalent action to put the flame out.

Spell-Like Abilities: At will – *detect good*, *detect magic*, *see invisibility*; 1/day – *fear* (30-foot radius). Caster level 8th; save DC 10 + spell level.

Fiery Shield (Sp): A palrethee is wreathed in scorching flames that cause damage to each creature that attacks it with a natural or hand-held melee weapon. Such an attack deals normal damage to the palrethee (assuming its damage reduction is overcome), but at the same time the attacker takes 1d6+8 points of fire damage (spell resistance applies; caster level 8th). Weapons with exceptional reach, such as longswords, do not endanger their users in this way.

Fire Subtype (Ex): A palrethee is immune to fire damage, but has vulnerability to cold. A palrethee takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Summon Tanar'ri (Sp): Once per day, a palrethee can attempt to summon another palrethee with a 30% chance of success.

Tanar'ri Traits: Unlike most tanar'ri, palrethees have no resistance to cold attacks.

Uridezu

(from *Manual of the Planes*, p. 164; altered in accordance with the 3.5 rules changes in *Living Greyhawk*)

Medium-Size Outsider (Chaotic, Evil, Tanar'ri)

Hit Dice:	7d8+7 (38 hp)
Initiative:	+3
Speed:	40 ft.
AC:	15 (+3 Dex, +2 natural)
Base Attack/Grapple:	+7/+8
Attack:	Claw +8 melee
Full Attack:	2 claws +8 melee, bite +6 melee or tail slap +10/+5 ranged
Damage:	Claw 1d4+1, bite 1d6, tail slap 1d2+1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Paralysis bite, whip tail, spell-like abilities, rat empathy, summon tanar'ri
Special Qualities:	DR 5/cold iron or good, outsider traits, SR 17, tanar'ri qualities, scent
Saves:	Fort +6, Ref +8, Will +7
Abilities:	Str 13, Dex 17, Con 13, Int 8, Wis 14, Chr 14
Skills:	Bluff +15, Hide +13, Jump +12, Listen +12, Move Silently +13, Search +4, Spot +12, Tumble +15
Feats:	Blind-fight, Multiattack
Climate/Terrain:	Any land and underground
Organization:	Solitary, pack (2-5), or troupe (2-5 plus 10-40 rats or 5-8 dire rats)

Challenge Rating:	6
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	8-16 HD (Medium Size), 17-21 HD (Large)

These rat-fiends are among the most common demons found outside the Abyss. They are often sent to the Material Plane on errands for more powerful tanar'ri. Some have been trapped there for centuries, befriend the local rats and making life miserable for nearby residents. Craven creatures, they delight in praise from their masters and do nearly anything to please them.

Uridezu resemble hairless rat-people, walking upright but sniffing the air with whiskered snouts. They have long, flexible tails and feral claws. Aware that most creatures find them hideous, uridezu stranded on another plane often lair underground where they have a measure of privacy. They command local rats to act as scouts and spies while scavenging for their own food.

Combat: An uridezu likes to attack from surprise, using its rats to act as scouts and soften up opponents. Then it covers the area in *darkness*, attempts to disarm an opponent with its tail, and paralyzes it with its bite. Paralyzed victims are often dragged off to feed the uridezu or its rats.

Paralyzed Bite (Ex): Those hit by an uridezu's bite must succeed at a Fortitude save (DC 14) or be paralyzed for 2d6 minutes.

Spell-Like Abilities: At will – *darkness*, *desecrate*, *detect good*; 1/day – *unholy blight*. These abilities are as the spells cast by a 14th level sorcerer (save DC = 12 + spell level).

Rat Empathy (Ex): Normal and dire rats instinctively recognize uridezu as their lord and master. This gives the uridezu a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and commands such as "friend," "foe," "flee," and "attack."

Summon Tanar'ri (Sp): Once per day, a uridezu can attempt to summon another uridezu with a 40% chance of success.

New Prestige Class

Weapon Master

(*Sword & Fist*, p. 38; altered in accordance with the 3.5 rules changes for *Living Greyhawk*)

The monk, the red avenger, the drunken master, and the master samurai all harness *ki* energy as part of their martial disciplines; they are not, however, the only such persons to do so. Some pursue the study of fet mastering a single melee weapon. To unite this weapon of choice with the body, to make them one, to use the weapon as naturally and without thought as any other limb, is the goal of weapon master.

Monks who follow this path may choose unarmed attacks or the kama, nunchaku, siangham (see the Player's *Handbook*, Chapter 7) or the three-section staff (see Chapter 5 of this book) as their weapon of choice. In order to gain any of the special abilities of the weapon master class, you must use your weapon of choice. Once chosen, the weapon of choice cannot be later changed.

This does not mean that, if your weapon of choice is the longsword, you can only use the longsword you owned when you first became a weapon master. The only material requirement for the class is a masterwork version of your weapon. It means you can use any masterwork longsword and gain the benefits of the weapon master.

If you use any other weapon, you can use none of the special abilities of the prestige class.

Hit Die: d10.

REQUIREMENTS

To qualify to become a weapon master, a character must fulfill all the following criteria:

Base Attack Bonus: +5.

Intimidate: 4 ranks.

Proficiency: With your weapon of choice.

Weapon: Masterwork weapon (unless unarmed).

Feats: Dodge, Mobility, Combat Reflexes, Expertise, Weapon Focus, Whirlwind Attack, Dex 13+.

CLASS SKILLS

The weapon master's class skills (and the key ability for each skill) are: Craft (weaponsmith), Intimidate (Cha), Listen (Wis), Sense Motive (Wis), and Spot (Wis). See Chapter 4: Skills in the Player's *Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

Ki Damage: After you score a hit with your weapon of choice, you do not roll dice to determine the damage. Instead, you figure the normal maximum damage (not a critical hit) you can inflict with that weapon and do that much damage to the target. Assume you use a longsword, have a base attack bonus of +7, and possess a 17 Strength. A longsword does 1d8 damage, so its maximum damage is 8

points. Your Strength modifier is +3, so add that for a total of 11. Additional damage, such as from using the Power Attack feat (following all the rules for it normally) and the sneak attack ability are determined normally; they are not maximized. This ability cannot be used when you roll a successful critical hit.

Increased Multiplier: Determine the standard critical multiplier for your weapon of choice. With this ability, you can increase that multiplier by +1. For example, the longsword has a critical multiplier of X2. Using this ability, you can increase that multiplier to X3 (2+1=3) once per day at 2nd level. You must declare the use of this ability before you roll any damage dice.

Superior Weapon Focus: Stacking with any existing Weapon Focus bonus, this adds an additional +1 to all attack rolls with the weapon master's weapon of choice.

Superior Combat Reflexes: This ability lets you make a total number of attacks of opportunity in a round equal to your Dexterity modifier plus your Wisdom modifier.

Ki Critical: Gain the Improved Critical feat for free. If you already possess this feat, there is no other benefit.

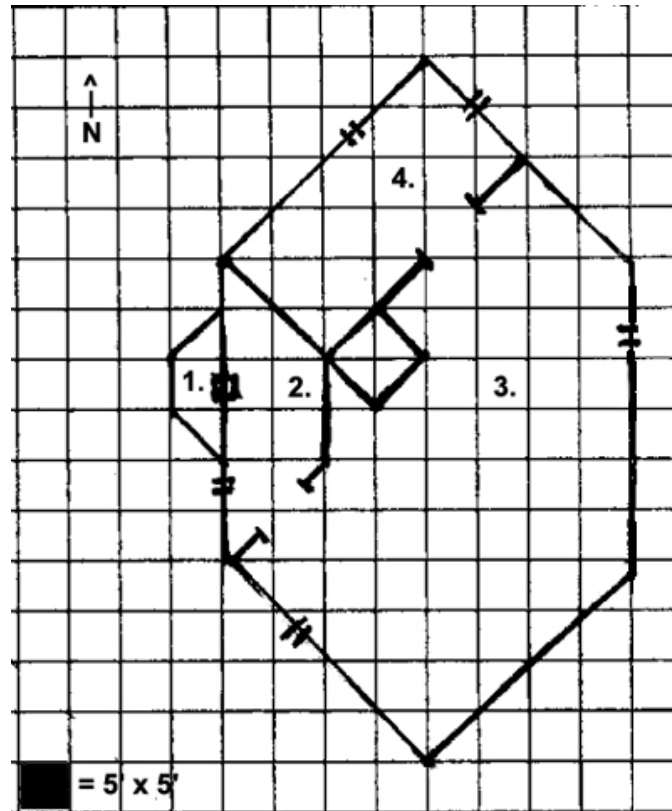
Ki Whirlwind: You can make a Whirlwind Attack as a standard action rather than a full attack action.

Multiclass Note: Monk characters can freely multiclass with this class. In other words, you can give your monk PC a weapon master level, then return to the monk class for your next level, take a weapon master level after that, and so on.

Table 2 – 1: The Weapon Master

Class	Base	Fort	Ref	Will	
Level	Attack	Save	Save	Save	Special
	Bonus				
1 st	+1	+0	+2	+0	Ki damage 1/day/level
2 nd	+2	+0	+3	+0	Increased multiplier 1/day
3 rd	+3	+1	+3	+1	Superior Weapon Focus
4 th	+3	+1	+4	+1	Increased multiplier 2/day
5 th	+4	+1	+4	+1	Superior Combat Reflexes
6 th	+5	+2	+5	+2	Increased multiplier 3/day
7 th	+6	+2	+5	+2	Ki critical
8 th	+6	+2	+6	+2	Increased multiplier 4/day
9 th	+7	+3	+6	+3	Ki Whirlwind Attack
10 th	+8	+3	+7	+3	Increased multiplier 5/day

Appendix 3: Map of Velrithir's Home



Appendix 4: DM Summary of Events Prior to, and During, the Scenario

What follows below is a timeline of the events the PCs are investigating during the course of the scenario. This is for the DM's benefit and is not a player handout.

- 12 Wealsun CY 593:** Velora Wintershale becomes a member of the Blood Owls
- 28, Patchwall CY 593:** Cetus Greenapple arrives from Doraaka and settles in the elven district.
- 15, Sunsebb CY 593:** Cetus Greenapple and Breygar murder Velora Wintershale.
- 16, Sunsebb CY 593:** Velora Wintershale is found by Narthop Maplewood in her home.
- 17, Sunsebb CY 593:** Asarina Voilacea murders Cetus Greenapple near the Great Oak Market when Velora does not appear for their meeting. Indilia Zernea witnesses the murder and loses Asarina Voilacea while attempting to follow her.
- 18, Sunsebb CY 593:** While investigating Asarina Voilacea (who's name she does not know) and Cetus Greenapple, Indilia Zernea comes to the attention Riscot Gempetal. Indilia Zernea, poses as a relative of Cetus Greenapple and charms Lornth Belar to gain entry into Cetus Greenapple's room.
- 19, Sunsebb CY 593:** Riscot Gempetal orders the murder of Indilia Zernea, which is carried out by Vilrithir and two others.
- 20, Sunsebb CY 593:** The body of Indilia Zernea is discovered by a member of the Homeguard when he investigates what appears to be a left open back door.
- 21, Sunsebb CY 593:** The PCs stumble upon the body of Riscot Gempetal and are accused of his murder. Asarina flees the town of Highfolk under the cover of protective spells to stop tracking her or *scrying* upon her. Some PC Blood Owls may be used to cover her escape.
- 22, Sunsebb CY 593:** The PCs begin their investigation of the murders. During the day they are warned that they will be attacked, and that evening they are. Realizing all of his contacts have been murdered, Vilrithir flees town.
- 23, Sunsebb CY 593:** Following a night of racially motivated violence, they PCs are called to speak with Mayor Tavin Ersteader and Fifth District Director of Operations Raggan Glinttooth. They then move to deal with their only lead, the home of Vilrithir.
- 24, Sunsebb CY 593:** In order to protect the elven citizens from the violence and murders by non-elves, Tymir Menanine the Sword of the King, seals the Elven District to non-elves. Ixtacious Rellen is unable to dissuade him from this course of action, and Mayor Tavin Ersteader remains silent, afraid of losing Highfolk's most valuable allies.

Player Handout #1: Debt to Avereen Volmiryth

This morning, you met with a young woman who claimed to be in the employ of Avereen Volmiryth, High Mage of Volmiryth. While she would not speak of her mistress, happenings of Court, or the current fate of Flameflower, this woman who gave her name as Giela Xerlos, said, "My mistress wishes a favor. You must make a choice. You will perform a service for the High Mage. For this duty you may choose to be rewarded magically or your debt to her may be repaid. You must choose which prior to learning the details of the mission. If you are unsuccessful in your task, you will not be rewarded nor will your debt be considered repaid."

Choose (circle one) Magic Reward or Repayment of Debt

-----Fold here-----

"Something is happening in the elven district. There have been and will be several murders that appear to be racially motivated. Their purpose does not concern my mistress, however, who commits them does. She believes it is possible that a member of Court may be involved in some way. You are to investigate these murders at all costs, and no information as to the identity of the murderer may discovered by anyone outside of The Voice of the King, Ixtacious Rellen, or The Sword of the King, Tymir Menanine. You must do anything necessary to ensure all details of the murders are hidden from view by all others. My mistress realizes you often travel in the company of others, and as such realizes that they may come to know some of the details as you investigate. If this occurs, it is vital that you convince them that no members of Court are involved. I repeat, no members of Court could be held responsible for these acts."

Player Handout #2: Assistant Groundskeepers

Dear Friend of the Garden,

This night, you will be blamed for a murder. You **WILL** admit to the murder. The victim was a threat to the garden, and had to be pruned. We will be certain you are freed from captivity should you be unable to convince the guards of the righteousness of your act.

If you are questioned, you will, under duress of course, admit that you were hired by Quivol Menanine to slay the pest. A fellow gardener, Asarina Violacea, must not be blamed for the murder. It is best for your cover and safety if you acquire other unsuspecting adventurers to accompany you this evening. Feel free to blame or not blame them, as appropriate to protect yourself.

Good luck to you and beware of thorns,

Nelia Gertrud

Player Handout #3: Children of the Scale

You realize at once this isn't real. You have had the dreams frequently enough to realize you are not really in the woods, but rather in your dream state. You are sitting on the ground and in front of you are two items. The first is a carved darkwood rose, beautiful yet fragile, with the stem nearly a foot long. The other is a thin elven blade, with enameled filigree along the hilt, of a familiar color. You have not seen its equal. A familiar cacophonous voice reverberates through your being.

"I require a service from you, which I know you will not fail me in. You will soon cross paths with the leaders of elves and you will give a gift to each of them. That is all I require. Place the blade and rose into the hands of the Sword and Voice. They need not, and indeed should not, know where these gifts truly come from. That is all you need do."

When you wake, the items from your dream are on your bed and the sun is rising. Investigations made into the nature of the gifts prove fruitless.

Player Handout #4: The Murder Victims

It is Freeday the 21st, in the third week of Sunsebb (the twelfth month of the year) when the PCs find Riscot.

Velora Wintershale: This female high elf of Clan Seldorian was murdered in her home in the Elven District. She was found the morning of the 16th. She was a cleric of Corellon Larethian.

Cetus Greenapple: Cetus was a male wood elf. He was found the evening of the 17th not far from the Great Oak Market and Old Bough the treant, in the Elven District. His occupation is unknown, but he was relatively new to town.

Indilia Zernea: This victim was a female high elf of Clan Volmiryth and was found dead on the morning of the 20th in her place of business in the Elven District, Essence of Miracles, a store that sold perfumes, candles, potions, herbs, and some alchemical items. She was a member of the Guildsmen of the High Art.

Riscot Gempetal: This is the gray elven man the PCs are accused of murdering. He is a hosteller that owes several rented properties in the Elven District, and was found by the PCs (on the night of the 21st) a few blocks south of the Leaping Deer.

Player Handout #5: Calendar of Oerth

Calendar for the month of Sunsebb for use by players in organizing clues. The scenario begins the night of the 21st.

Sunsebb						
Starday	Sunday	Moonday	Godsday	Waterday	Earthday	Freeday
						
1	2	3	4	5	6	7
						
8	9	10	11	12	13	14
						
15	16	17	18	19	20	21
						
22	23	24	25	26	27	28

Player Handout #6: Hidden Note

Found within the scabbard of a longsword in the bedroom of Velora Wintershale.

Tenth day of Lacysnows

I have placed this in the drop hoping you will find it soon. The target has accelerated his plan for infestation of the garden. I suspect the success at clearing the fields has motivated his haste. Meet me in the shade of the Old Man in seven days. I believe the one of the Guests may be compromised. I will know more then.

Asarina Violacea

Player Handout #7: Delivered Note

Please come to the Mayor's Office in the Town Council Hall immediately. I should like to discuss recent events with you and the rest of your party. As I understand it, time grows short for you and you are in need of friends.

*Tavin Ersteader,
Mayor of Highfolk*

Player Handout #8: Folded loose page found in Cetus' desk behind the drawer

Upon arriving in Highfolk, your handler will be Riscot Gempetal. He can get you started and acquire the supplies you need. After you are set up, attempt to contact Velrithir. He will be able to get you the access you need. If all goes as planned, by next year, the High Vale will be firmly in the hands of the Old One.

Player Handout #9: Loose fragment of paper from Velrithir's home

This loose, yellowed fragment appears to have been torn from a book or larger piece of paper. It is partially burned.

... following the grugach attack on Flameflower which should occur within the next moon, it is expected that the any surviving members of the Court will relocate to the District. Once winter begins, Cetus will arrive from Dora....

Critical Events

For Dan's Con of the Vale October 2003

- | | | |
|--|-----|----|
| 1. Did any of the PCs receive a special goal from
Avereen Volmiryth?
-If Yes, Who? (PC name, player name, player RPGA#) | YES | NO |
| -Did they succeed in hiding any involvement of the Court? | YES | NO |
| 2. Did any of the PCs receive a special goal from
the Blood Owls?
-If Yes, Who? (PC name, player name, player RPGA#) | YES | NO |
| -Did they succeed in hiding any involvement of Asarina? | YES | NO |
| 3. Did any of the PCs receive a special goal from a dragon?
-If Yes, Who? (PC name, player name, player RPGA#) | YES | NO |
| -Did they succeed in placing the items into the hands of the elven rulers? | YES | NO |
| 4. Who is blamed for each of the murders?
- Velora Wintershale:
- Cetus Greenapple:
- Indilia Zernea:
- Riscot Gempetal: | | |
| 5. Which of the NPCs where told the above? (Write details next to each name if different) | | |
| -Mayor Tavin Ersteader: | YES | NO |
| -Raggin Glinttooth: | YES | NO |
| -Ixtacious Rellen: | YES | NO |
| -Tymir Menanine: | YES | NO |
| -Judge Hoseik Yellindarth: | YES | NO |
| -Avereen Volmiryth: | YES | NO |