

Against the Grain

A One-Round Dungeons & Dragons® Living Greyhawk™
Highfolk Regional Adventure

Version 0.9

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Something is going on in the Vesve, and the fey creatures seemed stirred up over it. Can you intervene and help them out? A Highfolk Regional adventure for characters level 1-13 (APLs 4-10); Part Two of “Harvesting Awareness”

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also

find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

AVERAGE PARTY LEVEL (APL)

See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

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

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

TIME UNITS AND UPKEEP

This is a standard Regional adventure, set in Highfolk. Characters native to that region pay 1 Time Unit per round; all other characters pay 2 Time Units per round.

More information about Lifestyle and Upkeep can be found in the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

This adventure is loosely related to HIG6-05 *A Wheat for Your Thoughts*. In that adventure, the PCs were hired to serve as guards to protect the caravan carrying Mordenkainen's coinage. They did not know that their contact was also using them for reconnaissance in the Yatils, asking them to report on anything unusual that they might have encountered.

During the adventure, the party stumbled through a gate into the faerie realm. As they traveled to find a gate back into the Yatils, they caught sight of what could only be a green dragon, except that it was far too big.

That same green dragon has been using magical gates in the Vesve to pass in and out of the faerie realm. Some of the folk in the Vesve and the fey realm have decided that it is time to restrict the green dragon's movements.

The PCs are met by a dryad named Ségolène. She appeared in "A Wheat for Your Thoughts," and she is familiar to any PCs who played that adventure.

ADVENTURE SUMMARY

INTRODUCTION

While stranded in Shallowhaven, the PCs meet Squisha and hear his tale. They set off to find Squisha's contact.

1: MUD BATH, ANYONE?

The PCs meet Koop, a large bull moose who describes trouble in the Vesve – it seems a green dragon is using various gates in the Vesve to enter the faerie realm as a

shortcut to traveling across the forest. He asks for their help and gives them a magical item to complete the task of closing a magical gate in the Vesve.

2: OVER THE VELVERDYVA

The PCs must cross the raging Volverdyva, swollen and hazardous from spring flooding.

3: THE VESVE AWAITS

The PCs enter the Vesve in search of their guide and encounter an unwelcome creature.

4: WE'RE OFF TO SEE THE DRYAD

The guide helps the party reach the faerie realm.

5: THE FEY REALM BECKONS

The PCs make their way through the fey realm to find the gate, located in the heart of a swamp.

6: FRIEND OR FOE

The PCs attend a faerie party, and possibly make some new friends.

7: SHOWDOWN IN THE SWAMP

The party locates the gate, meets opposition, and attempts to close the gate.

8: THROUGH THE SNOW TO THE VESVE

The adventurers backtrack through the fey realm to find a gate that returns them to the Vesve.

CONCLUSION

The PCs return to Koop and tell their tale.

PREPARATION FOR PLAY

Before you begin play of this scenario, there are several regional certificates and AR notations to check for, as they affect the way certain encounters play out.

- **Legendary Deeds:** At the beginning of this scenario, each player must determine the recognition of his Legendary Deeds. Roll percentile dice for each player and compare it to the total percentage value of all the Legendary Deeds that the player has accumulated for this PC. If the percentile roll is greater than the total, a Legendary Deed is not recognized, and nothing happens. If the roll is less than the percentage total, then randomly choose one of the deeds from the hero's pool. For the entirety of the event, NPCs recognize the hero for the deed he has accomplished, and the benefit listed on the deed may be used. After the scenario, the deed is marked "USED" and the player may keep it, as a keep a record of his deeds, but it is no longer part of his or her pool.

- **The Balance of Scales:** Check if any hero in the party possesses the Dragon Disciple prestige class. Check to see if that hero has Highfolk regional documentation giving him/her access (that is, he possesses levels in the class from another region, or took access exercising the core option). If so, he or she is the first target of Encounter Nine – The Vesve Awaits.
- **Meta-organization Membership:** Check if any players are members of Clan Lleyuna, Rangers of the Vesve, Paths of Enlightenment – Harmonious Way, or Temple Affiliation – Hearth of the Unicorn's Heart. These players are afforded special attention by the fey. The judge should allow these players positive reactions from random fey.

INTRODUCTION

The PCs begin this adventure in Shallowhaven. They are stranded temporarily, as heavy spring rains have swelled the Volverdyva to the point that the docks are underwater. In a day or two, the waters should recede enough that the adventurers will be able to cross the Volverdyva into the Vesve.

You are in Shallowhaven, temporarily stranded due to the flooding of the Volverdyva from spring rains. The docks are underwater and the river is fast, making travel by boat hazardous at best.

Shallowhaven is a tiny hamlet comprised of many sets of docks, several warehouses, three inns, two taverns, and a number of simple cottages. Shallowhaven exists as a river port for the purpose of loading and unloading goods out of Ashenglade, and ultimately, the city of Highfolk.

The rains ended several days ago, the sun is shining, and the river is beginning to recede. Boredom is the order of the day. You have had plenty to eat and drink, but in a place this small populated by sailors and dockworkers, entertainment is limited. The jokes, stories, and pranks have grown stale, and everyone is eager for normal life to resume. Even the ale, dice, and card games have lost their luster.

You stand at the river, enjoying the warm sunshine and searching for landmarks that would tell you that the river is receding. Other folk stand about, watching the river closely following rumors of giant eel sightings. You don't spot any giant eels, but you notice that the tops of some rocks are exposed that you don't remember seeing yesterday. As you scan the trees, you see that the branches are tipped with yellow, a sign that spring is getting underway.

A motion in the weeds catches your attention. A rustling sound signals that some small wild creature is foraging for his lunch. A small head pops up and you look into the brown eyes of a squirrel. He cocks his head and stares at you, seeming to examine you up and down. The squirrel takes a few hops toward

you and stops. He cocks his head again, and you hear a voice ask, "Got anything to eat?"

Give the players a chance to react. If they do not identify the source of the voice, the squirrel says:

"Down here! Haven't you ever seen a talking animal before? Do . . . you . . . have . . . anything to eat?"

If the PCs address the squirrel, he responds accordingly and, if necessary, asks again for something to eat.

Once the PCs have offered food to the squirrel (or explained that they have nothing suitable), he asks what they are doing in Shallowhaven. He listens to their explanations with interest, all the while examining them intently. Then he tells his own tale.

"My name is Squisha. I've lived all over these parts and I've seen some crazy stuff. Right now, I'm trying to help a friend. You see, there's trouble in the Vesve and he's looking for some folks to help fix it. You look like the types to get involved. Think you'd be interested?"

If the PCs are not interested in Squisha's offer, the adventure is over. If they would like to learn more, Squisha tells them that they should follow him to meet his friend. The squirrel knows nothing of the trouble in the Vesve—only that his friend is looking for some adventurers for an unusual job.

Squisha asks you to wait a moment while he runs to get something. He dashes through the weeds to an old maple tree, runs up the trunk, and disappears into a hollow. He emerges moments later wearing something on his head. Squisha then runs up to you and announces, "All set. Let's go!" It seems that he is wearing a tiny set of goggles with pale golden lenses.

DM NOTE

Squisha's goggles contain eyes of the eagle. He is exceptionally good at finding nuts.

The squirrel leads the party to a narrow deer path. He tells them to follow the path east and slightly south until they reach a pond. He will run ahead and find his friend, then join them at the pond.

1: MUD BATH, ANYONE?

The PCs follow the deer path indicated by Squisha. It winds through tall grass and sparse aspen trees. The adventurers spot chipmunks, rabbits, many blue jays and woodpeckers, and several herons. After walking for about two hours, the ground becomes soft and spongy, and after another half an hour, the terrain becomes mucky with many standing puddles. The entire area is becoming marshy and the deer path disappears entirely.

The PCs may become lost here, unless they succeed at a DC 25 Survival check. Even though they can tell direction by the position of the sun or with 5 ranks in

Survival, the deer path has vanished and there seems to be no indication of the best way out of the marsh. As they try to decide upon their next move, they hear a voice calling from a fair distance.

"Hey! Hey, you lost people! This way! The pond is just ahead and my friend is waiting!" Squisha clings to the highest branches of an aspen tree, twitching his tail to point you toward the east.

The squirrel jumps from tree to tree, coaxing the PCs along through the muck. The travel is slow in places where their feet sink into the mud. Eventually, they see what might have been a pond several days earlier. The edges are barely discernable, and the area resembles a marsh more than a typical pond.

There's no sign of a pond ahead of you. Instead, an area about a hundred yards wide and long lies under water. A pond may have been here at one time, but it can't be found under the flooding.

A family of ducks paddles in the water to your right, and to the left, wading herons search for their next meal. A moose browses in the shallows far ahead of you. You see no one looking to hire an adventuring group. Was it such a good idea to listen to a talking squirrel?

Squisha calls down to you from his perch in a tree. "Over here! Come this way!" He swishes his tail excitedly. But if you take another step, you'll be up to your ankles in water.

Give the players a chance to decide how to proceed. If they do not wish to get wet and have no means to bypass the water, Squisha calls to his friend, the moose, and waves him over. The moose takes his time lumbering through the shallows, taking the long way around the marsh in water no deeper than his knees. Squisha leaps from tree to tree to a place where he can jump onto the moose's back.

When the PCs and moose reach each other, Squisha makes introductions.

You stand face to face with the largest moose you have ever seen. It stands seven feet tall at the shoulder, and its antlers are nearly as wide as the spread of your arms. Its antlers are covered in a coppery spring velvet that makes them gleam in the sun. The moose's big brown eyes seem filled with an uncanny intelligence.

"Hey everybody," Squisha chirps. "Meet Koop. Koop wandered down here from the Yatils while the river was frozen. He's stuck here just like you are, until the river slows down. His friends in the forest are looking for some help."

Koop nods at each of you, seeming to size you up. "Glad to meet you," he says in a low rumble. "The creatures of the Vesve are struggling with a complicated problem. There's a large creature that calls the Vesve home. She's lived there for many

years but hasn't caused excessive trouble. Lately, she's become much more active and the forest dwellers are scared. She has grown more powerful and instead of keeping to herself, she's traveling the forest in search of—well, we're not sure what. She has discovered gates into the faerie realm, and she uses them to pop into and out of the fey lands as a shortcut across the Vesve.

"The fey folk are frightened and extremely worried. Some of the fey are aligning with her, and the rest are scared that they will all soon become her servants, and lose their carefree lifestyles. They don't want to live in fear or under her command.

"We need someone to close one of the gates leading to the fey realm. This will limit her access to the faerie folk and perhaps slow down her quest for power. A guide in the Vesve can lead you to the gate, and an item of power will help you close it. Will you help?"

Koop has left out a few important details, and the PCs are likely to have questions. Use the following information to respond. Koop is very casual about the fact that the unnamed creature is an ancient green dragon and treats all matters as if they are no big deal. He sounds no more worried than if he had just asked the PCs to fetch a tray of cream puffs from the local bakery.

- The large creature is an ancient green dragon. She has lived in the Vesve forest for longer than anyone (even the elves) can remember.
- Her habits are not well known, but a spy network in the forest is confident that she has grown visibly in power in the past five or six years.
- Contacts in the Vesve also report that the green dragon has been collecting magical items in the last few years.
- A number of gates lie within the Vesve that lead to the faerie realm. The green dragon has been spotted coming and going through several of these gates. The gate that is to be closed is the one that the dragon uses most frequently.
- The gates are all one-way gates, either into or out of the fey realm. They do not work both ways.
- The fey are unhappy about losing a gate, but they see the necessity of closing it. Some fey are aligned with the green dragon and will fight to keep it open if they find out about the plan.
- The moose has nothing to offer as payment, but is confident that the PCs might find some treasure on the way. The grateful fey folk might have something to offer as reward if the PCs are successful.
- The PCs must find a way across the raging Velderdyva and into the Vesve as soon as possible. Once inside the forest, they should travel northwest and a guide will find the party and lead them to the gate. Koop does not have a description of the guide, but tells the group that they will know her when they see her. He also tells them that it does not matter where they enter the forest—their guide will find them.

When all questions have been answered and the PCs have agreed to the mission

Koop whispers something to Squisha. The squirrel scampers off the moose's back and runs up a tree, then leaps through the trees until he is out of sight. A few minutes later, Squisha returns, carrying a cloth bag in his mouth. He still wears his goggles.

If a PC succeeds at a DC 25 Listen check, they hear Koop whisper, "Get them the bottle." The squirrel delivers the bag to one of the PCs. Inside is an ornate bottle made of rainbow-colored glass. A band of silver metal spirals around the bottle, and a fancy silver stopper plugs the top. Koop explains.

"You'll need this device to close the gate. When you are ready, spin the stopper three times clockwise, and make sure each spin is a complete circle. Then spin twice counterclockwise. Finally, spin four times clockwise and once counterclockwise. The stopper will stay in place, but the bottle will start to smoke. If the smoke is any color but orange, you have failed. Only the orange smoke will close the gate – you may as well return here and we will have to figure something else out.

"Place the smoking bottle near the gate and be mindful of the wind. The smoke must flow across the gate. If the wind is harder than a comfortable breeze, don't activate the bottle. In that case, you'll have to wait until the wind dies down.

"You must be in the fey realm to close the gate. Listen carefully as soon as the smoke begins. It's likely that you will hear something to tell you that the gate has closed.

"After the smoke stops, turn the stopper on the bottle five complete turns counter-clockwise, then five more clockwise. Put the bottle into its bag and do not open the bag again. You must return the bottle to me. When you are back in the Vesve, I will contact you. Do not hand the bag over to anyone but me or Squisha.

"It's very likely that the green dragon or her agents will sniff out the bottle and come after you. Time is of the essence. If you delay, you put yourselves at risk of being discovered with the bottle. Be prepared to defend yourselves—and the bottle. That dragon is hunting powerful magical items."

If the PCs have no more questions, Koop wishes them good luck. Moose and squirrel begin to skirt the marsh and set off in a northerly direction.

DM NOTE

The PCs must reproduce the twisting combination for the bottle precisely if it is to work properly. You will ask them to repeat Koop's instructions when they reach the gate.

From this point on, keep track of which PC is carrying the bottle and where it is kept among that PC's gear.

2: OVER THE VELVERDYVA

The PCs must cross the Volverdyva as soon as possible. Swimming is not an option because the current is too strong. Large boats and small ships are too unwieldy in the strong current and are difficult to board with the docks under water. If the PCs have magical or other means to cross the river, they may use them at the DM's discretion.

As a last resort, the PCs may ask around Shallowhaven to try to find a boat for hire. They are turned away by everyone until they encounter an eel fisherman named Baurus from Verbeeg Hill. Baurus is a middle-aged human of average height and build with dark brown hair. He owns an extra-deep boat with steel-shod gunwales. He has fallen upon hard times recently following the razing of Verbeeg Hill by invaders. Eels are still plentiful in the river, but the eel jelly industry has been decimated by the destruction of its processing facilities.

Baurus accepts coin, but is willing to barter for just about anything. He has always led a simple lifestyle, but escaped the destruction of Verbeeg Hill with only his boat and the possessions that were aboard. The job of transporting the PCs is brief, but extremely dangerous, a factor he considers in his price.

Baurus is willing to set out the same day, but he cuts his price by one-third if the PCs agree to wait until morning. He is confident that the river will recede by several inches overnight.

When terms have been agreed upon, Baurus explains that his sailboat is moored at the Shallowhaven docks, which are currently under water. The sailboat suffered no damage in the flood, and very little time is needed to get underway. The problem is that there's no way to reach the sailboat unless the PCs acquire a small rowboat, swim, or have other means to get aboard. If the PCs have no means to reach the sailboat, Baurus speaks to a friend named Jard and secures his help plus the loan of a rowboat. With Baurus' friend rowing, the rowboat can accommodate three PCs with their gear, so several trips are necessary. The rowboat can be moored at the dock when they are finished with it. In any case, Jard comes aboard to assist in returning Baurus' boat to Shallowhaven.

After the PCs have struck their deal and figured a way to reach the sailboat, read the following.

Baurus guides you until you come within sight of his boat. You see an unusually deep two-masted sailboat. It is painted bluish gray and its white sails are furled. The gunwales are covered in burnished steel. It looks to be quite seaworthy although the boat has clearly seen many years of service. A name is neatly lettered below the gunwale at the bow: Natasha.

Once aboard, Baurus makes quick work of getting underway. He explains that he will guide the boat past the moored ships and out into the river, then use the current to shoot diagonally across the water, beaching the boat several hundred yards downriver . . . if all goes well.

If asked about the metal gunwales on his boat, Baurus explains that they strengthen the boat during eel fishing. Because some eels are quite large, the metal gunwales allow the fish to be hauled in easily without damaging the boat.

When all is ready, read the following.

The wind is calm and the sun is warm. Your captain has ordered you to untie the sails and has posted you at the masts. He is considering using the sails as a brake depending on the conditions of wind and water.

The mooring line is pulled in and the boat turns swiftly into the current—directly toward a small, docked ship. Baurus yanks on the foresail and orders you all to paddle with oars—a clumsy task on a boat such as this, but essential under these conditions. Baurus barks out a cadence and his boat slowly noses away from the looming ship. It's a struggle to bypass the other craft, but Natasha passes within inches of the other bow and you are suddenly in the clear.

You feel the current take hold of Natasha and the boat suddenly lurches forward. You could see the swiftness of the river from dry land, but here on the boat, it feels much faster than you expected. At this pace, Shallowhaven could disappear behind you in a matter of minutes.

Baurus barks at all of you to drag your oars in the water on the port side. He's hoping this will turn the boat toward the opposite river bank. He mans the foresail, shouting commands to your group, while Jard scrambles about at various tasks, even unfurling the mainsail for a short time. Natasha moves at high speed, but you can see that she is inching toward the opposite bank all the while. If you can all keep your actions steady, you'll hit the bank in a short time.

The boat dips and rises, but gradually crosses the fast current. Natasha's bow suddenly veers toward port, nearly turning her sideways, but then she steadies as she is pushed free of the current. The boat glides smoothly, as if released from a great suction. The momentum pushes her toward the bank and Baurus screams to pull the oars up. Natasha glides along, scraping the bottom slightly, then comes to rest along a grassy embankment.

Baurus grabs the mooring line and jumps over the gunwale onto the bank. Jard follows him, carrying a second line that they tie to the first, then wrap around a massive willow tree nearby. When the boat is secure, Baurus slaps his knee. "Hoo-ee! That was some ride!"

Baurus and Jard motion for the PCs to hand over their bundles and they carry them to dry ground as the PCs disembark. The pair stays with the boat and guides it into the river as the waters recede so it does not become stuck on the bank. Baurus estimates that the river is about eight feet above its normal level, and it might be safe to navigate in three or four days. They bid the PCs good luck as the group sets out for the Vesve.

3: THE VESVE AWAITS

Koop gave no information about where to enter the Vesve. He told the PCs to enter the forest and travel northwest, and their guide would find them. The PCs may enter the forest at any location they choose, and may take any path they find. They discover several animal trails.

If the PCs crossed the river on the same day that they met Koop, they reach the Vesve in the early evening and need to make camp before dark. The night passes uneventfully.

If the PCs waited until the morning of the second day to travel, they reach the Vesve about midmorning.

In either case, the guide finds the PCs about mid-afternoon as they travel through the Vesve.

Read the following as the party enters the forest.

Spring has come to the Vesve. The trees are just starting to bud and new grass is sprouting in tufts on the forest floor. Early flowers, yellows and whites, sprinkle the woods like fragrant confetti. The air is moist and cool, and the ground is still soft from the heavy rains. You inhale the earthy dampness that smells of new leaves and old decay.

The forest is unusually bright with sunlight pouring through the bare branches. You can see a long distance through the trees, and your path continues until it drops out of sight behind a rise. Squirrels and chipmunks scurry in the leaves, but all is quiet and inviting.

The PCs' journey is uneventful until the early afternoon. They catch the notice of a bearhound that is wandering aimlessly in the area. The bearhound has contracted a disease that is causing dizziness, blurred vision, headache, disorientation, and bouts of madness. The creature tracks the party for nearly an hour, before it is overcome by its sickness and attacks. Have the players determine their PCs' marching order before reading the following:

The Vesve is quiet and the lack of undergrowth makes the journey easy. You hike up a steep rise and down the other side. About halfway down, you stop in your tracks. You hear something big crashing through the forest behind you on the trail.

A shower of leaves erupts, and a huge creature like a massive bear with wolfish teeth bursts toward you. The beast stares blearily and then wavers unsteadily on all fours. It seems to shiver, snarls,

and then swipes a paw half-heartedly at the nearest member of your party.

The creature lays a paw over its face, almost as if shielding its eyes, before rearing up on its hind feet. It lets out a sound that is part growl, part groan. The beast sets its sights on the nearest of you and lunges

The creature is an adult male bearhound (MMIII) and is 60' away. Its disease, which is akin to rabies, causes temporary madness. The creature senses that it is dying, and this is driving it to attack anything it considers a potential threat.

The PCs may choose to attack the bearhound. If the creature is reduced to 25% of its hit points, it retreats into the woods, limping and whimpering slightly.

If the PCs recognize that the bearhound is sick with either a DC 10 Heal check or a DC 15 Knowledge (nature) check, they may attempt to cure it using a *remove disease* spell. Following a successful cure, the creature sits on the ground, breathing heavily and trying to adjust to its new condition. After several minutes, it reacts favorably to the healer. At the end of this adventure, the bearhound may become an animal cohort for a member of the group.

If combat takes place and the party is losing badly, the DM may allow for outside intervention to save the PCs. In this situation, the dryad from the next encounter appears, watches the combat briefly, and then communicates with one PC. She singles out a druid, cleric, ranger, or wizard and tells them that she thinks the bearhound is sick and perhaps it can be helped. Then she falls back to watch the scene play out.

If the PCs have no way to cure the bearhound, the dryad offers a *potion of remove disease*. The PCs must figure a way to administer the potion, possibly with a DC 19 *wild empathy* check or by speaking to the bearhound in Sylvan (it ignores any appeal spoken in Common, due to its condition).

If the dryad comes to the aid of the party, the DM must modify the introduction of the dryad slightly in the next encounter. If the PCs do not kill the bearhound, she is cheerful toward the PCs. If the party kills the bearhound, her disposition is sad but all her other actions are as described in the next encounter.

If the dryad is not brought in as part of this encounter, she has no knowledge of their interaction with the bearhound and the encounter proceeds as written.

CREATURES

APL 4 (EL 7)

Bearhound (1): hp 105; Appendix 1.

APL 6 (EL 9)

Bearhound (1): hp 187; Appendix 1.

APL 8 (EL 11)

Bearhound (1): hp 308; Appendix 1.

APL 10 (EL 13)

Bearhound (1): hp 392; Appendix 1.

Tactics

The bearhound suffers from a madness caused by an infection of some kind. It fights until reaching 25% or less of its hit points, then tries to escape.

Treasure: The PCs gain no treasure from defeating this encounter, though they could possibly end up with a friend.

DEVELOPMENT

If the PCs' actions cure the disease that the bearhound suffers from it looks favorably on them, explaining that its name is Ormnall. It is then possible to gain the bearhound as a cohort or companion after the adventure.

4: WE'RE OFF TO SEE THE DRYAD

About an hour after concluding the encounter with the bearhound, the PCs discover their guide. They walk through the forest and are suddenly aware of a creature flitting through the trees, flirting and laughing. After perhaps fifteen minutes of these antics, the party is approached by a slim elf woman. Her hair flows down to her knees and she wears a dress made of white flower petals. She smells like magnolia blossoms. At first, she remains half-hidden behind a tree as she begins to speak. As she becomes more comfortable with the PCs, she emerges into the open.

A diminutive elf woman peers at you from behind a tree trunk. "Hmmm . . . so you're the group that Koop sent to help? I guess he didn't have time to be choosy. Good thing this isn't that tough of a mission." She laughs hard at her insult for several minutes, then wipes tears of laughter from her eyes.

"I'm your guide. My name is Ségolène, and no, I'm not an elf. I'm a dryad. That beats being an elf any day!"

If any elves are in the party, Ségolène quickly adds,

"Oops. Sorry! There's nothing wrong with being an elf. It sure as heck beats being human!" At that point, she turns to any humans and says, "Shucks. That isn't what I meant either...." Then she shakes her head to clear away this rapidly deteriorating train of thought.

The dryad's name is pronounced say-go-LAYNE. In order to wander from her home oak tree, she carries a small bag of acorns that keep her in contact with her tree.

If any PCs played "A Wheat for Your Thoughts," they recognize Ségolène and she recognizes them. Her eyes suddenly light up and she greets them.

"I remember you!!" the dryad says brightly. "I took you to visit the fey realm. Wasn't that fun?! Wasn't it scary when we saw that big green monster?! Ooooh," she shudders.

Ségolène giggles, then gets her thoughts back on track.

"Koop told me where to take you. It isn't far. It's really nice of you to do this. I mean, I don't know if anyone can pay you for your help, but getting to trot through the fey realm is probably worth all the trouble. It's the most fantastic place!"

"Anyway, we'll all be really grateful if you can keep that big nasty monster from stomping through our world all the time. She's so upsetting! Everything is so peaceful and then she comes through, all mad and in a hurry. And she's convinced some of the fey folk to become her servants! Honestly! Can you imagine? Why in the world would carefree folk like the fey want to bow down to her?"

The dryad takes a breath from her rant and looks at you reproachfully. "And why are you all just standing there? You have a job to do! Let's get moving! Are you with me?" Ségolène taps her foot impatiently.

She waits a moment for all the PCs to respond. If anyone backs out, she says, "Suit yourself," shrugs, and turns down the path. As soon as the PCs show that they are ready to continue, Ségolène runs away down the path at high speed. The PCs must run to keep up with her, and after a few minutes, she realizes that she has left the PCs behind. She turns around and sighs impatiently, then waits for them to catch up.

When the party has regrouped, Ségolène sets off again at a slower pace. She glances over her shoulder occasionally to keep an eye on you, her charges. After nearly an hour of rapid walking she says, "We're nearly there. It's just over that rise. Everybody ready?"

This is the last chance for anyone to back out of the mission. It's also an opportunity for PCs to adjust weapons and armor or prepare spells.

5: THE FEY REALM BECKONS

Ségolène leads you along the path and down a gentle slope. The vegetation on the hill all bends downward, flattened by the heavy rains of the past week. Puddles fill the hollows, and some birds splash in the standing water. You hear the dryad murmur, "Ah, there it is," but you see nothing unusual. The sun is beginning to go down in the

west, and the light in the forest is just starting to dim.

The forest floor flattens out again and you pass a tumbled pile of boulders. The light in the forest abruptly dims and you feel like you miss a step. You pitch forward suddenly, but instead of landing face-first in the mud your nose is filled with the scent of lilacs and your feet land on soft grass. Bright sunshine blasts your face. As you try to get your bearings, you see that you're not in the Vesve anymore. Giant redwoods stand at your back, and a curving row of thick lilac bushes blooms to your right. You're looking down a hill at a flowering meadow filled with butterflies and hummingbirds.

DM NOTE

The PCs have just passed through a gate into the fey realm. The magic of the gate causes non-fey users to become disoriented. Regardless of what the PCs might try, unless assisted, they will probably never be able to find the gate again.

Ségolène laughs gently at the PCs as they look around. When they appear to have themselves in order, she leads them past the lilac bushes toward a pine grove.

The movement through the gate is one way. This may cause problems for companions that are flying. They do not pass through the entrance and miss the rest of the adventure. Ségolène warns the PCs if she has good reason. Remember that if a PC is trying to keep a companion a secret she will not know about it.

Giant fir trees loom before you. The smell of fresh pine is thick and inviting. You push your way through the branches of several trees, and a cool breeze hits your face, followed by a sprinkling of icy snowflakes. You emerge from the trees into a snowy wonderland, with snow nearly up to your knees. The world around you is frozen, but you don't shiver from the cold.

Ségolène explains. "Some of our folk prefer the cold. It's in their nature to burrow in and enjoy their creature comforts, and a few even hibernate. Some just come to visit and enjoy the snow or ice. We must pass through here to reach our destination."

Just then, a series of tiny snowballs goes whizzing past. Someone laughs from behind a pine tree, then the nearest pine shakes violently and the snow on its branches comes showering down on your heads. A trio of brownies leaps out of the tree and runs out of sight to your left, laughing the whole way.

The brownies duck between some trees, then pelt the party with snowballs. Most of the snowballs miss, but the shortest PC gets hit in the head with a snowball the size of a plum.

Ségolène leads the party through the snow for perhaps half an hour. The group passes a small frozen

pond where fairies are skating, tracing delicate patterns on the ice.

You round a bend and your path winds between several large mounds of snow. One of the mounds seems to tremble as you come near. Have those brownies gotten ahead of you? What trick are they planning this time?

The mound of snow seems to stand up, and you face a lacy wall of snow about 6 feet high. It bends toward your group as if to envelope your entire party. It shakes itself; the snow cover falls and reveals a brown bear that snorts once in your direction before walking away through a grove of pines.

Ségolène leads the group farther through the snow. The group reaches another grove of pines, and after pushing through the branches, they emerge into a more typical faerie climate.

Grass greener than emeralds stretches before you. A wide river gurgles pleasantly, lined with willow trees on both sides. Ornate foot bridges cross the river every few hundred yards. Spring flowers bloom in great swaths—daffodils, tulips, hyacinths, and crocuses. The smell of the blooms is intoxicating—you inhale deeply without thinking. Ségolène leads you to one of the foot bridges so you can traverse the river.

As you cross the bridge, you make an amazing discovery. The willow trees at your back wear the deep green of spring, while those ahead of you are dressed in the rich yellow of autumn. Small golden leaves shower gently around you. As you exit the bridge, you feel a cool breeze and see that the grass looks like waving wheat. Autumn asters bloom, their purple flowers bursting from amber fields. Squirrels scurry about picking up acorns and hickory nuts.

The climate in this section of the fey world is perpetually autumn. Ségolène leads the party past apple and pear orchards, fields of pumpkins and squash, grape arbors, and tidy rows of corn, ready for picking.

Ségolène leads the party for nearly an hour, in the direction of a group of hills looming in the distance. About half an hour's walk from the bottom of the hill, she informs the party that it is time for her to turn back. The PCs are to continue walking toward the hill, and should watch for a tall pillar of rock standing at the base of the hill off to their left. Near it, they find a tunnel leading to the other side of the hill.

The dryad smiles at all of you. "It is time for me to go. Head for that hill and watch for the tall rock column that comes into view on your left. Beyond it is a tunnel through the hill. Pass through the tunnel to the field of clover, and follow the path through the clover, a few hours' walk. Beyond the clover, you will

find a marsh and then a swamp. There will be others to help you.

"In the middle of the swamp are three banyan trees. Follow the instructions that Koop gave you—exactly. Your item must be used on the water within the triangle formed by the banyan trees. Use caution not to step into that triangle, or you will be transported back to the Vesve, near Flameflower.

"Perform your task well, and you will have safeguarded the fey. Fail, and you will have wasted a powerful magical item. Make your way back to the winter world, and the gate to your home will be revealed."

If the PCs do not know what a banyan tree looks like and cannot pass a Knowledge (Nature) check at DC15, they can ask Ségolène for a description. She explains that a banyan has a thick trunk and a wide, spreading canopy. The lower branches drop roots into the ground, so the tree appears to stand on its central trunk and be supported by numerous thin trunks.

Ségolène says nothing more, but she waves at the PCs, bids them farewell, hugs those she met last time (during HIG6-05 A Wheat for Your Thoughts) and darts away. The PCs can do nothing to convince her to stay at this point.

As the adventurers travel toward the hills, they pass a field of hay. Groups of sprites and brownies are just leaving the field after harvesting. Bundles of hay are stacked into small pyramids in several locations around the field.

As the party passes a nearby hay stack, one or more redcaps leap out of hiding to attack the group.

CREATURES

APL 4 (EL 4)

Young Redcap (2): hp 22; Appendix 1.

APL 6 (EL 7)

Elder Redcap (1): hp 114; Appendix 1.

APL 8 (EL 8)

Elder Redcap (1): hp 114; Appendix 1.

Young Redcap (2): hp 22; Appendix 1.

APL 10 (EL 10)

Elder Redcap (2): hp 114; Appendix 1.

Young Redcap (3): hp 22; Appendix 1.

Tactics

The redcaps wait for the most opportune moment to jump out and attack the players. They attempt to run off if they take more than 50% of their hit points in damage.

Treasure: The redcaps carry only their scythes and special sling bullets plus some gold coins.

APL 4: Loot 4 gp; Coin 10 gp; Total 14 gp.

APL 6: Loot 2 gp; Coin 50 gp; Total 52 gp.

APL 8: Loot 6 gp; Coin 70 gp; Total 76 gp.

APL 10: Loot 9 gp; Coin 130 gp; Total 139 gp.

6: FRIEND OR FOE

The group reaches the base of the hills, a rockslide of enormous chunks of quartzite. The individual rocks are taller than any PC in the group, and climbing up the side of the hill would take at least a day over dangerous terrain.

The dryad's directions lead the party past a standing pillar of quartzite. Beyond it, a tunnel yawns in the side of the hill. Peering into its darkness, the PCs can see daylight on the other end.

The tunnel under the hill looks as if it could have been formed yesterday or may have stood for centuries. Part of the tunnel is formed from natural gaps in the quartzite blocks, and part of it was cleared in order to make the passage. The rocks are wedged tightly together, and the PCs should get the sense that the tunnel is in no danger of collapsing. The tunnel does have many nooks and crannies—plenty of places for bats, snakes, and other creatures to hide. The entire tunnel is about 150 yards long.

As the PCs walk through the cool darkness of the tunnel and away from the intoxicating beauty of the fey realm, they suddenly realize that they are tired and hungry and are due for a break from traveling. The sun has gone down back home in the Vesve, and under normal circumstances, the group would have made camp by now. But the fey realm plays tricks on people—they can walk for hours but feel as if they have only walked for a few minutes.

The PCs emerge on the other side of the tunnel and feel a blast of hot air. They discover high summer in the fey world.

The cool darkness of the tunnel gives way to almost painful brightness. Your eyes need to adjust for a moment before you step into the sunlight.

Outside the tunnel, the faerie realm is alive with high summer. A meadow spreads before you filled with waving grasses and flowers, flitting butterflies, and buzzing bees. Fairies and pixies float on delicate wings, collecting seeds in tiny sacks or nectar in small wine skins. The warmth of the sun, the droning of the bees, and the earthy smells of grass and blooms make you drowsy. You remember that it was late afternoon when you left the Vesve—and you've been walking the fey realm for many hours. Your stomachs suddenly growl.

A wide meadow of waving grasses and flowers beckons you. You see low hills far to your right and a green woods beyond the meadow, but you see nothing that resembles a field of clover.

Your stomachs growl insistently. To your left is a copse of white oak trees, their umbrella-like forms creating a peaceful, shady grove. Giant mushrooms serve as tables and stools, and you see that fey folk have gathered for a picnic. Fairies, pixies, petals, brownies, sprites, and others laugh and play, relax in

the grass, and enjoy exotic delicacies. A few of the larger folk notice you and wave for you to join them.

When the PCs reach the fey folk, read the following:

As you approach the picnic, a few of the fey call to you to join them. A brownie says to you, "We heard that Ségolène had guests. You must be tired and hungry. Please help yourselves—there's plenty to go around."

You find yourselves in a setting that only happens in dreams. The giant mushrooms are laden with fey delicacies—honey cakes, glazed nuts, spiced breads loaded with seeds, berry tarts, trays of exotic fruits, and pitchers of juices and nectars. The participants nod welcomingly and continue eating and drinking.

Some of the brownies and pixies lounge in the grass. Fairies dance and play. Small creatures like tiny humans dressed in flowers sing enchanting songs, making you sleepy. The pixies give you a gentle poke. "Be careful! The song that the petals sing will put you to sleep before you know it!"

The PCs may stay here as long as they wish, and they should get the feeling that it would be easy to forget their mission (and their life outside the fey realm) and succumb to the pleasantries of the fey. The DM may invoke the powers of the petals (MMIII) to cast lullaby or sleep spells with their singing if desired.

They fey are curious about the PCs' presence. It's rare for outsiders to come through their realm, especially with an escort such as a dryad. They ask many questions (out of innocent curiosity). Most of the fey are merely interested in the outsiders, but a few are listening in for the green dragon and slip away from the picnic to spread the word to the dragon's spies. With approximately fifty creatures present, all flying about and cavorting, the PCs take no notice of any that choose to leave.

Assuming that the PCs reveal their mission to any fey that know something of their quest, a few of the faerie folk decide to volunteer themselves to help with the mission. A group of fey (one fey for every member of the party) approaches the group and offers to accompany them.

As you rise from the celebration and begin to gather your belongings, a small voice says, "Um, excuse me!" You turn to face a small troop of fey wearing serious expressions. A few of them hold weapons. "We'd like to help. We've decided that we'll come along with you. We can help you find the swamp and the trees and anything else you need. And if you get into any trouble, we'll do our best to help." Several sets of wide eyes gaze at you pleadingly.

The PCs are free to decline the offer, but they have a greater chance of success if they accept. If they decide to take the fey with them, hand out the fey stat sheets found in the player handout appendix and handle any of the

introductions. Have the fey follow them if the party declines their aid.

When the PCs are ready to set out, they must first cross the meadow (about an hour's walk). The meadow slopes downhill slightly and is bisected by a creek. The clover field becomes visible as they travel downhill.

The clover field stretches in all directions for several hundred yards. A narrow path cuts through the field, wide enough for single-file travel (about a one-hour walk). The DM should feel free to make the PCs think that something is about to happen—an ambush from creatures lying in wait, strange noises, or possibly a risk of the PCs falling asleep due to an enchantment or the beguiling nature of the setting.

When the party is about 50 yards from the far edge of the meadow, read the following, assuming at least one hero can succeed at a DC 2 Track check:

The edge of the clover field is in sight. Beyond is a grassy stretch, and farther ahead, you see cattails and reeds that must surely be the marsh.

You notice some oddly shaped depressions on the ground ahead of you. The grass is smashed flat in a strange pattern, and you see several such patches, all evenly spaced. As you approach these bizarre formations and circle around them, you see that they are all similar and each has a three-pronged shape. They begin abruptly, and after seven or eight such indentations, they lead into the marsh and disappear. The size, shape, and spacing leave no doubt as to what these are: dragon footprints.

The green dragon has landed here in the past several days and used the gate to exit the swamp.

7: SHOWDOWN IN THE SWAMP

The PCs have reached their destination. As described by Ségolène, they stand before a marshy area filled with cattails and reeds. Beyond, they see that the cattails thin out and disappear where the water gets deeper. Weeping willows, cypress trees, and swamp oaks create a dismal skyline.

The PCs must trek through the marsh, then into the swamp to find the three banyan trees that Ségolène told them about. The banyan trees are easy to locate but not easy to reach.

The water in the marsh is just deep enough to cover the PCs' feet but not reach their ankles. Beyond the point where the cattails end, the water is about mid calf. In the deepest places, the water reaches the PCs' knees. The PCs must keep in mind the height of their fey companions.

You stand before a marsh that spreads in both directions as far as the eye can see. Cattails and rushes sway gently in the breeze. Frogs, crickets, and grasshoppers sing a swamp song. Iridescent dragonflies zip in and out of the reeds.

The cattails spread before you for about fifty yards out. They thin out beyond that, and dark, forbidding trees take over the landscape. Spiky swamp oaks, sprawling willows, and drooping cypress trees transform the beauty of the faerie realm into a place of ethereal foreboding.

If the PCs have the means to fly over the swamp or perform magical reconnaissance, they find the banyan trees easily. The cluster lies about 300 yards ahead of them. If they must wade into the marsh, they spot the banyan trees as soon as they are about 100 yards from dry land (about fifty yards past the end of the cattails).

Each banyan tree stands on a tiny island, little more than a mound of dry earth covered by marsh grass. The peripheral trunks dangle into the water. Nothing is unusual about these trees, but the gate to the PCs' home plane is anchored to this triangular patch of the swamp. The trees stand about 20 yards from each other.

To complete the mission, one PC (or more) must venture into the swamp and activate the bottle so that the smoke flows across the water beneath the banyan trees. A slight breeze is blowing when the PCs arrive. The DM should choose a wind direction and allow the PCs to apply their tactics to the situation. A PC must get into position near the trees before activating the bottle. If the PCs' logic is sound, their attempt works as long as they remember Koop's instructions to trigger the magic.

Koop's instructions to activate the bottle: "When you are ready, spin the stopper three times clockwise, and make sure each spin is a complete circle. Then spin twice counterclockwise. Finally, spin four times clockwise and once counterclockwise. The stopper will stay in place, but the bottle will start to smoke. If the smoke is any color but orange, you have failed. Only the orange smoke will close the gate.

"As soon as the gate is closed, turn the stopper on the bottle five complete turns counterclockwise, then five more clockwise. Put it into its bag and do not open the bag again. You must return the bottle to me."

As the PCs get into position to activate the bottle, they are attacked by an evil swamp oak treant that is an agent of the green dragon. It learned from some of the fey that the party would be coming to close the gate. It is positioned near one of the banyan trees and it has animated several trees to assist it.

When the combat begins, one of the fey companions abruptly reveals itself as a secret enemy. Thealas (Woodling Kenku) begins attacking one of the other fey in the group. Thealas has partnered with the Treant. Thealas will attack only one fey at a time, unless the PCs instruct the other fey to attack him.

CREATURES

APL 4 (EL 8)*

Treant (1): hp 66; MM xxx.

APL 6 (EL 11)*

Advanced Treant (2): hp 144; Appendix 1.

APL 8 (EL 12)*

Advanced Treant (1): hp 260; Appendix 1.

APL 10 (EL 14)*

Advanced Treant (2): hp 260; Appendix 1.

* The EL of this encounter has been adjusted to account for the fey allies.

Tactics

The treants have been warned that the players are seeking the gate and wish to do it harm. The treants try to stop the players at the gate at all costs. If the bottle is out and the treants have a chance to sunder (hardness 10, 30 hp) it they take it. The treants have animated two trees each and have them near the gate to help defend it. There are many trees in the area. At APLs 6 and 10 one treant may take the opportunity to animate additional trees when any of the others is destroyed.

Treasure: The treants collected/bullied tolls from creatures that use this gate to exit into the Vesve. They have gathered quite a pile of treasure.

APL 4: Coin 10 gp, Magic Amulet of Warmth (83 gp), Soft Hand gloves (167 gp), Belt of Hidden Pouches (416 gp), Armbands of Might (342 gp), Spelllight Spectacles (208 gp); Total 1230 gp.

APL 6: Coin 50 gp, Magic; Total 52 gp.

APL 8: Coin 70 gp, Magic; Total 76 gp.

APL 10: Coin 130 gp, Magic; Total 139 gp.

If the PCs battle the treant successfully, they may attempt to trigger the bottle. If they cannot defeat the treant, they must determine new tactics or retreat and return again.

When the PCs are ready to use the bottle, they should be told that they can hear a flock of birds chirping loudly, as if at sunup in the woods. The adventurers see no birds in the banyan trees or in the immediate vicinity. They are hearing a flock of sparrows in the Vesve, on the other side of the gate.

If the party activates the bottle successfully, read the following:

The bottle grows warm in your hands and the stopper makes a sliding sound. Smoke begins to seep forth—pale gray smoke that dissipates in the breeze. Then, the bottle seems to belch and a heavy stream of smoke pours forth—dark orange smoke that smells of burnt spices. The smoke settles across the swamp and the water suddenly ripples. The ripples become bubbles and the swamp boils for a few moments. The bottle stops smoking, the water calms, and you suddenly realize that you can no longer hear the mysterious flock of birds.

DEVELOPMENT

The bottle takes 4 rounds to complete its task. During that time the players need to defend it.

If the adventurers are unable to follow Koop's instructions and they fail to activate the bottle correctly, read the following:

The stopper on the bottle makes a sliding sound. Smoke begins to seep forth—pale gray smoke that dissipates in the breeze. Then, the bottle seems to belch and a heavy stream of smoke pours forth—thick, black smoke that smells like tar. It flows across the swamp and causes faint ripples in the water. The smoke ceases and the stopper drops tightly into place, unable to be turned.

With this part of the adventure completed, the party must now make its way back to the snowy part of the fey realm to find the gate that takes them home.

8: THROUGH THE SNOW TO THE VESVE

The party must now retrace its steps through the fey realm to find the area of perpetual winter. The group has no trouble finding its way and meets no opposition. The fey companions accompany them and help them find the gate.

Upon arriving in the winter region, the fey lead the adventurers to the small, frozen pond where they had earlier observed the fairies ice skating. The fey inform the group that the frozen pond is the gate, but it must be entered from a vertical direction. In other words, the fey explain that the PCs must climb a snowy hill that overhangs the pond and jump off head first (about a 20-foot dive). When they hit the surface, the gate opens and the PCs pass through without harm. Actually, the PCs pass through successfully even if they jump feet first, but the fey find it amusing to get the adventurers to dive at the ice.

The adventurers are free to test the gate by dropping objects off the hill and onto the pond. Items that are dropped in this fashion disappear through the ice.

When the PCs pass through the gate, they experience a few moments of sliding along an icy tunnel, then are returned to the Vesve and dumped into a pile at the bottom of a low hill. Read the following.

As you crash-land into a hollow filled with decaying leaves, you hear a familiar chittering noise. If animals could laugh, you're certain that this is what it would sound like.

A quick movement catches your eye and you see a squirrel scampering down a hickory tree. Something is wrapped around its head—goggles? Squisha has found you and is eager to hear about your adventure.

"So how was it?" he asks excitedly. "Did you find the gate? Did the bottle work? Koop couldn't be

here—he's still stuck on the other side of the river. He wanted me to come and get you."

Squisha asks lots of questions about the adventure. He is especially interested in the dragon footprints, the fey who are aligned with the dragon, and the procedure of closing the gate. He wants as many details as the party can provide. The squirrel also asks if the bottle is intact and safely tucked inside its bag.

If the PCs closed the gate, read the following.

"Koop will be really happy," he says. "And he'll be pleased to hear that you made it back safely. You've done a huge favor for the fey. I'm sure they'll want to help you out sometime."

If the PCs did not close the gate successfully, read the following.

"Too bad about the gate. And the bottle. Koop will need to figure out a different way. Which won't be easy, since he's just a moose. Oh, well. You did your best, and that's all we can ask for."

Squisha explains that the PCs should follow him back to the river. They are to return to Shallowhaven and meet with Koop so they can give the bottle to him. The squirrel leads them southeast through the forest.

When the party emerges from the Vesve, they are near the place where Baurus has beached his boat. Approximately 24 hours have passed and the river has receded about a foot. Baurus is glad to see the party, since handling the boat in the swollen river is difficult for himself and Jard. He gladly transports the group across the river in exchange for their aid.

The party finds Baurus around mid morning, but the sailor chooses to wait for less current and better winds. Natasha pushes off, sails raised, around mid afternoon. It's a crazy ride against the current with favorable winds, but the small boat reaches Shallowhaven. The water level has dropped so that the surfaces of the docks are just beginning to show. Baurus docks the boat without incident.

Squisha takes the group to a trail that leads west of Shallowhaven. The land rises slightly in this area, a far more comfortable journey than the previous trip through the mud. After about an hour of walking, they find a grove of pine and fir trees. Koop is waiting for them.

If the adventurers were successful, read the following.

"Friends! You have performed a great service. The fey folk are indebted to you. And the elves of Flameflower will receive word that you were successful in steering the dragon away from their doorstep."

If the party did not close the gate, read the following.

“Friends! I am indebted for your efforts. It was a challenging task, and I am sure you did your best.”

Proceed with the following text regardless of the outcome.

“You have the bottle? Very good. I have a little something for you.” He indicates a cloth sack hanging from a tree branch. “I must be going. We must keep an eye on that green dragon. Always important to stay one step ahead.”

The moose turns to leave. He gives a sudden shudder, as if shaking off water, then his coat glimmers oddly in the light of the setting sun. His brown fur reflects a coppery hue, then shimmers—and then the moose grows abruptly to ten times his size. His antlers morph into horns and his hooves transform into talons. You behold a copper dragon, gazing at you kindly. He winks at you. “Sometimes, I run around as a dwarf wearing a scale from a copper dragon.” The creature leans back on his haunches and lifts into the air. He circles once and then flies off in the direction of the Yatils.

If the PCs played A Wheat for Your Thoughts, they encountered the copper dragon in the form of the dwarf (named Keenwyn) in that adventure.

CONCLUSION

The PCs have participated in a colorful adventure through the fey realm and have aided a powerful ally—the copper dragon. They have also performed an act that has angered the ancient power in the Vesve. These relationships may come into play in future events.

When the PCs retire for the evening, one or more of them experiences a dream with a message. The dream occurs for all members of Clan Llelyuna. If none are in the party, the message is dreamed by any elves, or a randomly chosen PC. Read the following.

Your mind spins through a series of images—dark trees, a snarling wolf, a deep gully with no means of escape. You fall down a rushing waterfall and run from unseen menaces. You dangle in the air as if weightless, looking down on a large, open room. In the shadows, you see a tall woman, but the dream imposes a veil around her that obscures her face. She paces restlessly, and one foot is shackled to a long iron chain.

A dark tunnel leads out of the room. You see nothing in the tunnel, but a sense of evil radiates forth like a hot wind. As you stare into darkness, a pair of enormous green eyes blinks at you.

This dream gives hints about an upcoming adventure, *Coming Through the Rye*.

EXPERIENCE POINT SUMMARY

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

3: THE VESVE AWAITS

Defeat or save the Bearhound	
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

5: THE FEY REALM BECKONS

Defeat the redcaps.	
APL 4	120 XP
APL 6	210 XP
APL 8	240 XP
APL 10	300 XP

7: SHOWDOWN IN THE SWAMP

Defeat or bypass the treant(s).	
APL 4	240 XP
APL 6	330 XP
APL 8	360 XP
APL 10	420 XP

STORY AWARD

Ally with the fey creatures and close the gate.	
APL 4	100 XP
APL 6	130 XP
APL 8	165 XP
APL 10	200 XP

DISCRETIONARY ROLEPLAYING AWARD

APL 4	35 XP
APL 6	50 XP
APL 8	60 XP
APL 10	70 XP

TOTAL POSSIBLE EXPERIENCE

APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 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.

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

3: THE VESVE AWAITS

APL 4: 0 gp.

APL 6: 0 gp.

APL 8: 0 gp.

APL 10: 0 gp.

5: THE FEY REALM BECKONS

APL 4: Loot 4 gp; Coin 10 gp; Total 14 gp.

APL 6: Loot 2 gp; Coin 50 gp; Total 52 gp.

APL 8: Loot 6 gp; Coin 70 gp; Total 76 gp.

APL 10: Loot 9 gp; Coin 130 gp; Total 139 gp.

7: SHOWDOWN IN THE SWAMP

APL 4: Coin 10 gp, Magic Amulet of Warmth (83 gp), Soft Hand gloves (167 gp), Belt of Hidden Pouches (416 gp), Armbands of Might (342 gp), Spelllight Spectacles (208 gp); Total 1230 gp.

APL 6: 0 gp.

APL 8: 0 gp.

APL 10: 0 gp.

TOTAL POSSIBLE TREASURE

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1300 gp

APL 10: 2300 gp

ADVENTURE RECORD ITEMS

Favor of Ormnall the Bearhound: You have performed a valuable service that saved the life of Ormnall. If you are

an elf or half-elf and take the leadership feat or qualify for an animal companion, one of Ormnall's woodland charges is now available to you. You may select an elven hound (also known as a cooshee - *Races of the Wild*, p. 189) as your animal companion or cohort, even though the creature is a magical beast. For the purpose of spells that affect animals, as well as the use of Handle Animal or wild empathy on the elven hound, it is treated as an animal. If you do not meet these requirements to take this animal companion or cohort, the cooshee will wait until you do. You may only use this favor once; if the elven hound dies, it may not be replaced with another using this favor.

Friend of the Fey: If you are a member of the Rangers of the Vesve, any of the Elven Clans except Clan Llelyuna, Paths of Enlightenment – Harmonious Way, or Temple Affiliation – Hearth of the Unicorn's Heart, all items on this AR are Regional access.

Favor of Koop: You have performed a difficult task for Koop. His generosity is great. Through his contacts he makes available any one feycraft version of an item to which you have Open access; this may be a weapon (may be a sylvan scimitar), armor (may include the glamered, silent moves, improved silent moves, or greater silent moves enhancements), or shield (may be a winged shield). Write the item here when you have used this favor _____.

Gift of the Fey: Having helped the fey, they bestow a great gift upon you. You are granted adventure access to the following items: *dust of appearance*, *dust of disappearance*, *dust of dryness*, *dust of illusion*, *dust of tracelessness*, *elixir of love*, *clear spindle ioun stone*, *rod of wonder*. In addition, you are considered Touched by the Fey. When you have been Touched by the Fey three times, please contact the Highfolk Triad.

ITEM ACCESS

All APLs:

- *Amulet of warmth* (Adventure; RDr)
- *Soft hand gloves* (Adventure; RDr)
- *Belt of hidden pouches* (Adventure; MIC)
- *Armbands of might* (Adventure; MIC)
- *Spelllight spectacles* (Adventure; MIC)

3: THE VESVE AWAITS

BEARHOUND

CR 7

NG Large Magical Beast

Init +2; **Senses** darkvision 60', low-light vision, scent, Listen +17 Spot +17

Languages Common, Sylvan

AC 22, touch 11, flat-footed 20

(-1 size, +2 Dex, +11 natural)

hp 105 (10d10+50 HD)

Fort +12, **Ref** +9, **Will** +5 (+15 while maddened)

Speed 40 ft. (8 squares)

Melee bite +18 (1d8+9) or bite +18 (1d8+9) and 2 claws +13 (1d6+5)

Space 10 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +22

Atk Options Power Attack

Abilities Str 27, Dex 15, Con 21, Int 16, Wis 14, Cha 12

SQ resistance to cold 10, scent, trackless step, wild empathy

Feats Alertness, Power Attack, Skill Focus (Survival), Stealthy, Track

Skills Hide +13, Knowledge (nature) +16, Listen +17, Move Silently +17, Spot +17, Survival +18 (+20 in aboveground natural environments)

Enchanted Natural Weapons (Su): A bearhound gains a +1 enhancement bonus on attack and damage rolls with all its natural weapons.

Improve Grab (Ex): To use this ability, a bearhound must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Trip (Ex): A bearhound that hits with a bite attack can attempt to trip its opponent (+12 check modifier) as a free action without having to make a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the bearhound.

Trackless Step (Ex): A bearhound leaves no trail in natural surroundings and cannot be tracked. It can choose to leave a trail if so desired.

Wild Empathy (Ex): A bearhound can improve the attitude of an animal. This ability functions like a Diplomacy check to improve the attitude of a person. The bearhound rolls 1d20 and adds +11 to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the bearhound and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time.

A bearhound can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but it takes a -4 penalty on the check.

5: THE FEY REALM BECKONS

YOUNG REDCAP

CR 2

CE Small fey

Init +5; **Senses** low-light vision, Listen +9, Spot +9

Languages Common, Sylvan

AC 13, touch 13, flat-footed 12

(+1 size, +1 Dex, +1 natural)

hp 22 (4d6+8); DR 5/cold iron

Fort +3, **Ref** +5, **Will** +5

Speed 30 ft. (6 squares), base movement 30 ft.

Melee Medium scythe +3 (2d4+7/x4)

Ranged Medium Sling +4 (1d6+3)

Space 5 ft.; **Reach** 5 ft

Base Atk +2; **Grp** +4

Atk Options Power Attack

Combat Gear potion of cure critical wounds

Abilities Str 14, Dex 13, Con 14, Int 11, Wis 12, Cha 13

SA Eldritch Stone, powerful build

SQ Damage reduction 5/cold iron, redcap's tooth

Feats Improved Initiative, Power Attack

Skills Hide +13, Intimidate +9, Listen +9, Move Silently +9, Spot +9, Survival +9

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Redcap's Tooth: When a redcap dies, it leaves behind a single tooth. Anyone wearing this tooth gains a +2 circumstance bonus on Charisma-based checks when dealing with fey, and a +4 circumstance bonus when dealing with other redcaps.

3: THE VESVE AWAITS

BEARHOUND

CR 9

NG Large Magical Beast

Init +2; **Senses** darkvision 60', low-light vision, scent, Listen +22, Spot +22**Languages** Common, Sylvan**AC** 22, touch 11, flat-footed 20

(-1 size, +2 Dex, +11 natural)

hp 187 (16d10+96 HD)**Fort** +13, **Ref** +9, **Will** +5 (+15 while maddened)**Speed** 40 ft. (8 squares)**Melee** bite +24 (1d8+11) or bite +24 (1d8+11) and 2 claws +19 (1d6+7)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +16; **Grp** +29**Atk Options** Close-Quarters Fighting, Combat Reflexes, Power Attack**Abilities** Str 28, Dex 15, Con 22, Int 16, Wis 14, Cha 12**SQ** resistance to cold 10, scent, trackless step, wild empathy**Feats** Alertness, Close-Quarters Fighting, Combat Reflexes, Power Attack, Skill Focus (Survival), Stealthy, Track**Skills** Hide +22, Knowledge (nature) +20, Listen +22, Move Silently +22, Spot +22, Survival +22 (+24 in aboveground natural environments)**Enchanted Natural Weapons (Su):** A bearhound gains a +1 enhancement bonus on attack and damage rolls with all natural weapons.**Improve Grab (Ex):** To use this ability, a bearhound must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.**Trip (Ex):** A bearhound that hits with a bite attack can attempt to trip its opponent (+12 check modifier) as a free action without having to make a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the bearhound.**Trackless Step (Ex):** A bearhound leaves no trail in natural surroundings and cannot be tracked. It can choose to leave a trail if so desired.**Wild Empathy (Ex):** A bearhound can improve the attitude of an animal. This ability functions like a Diplomacy check to improve the attitude of a person. The bearhound rolls 1d20 and adds +11 to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the bearhound and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time.

A bearhound can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but it takes a -4 penalty on the check.

5: THE FEY REALM BECKONS

ELDER REDCAP

CR 7

CE Small fey

Init +9; **Senses** low-light vision, Listen +18, Spot +18**Languages** Common, Sylvan**AC** 21, touch 16, flat-footed 16

(+1 size, +5 Dex, +5 natural)

hp 114 (12d6+72); DR 10/cold iron**Fort** +10, **Ref** +13, **Will** +9**Speed** 30 ft. (6 squares), base movement 30 ft.**Melee** Medium scythe +11(2d4+13/x4) or Medium scythe +11/+6(2d4+13/x4)**Ranged** Medium Sling +13(1d6+7)**Space** 5 ft.; **Reach** 5 ft**Base Atk** +6; **Grp** +12**Atk Options** Cleave, Power Attack**Combat Gear** potion of cure critical wounds**Abilities** Str 22, Dex 21, Con 22, Int 11, Wis 12, Cha 13**SA** Eldritch Stone, powerful build**SQ** Damage reduction 10/cold iron, redcap's tooth**Feats** Alertness, Cleave, Improved Initiative, Power Attack, Track**Skills** Hide +24, Intimidate +16, Listen +18, Move Silently +20, Spot +18, Survival +16**Eldritch Stone (Su):** Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).**Powerful Build (Ex):** The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.**Redcap's Tooth:** When a redcap dies, it leaves behind a single tooth. Anyone wearing this tooth gains a +2 circumstance bonus on Charisma-based checks when dealing with fey, and a +4 circumstance bonus when dealing with other redcaps.

7: THE SWAMP

ADVANCED TREANT

CR 9

NE Huge plant

Init -1; **Senses** low-light vision, Listen +8, Spot +8,**Languages** Common, Sylvan, Treant**AC** 20, touch 7, flat-footed 20

(-2 size, -1 Dex, +13 natural)

hp 144 (12d8+72 HD); DR 10/slashing**Fort** +11, **Ref** +1, **Will** +7**Speed** 30 ft. (6 squares)**Melee** Slam +16 (2d6+10) or 2 slams +16 (2d6+10)**Space** 15 ft.; **Reach** 15 ft.**Base Atk** +8; **Grp** +26**Atk Options** Combat Reflexes, Hold the Line, Improved Sunder, Power Attack**Abilities** Str 30, Dex 8, Con 22, Int 12, Wis 16, Cha 12**SA** Animate trees, double damage against objects, trample 2d6+13

SQ Damage reduction 10/slashing, plant traits, vulnerability to fire

Feats Combat Reflexes, Eyes in the Back of your Head, Hold the Line, Improved Sunder, Iron Will, Power Attack

Skills Diplomacy +3, Hide +6* (+22), Hold the Line, Intimidate +6, Knowledge (nature) +6, Listen +8, Sense Motive +8, Spot +8, Survival +8 (above ground +10)

Animate Trees (Sp): A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level 12th). Animated trees have the same vulnerability to fire that a treant has.

Double Damage against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage

Trample (Ex): Reflex DC 22 half. The save DC is Strength based.

Skills: *Treants have +16 racial bonus on Hide checks made in forested areas.

3: THE VESVE AWAITS

BEARHOUND

CR 11

NG Huge Magical Beast

Init +2; **Senses** darkvision 60', low-light vision, scent, Listen +17, Spot +17**Languages** Common, Sylvan**AC** 24, touch 11, flat-footed 20

(-2 size, +2 Dex, +14 natural)

hp 308 (22d10+176 HD)**Fort** +16, **Ref** +9, **Will** +5 (+15 while maddened)**Speed** 40 ft. (8 squares)**Melee** bite +37 (2d6+14) or bite +37 (2d6+14) and 2 claws +35 (2d8+10)**Space** 15 ft.; **Reach** 10 ft.**Base Atk** +22; **Grp** +42**Atk Options** Close-Quarters Fighting, Combat Reflexes, Power Attack**Abilities** Str 36, Dex 14, Con 26, Int 16, Wis 14, Cha 12**SQ** resistance to cold 10, scent, trackless step, wild empathy**Feats** Alertness, Close-Quarters Fighting, Combat Reflexes, Improved Natural Attack, Multiattack, Power Attack, Skill Focus (Survival), Stealthy, Track**Skills** Hide +27, Knowledge (nature) +23, Listen +27, Move Silently +27, Spot +27, Survival +27 (+29 in aboveground natural environments)**Enchanted Natural Weapons (Su):** A bearhound gains a +1 enhancement bonus on attack and damage rolls with all natural weapons.**Improve Grab (Ex):** To use this ability, a bearhound must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.**Trip (Ex):** A bearhound that hits with a bite attack can attempt to trip its opponent (+12 check modifier) as a free action without having to make a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the bearhound.**Trackless Step (Ex):** A bearhound leaves no trail in natural surroundings and cannot be tracked. It can choose to leave a trail if so desired.**Wild Empathy (Ex):** A bearhound can improve the attitude of an animal. This ability functions like a Diplomacy check to improve the attitude of a person. The bearhound rolls 1d20 and adds +11 to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the bearhound and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time.

A bearhound can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but it takes a -4 penalty on the check.

5: THE FEY REALM BECKONS

YOUNG REDCAP

CR 2

CE Small fey

Init +5; **Senses** low-light vision, Listen +9, Spot +9**Languages** Common, Sylvan**AC** 13, touch 13, flat-footed 12

(+1 size, +1 Dex, +1 natural)

hp 22 (4d6+8); DR 5/cold iron**Fort** +3, **Ref** +5, **Will** +5**Speed** 30 ft. (6 squares), base movement 30 ft.**Melee** Medium scythe +3 (2d4+7/x4)**Ranged** Medium Sling +4 (1d6+3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +4**Atk Options** Power Attack**Combat Gear** potion of cure critical wounds**Abilities** Str 14, Dex 13, Con 14, Int 11, Wis 12, Cha 13**SA** Eldritch Stone, powerful build**SQ** Damage reduction 5/cold iron, redcap's tooth**Feats** Improved Initiative, Power Attack**Skills** Hide +13, Intimidate +9, Listen +9, Move Silently +9, Spot +9, Survival +9

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Redcap's Tooth: When a redcap dies, it leaves behind a single tooth. Anyone wearing this tooth gains a +2 circumstance bonus on Charisma-based checks when dealing with fey, and a +4 circumstance bonus when dealing with other redcaps.

ELDER REDCAP

CR 7

CE Small fey

Init +9; **Senses** low-light vision, Listen +18, Spot +18**Languages** Common, Sylvan**AC** 21, touch 16, flat-footed 16

(+1 size, +5 Dex, +5 natural)

hp 114 (12d6+72); DR 10/cold iron**Fort** +10, **Ref** +13, **Will** +9**Speed** 30 ft. (6 squares), base movement 30 ft.**Melee** Medium scythe +11 (2d4+13/x4)**Ranged** Medium Sling +13(1d6+7)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +12**Atk Options** Cleave, Power Attack**Combat Gear** potion of cure critical wounds**Abilities** Str 22, Dex 21, Con 22, Int 11, Wis 12, Cha 13**SA** Eldritch Stone, powerful build**SQ** Damage reduction 10/cold iron, redcap's tooth**Feats** Alertness, Cleave, Improved Initiative, Power Attack, Track

Skills Hide +24, Intimidate +16, Listen +18, Move Silently +20, Spot +18, Survival +16

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Redcap's Tooth: When a redcap dies, it leaves behind a single tooth. Anyone wearing this tooth gains a +2 circumstance bonus on Charisma-based checks when dealing with fey, and a +4 circumstance bonus when dealing with other redcaps.

Trample (Ex): Reflex DC 22 half. The save DC is Strength based.

Skills: *Treants have +16 racial bonus on Hide checks made in forested areas.

7: THE SWAMP

TREANT

CR 12

NE Gargantuan Plant

Init -1; **Senses** low-light vision, Listen +8, Spot +8

Languages Common, Sylvan, Treant

AC 22, touch 7, flat-footed 22

(-2 size, -1 Dex, +17 natural)

hp 260 (20d8+140 HD); **DR** 10/slashing

Fort +13, **Ref** +1, **Will** +7

Speed 30 ft. (6 squares)

Melee Slam +27 (3d6+16) or 2 slams +27 (3d6+16)

Space 20 ft.; **Reach** 20 ft.

Base Atk +15 **Grp** +31

Atk Options Combat Reflexes, Hold the Line, Improved Sunder, Large and In Charge, Power Attack

Abilities Str 40, Dex 8, Con 26, Int 12, Wis 16, Cha 12

SA Animate trees, double damage against objects, trample 3d6+20

SQ Damage reduction 10/slashing, plant traits, vulnerability to fire

Feats Combat Reflexes, Eyes in the Back of your Head, Hold the Line, Improved Sunder, Improved Toughness, Iron Will, Large and In Charge, Power Attack

Skills Diplomacy +3, Hide +6* (+22), Intimidate +6, Knowledge (nature) +6, Listen +8, Sense Motive +8, Spot +8, Survival +8 (above ground +10)

Animate Trees (Sp): A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level 12th). Animated trees have the same vulnerability to fire that a treant has.

Double Damage against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage

3: THE VESVE AWAITS

BEARHOUND

CR 13

NG Huge Magical Beast

Init +2; **Senses** darkvision 60', low-light vision, scent, Listen +17, Spot +17**Languages** Common, Sylvan**AC** 24, touch 11, flat-footed 20

(-2 size, +2 Dex, +13 natural)

hp 392 (28d10+224 HD)**Fort** +16, **Ref** +9, **Will** +5 (+15 while maddened)**Speed** 40 ft. (8 squares)**Melee** bite +37 (2d6+14) or bite +37 (2d6+14) and 2 claws +35 (2d8+10)**Space** 15 ft.; **Reach** 10 ft.**Base Atk** +10; **Grp** +22**Atk Options** Close-Quarters Fighting, Combat Reflexes, Power Attack**Abilities** Str 36, Dex 14, Con 26, Int 16, Wis 14, Cha 12**SQ** resistance to cold 10, scent, trackless step, wild empathy**Feats** Alertness, Close-Quarters Fighting, Combat Reflexes, Improved Natural Attack, Multiattack, Power Attack, Skill Focus (Survival), Stealthy, Track**Skills** Hide +33, Knowledge (nature) +23, Listen +33, Move Silently +33, Spot +33, Survival +33 (+35 in aboveground natural environments)**Enchanted Natural Weapons (Su):** A bearhound gains a +1 enhancement bonus on attack and damage rolls with all natural weapons.**Improve Grab (Ex):** To use this ability, a bearhound must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.**Trip (Ex):** A bearhound that hits with a bite attack can attempt to trip its opponent (+12 check modifier) as a free action without having to make a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the bearhound.**Trackless Step (Ex):** A bearhound leaves no trail in natural surroundings and cannot be tracked. It can choose to leave a trail if so desired.**Wild Empathy (Ex):** A bearhound can improve the attitude of an animal. This ability functions like a Diplomacy check to improve the attitude of a person. The bearhound rolls 1d20 and adds +11 to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the bearhound and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time.

A bearhound can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but it takes a -4 penalty on the check.

5: THE FEY REALM BECKONS

YOUNG REDCAP

CR 2

CE Small fey

Init +5; **Senses** low-light vision, Listen +9, Spot +9**Languages** Common, Sylvan**AC** 13, touch 13, flat-footed 12

(+1 size, +1 Dex, +1 natural)

hp 22 (4d6+8); DR 5/cold iron**Fort** +3, **Ref** +5, **Will** +5**Speed** 30 ft. (6 squares), base movement 30 ft.**Melee** Medium scythe +3 (2d4+7/x4)**Ranged** Medium Sling +4 (1d6+3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +4**Atk Options** Power Attack**Combat Gear** potion of cure critical wounds**Abilities** Str 14, Dex 13, Con 14, Int 11, Wis 12, Cha 13**SA** Eldritch Stone, powerful build**SQ** Damage reduction 5/cold iron, redcap's tooth**Feats** Improved Initiative, Power Attack**Skills** Hide +13, Intimidate +9, Listen +9, Move Silently +9, Spot +9, Survival +9

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Redcap's Tooth: When a redcap dies, it leaves behind a single tooth. Anyone wearing this tooth gains a +2 circumstance bonus on Charisma-based checks when dealing with fey, and a +4 circumstance bonus when dealing with other redcaps.

ELDER REDCAP

CR 7

CE Small fey

Init +9; **Senses** low-light vision, Listen +18, Spot +18**Languages** Common, Sylvan**AC** 21, touch 16, flat-footed 16

(+1 size, +5 Dex, +5 natural)

hp 114 (12d6+72); DR 10/cold iron**Fort** +10, **Ref** +13, **Will** +9**Speed** 30 ft. (6 squares), base movement 30 ft.**Melee** Medium scythe +11 (2d4+13/x4)**Ranged** Medium Sling +13(1d6+7)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +12**Atk Options** Cleave, Power Attack**Combat Gear** potion of cure critical wounds**Abilities** Str 22, Dex 21, Con 22, Int 11, Wis 12, Cha 13**SA** Eldritch Stone, powerful build**SQ** Damage reduction 10/cold iron, redcap's tooth**Feats** Alertness, Cleave, Improved Initiative, Power Attack, Track

Skills Hide +24, Intimidate +16, Listen +18, Move Silently +20, Spot +18, Survival +16

Eldritch Stone (Su): Bullets fired from a redcap's sling glow with a greenish-blue magical energy, giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

Powerful Build (Ex): The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size larger without penalty. However, its space and reach remain those of a creature of its actual size. The benefits of this characteristic stack with the effects of powers, abilities, and spells that change the subject's size category.

Redcap's Tooth: When a redcap dies, it leaves behind a single tooth. Anyone wearing this tooth gains a +2 circumstance bonus on Charisma-based checks when dealing with fey, and a +4 circumstance bonus when dealing with other redcaps.

Double Damage against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage

Trample (Ex): Reflex DC 22 half. The save DC is Strength based.

Skills: *Treants have +16 racial bonus on Hide checks made in forested areas.

7: THE SWAMP

TREANT

CR 12

NE Gargantuan Plant

Init -1; **Senses** low-light vision, Listen +8, Spot +8

Languages Common, Sylvan, Treant

AC 22, touch 7, flat-footed 22

(-2 size, -1 Dex, +17 natural)

hp 260 (20d8+140 HD); DR 10/slashing

Fort +13, **Ref** +1, **Will** +7

Speed 30 ft. (6 squares)

Melee Slam +27 (3d6+16) or 2 slams +27 (3d6+16)

Space 20 ft.; **Reach** 20 ft.

Base Atk +15 **Grp** +31

Atk Options Combat Reflexes, Hold the Line, Improved Sunder, Power Attack

Abilities Str 40, Dex 8, Con 26, Int 12, Wis 16, Cha 12

SA Animate trees, double damage against objects, trample 3d6+20

SQ Damage reduction 10/slashing, plant traits, vulnerability to fire

Feats Combat Reflexes, Eyes in the Back of your Head, Hold the Line, Improved Sunder, Improved Toughness, Iron Will, Large and In Charge, Power Attack

Skills Diplomacy +3, Hide +6* (+22), Intimidate +6, Knowledge (nature) +6, Listen +8, Sense Motive +8, Spot +8, Survival +8 (above ground +10)

Animate Trees (Sp): A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level 12th). Animated trees have the same vulnerability to fire that a treant has.

APPENDIX 2: NEW RULES OPTIONS

FEATS

CLOSE-QUARTERS FIGHTING [GENERAL]

You are skill at fighting at close range, and resisting grapple attempts.

Prerequisites: Base Attack +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple, unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you an extra attack of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any type of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds a +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when attempting to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his bonus fighter feats.

Source: *Complete Warrior*, page 97.

EYES IN THE BACK OF YOUR HEAD [GENERAL]

Your superior battle sense helps minimize the threat of flanking attacks.

Prerequisites: Wis 13, base attack bonus +1.

Benefit: Attackers do not gain the usual +2 bonus on their attack rolls when flanking you. This feat grants no effect whenever you are attacked without benefit or your Dexterity modifier to Armor Class, such as when you are flat-footed. You may still be sneak attacked when flanked.

Normal: When you are flanked, the flanking opponents receive a +2 bonus on their attack rolls against you.

Source: *Complete Warrior*, page 98.

Hold the Line [General]

You are trained in defensive techniques against charging opponents.

Prerequisites: Combat Reflexes, base attack +2.

Benefit: You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Normal: You only get an attack of opportunity against a character that exits a square you threaten.

Source: *Complete Warrior*, page 100.

IMPROVED TOUGHNESS [GENERAL]

You are significantly tougher than normal.

Prerequisites: Base Fort bonus +2.

Benefit: You gain a number of hit points equal to your current hit dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Source: *Complete Warrior*, page 101.

LARGE AND IN CHARGE [GENERAL]

You can prevent opponents from closing inside your reach.

Prerequisites: Natural reach of 10 feet or more, size Large or larger.

Benefit: When you make a successful attack of opportunity against an opponent that is moving inside your threatened area, you can force the opponent back to the 5-foot space it was in before it provoked the attack of opportunity. After you hit with your attack of opportunity, make an opposed Strength check against your opponent. You gain a +4 bonus for each size category larger than your opponent you are, and an additional +1 bonus for every 5 points of damage you dealt with your attack of opportunity. If you win the opposed check, your opponent is pushed back 5 feet into the space it just left. An opponent you push cannot move any farther in this round.

Source: *Draconomicon*, page 71.

ITEMS

AMULET OF WARMTH

Amulets of warmth are personal devices designed to keep humanoids comfortable in any environment.

Lore: The devices were originally crafted for kobolds whose search for new mining locations kept them away from their warm lairs. (Knowledge [geography] DC 10 or Knowledge [dungeoneering] DC 20).

Description: An amulet of warmth typically takes the form of a simple amulet or brooch, though it can be fashioned into some other form of personal jewelry.

Activation: As a free action, tapping an amulet of warmth turns the item on. Tapping it again turns the item off.

Effect: An amulet of warmth produces an ambient cocoon of 70° F, protecting the wearer and his equipment from both the cold and heat. If an amulet

takes any amount of cold damage, however, it ceases to function for 24 hours.

Aura/Caster Level: Faint Abjuration; CL 3rd.

Construction: Craft Wondrous Item, *endure elements*, 500 gp, 40 xp, 1 day.

Source: *Races of the Dragon*, 123

ARMBANDS OF MIGHT

Price (Item Level): 4,100 gp (9th)

Body Slot: Arms

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: —

Weight: 2 lb.

These bronze armbands are engraved with images of bulls' horns.

When you wear these armbands, you gain a +2 bonus on Strength checks and Strength-based skill checks.

If you have the Power Attack feat, you also gain a +2 bonus on melee damage rolls for any attack on which you use the Power Attack feat and take a penalty of at least –2 on your attack roll.

Prerequisites: Craft Wondrous Item, bull's strength.

Cost to Create: 2,050 gp, 164 XP, 5 days.

Source: *Magic Item Compendium*, 72.

BELT OF HIDDEN POUCHES

Price (Item Level): 5,000 gp (9th)

Body Slot: Waist

Caster Level: 9th

Aura: Moderate; (DC 19) conjuration

Activation: Move (command); see text

Weight: 1 lb.

Ten tiny pockets run along the inside of this otherwise unremarkable leather belt.

Hidden inside this belt are ten small pockets, each of which seems big enough to hold only a few coins. Each pocket actually functions as a small bag of holding and can hold up to 1/2 cubic foot or 5 pounds of nonliving matter. No object with any dimension exceeding 6 inches can be placed in a pocket. Anything placed inside a pocket effectively has one-tenth its normal weight, so a full pocket weighs only 1/2 pound at most.

In addition, two secret pockets lie behind each visible one, for a total of thirty pockets in all. The hidden pockets can be accessed only through a command word. A true seeing spell reveals the presence of the hidden pockets but not the command word needed to open them.

Even when a pocket is full, it never bulges, so a belt of hidden pouches stuffed with 150 pounds of items still looks like an ordinary belt.

To place any object in the belt, you merely press the object into the belt. Doing so while speaking the command word places the object in one of the hidden pockets (if one of them is empty). Placing an item in a

pocket (hidden or visible) is a move action that does not provoke attacks of opportunity.

Naming a stored object and speaking a second command word draws the named object out of the belt and places it in your hand. Doing this is a move action that does not provoke attacks of opportunity.

You can also reach into one of the ten regular hidden pockets and draw out an item, just as if retrieving a stored object (a move action that provokes attacks of opportunity).

A casual search won't reveal any objects placed in the belt, and searching the visible pockets cannot reveal anything stored in the hidden pockets. It is possible to use a Sleight of Hand check to pluck something out of one of the ten visible pockets, but only someone wearing or holding a belt can access the hidden pockets, and then only with the correct command word.

Prerequisites: Craft Wondrous Item, Leomund's secret chest.

Cost to Create: 2,500 gp, 200 XP, 5 days.

Source: *Magic Item Compendium*, 74.

SOFTHANDS GLOVES

Softhand gloves help disguise your draconic pedigree without drawing attention to you.

Description: These cloth gloves are made of a stretchy material that allows them to fit over the hands of human-shaped creatures from small to large size.

Effect: As long as you are wearing the gloves, your skin, hair, and eyes lose overtly draconic features such as scales, horns, slit pupils, and so forth. You resemble an ordinary member of your nondraconic race, negating any penalty on disguising yourself as a different race.

While wearing the gloves, you lose any natural claw attacks you might have. Your hands appear ordinary. The gloves themselves are no longer visible once worn but blend with the wearer's apparent skin.

Aura/Caster Level: Faint Transmutation; CL 3rd.

Construction: Craft Wondrous item; alter self, 1,000 gp, 80 XP, 2 days.

Weight: —

Price: 2,000 gp.

Source: *Races of the Dragon*, 125.

SPELLSIGHT SPECTACLES

Price (Item Level): 2,500 gp (7th)

Body Slot: Face

Caster Level: 3rd

Aura: Faint; (DC 16) divination

Activation: —

Weight: —

These round-rimmed spectacles have blue-tinted lenses and a clear gem set into the joint of each earpiece.

Spellsight spectacles grant you a +5 competence bonus on Spellcraft checks made to decipher scrolls and Use Magic Device checks made to use scrolls.

Prerequisites: Craft Wondrous Item, *read magic*.

Cost to Create: 1,250 gp, 100 XP, 3 days.

Source: *Magic Item Compendium*, 138.

SUNDARK GOGGLES

The smoked lenses of these goggles block light. They are typically fixed into a band of canvas that clasps together at the back to keep the goggles from falling off. Sundark goggles negate the dazzled condition experienced by a creature with light sensitivity while in bright illumination. As a side effect, they grant the wearer a +2 circumstance bonus on saving throws against gaze attacks. A creature wearing sundark goggles can't use a gaze attack, since other creatures can't see its eyes. Creatures without low-light vision or darkvision that wear sundark goggles take a -2 penalty on Search and Spot checks.

Price: 10 gp.

Source: *Races of the Dragon*, page 123.

DM AID: HIGHFOLK INFLUENCE CHARTS

REGIONAL INFLUENCE POINTS

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

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

CHURCH OF EHLONNA

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

1 Influence Point (purchase price: 40 gold)

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

3 Influence Points (purchase price: 160 gold)

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

6 Influence Points (purchase price: 400 gold)

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

10 Influence Points (purchase price: 1600 gold)

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

FOLLOWERS OF THE SELDARINE PANTHEON

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

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

1 Influence Point (purchase price: 50 gold)

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

3 Influence Points (purchase price: 200 gold)

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

6 Influence Points (purchase price: 500 gold)

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

10 Influence Points

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

15 Influence Points

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

GNOMISH CONSORTIUM OF MERCHANTS, MONEYLENDERS, MINERS, AND GEMCUTTERS

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

1 Influence Point (purchase price: 50 gold)

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

3 Influence Points (purchase price: 200 gold)

- Backing of PC for Town Council position

6 Influence Points (purchase price: 500 gold)

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

GUILDSMEN OF THE HIGH ART

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

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

1 Influence Point (purchase price: 50 gold)

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

3 Influence Points (purchase price: 200 gold)

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

6 Influence Points (purchase price: 500 gold)

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

HIGHFOLK TOWN COUNCIL

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

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

1 Influence Point (purchase price: 50 gold)

- Business license to operate in the Town of Highfolk

3 Influence Point (purchase price: 200 gold)

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

6 Influence Points (purchase price: 500 gold)

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

10 Influence Points (purchase price: 2000 gold)

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

15 Influence Points (purchase price: 5000 gold)

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

KASHAFEN TAMAREL, LORD OF THE HIGH ELVES

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

1 Influence Point

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

3 Influence Points

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

6 Influence Points

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

10 Influence Points

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

MERCHANT GUILDS OF HIGHFOLK

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

1 Influence Point (purchase price: 50 gold)

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

3 Influence Points (purchase price: 200 gold)

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

6 Influence Points (purchase price: 500 gold)

- Backing of PC for Town Council position

10 Influence Points (purchase price: 2000 gold)

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

PATRON'S GUILD OF NOREBO

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

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

1 Influence Point (purchase price: 50 gold)

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

3 Influence Points (purchase price: 200 gold)

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

6 Influence Points (purchase price: 1000 gold)

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

10 Influence Points (purchase price: 5000 gold)

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

MORDIANNA RELLEN—TAMAREL, MAYOR OF HIGHFOLK TOWN

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

1 Influence Point

- Letter of introduction, useful for one scenario

3 Influence Points

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

6 Influence Points

- Life imprisonment sentence may be reviewed and possibly lessened

10 Influence Points

- Death sentence may be commuted to exile from the land.

BRIGHTDAWN SILVERLILLY

CR 6

Female pixie sorcerer 1

NG Small fey

Init +5; **Senses** Listen +4, Spot +4 (low-light vision)

Languages Common, Draconic, Sylvan

AC 17, touch 16, flat-footed 12

(+1 size, +5 Dex, +1 natural)

hp 6 (1 HD); **DR** 10/cold iron

SR 16

Fort +2, **Ref** +5, **Will** +4

Speed 20 ft. (4 squares), base movement 20 ft., fly 60 ft. (good);

Melee dagger +0 (1d3-1/19-20/x2)

Ranged longbow +6 (1d6-1/3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +0; **Grp** -5

Combat Gear *potion of cure light wounds, wand of magic missile (1st level, 50 charges)*

Sorcerer Spells Known (CL 1st):

1st (5/day)—*color spray, grease*

0 (5/day)—*daze, ghost sound, message, prestidigitation*

Spell-Like Abilities (CL 8th):

4th—*polymorph* (1/day; self only)

3rd—*dispel magic* (1/day)

2nd—*detect thoughts* (1/day; DC 17)

1st—*lesser confusion* (1/day; DC 16), *dancing lights* (1/day), *detect chaos* (1/day), *detect good* (1/day), *detect law* (1/day), *entangle* (1/day; DC 16)

Abilities Str 8, Dex 21, Con 14, Int 14, Wis 14, Cha 21

SQ Damage reduction 10/cold iron, greater invisibility, low-light vision, spell resistance 15

Feats Dodge, Martial Weapon Proficiency (longbow)#

Skills Bluff +9, Concentration +6, Hide +9, Knowledge (arcana) +6, Listen +4, Search +4, Spellcraft +6, Spot +4

Possessions combat gear plus small dagger, small longbow and 20 arrows

Greater Invisibility (Su): A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.

Special Arrows (Ex): Pixies sometimes employ arrows that deal no damage but can erase memory or put a creature to sleep.

Memory Loss: An opponent struck by this arrow must succeed on a DC 17 Will save or lose all memory. The save DC is Charisma-based and includes a +2 racial bonus. The subject retains skills, languages, and class abilities but forgets everything else until he or she receives a *heal* spell or memory restoration with *limited wish, wish* or *miracle*.

Sleep: Any opponent struck by this arrow, regardless of Hit Dice must succeed on a DC 17 Fortitude save or be affected as though by a sleep spell. The save DC is Charisma-based and includes a +2 racial bonus.

Skills +2 racial bonus on Listen, Search and Spot checks

BLOSSOM**CR6**

Female petal bard 4/marshal 1

NG tiny fey

Init +9 (+5 motivate dexterity aura); **Senses** low-light vision, Listen +9, Spot +9

Languages Common, Sylvan

AC 21, touch 17, flat-footed 16

(+2 size, +5 Dex, +4 mithral chain shirt armor)

hp 40 (6 HD); **DR** 5/cold iron

Fort +6, **Ref** +11, **Will** +8

Speed 15 ft. in mithral chain shirt armor (3 squares), fly 60 ft.

Melee dagger +10 (1d2-4/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** -9

Atk Options sleep songs

Special Actions

Combat Gear dagger

Bard Spells Known (CL 4th):

2nd (1/day)— *invisibility*, *nightmare lullaby* (SpC)

1st (4/day)— *inspirational boost* (SpC), *shock and awe* (SpC), *sleep*

0 (3/day)— *daze*, *detect magic*, *mage hand*, *message*, *stick* (SpC), *summon instrument*

Abilities Str 3, Dex 20, Con 16, Int 15, Wis 10, Cha 20

SQ minor aura – motivate dexterity

Feats Danger Sense3, Improved Initiative1, Skill Focus (Diplomacy) B, Weapon Finesse1

Skills Craft (flower arranging) +5, Diplomacy +7, Escape Artist +19[+0 size, +9 ranks, +5 ability, +5 synergy, +0 speed, -0 armor], Hide +27, Knowledge (nature) +5, Listen +9[+0 size, +9 ranks, +0 ability, +0 synergy, +0 speed, -0 armor], Move Silently +19, Perform (recorder) +13[+0 size, +9 ranks, +4 ability, +0 synergy, +0 speed, -0 armor, Spot +9, Tumble 19

Possessions cloak of charisma +2, daggers (2), everburning torch, recorders (2), scrolls of cure moderate wounds (5), thunderstones (2)

Sleep Songs (Su): Lullaby – any creature within a 20-ft. radius that fails a DC 14 Will save is affected as though by the *lullaby* spell. A creature that successfully saves cannot be affected again by that petal's lullaby song for 24 hours.

Minor Aura – Motivate Dexterity (Ex): +5 bonus on dexterity checks, dexterity-based skill checks, and initiative checks to all allies within 60 ft. who can hear Blossom.

THISTLEPRONG**CR 6**

Male thorn rogue 3/ranger 1

NG Small fey

Init +7; **Senses** low-light vision; Listen +11, Spot +11**Languages** Common, Sylvan

AC 21, touch 14, flat-footed 18

(+1 size, +3 Dex, +2 armor, +1 shield, +3 natural, +1 deflection)

hp 54 (10 HD); **DR** 5/cold iron**Fort** +7, **Ref** +13, **Will** +6

Speed 30 ft. (6 squares)**Melee** +1 *thorn longsword* +11/+6 (1d6+4/19-20)**Ranged** mwk composite longbow +11/+6 (1d6+3/x3)**Base Atk** +6; **Grp** +5**Atk Options** favored enemy fey +2, Point Blank Shot, sleep arrows (DC 16), sneak attack +4d6**Combat Gear** *oil of keen edge*

Abilities Str 16, Dex 16, Con 15, Int 10, Wis 10, Cha 13**SQ** wild empathy +2**Feats** Improved Initiative, Point Blank Shot, Precise Shot, Stealthy, Track^B**Skills** Diplomacy +3, Hide +20, Listen +11, Move Silently +16, Search +11, Spot +11, Survival +11 (+13 following tracks), Tumble +14**Possessions** combat gear plus +1 *thorn longsword*, thorn longsword, masterwork composite longbow, *ring of protection* +1

Sleep Arrows (Ex): Any opponent struck by one of these arrows, regardless of Hit Dice, must succeed on a DC 16 Fortitude save or be affected as though by a *sleep* spell.

MAUN**CR 6**

Male Half-Fey Forestkith Goblin barbarian 2/ ranger 2/
fighter 1

CN small fey

Init +2; **Senses** Listen +0, Spot +0, low-light vision

Languages Common, Goblin, Sylvan

AC 17, touch 13, flat-footed 15

(+1 size, +3 Dex, +2 leaf leather armor, +1 buckler, +3
natural, 1 deflection)

hp 45 (1d12+2 HD); DR 5/cold iron

Immune enchantment spells and effects

Fort +4, **Ref** +2, **Will** +1

Speed 30 ft. in hide armor (6 squares), climb 15ft. fly 80 ft.
(good maneuverability); base speed 40 ft.

Melee Greataxe +10 (1d10+4/x3)

Ranged mwk net +4[+1 size, +6 BAB, +3 Dex, +1 weapon,
+0 feat] (see text)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +3

Atk Options rage

Special Actions *charm person* at will, *detect law* 3/day,
faerie fire or *glitterdust* 1/day, *hynotism* 1/day, *protection*
from law 3/day, *sleep* or *enthrall* 1/day, *Tasha's hideous*
laughter or *suggestion* 1/day

Combat Gear +1 greataxe, sundark goggles

Abilities Str 15, Dex 15, Con 14, Int 8, Wis 12, Cha 8

SQ low-light vision

Feats Power Attack, Rapid Shot, Reckless Rage, Weapon
Focus (greataxe)

Skills Climb +11, Hide +4, Jump +5, Move Silently +2

Possessions combat gear

THEALAS**CR 6**

Male Woodling Kenku Ranger 4

NG Medium Plant

Init +5; **Senses** Low-light vision; Climb +2, Spot +5

Languages Kenku, Sylvan

AC 24, touch 14, flat-footed 20

hp 33 (4 HD); DR 5/slashing

Fort +5, **Ref** +6, **Will** +2

Weakness Fire

Speed 30 ft.

Melee mw shortsword +2 (1d6/19-20) and shortsword +1 (1d6/19-20) or slam +2 (1d6)

Base Atk +2; **Grp** +2

Atk Options Favored Enemy (humans +2), Great Ally, Two-Weapon Fighting, Weapon Focus (short sword)

Combat gear potion of remove paralysis, potion of cure light wounds

Spell-Like Abilities (CL 2nd) 1/day – enlarge, *summon nature's ally II*

Abilities Str 12, Dex 18, Con 14, Int 12, Wis 15, Cha 10

SQ low-light vision, mimicry, plant traits, wild empathy

Feats Track, Two-Weapon Fighting, Weapon Focus (shortsword)

Skills Climb +2, Hide +13, Jump +2, Knowledge

(dungeoneering) +3, Knowledge (geography) +3, Knowledge (nature) +5, Move Silently +13, Search +6, Spot +5, Survival +9, Tumble +6

Possessions combat gear plus, MW shortsword, shortsword, mw studded leather

Great Ally (Ex): Kenkus work exceptionally well with their allies. When successfully aided on a skill check or attack roll by an ally, or when aiding another, a kenku applies or gains a +3 bonus on its check or attack roll (instead of the normal +2 bonus). Furthermore, a kenku gains a +4 bonus on attack rolls against an opponent flanked by an ally (instead of the normal +2 bonus).

Mimicry (Ex): A kenku can perfectly mimic familiar sounds, voices, and accents. This ability does not enable the kenku to speak languages it can't normally speak. To duplicate a specific individual's voice, a kenku makes a Bluff check; a listener familiar with the voice being imitated must succeed on an opposed Sense Motive check to discern the voice isn't genuine.

Plant Traits (Ex): A woodling has immunity to poison, magic sleep effects, paralysis, polymorph, stunning, and mind-affecting spells and abilities (charms compulsions, phantasms, patterns, and morale effects). It is not subject to extra damage from critical hits.

Vulnerability to Fire (Ex): Woodling creatures have vulnerability to fire. A woodling takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is success or failure.

Player Notes: This ally is actually a traitor. He is aligned with the Treants – “us plants have to stick together”. He will attack the fey first but if there are no other targets he will attack the PCs. None of this takes place until you get to the swamp and the treants are revealed.

AVELLA**CR 6**

Female grig cleric 5

NG Tiny fey

Init +4; **Senses** Listen +3, Spot +3 (low-light vision)**Languages** Common, Sylvan

AC 22, touch 16, flat-footed 18

(+2 size, +4 Dex, +2 natural, +4 armor)

hp 33 (7 HD 2d6+1d6+5d8+14); DR 5/cold iron**SR** 17**Fort** +5, **Ref** +5, **Will** +6

Speed 20 ft. (4 squares), base movement 20 ft., fly 40 ft. (poor);**Melee** shortsword +9 (1d3-2/19-20/x2)**Ranged** longbow +10 (1d4-2/x3)**Space** 2 ½ ft.; **Reach** 0 ft.**Base Atk** +3; **Grp** -7**Combat Gear** tiny short sword, tiny longbow, 20 masterwork arrows, chain shirt, fiddle, holy symbol (x2), spell component pouch, *wand of cure light wounds* (1st level, 50 charges)**Cleric Spells Known:** (Domains – Fire and Travel)3rd (1+1/day)—*dispel magic*, *prayer*2nd (3+1/day)—*bears endurance*, *bulls strength* x2, *hold person*1st (4+1/day)—*bless*, *burning hands*, *cure light wounds*, *protection from evil*0 (5/day)—*create water*, *detect magic*, *detect poison*, *guidance*, *light***Spell-Like Abilities** (CL 9th):1st (3/day)—*disguise self*, *entangle* (DC 13), *invisibility* (self only), *pyrotechnics* (DC 14), *ventriloquism*

Abilities Str 6, Dex 18, Con 12, Int 10, Wis 14, Cha 14**SQ** Damage reduction 5/cold iron, low-light vision, spell resistance 17, turn undead (5/day)**Feats** Dodge, Improved Toughness, Weapon Focus (longbow)**Skills** Concentration +10, Craft (woodworking) +4, Escape Artist +8, Hide +16, Jump +4, Listen +3, Search +2, Spot +3**Possessions** combat gear plus tiny short sword, tiny longbow and 20 masterwork arrows

Fiddle (Su): One grig in each band carries a tiny, grig-sized fiddle. When the fiddler plays, any nonsprite within 30 feet of the instrument must succeed on a DC 12 Will save or be affected as though by *Otto's irresistible dance* for as long as the playing continues. The save is charisma-based.