

HIG2-02



EYES IN THE DARK

A One-Round D&D[®] LIVING GREYHAWK[®]
Highfolk Regional Adventure
Version 1

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Mothers warn their children of the things that can devour them in the night. For the small village of Crystal Spring in the Highvale, this has become a bloody reality. Heroes of Highfolk are called to investigate this occurrence, including you. Recommended for brave heroes and would-be Knights of the High Forest. An adventure for characters level 1-6.

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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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time being around three hours. The rest of the time is spent in preparation before game play, reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event. Take time to review any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

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

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

SCORING

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

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Website (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

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

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

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

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

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

TIME UNITS AND UPKEEP

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

ADVENTURE SUMMARY AND BACKGROUND

Once upon a time, there was a little village on the Highvale called "Crystal Spring", known for its small spring that is said to have come from the Velverdyva. But that was not what it was only known for. Legends of a terrifying beast have rocked this small village for a decade, yet it is only a legend... that is, until one day, a whole family turned up dead in their home.

Enter Melia, a female elven Knight of the High Forest. On a mission to guard a caravan in the beginning of CY 592, she ran into a wood elf wizard named Kaven and his band of goblinoids. This wizard was no ordinary wizard, but served in Iuz's dread forces. He captured and dominated her, and made her into his minion. Every week he makes her complete some task, only to return so that he may dominate her once more.

Melia's orders are simple. First, before the goblins attack, she must hang about the place so that she may

terrorize her former employer. Second, she must act the part of a Knight and bring the beast to justice, killing another minion (that is, an orc with dust of illusion on himself) before the townspeople's very eyes; and then lead her band of goblinoids against the attack of this town. This act not only discredits the Knights of the High Forest, but forces more distrust in the town, Melia's sister being the "traitor" assassinated in her own tavern the year before. She only needs to complete the final step...

The Knights of the High Forest have their own hands full. Like the Rangers of the Vesve, their forces are being spread thin defending the towns of the Highvale against goblinoid attacks. Ralathin Nasilia of Clan Moonbow, another elven Knight of the High Forest, is stationed in Crystal Spring, awaiting an attack. He has dug up some information on these hauntings, and finds it odd that Melia, a Knight that most thought dead, would show up to slaughter this beast so conveniently.

Kaven orders Melia to plant incriminating evidence against Ralathin to hide her guilt, and to kill him at her first chance. Luckily for Ralathin and the future of Crystal Spring, he has sent word to Highfolk that the village is in extra need of assistance.

The night before the heroes arrive, Melia captures Ralathin after successfully poisoning him and drags his body to a location a mile from the town. The goblinoid invasion is set two nights from then, and all is right with Kaven's plan...

In the meantime, the attacks on other Highvale communities increase, and people in Highfolk demand to know what's going on...

The unknowing heroes' adventure begins with them being caught up in a 'riot' centered on the Town Hall. The people of Highfolk are uptight, having heard of goblinoid attacks against some of the towns of the Highvale, and demand to know what's going on. Amidst the chaos, a bulletin is posted at the board, asking for all able adventurers to help against these attacks. Those who qualify should meet Constable Paxana immediately.

If and when the heroes meet up with her, she explains the problem: the goblinoid raids in the Vesve have become a larger problem, moving into the towns of the Vale. She has heard some strange occurrences from a Knight of the High Forest stationed in Crystal Spring, and sends the heroes out there to investigate.

On the way to Crystal Spring, a wandering Knight of the High Forest stops the heroes. He affirms the problems that are occurring, and encourages those heroes who want to become Knights of the High Forest to display their prowess in the events that are to come.

Finally, the heroes arrive in Crystal Spring and have the option of going to many places: the inn, the tavern, the spring itself, the general store, a small shrine to Phyton, and several homes. Here they learn about Melia and Ralathin and may gather several clues. One mile from the town is Ralathin's resting place. If the heroes find him before nighttime, he is barely alive and gives them a note to tell of his woes. Melia has framed him and is planning something, though he does not know what.

Nighttime falls upon Crystal Spring. Strange things have seemed to happen wherever the heroes are not. Melia has returned and claims that Ralathin has been acting odd, and has found evidence to prove his guilt. As the townspeople go on a Knight hunt, the heroes may confront Melia, attack her, or ask for the evidence.

During the night, a stray little goblin causes a commotion in the bar. He has strayed from the pack and is drunk and singing a merry tune about his trickster master who has caught another mistress. From this goblin, the heroes can learn of Melia and Ralathin's plight, and learn of the goblinoid attack that is to be lead by the *dominated* Melia the next night.

Now the heroes have a choice. They may choose to take the attack to them, fortify the town, or tell the residents of Crystal Spring to evacuate. The first two result in a massive battle, in which some of the Knights of the High Forest may join in if the heroes saved Ralathin's life.

After they leave the town or kill off the band, the heroes (and perhaps villagers) return to Highfolk. Ralathin and Melia's names may be cleared, and especially able heroes are recognized.

INTRODUCTION

It is a cool Coldeven day in Highfolk. Rain falls in a light drizzle, leaving little puddles in the street for people to avoid or children to splash in. Today would be a peaceful day in Highfolk, except for the loud shouts of protest that seem to come from the Town Hall.

Have the heroes be anywhere they wish. Wherever they are, the angry voices of the mob surrounding the Hall are loud and hard to miss. Should any ask a person on the street what is happening they say that there is a meeting at the Town Hall. Should the heroes investigate, continue.

Surrounding the Town Hall is a large mob of Highfolk citizens, their faces dark with anger at the poor secretary who is standing before them. The half-elven man is trying to calm them down peacefully, but the people will not have it. "Please, please, people," he pleads. "We are trying to deal with this problem as best as humanly possible."

"What idiots do you take us for?! How soon will the raids spread to Highfolk?"

"What about the Vale? Some of my family lives there!"

The loud, angry voices continue as the half-elf unsuccessfully attempts to cool their anger.

Calming down the mob is a most impossible task. They are an uptight bunch that is worried for the safety of the Highvale and Highfolk. If a character can find some creative way to calm down the mob, let him and alter the box text to fit the mood.

If the characters ask people in the mob what is going on, they discover that the raids that the Rangers of the Vesve were dealing with in the Vesve have turned into

the raids that are now plaguing the Highvale. Several small Highvale villages have asked Highfolk for help. Citizens are worried for the sake of their families in the Vale and whether or not the raids should come upon Highfolk.

The secretary's name is Milinor Verra. Should the heroes help him in his quest to calm the mob down, he is grateful, though he does not (and cannot) give much information to the heroes other than what he tells the citizens.

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

Do not let too much time pass before Paxana's notice is posted.

A small halfling head peeks out of the door of the Town Hall. The mob seems to take no mind to the halfling and the piece of parchment that he has in his hand. With slick speed, he tacks the parchment onto a post, and then pokes the secretary. The half-elven man looks relieved upon seeing the note, and waves his hands for the crowd to be silent. The loud noise turns into a dull roar.

"Good citizens! We have just posted a notice from our own Constable Paxana! If you can help aid the effort, please read it and come to her right away! Good day to you all, friends." The halfling and the half-elf disappear into the building. Most of the crowd are glued to their standing places, some people leaving their places to glance at the post, others simply leaving to go home and wait.

The notice on the adventurers' post is *Handout 1*, a note from Paxana asking all able-bodied citizens to help defend the towns of the Highvale from the attacks.

The mob has now calmed down. Some are confident that the worthy Constable Paxana is now on the case, while others are wearier. Some just want to go home or to the bar to drink their cares away.

If and when the heroes decide to act upon Paxana's notice, proceed to *Encounter 1*.

ENCOUNTER 1: IN THE OFFICE OF PAXANA

Paxana's office is large and comfortable. A woman had told you to wait with other groups of adventurers outside as Paxana talked with others interested, and chatted pleasantly with those waiting to be seen next. Soon afterward, you were escorted into Paxana's office, a place that could have been hit by a large typhoon. Papers are strewn about haphazardly, some lying on the floor rather than stacked neatly on the desk. Several plush chairs face Paxana's desk, and ahead of you is a large map of the town of Highfolk. Her face is a haggard mess, though the smile she gives you shines through.

"Please be seated." She motions a hand loosely toward the seats, but does not sit herself. Instead, she gazes at the map. "I trust you're here because of the notice I tacked up."

🔮 **Paxana Eventhil:** Female half-elf Rog3/Ftr4.

Paxana is the Constable of Highfolk and is in charge of the Fifth District of the Town Militia (a Highfolk metaorganization). She greets any member of her militia and any other adventurer she has met in previous scenarios by name. Paxana herself is a kind soul that most of the citizenry seems to like, a Constable that likes to act rather than deal with paperwork (as seen by the mess in her office).

At the moment, her main concern is the troubles of the Highvale. Paxana does not want pleasant chitchat, or any heroes who joke about why they are here. She waits only briefly for the right answer before continuing.

"Good. We seem to be having troubles with the goblinoid raiders of the Vesve. If you recall, they were giving the Rangers the trouble. This time, it is the Knights." She starts to pace the room, continuing to talk. "The goblinoid raids have now moved into the Highvale and have only begun to attack the villages there. The Knights of the High Forest have taken care of some of the problem, though like the Rangers of the Vesve their forces are not the largest. They're having some troubles out there." The good constable stops and looks to all of you. "That is why I have asked people like you to help out. It may be dangerous, but I have some good people here that I know I can count on."

Now the heroes may ask Paxana certain questions:

- What do we have to do?

"I have been sending other groups out to different towns to help in their efforts. However, I have a special task for you. There is a Knight of the High Forest stationed out in Crystal Spring named Ralathin Nasilia. Through his owl, he has sent us some interesting information that I need checking up on. I thought it best that a brave group, hopefully such as yourselves, should be stationed there."

- What was that information?

"There seems to be a legend of a great beast that is in Crystal Spring that eats up little children at night. It seems to keep the children in line, though just recently a family has turned up dead. He thinks this may have to do with the attacks." She walks over to the desk and pulls out a piece of battered parchment (Player Handout 2) from the mess, then hands it to (name of PC).

- What does Ralathin look like?

"I don't know, though all Knights of the High Forest are elves and half-elves, and there's not very many of them. That may be a start."

- Where is Ralathin's owl?

"Gone. I imagine he went back to the Knights to inform them of Ralathin's findings."

- Where is Crystal Spring?

"Roughly two and a half days. If you've been to Weeping Willow before, as I imagine some of you have, it is a hamlet that you have passed. It's known for the small spring in the

middle of the town that they claim comes from an underground stream off of the Velverdyva. Whether that's true or not, I don't know. I can give you a map if you wish."

- *What is the legend?*

"I don't know much about it. Like Ralathin's note said, it's about a beast that haunts the town every night. The townspeople in Crystal Spring are more likely to know about it than I am."

- *What other towns have been attacked?*

"Only a few. Weeping Willow was one of them. Luckily, the Knights and several citizens drove the raiders off with minimal casualties on their side."

- *How much will I get paid?*

"The Town Council is very interested in your work. While I myself cannot give you anything monetary, I can tell you that you are doing this for people who need you. The people you are helping may also make up some reward. If that still does not satisfy you, then I need new adventurers."

- *Anything else you can tell us?*

"Good luck. Most goblinoids are easy to handle alone, but in numbers they are fierce. May Ehlonna protect you from harm. That is all, stalwart heroes."

ENCOUNTER 2: OVER THE VALE

The beauty of the slowly creeping spring can be seen as you travel the two and a half days to Crystal Spring. Nothing exciting has happened during your travels save for the return of birds and wildlife to the lovely region.

It takes two and a half days to get to Crystal Spring. Nothing interesting occurs during the trip except for the elf knight. If you feel that you do not have enough time to run this encounter, feel free to skip his appearance. It is not necessary though does give some information.

Up ahead, you see a short figure approach you. He wears brown and green leather armor, and his gloves bear the symbol of a small pair of golden stag horns on a green background. "Greetings, travelers. What brings you to these parts?"

His nickname is "Cat", and while he has a real name, he cannot remember it for the life of him. He has just gotten back from escorting a caravan from Highfolk to Verbeeg Hill, and is going back to Highfolk for his next assignment. He does not share that information unless the heroes press him for it, and even then he develops a dislike of them.

☞ *"Cat": Male high-elf Ftr6.*

Heroes can ask him a plethora of questions (see below). Once they mention Ralathin and Crystal Spring, he immediately replies with the following information.

"Ralathin, eh... That is mighty interesting. I have heard that one of our own has slain the beast of Crystal Spring. Could that be him? Is it really a legend?" He pauses a moment in thought, then continues. "You are investigating this? I wish you luck. I am glad that Highfolk has brave souls like you to step on the Old One's toes and fill in for the departed..." His strong voice trails off into a sigh.

- *Who are you?*

He raises an eyebrow at your inquiry. "I am known as 'Cat'. I have no other name, or if I did then I've lost it long ago. I am a Knight of the High Forest."

- *What are YOU doing here?*

He shakes his head distastefully. "Is everyone so untrustworthy these days? I have just gotten back from caravan duty. Had an easy job - surprisingly - of guarding one from Highfolk to Verbeeg Hill. ... You DO know of the problems that the Vale is having with goblin raids, don't you? You had best be careful on your journey."

- *No... What's happening with the Vale?*

"Evil goblinoids have been coming out of the woodwork, literally. The goblins that have been terrorizing the Vesve have now invaded the Vale as of a few weeks or so ago. The Knights are keeping busy."

- *Busy doing what?*

"Many of us have been hired as guards for caravan duty. Unfortunately, some of us didn't make it..." His eyes look downcast on the wet forest floor.

- *Where are you going?*

"I am going to Highfolk now to get assigned to a new task."

- *What does Ralathin look like?*

"He is hard to miss. He is a high elf almost five heads tall, wears the same clothes I wear. His hair is brown and is usually tied back to the small of his back."

- *What's the matter?*

"Nothing. Except... I miss the company of my ladylove. She has gone missing since the beginning of the year, and we presume her dead." His face contorts into deep anger. "Curse the Old One for taking her from me, but we must endure."

- *Can you tell us more about it?*

"It pains to talk about Melia so..." He falls silent and says no more. He does not wish to talk about Melia, and any attempt will gain his scorn.

To any aspiring Knights of the High Forest (or Hart), he pulls aside that hero and talks to him/her privately:

"If I may have a word with you a moment." He pulls you aside and speaks quietly. "Your accomplishments or failings in the upcoming days will be noticed. Succeed and you shall have a

great chance of achieving your goal. Fail, and the road ahead will be a mountainous one. I wish you the best of luck."

The rest of the trip to Crystal Spring is uneventful.

ENCOUNTER 3: BEAUTIFUL TOWN

This encounter is the largest of the scenario. There is much to do in Crystal Spring. It is up to the judge how long each part of this encounter takes and when Encounter 4 (nightfall and Melia's return) takes place. Allow some room for the heroes to realize what's going on, yet remember any time limits both in and out of game.

LILY INN

A rickety old wooden building stands before you, seeming to be on its last legs. The one plank sign dangles by only one side of its chain, the other side rusted through. Written on it are the words "Lily Inn".

Inside the inn, however, is another story. Fine pine furnishes the freshly scented decor of the bar, and its patrons look up to you and smile. The bartender, a rather thin and short human man, grins a toothy grin and calls out to you, "Welcome to Lily Inn! Will you be needin' a room or some delicious meals today?"

Sitting on the opposite side of him is a ragged man dressed in little more than thin strips of cloth. He seems to shrink back as you enter, trying to hide unsuccessfully from view. On the opposite sides of him are two fully-grown men, both strong males that are a little more than dirty.

This innkeeper's name is Maen Grue, a kind soul that listens to people's problems and tries his best to help them out with advice or some extra money. The scared man is Dloby Bile, the last survivor of Kaven's attack on the caravan (besides Melia). He has come here to forget about his woes and drink his cares away. Hanver and Zouk Reston are twin brothers who work alongside each other, "mercenary" farmers who work in differing farms of the Vale to gain money.

☞ **Maen Grue:** Male human Exp2.

☞ **Dloby Bile:** Male human War1.

☞ **Hanver and Zouk Reston:** Male human Exp3.

To eat and sleep in Lily Inn costs a grand total of 5 small lunars (sp) per night. Maen can keep his prices cheap while his farms are still prosperous, though he is worried about the goblinoid raids that are forthcoming.

Maen Grue

- Who are you?

"Maen Grue be my name. I been here all my life and then some. Me family been here ever since this place was built. I'm an

owner of several farms in the Vale. In fact, these fine boys work some of them. Don't ya, boys?"

"We sure do, pops!" they answer him, grinning wildly.

- Why is this place called "The Lily Inn"?

"Name of me wife and daughter long ago. Lost them in the Azure Sea. Couldn't bury 'em, so this is their memorial. Phyton bless 'em."

- What can you tell me about the beast?

"Twere about a decade ago when the beast started stalkin' these parts. A fierce thing, 'twas, with glowing yellow eyes in the dark that scared the kiddies into their beds at night. 'Tweren't real, some thought, but then the real eyes began shinin'. A whole family was slain by the beastie in their home. But then our savior came. She be a Knight of the High Forest, she is. She killed it and brought us its head." He lifts his hand and points to a furred head mounted on the wall. Long fangs protrude from its mouth and its yellow eyes seem to burn into your very soul. Shuddering, he continues, "Melia be the name of our savior, a strong elven woman she is. She even has a free room here, though she is out for the day."

- What can you tell me about Ralithin Nasilia?

"He be another Knight of the High Forest. Part of the clan Moonbow with hearts of pure hatred for the Old One's denizens. You can find him sleepin' at the Genydal home just a few steps yonder. He has come here to protect us from the goblins, though why we be needin' two Knights I don't know."

- What can you tell me about the Genyvals?

"They be a halfling family in these parts. Only halflings in this town. They let Ralithin sleep there before they disappeared several weeks ago. No one knows where they went or if they're comin' back."

- What can you tell me about Melia?

"Such a brave and kind little soul is she. Her hair is dark and short, and she says she has some sisters in Highfolk. Often she leaves us for a week at a time to do Knight business, but when she comes back we are happy."

- Do you know where she goes?

"No, I don't. The Knights be needin' some privacy to do whatever it is that they do."

- What can you tell me about Dloby?

The two men beside Dloby laugh as the man shrinks even further into himself. Maen frowns and smacks the boy's hands. "Be good. Well, friends, there be nothin' to tell much of Dloby. He be a silent fellow who drinks until he goes to sleep at night. Friends of mine found him during the winter as he limped his way into town. He was bleedin' and cryin'. Don't know nothing else, but me guess is he is a victim of a random attack." Dloby lets out a whimper, but falls silent.

- What can you tell me about Hanver and Zouk?

"Strong boys, but a little rude. They help me in my fields and help others in their fields. Never seen such good work hands."

- What can you tell me about Celemanthe (the general store keeper)?

"Celemanthe sells good products, but she be a strange one. She has no taste for elves."

- What can you tell me about Crystal Spring?
"The most beautiful place in our fair region! The spring is clear and full of Velderdyva water. No dried-up ol' demigod can ruin it."

- What can you tell me about Sonwer (cleric of Phyton)?
"A great man that does great things for this town. You be best to visit him if you can. Tell him I sent ya."

- What can you tell me about the family that was murdered?
"Even though I been here for all my life, I still don't know much about the Mewathyl's. All I know is that they had two children - two daughters - and two grandchildren by one of 'em. That family liked to keep secrets, I tells ya. If you want to know more about 'em, you can talk to the wife's sister, Mera. She lives three buildings down from here."

Dloby Bile

"You ain't gonna have much luck talkin' to Dloby," one of the brothers mutters softly into his drink as the man in question shrinks from you. "He don't talk to anyone."

Dloby talks to no one, only shrinking further and further away from the heroes as they ask further questions. If a hero decides to try an interesting way to try to become friends with Dloby (such as *charm* person or a very high Diplomacy roll (DC 30), be sure to note that on the character's log sheet as "Friend to Dloby". The only thing Dloby says to his new friend is:

"Hundreds of them! They had slain the best of us! Murderers! Vile murderers! Vile Kaven!"

He is referring to the man behind the attacks, whom he had seen and heard him referenced as simply "Kaven". Dloby goes into no further detail about this or any incident.

Elves or half-elves who are a part of the Elven Clans meta-organization and heroes who have Knowledge (Highfolk) may make a check (DC 20) to recognize the name (clansmen roll a straight Intelligence check). Bring those heroes aside and read the following:

It was a long time since you had heard that name. Like many of the clans of the Vesve, this name brings the memories of a clan betrayed. 121 years ago, a young wood elf came to the once proud Clan Fereyth to join them. 120 years ago half of that clan was destroyed and soon the rest was to follow. The Boneheart of Iuz, so it is said, was solely responsible for Fereyth's destruction. Kaven was his name.

No one in the bar knows of Kaven, nor does anyone else (besides Ralathin and Melia). This check may be made whenever Kaven's name is mentioned.

The Brothers

- Who are you?
"I'm Hanver," the one on the right says. "And I'm Zouk. We're the Reston boys!" They laugh raucously as if it is the funniest joke in the world to them. The man sandwiched between them cringes. "We farm the fields of the Vale. You got a job?"

- What can you tell me about the beast?
"A wolf the size of a human! It ate the Mewathyl family and finally was destroyed by one of the Knights of the High Forest, a lass by the name of Melia. She's a cute one, that elfy."

- What can you tell me about Ralathin Nasilia?
Zouk snorts in protest of the question. "He's another Knight of the High Forest here. Stayin' with the Genydals, or WAS staying with them until they disappeared. I don't like him all that much. He's been snoopin' around here when Melia ain't around. Haven't seen him for awhile though. A day or so. Maybe he went home."

"Thank the gods!"

- What can you tell me about the Genydals?
"Nice halfling family that lives here." "The ONLY halfling family that lives here," the other continues for his brother. "Lots of kids, lots of other relatives. Real nice. No one would wanna do them harm."

- What can you tell me about Melia?
"I wish I were an elf," Zouk chuckles. "She's a smart one. The townsfolk calls her their savior for killing off the beast that haunted and killed the Mewathyls. She goes off for a week at a time to do some Knight business or something. We get real lonely; no one to share our drink with."

- What can you tell me about Dloby?
"He's insane. He never talks to anyone. Just drinks." "We're gonna get you to talk to us someday, Dloby!" Hanver slaps Dloby on the back. The poor man whimpers.

- What can you tell me about Maen?
"THIS old man?" "He's the greatest. We work for him on his farm most of the time. Real rich with all those fields he owns."

- What can you tell me about Celemanthe (general store)?
"She and Dloby should get together. Though I think she's right about one thing... That Ralathin is an uneasy fella. I'd be careful if I was you."

- What can you tell me about Crystal Spring?
"The greatest thing since ilymirth wine. The spring is gorgeous. I go there to meditate whenever I can."

- What can you tell me about Sonwer (cleric of Phyton)?
"Kind old man. Seems that all the old men are always kind, aren't they?"

- What can you tell me about the family that was murdered (Mewathyl)?

"They're as shrouded in mystery as this guy right here. I don't know much about him, though there's a relative of theirs that lives here. Uh..."

"Mera," the other answers for him.

"That's right. She's some loner woman. No one talks to her for some reason. Most find her creepy. Wears all black and doesn't go out much."

The General Rooms

There are six rooms all together, two that are occupied (one by Melia, one by the brothers). Each room is cozy and comfy with 20' by 20' in space. A bunk bed lies in the corner of the room next to a window overlooking the spring itself. The window is protected with a magical trap. There is a chest with a good lock to keep things in and a drawer for clothes. A vanity is on the other side of the room. Inside the drawer is a set of clean white sheets and some commoner's clothing.

Melia's Room

At some point, the heroes may want to sneak into Melia's room. Maen refuses to allow any entrance into his guests' rooms, only going into the room himself if it is a big emergency. The heroes have to break into the room to enter it.

APL 2 (EL 1)

✶**Electrified Door:** CR 1; entire door (1d6); Reflex Save (DC 13) for half damage; Search (DC 26); Disable Device (DC 26); Dispel (DC 12)

APL 4 (EL 3)

✶**Electrified Door:** CR 3; entire door (3d6); Reflex Save (DC 15) for half damage; Search (DC 27); Disable Device (DC 27); Dispel (DC 13)

APL 6 (EL 5)

✶**Electrified Door:** CR 5; entire door (5d6); Reflex Save (DC 17) for half damage; Search (DC 28); Disable Device (DC 28); Dispel (DC 14)

After the trap goes off, it resets until either dispelled or the door is unlocked.

Inside, the room is the same as any other. (Refer to the General Room description.) Melia has left a clean, guilt-free environment.

THE SPRING

Sitting in the middle of the town is a crystal clear pool of water that ripples with the wind. The new spring grass is already green and beautiful, and many booted tracks come and go to this main attraction.

Some of those booted tracks are more than just simple townsfolk, however. A Tracking check (DC 20) reveals

light booted prints stopping five feet in front of the pool, where it seems that the lightweight person crouched down and then walked off. A Search check (DC 15) near the pool reveals an uncorked vial with some green liquid left in it. Alchemy or detect poison is all that's needed to discover that it is poison (sassone leaf residue).

The tracks lead two ways: coming into the spring area and out of the area. After a few feet of leaving the area, the tracks mysteriously disappear. Melia used the last of a wand of pass without trace. Coming into the area is another story, and leads the heroes to Ralathin's resting place (part 7 of this encounter).

CELEMANTHE'S GENERAL STORE

Before you lay a rather plain looking wooden building. Burned into a sign are the words "Celemanthe General". There is no life surrounding the store, the grasses all brown and still buried by the snow.

Entering at your own peril, a hardened woman in her middle years of life stares you down as if you are about to rob her of that life. Her frizzled blonde hair flies out in many directions. "Yes, what is it?" she asks you in a low tone, inspecting your clothing and giving each of you hard looks.

Celemanthe Prun is a battle-hardy old prune. She has a strong dislike for elves (not half-elves) and shows it to any elfen heroes present.

☞**Celemanthe Prun:** Female human Exp6.

Inside her store are the usual goods that can be found in the Goods and Services section of the Player's Handbook, page 108; all except lodging and mounts. To elves, however, she requires either a 20% mark-up or Influence in the Town Council. "Them elves eat me out of house and home," is her bigoted explanation.

- Who are you?
The old woman snorts. "Celemanthe Prun. What's it to ya?"

- Why do you hate elves?
"They've never shown ME the kindness of their ways. All their little prancing around thinking they own the forest. We were the ones who cultivated it, who brought society to them. They should be thankful."

If further pressed, she bursts out:
"I don't care what you say! They killed my husband and that's all that matters! Be gone wit' ya!"

If even further pressed:
"Why aren't you gone yet?! That elf was a small little wretch, dark-skinned, wore feathers. He cried to his prophet and then killed my poor man!" She bursts out crying, and waves you away.

At this point, no more information (about the grugach or otherwise) can be taken out of this woman.

- What can you tell me about the beast?

"A folk tale told by some mothers to discipline their sons. People say that the beast legend is true and that it killed the Mewathyls. It's all a lie. I saw that elf, that Ralathin, enter their home after their murder. No creature, sane or not, enters a house of death unless it is guilty of something. I think that he killed them. He looks guilty, he has shifty eyes, he talks to no one, he even kills the Genydals after they took him in."

Part of this is true. Ralathin DID enter the crime scene after their murder, but only to investigate it.

- What can you tell me about Ralathin Nasilia?
"A more guilty man that I have ever seen. His eyes are of that of a thief. He says little to the other townsfolk. He must have murdered the Genydals and the Mewathyls. I bet my life on it."
- What can you tell me about the Genydals?
"The sweetest family that you can ever encounter. Nice little halflings. Mrs. Genydal and I used to exchange recipes. Now she is gone...."
- What can you tell me about Melia?
"She and her elven ways. Hmph. It was only coincidence that she killed that worg when it was there. She is a hard one to follow, that one. A false savior. I bet she enjoys her undeserved fame."
- What can you tell me about Dloby?
"A poor man down on his luck. We found him several months ago. He looked to have run away from something. He doesn't talk, so we don't know."
- What can you tell me about the brothers?
"Young brats. They are good workers though."
- What can you tell me about Maen?
"He deserves more than he has. Maen's always been there for everyone. Gives us good words or money when he needs it. I don't think he or the others realize what's gonna happen when the goblins invade our town. His farms are gonna be less prosperous, and then he'll have to close down his inn or up his prices. I keep trying to tell him that, but he doesn't wanna listen to reason."
- What can you tell me about Crystal Spring?
"This place is a place of confusion. People come here to forget their troubles and don't realize the masks that people wear. Only I realize. Sonwer's close behind me."
- What can you tell me about Sonwer?
"Everyone loves Sonwer. He's a good man, and he married my husband and me..." She averts her eyes and sighs. "A good priest. I am glad we have him with us."
- What can you tell me about the family that was killed?
"No one really knows about 'em, nor the woman that Knight left behind, Mera. She's a strange woman. Dresses in black. I tried to see her once but she pretended not to be home."

PHYTON'S HOME

Coming up from the ground is a small pedestal. A holy symbol of Phyton has been etched into the wood and standing behind it as you approach is an older man with a graying mustache and a baldpate. He smiles broadly. "Welcome, my friends, to Phyton's Home. Or...what WILL be Phyton's Home. We have yet to build it, but when the time is warmer, it shall be done. What may I do for you?"

Sonwer is a man in his early fifties. He is kind to all he meets, even those who are rude to him. Any questions about people (such as Melia, Ralathin, etc) he answers the same.

"Perhaps you should get to know them yourself. I do not encroach into the affairs of others until they have asked me for their guidance. Until then, I offer no hearsay."

☞ Sonwer: Male human Clr5 (Phyton).

- Who are you?
"My name is Sonwer," the old man says with a warm smile. "I belong to Phyton, the Woodshaper."
- What can you tell me about the beast?
"It was a great beast, they say. It had slain the Mewathyls and was slain by the young girl of the High Forest. Mrs. Prun seems to think it was a worg. From the sounds of the people that were slain, I am agreeing with her. However...what is strange is that I asked Maen to show me this head. The head he displays in his Inn is a fake. Perhaps the worg was utterly destroyed, perhaps it is still injured and stalks the town more, or perhaps it is not a worg at all." His smile changes into a frown. "I do not wish to jump to conclusions, but I feel that this beast is still out there."
- What can you tell me about Crystal Springs?
"Most people are happy here. Unfortunately, I fear that the goblinoid invasions that Ralathin was telling us about are coming to our town soon. No one except Mrs. Prun seems to believe him."
- What can you tell me about the family that was killed?
*"Rather than tell you about them, I can tell you what they said to me after they died. Their bodies have returned to the earth, fertilizing our soil. (They were cremated and spread over the fields.) Before their return to Phyton, I had the chance to ask them what happened.
"The father and mother indeed described the beast in the likeness of a worg. Their daughters were sleeping and did not remember anything except pain and then death. One of the granddaughters, on the other hand, was in another room when it happened. She was the first to die and her body was not whole, so I could not get more detailed information.
"I asked her what she saw, and she said 'Pig man and little one'. I asked what happened with them, and she responded 'Sprinkle...fairy dust...little one disappear... wolf man find and hurt me.' I could not get any more information out of her."*

In other words, the granddaughter was in the room and hid when she saw Melia and the orc enter. Melia sprinkled the orc with the *Dust of illusion* and made herself invisible while the dusted orc became the worg that killed her. Because her body was not whole, casting *speak with dead* only gave partial information. ('Little one' could lead to either to the elves (Melia or Ralathin) or even Maen. There is no gender specifics involved.)

When the heroes are about to leave, Sonwer says:

"Please come back a little later, perhaps during the night. There is something I wish to give you that may be of help, but I must find it first."

He fears that another attack is imminent and wishes to find his lost wand of cure light wounds to give to them.

MERA'S HOME

Standing apart from all the other buildings is the home of Mera, sister to Mrs. Mewathyl. A chill runs down your spine as you come closer.

Mera Pax is a woman of mystery and wonder. She speaks just above a whisper, some ailment having ruined her vocal cords some time ago. She is pale and does not go out unless it is to visit her sister or collect necessities or spell components...

☞ **Mera Pax:** Female human Wiz3 (Necromancer).

If the heroes knock on the door, read the following:
The knock resounds loudly, a clue that not much lies inside this door. A few seconds later, footsteps quietly creep up to the door, and two very black eyes gaze at you through a crack in the door. Attached to these eyes is a pale face of a very thin and haggard woman with long black hair. She holds her gaze, waiting for you to explain your presence.

If the heroes wish to speak of the Mewathyls, she speaks. However, other talk simply gets a shake of the head as if she does not understand. Any talk of the Mewathyls brings the following information.

"My sister and her husband and their children and their children's children are all innocent." Her thin voice is barely above a whisper. "It was the lady Knight who did the deed of death that day. Let their souls rest in eternal peace." And with that, she shuts the door loudly.

After this exchange, any other attempts to get Mera out result in failure.

THE GENYDAL RESIDENCE

The Genydal home is a small cabin fit for the tallest of elves. Outside, the place is comforting. Flowers are springing from the ground, waiting for the right time to bloom. The grass is green here and well tended. The door is open as if to welcome you in.

Upon entering, however, you see that perhaps all is not well as it first seemed. Muddled boots scuffle the wooden kitchen floor and exit the home as if in a hurry. The interior of the home, as

far as you can tell, is empty. Something strange must have happened here.

The home consists of several rooms: a kitchen/dining area, a medium-sized bedroom, and a large bedroom. An outhouse is behind the home. Most of the rooms turn up nothing. Absolutely everything has been taken in the kitchen and medium bedroom and no tracks show up.

Searching the large bedroom (DC 15), the heroes find a peculiar message (*Handout 3*) and an orc's head underneath some discarded sheets. It is, at first glance, a diary of Ralathin's that proclaims his guilt. A Forgery check (DC 15) reveals that while it looks like it is his handwriting, someone else had a hand in it.

Making a Tracking check (DC 20) reveals two sets of boot prints. Both are medium-sized light humanoids (elf). A Search check (DC 15) reveals a tiny spot of blood on the floor. A Heal check (DC 10) reveals it to be a day or two old. The tracks lead to the door, but then both disappear. (There was a scuffle in the kitchen. Melia accidentally allowed Ralathin to bleed. She forced him to talk to the door, knocked him out, picked him up, used her wand of *pass without trace*, cast *invisibility* from a scroll on both of them, and carried him to his resting place.)

RALATHIN'S RESTING PLACE

It has been a good half hour since you've started onto the trail, one mile of travel away from the town of Crystal Spring and into the Vale. Just beyond are flat plains with a smattering of trees here and there. It is those trees that you discover an elven man laying against a stone. He is decked in a suit of red, orange, and yellow leaves, and beside him is a long sword and longbow. His long brown hair is plastered to his sweaty face, covering a deep scratch over his cheek. A piece of parchment lies at his side. The man does not seem to notice you, too occupied with his shallow pained breaths.

This is Ralathin Nasilia. He has been poisoned with the sassone leaf residue concoction, his Constitution and hit points taking a large hit.

☞ **Ralathin Nasilia:** Male high elf male Ftr6. (Con 1, hp 3).

Should the heroes approach within five feet:

"Oh, thank Ehlonna," he breathes, his voice raspy and strained. "Please...take this note ...before they see you."

He is too weakened to answer any more questions. Should the heroes heal him somehow, he thanks them and tells them to hide him off in another tree. His fellow Knights are sure to find him if he is hidden.

The note he is speaking of is his collected thoughts and findings on the whole ordeal, something Melia did not catch. Since being poisoned, he has finished the note, though it was very painful for him.

Ralathin passes away if the heroes have not found him by first light, his hand still clutching the note. The heroes may do with him as they wish, but a Knight's burial is definitely in order; his armor goes with him. Any

heroes attempting a *Speak with Dead* gain as much information as he knows (which is a good deal).

Treasure: Should the characters manage to find Ralathin before he dies, and cure him as well, he gives the group his Autumn Style Leaf Armor in gratitude.

ENCOUNTER 4: GOODNIGHT, SWEET MELIA

When you as the DM feel that night is appropriate, head to this encounter. It is most convenient after finding Ralathin's body. The mob of people is somewhere where the heroes are not.

Darkness has fallen over the town of Crystal Spring, yet fires are burning from torches held by many of the townsfolk. Speaking to them is a short high elf with short dark hair, wearing what appears to be Knight of the High Forest regalia. The people are drowning her words. She waves her hand to silence them.

"Good people of Crystal Spring, I have found your murderer! Ralathin Nasilia, not the beast of your town, has killed the Mewathyl family!" The townsfolk burst out in rage, waving their torches haphazardly. "I've found evidence against him that more than proves his guilt! He is not a Knight at all, but one who hides his treachery behind their good name! Where is he? Where is the murderer?"

"He's not here!"

"Let's find him and gut him!"

Without another word, they disperse, splitting up into several groups for the surrounding area. Melia stands alone, her face frozen in a look of anger.

If the heroes approach Melia, the heroes with an Intelligence of 12+ can make an Intelligence or Scrying check at DC 20. Those who make it know that they are being spied on. As always, Kaven watches his new pet to give orders and makes sure she does things right.

Casting *detect magic* not only reveals her magic items, but herself as magical. The spell on her is *dominate person* cast at 9th level (strong aura, Enchantment). Should a hero dispel the spell, refer to the next encounter.

If they approach Melia, continue:

"Greetings, heroes of Highfolk." Melia's anger fades into obscurity. "Is there something you've found?"

Heroes now have a load of options here. They can confront her guilt, join her in the Knight hunt, attack her, or question her. Questions can be found below. If they attack, she fights them. If they believe in Ralathin's guilt, they can find him at his resting place, still barely alive.

- *Who are you?*
"I am Melia, a Knight of the High Forest. And you are?"

- *What do you know about Dloby Bile?*

"A scared little man. I suspect his caravan was attacked and all of the people killed by the goblinoids of the Vesve."

- *Are you a true Knight of the High Forest?*
She raises an eyebrow. "What makes you think I am not?"

- *Who is "Cat"?*
"I... don't know."

- *What can you tell us of Sarindina's plot?*
"Sarindina? Oh, yes, her. My sister." She pauses for a moment, her face devoid of any emotion. "She was a dealer of information for two rival organizations, one which happened to be the Shadowclaw. It seems the Shadowclaw didn't appreciate her continuously switching sides and killed her off."

- *What do you know of the caravan attack?*
"Nothing. What are you talking about?"

- *What do you know of Ralathin?*
"Like everyone I know, he is a traitor to his kind. He set up this beast plot and killed the family. Scum like that should be punished severely."

- *What magic do you have on you?*
She looks confused. "None. Again, you aren't making any sense."

If the heroes confront her with evidence, she backs off, claiming her innocence. Melia asserts that she had nothing to do with it, and even suggests that perhaps Ralathin *charmed* her. (A suggestion that Kaven would very much not like her to spew out.)

If the heroes attack, she attacks back for a few rounds.

APL 2 (EL 4)

🐉 **Melia:** Female high elf Rog3/Rgr1; hp 28; see Appendix I.

APL 4 (EL 6)

🐉 **Melia:** Female high elf Rog3/Rgr3; hp 42; see Appendix I.

APL 6 (EL 8)

🐉 **Melia:** Female high elf Rog3/Rgr5; hp 56; see Appendix I.

After the few rounds of the battle or some questions, continue with the mob's return in Encounter 5.

ENCOUNTER 5: STUPID GOBLIN

The once quiet town again emits into a ruckus. It seems that the mob has returned. "We ain't findin' any Ralathin."

"Best we just turn –"

The man's suggestion is interrupted with a blood-curdling scream from the direction of the Lily Inn.

The people rush over to see what's the matter. Melia, if still alive, makes this her attempt to run or sneak away. She only does this if the heroes forget about her; if they remember, she pretends to take interest in this as well and follows.

If the heroes run to the Inn, continue:

Before you is a most peculiar sight. A goblin, oblivious to the crowd around him, holds in his grimy hand a mug of ale. The ale spills over as he dances a drunken jig and sings:

*"The master's a trickster
who caught his li'l mistress.
Through spell and words
he made her his
and fooled the fools.
Laugh with me, now, you idiots!
You've been had!
HA HA HA HA!"*

He falls over unconscious, his dance and song too much for his swelling belly.

If (the charmed) Melia is with the heroes, she tries to kill the goblin and then the heroes. The drunken goblin has said too much and may reveal where Kaven's band is located. He no longer cares for Melia's ploys after that, and attempts to get her killed by the heroes.

The townsfolk can assure the heroes that nothing has happened in Lily Inn. The goblin wandered in, demanded drink, got it, and started singing his verse over and over again. They are dumbfounded and keep away from any fights with Melia or the goblin.

ALL APLS (EL 1/4)

☛ **Quibble the Goblin:** hp 4; see *Monster Manual* page 107.

QUESTIONING MELIA

If captured, a charmed Melia still is an angry Melia. Kaven has ordered her to kill the heroes and the worthless goblin. She answers no questions, instead spitting in the heroes' faces or at their feet, demanding she be let go.

QUESTIONING THE GOBLIN

When the goblin wakes up, he can be asked many questions which he gladly answers, for he is drunk and does not know what he says.

- Who are you?

"Not important enough to have a name yet. You can call me 'Quibble' though."

- Who is the master?

"A wise and important master. He leads us to victory against the silly elfies. He's an elfy himself. Don't know his name. Kinda important, but not as important as whatshisname."

- Who is the mistress?

*"The mistress Melia! She leads my band, o fearless one! She didn't want to at first, but master used his mumbo jumbo and *poof*, she likes him. Powerful stuff. *hic*"*

- What did they do?

"Fooled you all! Melia not do this on purpose! Master tricked her! HA HA HA! Now she lead us to attack here tomorrow. Quibble needed drink before attack. Bit thirsty."

- Where is your band?

"Two miles hidden in cove of trees. Long walk, but worth it. Want to go there? Lots of us. One... two.. four... fifty of us."

- Who is in your band?

"Orcs. Goblins. Hobgoblins. Gnolls. Other stuff. Lots of other stuff. Probably best you not go. You get killed easy."

DISPELLING MELIA'S DOMINATION

Dispelling Melia's *domination* is not an easy task, especially for a lower level party. Sonwer can attempt his own *dispel magic* at 5th level.

If Melia's *domination* is dispelled, she remembers the following things, which she tells the group. She had been guarding a caravan during a shipment from Highfolk to Verbeeg Hill, but it was waylaid by a large group of goblinoids and a wood elfen man. He captured her and killed off most of the caravan, leaving Dloby to run off to Crystal Spring. In the coming weeks, he dominated her and used her as a minion. For a week, she would do his services, and return to him so that he could recast the spell while she was still willing. The services were minor: stealing, killing traitors to the cause, etc. In the meantime, he gave her a unit to command. They would be invading one of the Vale's towns along with other goblinoid forces. Kaven, as he was called, thought it would be fun to torture the poor survivor of the caravan who had made his way into Crystal Spring. He had Melia play the part of savior to the town, killing off the "worg" that was haunting them, while all the while she was going to lead her unit into the total destruction of the town. Ralathin, unfortunately for him, caught on to this ruse, and it was Melia's job to dispose of him. She planted evidence against him and dragged him off to die a mile away, using a *wand of pass without trace* to cover her tracks. Because the heroes were in the town, she continued the ruse by accusing Ralathin of the murder. Kaven himself is nowhere near the heroes. He has made sure to erase any part of her memory of his location.

She adds:

"I would never harm anyone on purpose unless it was a minion of Iuz. Unfortunately, I became one unwittingly. I am sorry for the trouble I caused, and for the family." She hangs her head in shame.

If the heroes speak of Ralathin's safety, she is happy. Some Knights will surely find him.

ENCOUNTER 6: WHICH WAY DO WE GO?

Now heroes have some thinking to do. They can either tell the townsfolk to evacuate, fortify the town for the attack, or take the attack to the goblinoids.

EVACUATION

While the townspeople love their town, they now realize that leaving it may be the best possible answer. They do not want to get slaughtered by merciless orcs and goblins. The evacuation goes smoothly, a few of the people crying over the homes that they've left. Go on to the *Conclusion*.

FORTIFYING THE TOWN

Heroes may decide it is best to fortify the town. In this case, the townsfolk have the following on hand:

- 10 bags of caltrops
- 4 empty barrels (10 if rest are emptied)
- 6 grappling hooks
- 50 flasks of oil
- 10 hemp ropes
- 10 silk ropes
- Many, many torches and flints
- More items if needed

The ground is completely flat. There are many trees around that the folk can cut down to use for pikes.

There are no other cooperative spell casters besides Sonwer (Mera does not help).

During your plans, Sonwer quietly slips up to you. "Here. This is the best I can do for now." He hands you a wand made of wood. "To cure yourselves in case you need it."

When the heroes are finally done fortifying the town, continue:

It has been a rough day, but now the anticipation is finally over. From the distance, you can hear shouts coming from all around you. The goblinoid forces are coming to attack!

But wait! What's this? Some elves and half-elves wearing browns and greens stand in between them and their goal. Many goblinoids fall to their advances, but seven still approach....

APL 2 (EL 5)

☛ **Vetohr**: Male bugbear Ftr1/Rog1; hp 28; see Appendix I.

☛ **Hobgoblins (2)**: hp 5 each; see *Monster Manual* page 119.

Possessions: studded leather armor, small wooden shield, long sword, 3 javelins.

☛ **Goblins (4)**: hp 4 each; see *Monster Manual* page 107.

Possessions: studded leather armor, morningstar, 3 javelins.

APL 4 (EL 7)

☛ **Vetohr**: Male bugbear Ftr2/Rog2; hp 40; see Appendix I.

☛ **Mexx and Vexx**: Male hobgoblin Ftr2; hp 18; see Appendix I.

☛ **Goblins (4)**: hp 4 each; see *Monster Manual* page 107.

Possessions: studded leather armor, morningstar, 3 javelins.

APL 6 (EL 9)

☛ **Vetohr**: Male bugbear Ftr3/Rog3; hp 52; see Appendix I.

☛ **Mexx and Vexx**: Male hobgoblin Ftr2; hp 18; see Appendix I.

☛ **Goblin Brothers Four**: Male goblin Rog1; hp 8; see Appendix I.

QUESTIONING CAPTIVES

Unfortunately for the heroes, the foes only know that they were supposed to destroy any and anything that was in the small village. If their battle leader (Melia) was caught, they were to continue with the rampage as scheduled.

After the battle is over, go to the *Conclusion*.

HEADING THEM OFF AT THE PASS

The villagers all stare in silence as you go to meet the attackers before they attack the village. Some say you are crazy, others call you brave. Before you left, Sonwer rushed up to you and handed you a wooden wand. "For good luck. Use it if you need healing. I'm sure you'll need it." That was an hour or so ago, and you are sure that the trees ahead are the ones you are looking for.

Before you are a large encampment of bugbears, goblins, and hobgoblins. Some are sleeping, others standing guard and doing a poor job of it. You think you catch something out of the corner of your eye, and you notice several elven and half-elven warriors staring hardly in their foes' direction. The Knights of the High Forest are here as well. Without warning, they leap to attack. Seven of the foes are still left unengaged....

The encampment is 100 ft. by 120 ft. There are no tents, and the forces are scattered about.

APL 2 (EL 5)

☛ **Vetohr**: Male bugbear Ftr1/Rog1; hp 28; see Appendix I.

☛ **Hobgoblins (2)**: hp 5 each; see *Monster Manual* page 119.

Possessions: studded leather armor, small wooden shield, long sword, 3 javelins.

🔥 **Goblins (4):** hp 4 each; see *Monster Manual* page 107.

Possessions: studded leather armor, morningstar, 3 javelins.

APL 4 (EL 7)

🔥 **Vetohr:** Male bugbear Ftr2/Rog2; hp 40; see Appendix I.

🔥 **Mexx and Vexx:** Male hobgoblin Ftr2; hp 18; see Appendix I.

🔥 **Goblins (4):** hp 4 each; see *Monster Manual* page 107.

Possessions: studded leather armor, morningstar, 3 javelins.

APL 6 (EL 9)

🔥 **Vetohr:** Male bugbear Ftr3/Rog3; hp 52; see Appendix I.

🔥 **Mexx and Vexx:** Male hobgoblin Ftr2; hp 18; see Appendix I.

🔥 **Goblin Brothers Four:** Male goblin Rog1; hp 8; see Appendix I.

QUESTIONING CAPTIVES

Unfortunately for the heroes, the foes only know that they were supposed to destroy any and anything that was in the small village. If their battle leader (Melia) was caught, they were to continue with the rampage as scheduled.

After the battle is over, go to the *Conclusion*.

CONCLUSION

The conclusions are based on how the heroes handled the foes, what happened with Ralathin and Melia, and if the town is safe or not.

EVACUATION CONCLUSION

The evacuation of Crystal Spring was a big success and the majority of the town has settled into their new homes in Highfolk. A week later, Paxana calls you into her offices once again. She is neither pleased nor angry with you.

"The people of Crystal Spring wish to thank you for saving their lives. Reconnaissance tells me that the town is now a smoldering pile of ash." She sighs and turns away. "At least they were saved. I thank you as well." Paxana dismisses you.

Highfolk is still in a ruckus. If Crystal Spring is gone, who's to say what will happen next? Only time shall tell.

SUCCESSFUL SAVING OF THE TOWN

When you fought back the enemy with the Knights of the High Forest and won, the town had new saviors. They happily clapped you on your backs and gave you free food and drinks. Even Celemanthe was smiling. The Knights that helped you in your task simply nodded their approval and were off to defend another town.

Back in Highfolk, Paxana has called a meeting with you. She too is smiling broadly, but only as you tell your heroic deeds. Afterwards, she frowns a little and turns to the large map of Highfolk. "I'm glad I can rely on people like you. The Town Council is also glad. I just hope we are most successful in the time to come. Good work, my friends. I'll call upon you again." She shakes each of your hands, and you are dismissed.

UNSUCCESSFUL SAVING OF THE TOWN

It was a long and hard battle, but the odds were too much against you. The Knights managed to keep back most of attackers, and most of the townsfolk fled before a few of them were slaughtered.

A week later, Paxana calls you into her office. She looks a bit upset, her cheek stained with a single tear. "I am not angry with you, just a little upset," she explains. "I wish things would've gone better. If the odds are against you, please be reminded that it is best to get out while you can. The survivors of the battle and I thank you for your efforts." She dismisses you, saying nothing more.

IF RALATHIN WAS SAVED AND ALL GOES WELL

A note arrives for you, asking you to go to the Leaping Deer Inn in Highfolk in a few hours. Once there, you see a recovering Ralathin sitting at the table, waiting for you. He motions you over. "I would like to thank you for saving my life. Unfortunately, I am unable to join up with the Knights of the High Forest again for a long long time. Perhaps it is for the best. I would like you to have this." He pushes a wrapped parcel towards you. "It is my leaf armor. I will not be needing it for awhile." He smiles almost bitterly. "And thank you."

He does not explain that his faith in himself at being a good knight has been shattered, nor gives any explanation rather than he needs a well-deserving break.

MELIA LIVES (APLS 4 & 6 ONLY)

Pull the hero with the highest Charisma aside and read the following:

After the days of Crystal Spring, you have the strange feeling that you are being followed. Finally, you realize that you are, but not by a stranger. Dressed in a long black cloak is Melia, and she motions you aside.

"I am on a quest to atone myself. I shouldn't have let my guard down; let my friends down. I killed people. Even though I had no control over my actions, I killed them. Therefore..." She hands you a package, "This is the circlet that Kaven stole for me to use. Keep them; share them with your friends. Please just get them out of my life..."

Any consoling of Melia is greatly appreciated, though she has made up her mind to atone and find Kaven to kill him.

MELIA'S DEATH

The patrons of the Vesve's Tankard raise their toast to honor another sister fallen. Celenthi, the new head barmistress, says a few words as the Owner holds Ruana, petting her head as she sobs.

"Two left," says one patron.

"Ruana and Lyne. Who's gonna be next, I wonder." The Owner shoots him a deathly look, which shuts him up quickly.

THE END... NO, REALLY

Another chapter of Highfolk has finally ended. Just what IS to become of the Vale and the rest of Highfolk? More heroes and defenders gather as the unrest continues....

PASSWORD

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

The End

EXPERIENCE POINT SUMMARY

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

Encounter 3

Defeating the trap

APL 2	30 xp
APL 4	90 xp
APL 6	150 xp

Encounter 5

Defeating and/or successfully capturing Melia

APL 2	120 xp
APL 4	180 xp
APL 6	240 xp

Encounter 6

Defeating the enemies

APL 2	150 xp
APL 4	210 xp
APL 6	270 xp

Discretionary roleplaying award

APL 4	120 xp
APL 6	160 xp

Maximum possible XP award:

APL 2	300 xp
APL 4	600 xp
APL 6	820 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 treasurer.

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

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

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

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

TREASURE KEY:

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

Encounter 4 or Conclusion

If the characters kill Melia they get the Loot that is her gear as well as her magic circlet (APL 4 & 6 only. If the characters capture her, they get her circlet (APL 4 & 6 only).

APL 2: L: 11 gp; C: 0 gp; M: 0

APL 4: L: 11 gp; C: 0 gp; M: *circlet of persuasion* (value 450 gp per character)

APL 6: L: 11 gp; C: 0 gp; M: *circlet of persuasion* (value 450 gp per character)

Encounter 6

Accept the aid of the wand of cure light wounds and succeed in defending the town. Loot is from stripping the bodies of the defeated goblinoids.

APL 2: L: 26 gp; C: 0 gp; M: *wand of cure light wounds* (value 75 gp per character)

APL 4: L: 26 gp; C: 0 gp; M: *wand of cure light wounds* (value 75 gp per character)

APL 6: L: 26 gp; C: 0 gp; M: *wand of cure light wounds* (value 75 gp per character)

Conclusion

Successfully saving Ralathin's life, that character is gifted with the Autumn Style Leaf Armor. The character may either keep the armor, or sell it or choose to sell it and split the sale equally to the other characters. If they keep the item, they may transfer the armor to their equipment list, and their total value is increased by 775 gp. If they sell it, each character gains the following.

APL 2 – 6: 78 gp

Total Possible Treasure

APL 2: 188 gp or

APL 4: 683 gp

APL 6: 683 gp

Encounter 6

- Influence Point in Highfolk Town Council (0 lb, 0 gp)
- Recognition of the Knights of the High Forest (0 gp, 0 lb): For defending Crystal Spring and showing true courage in battle, you have received recognition for your deeds. Good things may come to you later.

Conclusion

- Autumn Style Leaf Armor (15 lb weight, 775 gp): Elven artisans weave suits of armor from forest leaves, which are then treated by a special alchemical process that makes them as tough and flexible as leather, with considerably less weight and encumbrance. This particular armor is in the autumn style, made of beautiful red, orange, and yellow leaves. This armor counts as studded leather with the following changes: arcane spell failure 10%, maximum Dexterity bonus of +6, armor check penalties are at 0. The original article containing Leaf Armor can be found on *Dragon Magazine* #279 page 49.

APPENDIX I: NPCs

APL 2

☛**Melia:** Female high elf Rog3/Rgr1; CR 4; Medium-size humanoid; HD 1d10+3d6+4; hp 28; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30; AC 15 (touch 13, flat-footed 12); Atks +2 melee (1d8+1/19-20, long sword) and +2 melee (1d6+1/19-20, short sword) or +6 ranged (1d8/x3, longbow); SA Sneak attack; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells and effects, low-light vision, evasion, uncanny dodge (Dex bonus to AC), favored enemy (goblinoids); AL CG; SV Fort +4, Ref +6, Will +2; Str 12, Dex 16, Con 12, Int 12, Wis 13, Cha 12.

Skills and Feats: Animal Empathy +5, Bluff +7, Diplomacy +7, Forgery +7, Gather Information +6, Hide +8, Listen +9, Move Silently +7, Search +3, Spot +10, Tumble +9, Use Magic Device +7, Wilderness Lore +5; Alertness, Improved Initiative.

Possessions: leather armor, longbow, long sword, quiver of arrows (20), short sword.

Personality Traits: calm, cool-headed, loner.

APL 4

☛**Melia:** Female high elf Rog3/Rgr3; CR 6; Medium-size humanoid; HD 3d10+3d6+6; hp 42; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30; AC 15 (touch 13, flat-footed 12); Atks +4 melee (1d8+1/19-20, long sword) and +4 melee (1d6+1/19-20, short sword) or +8 ranged (1d8/x3, longbow); SA Sneak attack; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells and effects, low-light vision, evasion, uncanny dodge (Dex bonus to AC), favored enemy (goblinoids); AL CG; SV Fort +5, Ref +7, Will +4; Str 12, Dex 16, Con 12, Int 12, Wis 14, Cha 12.

Skills and Feats: Animal Empathy +9, Bluff +9, Diplomacy +9, Forgery +7, Gather Information +8, Hide +10, Listen +11, Move Silently +9, Search +3, Spot +12, Tumble +9, Use Magic Device +7, Wilderness Lore +8; Alertness, Improved Initiative, Point Blank Shot.

Possessions: leather armor, longbow, long sword, quiver of arrows (20), short sword, *circlet of persuasion*.

Personality Traits: calm, cool-headed, loner.

APL 6

☛**Melia:** Female high elf Rog3/Rgr5; CR 8; Medium-size humanoid; HD 5d10+3d6+8; hp 56; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30; AC 15 (touch 13, flat-footed 12); Atks +6 melee (1d8+1/19-20, long sword) and +10 ranged (1d8/x3, longbow); SA Sneak attack; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells and effects, low-light vision, evasion, uncanny dodge (Dex bonus to AC), favored enemy (goblinoids); AL CG; SV Fort +6, Ref +7, Will +4; Str 12, Dex 17, Con 12, Int 12, Wis 14, Cha 12.

Skills and Feats: Animal Empathy +11, Bluff +9, Diplomacy +9, Forgery +7, Gather Information +8, Hide +12, Listen +12, Move Silently +12, Search +3, Spot +12, Tumble +9, Use Magic Device +7, Wilderness Lore +10; Alertness, Improved Initiative, Point Blank Shot. *Spells Prepared* (1; base DC = 12 + spell level): 1st – *entangle*.

Possessions: leather armor, longbow, long sword, quiver of arrows (20), short sword, *circlet of persuasion*.

Personality Traits: calm, cool-headed, loner.

APL 2

☛**Vetohr:** Male bugbear Ftr1/Rog1; CR 4; Medium-size humanoid; HD 3d8+1d10+1d6+5; hp 28; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atks +5 melee (1d8+2, morningstar) or +4 ranged (1d6+2, javelin); SA Sneak attack; SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +6, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +4, Disable Device +4, Handle Animal +4, Hide +5, Jump +4, Listen +5, Move Silently +8, Open Lock +5, Search +4, Spot +5, Tumble +5; Alertness, Improved Initiative, Power Attack.

Possessions: leather armor, 3 javelins, morningstar, small wooden shield.

APL 4

☛**Vetohr:** Male bugbear Ftr2/Rog2; CR 6; Medium-size humanoid; HD 3d8+2d10+2d6+7; hp 40; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atks +9 melee (1d8+3, morningstar) or +6 ranged (1d6+3, javelin); SA Sneak attack; SQ Darkvision 60 ft., evasion; AL CE; SV Fort +5, Ref +7, Will +1; Str 16, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +7, Disable Device +5, Handle Animal +4, Hide +6, Jump +6, Listen +6, Move Silently +9, Open Lock +6, Search +5, Spot +6, Tumble +5; Alertness, Cleave, Improved Initiative, Power Attack, Weapon Focus (morningstar).

Possessions: leather armor, 3 javelins, morningstar, small wooden shield.

☛**Mexx and Vexx:** Male hobgoblin Ftr2; CR 2; Medium-size humanoid; HD 2d10+2; hp 18; Init +1 (Dex); Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atks +3 melee (1d8/19-20, long sword) or +3 ranged (1d6, javelin); SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +1, Will +0; Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Jump +5; Combat Reflexes, Power attack, Weapon Focus (longsword).

Possessions: studded leather armor, small wooden shield, long sword, 3 javelins.

APL 6

☛**Vetohr:** Male bugbear Ftr3/Rog3; CR 8; Medium-size humanoid; HD 3d8+3d10+3d6+9; hp 52; Init +5 (+1

Dex, +4 Improved Initiative); Spd 30 ft.; AC 17 (touch 11, flat-footed 16); Atks +11/+6 melee (1d8+3, morningstar) or +8/+3 ranged (1d6+3, javelin); SA Sneak attack; SQ Darkvision 60 ft., evasion; AL CE; SV Fort +6, Ref +8, Will +3; Str 16, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +9, Disable Device +7, Handle Animal +5, Hide +7, Jump +7, Listen +7, Move Silently +10, Open Lock +6, Search +5, Spot +6, Tumble +6; Alertness, Cleave, Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (morningstar).

Possessions: leather armor, 3 javelins, morningstar, small wooden shield.

☛ **Mexx and Vexx:** Male hobgoblin Ftr2; CR 2; Medium-size humanoid; HD 2d10+2; hp 18; Init +1 (Dex); Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atks +3 melee (1d8/19-20, long sword) or +3 ranged (1d6, javelin); SQ Darkvision 60 ft; AL LE; SV Fort +4, Ref +1, Will +0.

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

Skills and Feats: Climb +5, Jump +5; Combat Reflexes, Power attack, Weapon Focus (longsword).

Possessions: studded leather armor, small wooden shield, long sword, 3 javelins.

☛ **Goblin Brothers Four:** Male goblin Rog1; Small humanoid; HD 1d6+2; hp 8; Init +1 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atks +0 melee (1d8, morningstar) or +1 ranged (1d6, javelin); SA Sneak attack; SQ Darkvision 60 ft; AL NE; SV Fort +0, Ref +3, Will +0; Str 10, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Balance +5, Climb +4, Hide +5, Listen +4, Move Silently +5, Search +4, Spot +4, Tumble +5; Improved Initiative.

Possessions: studded leather armor, morningstar, 3 javelins.

HANDOUT 1

Paxana Eventhil's Notice

TO ALL ABLE-BODIED CITIZENS AND ADVENTURERS,

Highfolk is in need of your services once again. All those willing should report to my offices at Home Guard Headquarters this afternoon to discuss and resist the raids of the Vale. Please bring all gear with you.

Paxana

Handout 2

A battered note

To whomever receives this note,

I have made startling discoveries surrounding Crystal Springs and the legend of the beast that sprung from it. Please send help.

Ralathin Nasilia, Knight of the High Forest

Handout 3

Ralathin's "Diary" page

It is such an interesting evil deed that I have done, something so horrible that sometimes I scare myself. My fellow Knights of the High Forest never suspected my allegiance to the Old One.

It was a simple task. An orc whose allegiance ran high that even death would be a welcome assignment. A beast legend of a decade that haunted the little children. A family who no one even loved. A family that took me in and didn't suspect my true intentions. Even Melia, a Knight of the High Forest we knights all thought dead, played into my hands like soft putty. A sprinkle of dust of illusion can fool any fool into thinking an orc was a worg. I even saved his head for safekeeping. Now these so-called heroes from Highfolk shall never suspect a thing. Even if they find this little note, it shall be beyond their little minds.

Praise to the Old One!

Ralathin

Handout 4

Ralathin's Note

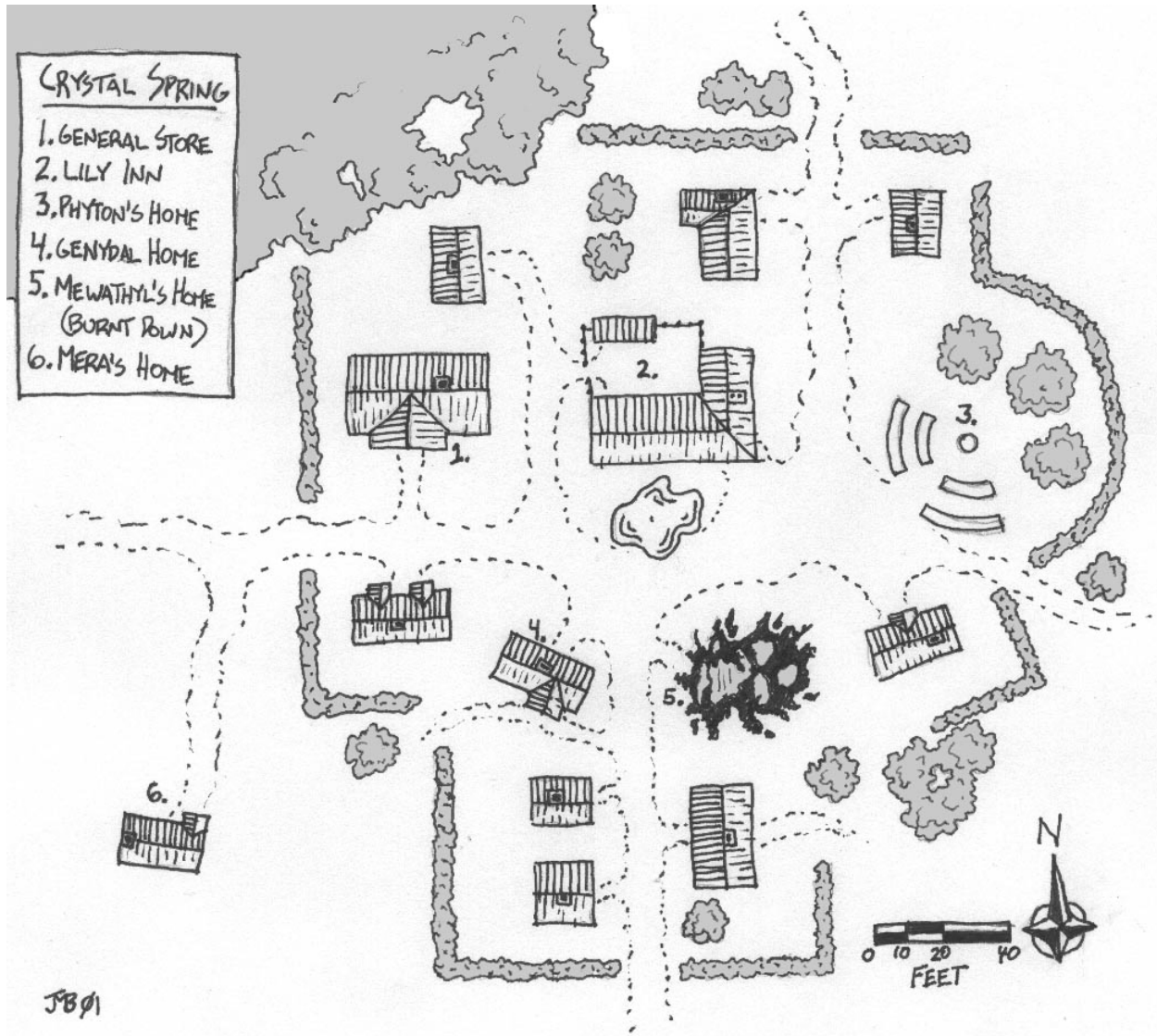
I should hope that this falls into the right hands, or otherwise Crystal Spring and perhaps even Highfolk is doomed. This complicated plot I have just revealed. So twisted is its players that I cannot but hope to see the light of the day when it is done.

During the beginning of the year, we thought we had lost Melia to a caravan attack. That was simply not the case. Whether or not she had fallen into her sister Sarindina's plot or not I cannot say, but she has taken to the side of evil. I had been stationed in Crystal Spring to help protect them from any future invasion when I saw her. The legend of the beast in Crystal Spring came true when a family was murdered. I had seen Melia enter the home seconds before the screams, then appear out of nowhere just hours later with the head of a worg. She claimed to have killed the beast of the place, and for that reason all of the townspeople have called her their savior. This has made my investigations of the place very difficult. Though I believe the woman Celemanthe saw me enter the home after the murder, nothing has been done. Soon after I came into the Genydal home, the halflings told me that it was time for them to leave again. They were nomadic, after all, and wanted to try Verbobonc as their new home. I could see how the people's suspicion of me affected this outcome. Melia was only more pleased, and I fear she is planning to put the blame on me for everything.

I have since visited Dloby Bile and have made a startling discovery. He was the only other survivor of the caravan attack that took Melia. While I do not know the details, he is very nervous, especially around her. His mentions of Kaven the enchanter do not agree with me either. I believe that Kaven is responsible for the destruction of Clan Fereyth, if memory serves, and that he is a powerful enchanter. Has Dloby Bile been sorcelled into silence?

(very poor script):: My suspicion of Melia holds true. She has attacked, poisoned, and left me here to die... Something seems odd about her, though... Something I cannot put my finger on...

Map of Crystal Springs



ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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