

Finding My Way

A One-Round Dungeons & Dragons[®] Living Greyhawk[™]
Highfolk Introductory Regional Adventure
Version 1.00

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Some people know which way they are going with certainty and never change. Others have change thrust upon them and need some guidance to rein in their enthusiasm. A one-round Highfolk Introductory Regional adventure set in the Highvale for APL 2.

Resources for this adventure include Monster Manual III [Rich Burlew, Eric Cagle, Jesse Decker, Andrew J. Finch, Gwendolyn F.M. Kestrel, Rich Redman Matthew Sernett, Chris Thomasson, P. Nathan Toomey].

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 adventure retires from RPGA-sanctioned play on December 31, 2008.

PLAYERS READ NO FARTHER

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 *Monster Manual*.

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 Highfolk 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 event is loosely tied to *HIG1-08 What's a Half-Orc to Do?* and the Year 6-7 fey storyline.

Wilem (from *HIG1-08 What's a Half-Orc to Do?*) has decided to undergo a life-change. He has learned about Fharlanghn and will not be dissuaded from becoming a cleric of the God of Roads. Unfortunately, he has some odd ideas. He has gotten his wagon together to make a traveling shrine to Fharlanghn, and is preparing to make his way to the fabled temple that has heard of, the Wanderer's Way Inn. He is looking for training from Gileed Wanderfoot to become a cleric. Fharlanghn is amused, and Wilem has quite a bit of trouble in his travels.

Meanwhile, a small group of petals (tiny fey) has been carousing in a glen in the Highvale, and turning animals blue, making streams run with ale, and the like.

ADVENTURE SUMMARY

The PCs meet Wilem on the Quagflow Road going north from Highfolk, where his wagon has broken down - it hit a rut and the wheel broke. His horse has also wandered off. The PCs have an opportunity to help him fix the wagon (he has the tools, but not necessarily the know-how). They learn a bit about his life change.

They head after the horse - the trail leads off the trail towards the forest. Wilem comes with them, and good-naturedly but ineptly helps them. The horse has gone into the nearby fields to graze, and then has gotten spooked by some wildlife and goes further away into a forested area. This interlude allows them to do some tracking and possibly wild empathy or *speak with animals* to find the horse. As they enter the forest, they

hear snorting and are beset by two flower-covered boars angered by the fey (CR 4).

On the track of the horse, they come across more evidence of the fey and a rose bush trap left by them (CR 3). The sun shortly goes down, so they decide to camp.

The PCs eventually find the horse, which has wandered into a fairy ring and has become ensnared by fairies (who are not currently present). They run into another trap in trying to extricate the horse (CR 4) and may end up poisoned.

The petals return as either the horse is being led back, or the party has failed to retrieve it. They engage in some playful combat with the PCs (CR 3), trying to put them to sleep with their songs. When overmatched, they decide to hand over the horse.

Having recovered the horse, the PCs return to the Quagflow Road and continue north. They get to the Wanderer's Way Inn. Gileed is reluctant to accept the inept half-orc as an acolyte. Presumably, the party pleads his case to the cleric, and he is accepted.

PREPARATION FOR PLAY

Highfolk Influence Chart: PCs may wish to spend various Regional Influence Points during this adventure. Refer to the Supplemental Highfolk Influence Chart for guidelines.

INTRODUCTION

The PCs are traveling north from Highfolk along the Quagflow Road, and fate (or Fharlanghn) has brought their separate ways together.

You are traveling north from Highfolk, in order to seek your fortune, or to visit family, or just perhaps get out of town ahead of someone. The day is clear and not too hot nor cold; a perfect day for traveling. It seems that there are others that have similar ideas, and fate has brought your steps into close harmony. They seem to be adventurers as well, and perhaps the company would do you good.

The PCs should introduce themselves at this point.

1: TRAVELING WITH THE HALF-ORC

After a few more hours, you come across a sorry sight. There is a fully-loaded wagon broken down in the middle of the road, which used to be traveling the same direction as you. There is no horse, nor any sign of people in sight. No, wait - over to the right, there is movement in the brush. Maybe it's bandits returning to finish the job.

Wilem is returning from the woods with a tree limb that he is hoping to use as a lever so he can jack up the wagon and fix the wagon's wheel. He may notice the PCs, depending on how they approach. (Let them do this however they wish - stealthily, by running in, etc.) They likely notice that he is a half-orc fairly quickly, and

that he is armed (with a sickle). Let them sneak up almost to him if they wish. He starts when he sees them. Adjust the following as necessary, depending on their reaction.

"Hey, who're you?" says a neatly-dressed half-orc male, about 20 summers old. He drops the tree limb he is carrying, and snatches up a sickle from his belt. "I'm warnin' ya - I'm a powerful cleric! I'll blast ya bandits!"

Wilem is wearing his "nice" clothes, which are clean and tidy, but fairly shabby and show no sense of style. He is wearing around his neck what apparently is a disk cut from a tree (with bark still around the edges), and a slash cut across it (this is his crude holy symbol of Fharlanghn, that he made himself).

Wilem is initially quite hostile towards the PCs that suddenly appeared in front of him (at least, to his perception), but is easily talked down if the PCs explain to him that they are not bandits. When roleplaying Wilem, consider a "Forest Gump-like" accent:

"Maybe ya can help me. Wilem lookin' ta go be a Fharlanghn cleric, cuz' that's what he said eyes should do. Wilem load up wagon to be like temple for God of Roads, and make holy symbol, and then me and Turnip (that's me horse) set off to talk wit' that halfling cleric. All de other clerics move around a lot - dey may be avoidin' me. But this Gileed, he stays in one place, and runs a traveler's house. Fharlanghn told me to go talk with him to learn more, and then I can travel around with me temple and tell everybody 'bout how great Fharlanghn is! Ya wanna hear?"

Oddly enough, it seems that while this eccentric half-orc has trouble pronouncing most words, the name "Fharlanghn" trips off his tongue lightly, and he certainly seems enthusiastic.

If the PCs look at the wagon, it seems that the front right wheel has hit a rut, and has split apart. Wilem has some information to share:

- What's in the wagon? ***"Things Fharlanghn likes - shoes, maps, turnips, cloaks, mushrooms (mmmm, good), sticks, radishes, rugs, rabbit jerky, tent pegs, and o' course, waffles. (Fharlanghn loves his waffles)." He licks his lips and rubs his belly.*** (Feel free to elaborate on what's in the wagon - it is a very odd collection of travel-related things that a half-orc farmer can get his hands on, or things that he might think are travel-related. While he has tent pegs, he seems to have forgotten a tent, which doesn't bother him in the least - he's a tough half-orc. They are all neatly arranged and clean, and most of it is actually very well-made. He does have some carpentry tools in there as well, which can help get the wheel fixed.)
- Do you have any maps of the Vesve? ***"Yep!"*** He digs around a bit and pulls out a piece of parchment that

he has apparently done himself, with his house, his barn, his field, and a couple trees. (He doesn't have any maps that seem exceptionally useful.)

- Sticks? **"To walk with!"**
- Rugs? **"To wipe your feet off on, when you get where you're goin'!"**
- What's with the stick? **"I wuz gonna use it to help fix the wheel - lift up the wagon. Don't wanna get my Fharlanghn sticks dirty!"**
- Where are you from? **"Mama raised me to be a farmer, but she went away a long time ago; I wuz one for a long time, but now Fharlanghn tells me to go see the world and tell folk 'bout him."**
- Where's your horse? **"Unhitched 'er to graze - she's right over dere..." He looks to the field to the left of the road, and starts. "She's traveled off, just like Fharlanghn. Let's get wheel fixed, she'll come back when she need to..."**

With the PCs' aid and a successful DC 10 Craft (woodworking) or Profession (wainwright) check, he is able to get the wheel fixed pretty quickly (or the PCs may be able to offer help in their own ways). It takes an hour to repair; if the attempt is failed, a retry may be attempted after spending another hour.

Wilem: male half-orc Expert 1 (Profession (farmer) +2 and Craft (woodworking) +2)

TROUBLESHOOTING

If the PCs show no interest in helping or accompanying Wilem, he suggests that if they do help, Fharlanghn will give them great blessings when they are on the road. Also, he is sure that the halfling cleric he plans to talk to is quite rich (he has an inn, after all) and will surely reward them for helping. He seems a bit disappointed, though, that they are not enthusiastic in helping a fellow traveler. If they still show no interest, they leave Wilem and the adventure behind.

2: ALL ABOARD!

With the wagon fixed and moved off to the side of the road, Wilem goes into the field to try to find Turnip, who has not in fact returned. Alternately, if the PCs press, they can go after the horse before fixing the wagon, and Wilem accompanies them to 'protect them'. He continues to talk about how great Fharlanghn is, and to spout half-garbled teachings; see the LG Deities document entry of Fharlanghn for ideas.

The horse's trail is not actually very hard to follow – just a DC 9 Track check on the soft ground of the field is needed to find the trail of the horse. Her path meanders into the field (which is well-suited for grazing) and she seems to have encountered something that spooked her. She ended up trotting into the forest to the east edge of the field.

They trail her tracks for a very short while into the forest (although the Track DC goes up to 14 upon entering the Vesve). If they wish to, they can easily find

some wildlife for a *speak with animals* about the horse (or the petals, once the PCs learn of their existence) - this negates the need for this Track check. They soon hear some grunting and snorting. When they approach the noise, they come near to a clearing where two boars are resting. They have been tormented by the petals, and are thus on edge.

You glance into the clearing, and see something quite odd. There are two mounds of daisies moving around. As you look closer, you see one of the mounds turn about, and two beady eyes look in your direction. A pig snout emerges from behind a layer of daisies, and the grunting is explained - this seems to be a boar, albeit a festively floral one.

Roll Listen (+7) and Spot (+5) for the two boars for each round that the PCs are nearby. They somehow sense something is up, and actively Listen and Spot each round. They do not move from the clearing until they notice the PCs, at which point they decide to take their anger at their predicament out on the PCs. If there are 5 or 6 PCs present, Wilem bravely swipes at but misses the boars with his sickle. If there are only 4 PCs at the table, allow Wilem to fully participate in combat (but keep him alive!).

CREATURES

APL 2 (EL 4)

Floral Boars (2): hp 25; MM 270 (typical, except they are covered with flowers)

Tactics

The boars charge in and take out their frustration on the PCs. They don't coordinate attacks at all, and stop attacking a PC once he stops moving, as moving targets are more interesting to vent upon.

DEVELOPMENT

The daisies don't fall off from their normal movement, but wilt and die shortly after the boars are killed, and can be easily plucked away.

Treasure: The boars have no treasure.

3: A NEEDLE IN A HAYSTACK

The boars defeated, the party continues along the track of the horse. Another DC 14 Track check is required to pick up the trail again after the boar fight. If they aren't able to follow the trail due to not having a tracker, they eventually stumble upon the right path, since the fey are drawing creatures in. In this case, they get to the trap around dusk, so it is harder to see. Adjust the text below if they're just stumbling through the forest.

You follow Turnip's trail through the forest, seeing many multicolored flowers along the way. The number and variety seems quite odd. You soon come to a small stand of densely-packed pine trees, garlanded with lilies. The trail leads through them.

Wilem says, "Well, that must be where she's; good place to rest, like a barn." He goes to enter the stand.

If the PCs should follow immediately and take the lead, read the following; otherwise, it is Wilem that trips the trap:

You dislodge a vine that has been carefully laid on the ground, which causes a couple rose bushes (with multicolored flowers) to come loose and swing towards you.

TRAP

There is no trap inside the stand; it is actually just beyond it, where the trail leads into some underbrush (5 foot wide path). There is a tripwire placed across the horse's trail, which releases a rosebush (that has been tied down) to whip into the PC.

APL 2 (EL 3)

Rosebush: CR 3; mechanical; location trigger (tripwire); 2 5-foot squares; manual reset; Attack +15 (2d4); Search DC 22; Disable Device DC 22.

Treasure: There are some small multicolored gems uncovered by the movement of the rose bushes.

APL 2: Coin 200 gp; Total 200gp

DEVELOPMENT

If a PC takes damage from the thorns (and even after they get healed), rainbow-colored splotches form around where the thorns hit.

It gets dark soon after this encounter (or perhaps just before, if the PCs have been lost), so the party hopefully plans to camp. They are relatively unmolested during the night; however, the petals do come visiting to do some mischief. Allow those PCs on second watch to make Spot and Listen checks opposed by the petals' Hide of +17 and Move Silently of +9. If detected, the bouquet flies off. Otherwise, the party finds the petals' handiwork in the morning. All of their bags (backpacks, haversacks, and the like) have been sewn shut with gossamer thread. All of their weapons have been sealed with beeswax into their sheaths (if possible). Allow each PC one DC 13 Spot check to notice now as they suit up and gather their belongings the next morning. If noticed, a DC 5 Strength check releases the equipment, as does two full-round actions of picking away at the beeswax or cutting or breaking the stitching. If the PCs all fail this Spot check, they obviously discover the prank when they next attempt to use their items.

4: MAGIC MUSHROOMS

Another DC 14 Track check brings the PCs successfully along the trail to Turnip. Otherwise, they need to stumble around the forest for a while, and perhaps find the petals' lair by noticing their floral arrangements. The

flowers seem to get more frequent and more extravagant as the PCs get closer to the fairy ring.

Just when Wilem is starting to question that he will ever recover Turnip, you reach the end of your journey. In the midst of a grouping of maple trees (enhanced by garlands of gladiolus), there is a light brown horse with a ridge of violets going down her back. She is nervously pacing around a circle in the small clearing. Wilem calls to her, and she looks at him sadly... and then at the ground at her feet. You see a wide swath of mushrooms between you and her, and she seems reluctant to cross it. Wilem starts to run up the dandelion-bedecked path towards his horse.

TRAP

The PCs find that there is indeed a ring of mushrooms in the center of the clearing; there is a 10-foot-radius open area in the middle, surrounded by between 5 and 10 feet of mushrooms (basically, put down a 10-foot radius spell template, surrounded by a 20-foot template; the mushrooms are the squares in between them). There is an open area of 10-15 feet wide between the mushrooms and the trees.

APL 2 (EL 4)

Magic Mushrooms: CR 4; mechanical; location trigger; no reset; 10 foot cube insanity mist poison (Fort DC 15; 1d4 Wis/2d6 Wis); Search DC 15; Disable Device DC 20

Treasure: There are some platinum coins simply buried in the middle of the ring (Spot DC 10 to see that something is buried).

APL2: Loot 0 gp; Coin 100 gp; Total 100 gp.

TROUBLESHOOTING

The PCs need to determine a way to get Turnip out; Wilem is of the opinion that he should just tramp in and get her. The PCs may have a general idea that marching into a fairy ring is a dangerous idea. In this case, it is; stepping on the mushrooms sets off the trap; a 10-foot cube of spores (as described below). The effect of the Wisdom damage is to start seeing more vivid colors about, fairies appearing behind each tree, and so forth. After someone is affected by the spores, get Spot checks from everyone and have the PC(s) who took the Wisdom damage "see" fairies that the others do not. Once the trap is set off once, additional trampled mushrooms give off a spore cloud, but the spores won't have the same effect; just hint at it - feel free to call for more Fortitude saves, although failing them has no consequence. (Disable Device, in this instance, would be clearing away enough mushrooms to open up a path without them exploding.)

DEVELOPMENT

The PCs need to figure out a way to get Turnip out of the ring; she won't come on her own, but might be able to be led out, perhaps with a wild empathy and/or Handle Animal check. The PC needs to have crossed

into the fairy ring to lead her out, though. Let the PCs be ingenious in doing this, and allow reasonable methods with reasonable skill or ability checks being passed (Jump, for example).

The violets on Turnip's back, despite looking as if they're quite solidly attached, easily come loose when brushed or plucked away.

5: PETALS ON THE WIND

If the PCs found the fairy ring through luck (and therefore, extra time was spent), the petals arrive as Turnip is being extracted. Otherwise, the petals catch up with the PCs as they lead Turnip back through the forest.

You hear some singing, and a fluttering of wings. Shortly, you see a group of fairies fly into view. They are about a foot and a half tall, and seem to have flowers in place of hair. Their butterfly wings have colors matching with their floral hair.

The fairies say in Common, "Greetings, travelers, how are you? We are Peaseblossom, and Cobweb, and Mustardseed, and Moth. We would like you to return our horse to us. We have not yet given her enough flowers."

The four petals (see Knowledge (nature) DCs, below) keep flitting about during the conversation, and responding to questions in somewhat round-robin fashion. Wilem is awestruck by the presence of the petals, and just stares at them slack-jawed. He occasionally reaches out with a finger to try to touch one, but they don't come near enough. Wilem responds to direct questions, but the presence of the fey has thoroughly distracted him from his goal.

Example dialogue:

- This horse is ours! ***"We found her, and she followed us home. I don't think she's yours. She wants to stay here." You can almost see Turnip shaking her head "no", with wild eyes.***
- What is with the flowers? ***"We're petals, silly. That's what we do - festoon things with flowers. It makes them look nicer. Would you like some?" Mustardseed seems to produce a garland of lilies from nowhere and drops it on you.***
- Don't you think that you are going a little overboard? These are a lot more flowers than normal. ***"No, this is what we always want to do. It's just normally the other fairies are always keeping us from spreading joy and beauty. But they're all concerned about that green dragon wandering around the forest now."***
- Green dragon? ***"Oh, I wouldn't worry about it too much. She's a little grumpy, but we haven't had problems. Maybe she just needs some restful sleep. Our cousin Blossom says that she's seen the dragon up close, and even fought her." Cobweb says the last part in an awed tone.***

Moth retorts, "Of course, I think that she's fibbing... and she does like that Thistleprong fellow. He's not even a petal!" The other three start singing in a mocking manner, "Thistleprong, thistle wrong! Smells as bad as the day is long! Boring thorn, too careworn, about as fun as an ear of corn!"

- Why don't you let us leave? ***Peaseblossom says, "Well, maybe if you give us a dance!" The other three take up the chorus "Dance! Dance! Dance!"***

If the PCs take them up on the offer to dance, get Perform (dance) checks; the petals are pleased if they get some DC 15s, and very impressed at DC 20s. They sing along to help out the dance, but partway into it, Moth accidentally uses her *lullaby* song, affecting a couple PCs. This likely starts the fight, and they concentrate on knocking out those who didn't try dancing first.

If the PCs try to just leave, the petals are quite offended and start their *lullaby* songs and the combat.

Knowledge (nature) DCs on Petals:

11: These are good-aligned fey called "petals". They are usually servants and messengers to more prestigious fey.

16: They are quite mischievous, and sing songs that lull travelers to sleep.

21: They have resistance to all weapons, other than those of cold iron. They have access to two different sleep songs, one which merely makes one drowsy, and the other which requires more than one petal to join their voices.

CREATURES

APL 2 (EL 3)

Petals (4): hp 5; MMIII 120 (and appendix)

Tactics

The PCs that have taken damage from the Insanity Mist have extra trouble here; they can't quite focus on the fairies. Put three extra petals in the fight as hallucinatory opponents. Only those who have been affected by the mist see them, but they seem real to those PCs. Move them to tempt attacks from any affected PCs and basically cause them confusion. The fake petals always somehow manage to miss their attacks on any affected PCs, of course.

The petals are not out to harm the PCs; they only wish to lull them to sleep so that they can have a good rest (they seem a bit grumpy), and bedeck them with flowers. During the combat, they are quite open about this, saying things like ***"It looks like you need some rest."*** They use their *lullaby* and then *sleep* songs, only attacking with their daggers if one of the petals looks like they might soon be rendered unconscious (and the PCs still standing have made their saves against the *sleep* song. Note that elves and half-elves are immune to the sleep effects. The petals try nonlethal attacks unless it

looks like the PCs are out for blood. If a petal takes more than half damage (that is, 3 of her 5 hp - note their DR), she flies away, using her Tumble as needed.

Note that Turnip is a Heavy Horse, and her Will save is +2. Wilem's is +4 (+2 for class, +2 for Wisdom). He is pretty enamored of the petals, though, and won't fight them, trying to scare them off instead.

DEVELOPMENT

If the PCs lose the fight (and are therefore asleep), the petals remove their armor, weapons and equipment and pile them neatly nearby, and festoon the equipment and the PCs with flowers. The PCs awake quite refreshed and unmolested by the wildlife (although likely quite chagrined.)

Treasure: Cobweb and Moth are each wearing a *vest of resistance*.

APL2: Loot 0 gp; Coin 0gp; Magic: *vest of resistance* +1 (x2) (166 gp); Total 166 gp.

Detect Magic Results: *Vest of resistance* (faint abjuration).

6: WANDERING TO THE WAY

Read or paraphrase the following:

You have finally recovered this strange half-orc's horse, and with a newly fixed wagon, you accompany him to the Wanderer's Way Inn. Its proprietor, Gileed Wanderfoot, listens to Wilem's wildly-embellished story about your adventures in the forest with the fairies. You make out quite well in these stories, having beaten back hordes of pixies and dryads in saving his horse. Wilem finally gets to his request to learn to be a cleric of Fharlanghn under Gileed's tutelage, and the halfling's eyes widen slightly.

He says, "That's pretty irregular... I need to consult Fharlanghn about this." He addresses you. "Do you have any words on Wilem's behalf as well?"

Have the PCs say any words they wish on Wilem's behalf (or even against him, if they wish). Afterwards, have the PC who talked the most make a Diplomacy check, assisted by the others who made a plea. (Wilem automatically succeeds in his check to assist.) A DC 15 check convinces Gileed to take Wilem on as an acolyte, although he does not announce such until the next day.

TROUBLESHOOTING

If the PCs argue against Wilem (a Diplomacy check that Wilem does not support), a DC 20 check will convince Gileed not to take him as an acolyte.

CONCLUSION

The PCs are put up in the Inn overnight, and the next day, Gileed tells of his decision.

If the PCs have convinced Gileed to take on Wilem:

While you are eating breakfast with the very nervous Wilem, Gileed approaches solemnly. "Well, I cast some spells to consult with Fharlanghn about you, and given the results..." He breaks into a big grin. "Welcome to the clergy, Wilem. Fharlanghn seems to want you and your wagon spreading the faith. We'll start teaching you just as soon as the breakfast rush is over. Thank you kindly, sirs (and ma'ams), for helping him find his way here."

Treasure: Gileed has seen the need to give everyone two *potions of cure light wounds* potions to help make up for the trouble they went through to get Wilem here.

APL 2: Loot 0 gp; Coin 0 gp; Magic 12 *potions of cure light wounds* (50 gp); Total 50 gp.

Detect Magic Results: *Potions of cure light wounds* (faint conjuration).

If the PCs have convinced Gileed not to take on Wilem:

While you are eating breakfast with the very nervous Wilem, Gileed approaches solemnly. "Well, I cast some spells to consult with Fharlanghn about you, and given the results... I'm afraid that you just don't have the right stuff to be a cleric. Fharlanghn suggests that you go back to your home and raise crops. That is where your heart truly lies." Wilem is crestfallen. With a hurt look in your direction, he slinks out of the inn.

Gileed says, "He seems to have some promise... but he'll have a much better life, and live longer, as a farmer."

If neither Diplomacy check succeeded:

While you are eating breakfast with the very nervous Wilem, Gileed approaches solemnly. "Well, I cast some spells to consult with Fharlanghn about you, and given the results... I'm afraid that you're just not ready to be a cleric. Fharlanghn suggests that you go back to your home and raise crops for another season. He will give you a sign when you're ready to travel the world, and then you can come back here." Wilem is crestfallen, but still manages to put away quite an impressive stack of waffles.

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.

2: ALL ABOARD!

Defeat the floral boars

APL 2 120 XP

3: A NEEDLE IN A HAYSTACK

Survive the trap
APL 2 90 XP

4: MAGIC MUSHROOMS

Survive the trap
APL 2 120 XP

5: PETALS ON THE WIND

Defeat the petals
APL 2 90 XP

STORY AWARD

Plead Wilem's case to Gileed
APL 2 15 XP

DISCRETIONARY ROLEPLAYING AWARD

APL 2 15 XP

TOTAL POSSIBLE EXPERIENCE

APL 2 450 XP

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: A NEEDLE IN A HAYSTACK

APL2: Loot 0 gp; Coin 200 gp; Total 200gp.

4: MAGIC MUSHROOMS

APL2: Loot 0 gp; Coin 100 gp; Total 100 gp.

5: PETALS ON THE WIND

APL2: Loot 0 gp; Coin 0gp; Magic: *vest of resistance* +1 (x2) (166 gp); Total 166 gp.

6: WANDERING TO THE WAY

APL 2: Loot 0 gp; Coin 0 gp; Magic *potion of cure light wounds* (x2) (50 gp); Total 50 gp.

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.

TREASURE CAP

APL 2: 450 gp.

TOTAL POSSIBLE TREASURE

APL 2: Loot 0 gp; Coin 300 gp; Magic *potion of cure light wounds* (x2) (216 gp); Total 516 gp.

ADVENTURE RECORD

ITEMS FOUND DURING THE ADVENTURE

APL 2:

None

APPENDIX 1: ALL APLS/NEW RULES ITEMS

WILEM	CR 1
Male half-orc expert 1 NG Medium humanoid (half-orc) Init -1; Senses Listen +2, Spot +2 Languages Common	
AC 11, touch 11, flat-footed 10 (-1 Dex, +9 armor, +3 shield) hp 8 (1 HD) Fort +2, Ref +1, Will +4	
Speed 30 ft. (6 squares) Melee sickle +2 (1d6+2/x2) Base Atk +0; Grp +2	
Abilities Str 14, Dex 12, Con 14, Int 6, Wis 14, Cha 8 Feats Animal Affinity Skills Craft (woodworking) +2, Handle Animal +4, Heal +6, Jump -3, Proficiency (farmer) +6 Possessions cart of junk, holy symbol, sickle	
<i>Physical Description:</i> Wilem has the unremarkable appearance of a typical half-orc, except for the kind and caring look of his child-like face.	

NEW MONSTER	CR 1
PETAL Female NG Tiny Fey Init +9; Senses Listen +4, Spot +4, low-light vision Languages Sylvan, Common	
AC 17, touch 17, flat-footed 12 hp 5 (1d6+2 HD); DR 5/cold iron Fort +2, Ref +7, Will +2	
Speed 15 ft. (3 squares), fly 60 ft (good) Melee Dagger +7 (1d2-4/19-20) Space 2-1/2 ft.; Reach 0 ft. Base Atk +0; Grp -12 Atk Options Sleep songs	
Abilities Str 3, Dex 20, Con 15, Int 15, Wis 10, Cha 18 Feats Improved Initiative, Weapon Finesse Skills Craft (flower arranging) +6, Escape Artist +9, Hide +17, Knowledge (nature) +6, Listen +4, Move Silently +9, Spot +4, Tumble +9 Possessions Dagger	

Sleep Songs (Su): Petals can sing two kinds of songs that deal no damage but can lull a creature into a state of relaxation or sleep.

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.

Sleep: This song requires two or more petals separated by no more than 100 feet to be singing in unison. Any creature within 100 feet of either singer that hears the song must succeed on a DC 14 Will save or be affected as though by a sleep spell. Additional petals within 100 feet can lend their voices to the song, strengthening it and increasing the save DC by 1 per additional singer. A creature that successfully saves cannot be affected again by those petals' sleep song for 24 hours. The save DC is Charisma-based.

Physical Description: The skin color of a petal resembles the color of a flower, ranging from pale pastels to vibrant red or yellow. In place of hair atop their heads, they have blossoms. These are often a different shade or color than their skin. Often, the blossoms have different hues, sometimes with paler tips or centers, even speckles or strips. Their wings are of the same shades and patterns as their blossoms. A typical petal stands 1-1/2 feet tall and weighs 3 pounds.

Source: Monster Manual III 120.