

# Black Magic Halfling

A One-Round Dungeons & Dragons® Living Greyhawk™  
Highfolk Regional Adventure  
Version 0.9.9

By Mark Mastej

**Editor:** Todd Ammerman

**Reviewers:** Gary Affeldt, Jeffery A. Dobberpuhl, Britt F. Frey,

**Playtesters:** Rebecca Duncanson, Gary Sarver, AJ Schmidt, Josh Schulze, John Teske

Halflings are not taken seriously in Highfolk. That is about to change. Are you ready for a halfling that stops at nothing to cause the suffering of others? You better be...she is ready for you! A one-round Highfolk Regional adventure set in the Highvale for APLs 2-12 (levels 1-15).

Resources for this adventure include: *Spell Compendium* [Matthew Sernett], *Complete Arcane* [Richard Baker], *Magic Item Compendium* [Andy Collins], and *Fiendish Codex I: Hordes of the Abyss* [Ed Stark, James Jacobs and Eric Mona]

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

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

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at [www.rpga.com](http://www.rpga.com).

DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc. in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc.

Visit the LIVING GREYHAWK website at [www.rpga.com](http://www.rpga.com).

For questions specific to this document, please e-mail your contact.hig@iuzlg.com; for LIVING GREYHAWK campaign questions email [rpgahq@wizards.com](mailto:rpgahq@wizards.com).

## RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session DM. You must be at least a HERALD-LEVEL GM to run this adventure. By sanctioning and reporting this adventure, you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at [www.rpga.com](http://www.rpga.com).

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.
- 1.

## 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

Shari Swiftstone is a halfling that began her career as a paladin devoted to Yondalla. She has sacrificed much to help others on many heroic missions. She developed a healthy respect of the power of magic, which convinced her to eventually become a sorceress, then an eldritch knight, and finally a spellsword. She embodied the spirit of free love and spread her beliefs wherever she traveled.

On one of her first visits to Highfolk, she encountered a massive green dragon that forced her entire adventuring party to flee. Being immune to the dragonfear (as she was a paladin), she stood her ground long enough to be awed by the dragon's awesome power. This encounter marked the beginning of an obsession with dragons that led her to become a willing consort of another evil dragon years later. She deluded herself into believing that the dragon was not evil, though many of her adventuring companions attempted to convince her of the truth. She had not shared her secret with anyone that her paladin powers had not been working since coupling with the dragon.

Reaching the pinnacle of her adventuring career while still pregnant, she decided to settle down in Highfolk. Investing some of her small fortune of wealth (gained by adventuring) on a home on a riverboat luxury suite, she adventured up to the time of her delivery. During the Battle of Verbeeg Hill, she arrived too late to help repel the invaders. She found out that the riverboat that she was planning on having her baby on was destroyed in the fighting.

Guilt-ridden, despondent, and nearing the end of her term, Shari sequestered herself at the temple of Norebo, trying to pose as a normal halfling to avoid notice of the enemy forces. While helpless during the time of the birth of her half-dragon halfling child (a daughter), she was captured by agents of the occupational army of Verbeeg Hill before they destroyed the town. She was unwilling to risk the life of her child in a melee, so she surrendered, and was taken as a prisoner of war as the army retreated. The child was taken from her and she was given an ultimatum; become an agent of the power behind the army or face the death of her child by the enemy.

She decided that she had no other choice than to become a blackguard. She dedicated herself to assassination, kidnapping and chaos in service to the power behind the army that sacked Verbeeg Hill. Her obvious disfavor in the eyes of Yondalla due to the loss of her paladin abilities fueled her despair. Her realization that she had brought a spawn of evil into this world shamed her into accepting the lack of purity of her heart. Finally, the thought of losing the child of her draconic union, which she had seen as her holy purpose in life, sealed her decision.

Since the time of the destruction of Verbeeg Hill, Shari has undergone training in her new profession. She has traded in her paladin powers for the corrupt abilities of a blackguard. Her new patron decided to gift her with a new mount suitable for her abilities: a cauchemar.

Shari has been sent on a mission of kidnapping, extortion and mayhem to prove her loyalty to her new cause. This leads her to travel from Verbeeg Hill to Ashenglade, leaving a wake of chaos and terrified locals in every village and stop along the way.

## ADVENTURE SUMMARY

**Introduction:** The mission for the PCs starts with their arrival in Stoutstump, seeking adventure. The villagers of the town immediately approach the PCs for help.

**Encounter 1:** The locals of Stoutstump tell of a female halfling griffon rider that flew into town only two days ago. She was dressed in full plate armor and carried many weapons and magical devices. The local magistrate hailed her, calling her Shari Swiftstone, and greeting her warmly. She smiled, and answered by tossing an *orb of force* at him, which crushed him to death. She cackled with glee and flew away to the south before anyone could do anything about it. The villagers ask the PCs to do something about it, and offer a meager reward if they bring back Shari, dead or alive.

**Encounter 2:** Following the Quagflow Road south towards Crystal Springs, the PCs encounter a group of halflings that are lying off the road, moaning in agony. They have festering caltrop wounds all over their feet and are completely blind and deaf. If cured or somehow communicated with, they confirm that Shari (mounted on a gigantic goat) attacked them when they tried to greet her on the road. They are some of Logan Wood's 'men' and were trying to convince her to join Logan's fight

against 'tally oppression'. She used a *scroll of chain blindness/deafness* to blind them first. Then, as they groped around, she deafened them one at a time with her wand of blindness/deafness after taunting the smallfolk with her evil laughter and monologue. As they stumbled around, almost helpless, she threw poisoned and rusty caltrops under their feet to increase their suffering. She told them that Logan was a joke, and that those that live in the Highvale will never take the smallfolk seriously if he is allowed to live.

**Encounter 3:** Reaching Crystal Springs, the PCs find that the town is under attack by a group of fiendish creatures that were left here by Shari. They are toying with the locals, who have locked themselves in their houses. The fiends have taken to setting fire to homes, then picking off commoners when they run into the streets. The PCs have to fight off a group of them to rescue the people from the ruthless and sadistic monsters.

**Encounter 4:** Heading south out of Crystal Springs, a new signpost has been placed by the side of the road. It advertises an 'art exhibit' and points toward a hidden path heading off into the Vesve. If any PCs played *HIG6-03 Heavy Upon a Heart*, they recognize it as the trail to the abandoned shrine of Hanali Celanil, the elven goddess of love and beauty. If the PCs decide to take the detour to the 'art exhibit' and investigate the shrine, the heroes find a tremendous pile of dragonspawn filth has been dropped over the whole site from the air and defiled the glade. The statues of the three elven goddesses that are there have been altered magically by Shari to suggestive and disgusting poses and the bench nearby has been smashed.

**Encounter 5:** When the PCs reach Weeping Willow, the next town on the Quagflow Road, they hear rumors from the locals of an armored halfling-sized rider flying over the village on a housefly the size of a pony the previous morning. Small furry balls fell from the sky following its passing, and angry creatures (various summoned animals from a *tan bag of tricks*) appeared in mid-air and crashed into several homes near the marketplace. The animals destroyed the town market, trampled and savaged innocent people, and then vanished without a trace (when the duration of the summonings ran out). The PCs have a chance to survey the damage, talk to the locals, and get an idea that whoever it was flew off to the south towards Ashenglade. The villagers offer the use of light horses to the group if they need them to catch up with Shari.

**Encounter 6:** Shari has left her familiar behind to ambush anyone following her on the road. South of Weeping Willow, the twisted creature uses magic immovable rods that are camouflaged and have had *non-detection* spells cast on them to trap the road. The PCs likely run into them while riding quickly to catch up with Shari. The *immovable rods* are set to attach themselves to people or animals traveling on the road. When the PCs or other creatures traveling with them touch the rods, they discover that they have also been coated with *sovereign glue* and contact poison. The familiar (using *invisibility*, *non-detection*, and *telepathy*) taunts the

PCs while it has fun randomly activating its rod of wonder. It flees when it thinks that the PCs are going to capture it.

**Encounter 7:** While continuing to follow the trail of destruction, the characters come upon the Wanderer's Way Inn and Tavern. They see and smell that it has been covered with maple syrup, skunk musk and chicken feathers. The holy symbol of Fharlanghn that hung in the common room/temple has been ripped off the wall, thrown onto the middle of the road, and trampled by an elephant. Gileed Wanderfoot, the priest and proprietor of the Wanderer's Way, is sitting on the side of the road, crying. If he is consoled, he tells the characters what he has heard about Shari and her capabilities. He tells of her attack, riding on the back of an elephant, and warns the PCs that no matter how powerful they think they are, Shari is too dangerous to fight. He also swears that Shari is really a great hero, and needs to be redeemed if she truly has turned bad. He tells the characters anything they don't know about Shari's past so they can decide for themselves what to do when they finally catch up with her. He then accompanies them or follows them to aid them in the last two encounters. The Wanderer's Way was previously detailed in HIG1-05 *Burning Way*, HIG2-03 *Fires of Vengeance* and HIG6-03 *Heavy Upon a Heart*.

**Encounter 8:** Shari leaves a simulacrum behind to talk with the PCs. Summoned creatures surround it from her *figurines of wondrous power* and her *bags of tricks*. If the PCs talk with her, attack her on sight, etc., she uses the same tactics. It delivers Shari's challenge, orders the creatures to attack, then vanishes using an *anklet of translocation* to return to Ashenglade to aid in Shari's backup escape plan.

**Encounter 9:** Arriving in Ashenglade, the PCs should be itching for a final showdown with Shari. She meets them on the street, with a sizable group of children that have been manacled together and trapped so that if Shari gives the signal, they all die painfully. Shari provides her story and then challenges the characters one at a time to single combat by joust. The PCs have to decide how they want to deal with her. Each possibility has consequences.

**Conclusion:** The adventure ends differently based on the actions of the PCs during encounter 9.

## PREPARATION FOR PLAY

Ask the PCs for a Knowledge (local – Iuz's Border States) check DC 15 or Bardic Knowledge check DC 10 before play begins. PCs making this check are given **Player's Handout #1** with background information on Shari when they find out about her during encounter 1. Those making checks of DC 30 for Knowledge (local – Iuz's Border States) or DC 25 for Bardic Knowledge are given **Player's Handout #2** with more obscure information about her.

Any PCs that have levels of Dragon Disciple or other draconic base classes, prestige classes, feats, or other abilities and do not have Highfolk documentation should

be noted as well. They are attacked by a special encounter in Encounter 3.

PCs should also be asked their race, class, the deity that they worship, and if they are "Born of the Vesve" and/or "Devoted of the Green and White". They should also note if they have played HIG6-03 *Heavy Upon a Heart* with this PC. This information is necessary during Encounter 4.

Practice your evil villain laugh. If you have time, watch some DVDs to get into the mood to do a really good villain impression.

## LEGENDARY DEEDS

At the beginning of this scenario, each player must determine the recognition of his Highfolk Legendary Deeds. Roll percentile dice for each player and compare it to the total percentage value of all the Legendary Deeds that the character has accumulated for this character. If the roll is greater than the total, a Legendary Deed is not recognized, and nothing happens. If the roll is less than the percentage total, then randomly choose one of the deeds from the hero's pool. For the entirety of the event, NPCs recognize the hero for the deed he has accomplished, and the benefit listed on the deed may be used. After the scenario, the deed is marked "USED" and the player may keep it, so as to keep a record of his deeds.

## NEW RULES OPTIONS

**Appendix 2** contains the text of any non-core, new rules options used in this adventure.

## INTRODUCTION

*You find yourself and others traveling south through the High Vale toward Highfolk town. It is a pleasant mid-summer day, with a bright blue sky overhead and fields and forest of green all around you. Ahead of you is the village of Stoutstump.*

*As you enter village's marketplace, you notice that it is crowded today. Many of the people here are engaged in heated discussions. Something is going on and you can feel the tension in the air.*

This is an appropriate time for the PCs to introduce themselves if they have not already done so.

## 1: ASSASSINATION AT STOUTSTUMP

*Several grim-looking humans and gnomes dressed as merchants approach your group. They greet you as they approach.*

*"Hail heroes of the Vesve! Thank Fharlanghn you have arrived when we need you the most!"*

Allow PCs to converse with the characters unscripted. They offer the following information and answers to PCs' questions:

- What is going on? Why do you need us?

*"The town magistrate was slain two days ago. The Rangers and local mercenaries are too busy to investigate. The killer is a person of great magical power that we cannot handle on our own. We prayed to Fharlanghn to send us traveling heroes that could bring the murderer to justice."*

- Do you know who killed him?

*"A female halfling griffon rider named Shari Swiftstone killed him. She was dressed in full plate armor and carried many weapons and magical devices. She flew into town, landed in the town square, and started demanding strange supplies from the local merchants at the point of her lance."*

- What happened?

*"Bredeson, the deceased town magistrate, confronted her, greeting her warmly by name. He asked her what she was doing, as if he thought it was just a joke. She smiled wickedly, made a quick magical gesture, and threw a translucent blue orb at him that crushed his chest, killing him before he hit the ground."*

*"We were too stunned by the brazen murder to do anything but give her what she wanted."*

- Where did she go?

*"After putting the supplies into magic bags, she cackled with glee, jumped on her griffon and flew away to the south."*

- What is south of there? (Refer to DM Map #4)

*"Crystal Springs is the next village south of Stoutstump and Weeping Willow is beyond that."*

- What else do you know about her? How powerful is she? (Give Player's Handout #1 and/or #2 out to characters making the Knowledge checks detailed in the Preparing for Play section)

*"We don't know anything else but the magistrate must have known her. He is dead and we burned his body to ashes on a funeral pyre last night according to his will."*

- What supplies did she take? (Give Players Handout #3 to characters at this time)

*"We have a list of what she demanded, so it can be used as evidence of her crimes if she is brought to justice."*

- What is in it for us? Is there a reward for her return?

*"There is a reward of 300gp if you bring her back, dead or alive."*

- Is there anyone else we to whom we can speak?

*"You can speak to his widow. She lives in the house over there."*

If the PCs speak with Bredeson's widow, Annalea, she relates the following:

*"I can't believe that Shari killed my husband. My husband just went to speak with her and she killed him. She was so nice when she stayed with us last year. I told Bred to ask her if she had a boy or a girl so I would know which color of blanket I should give her for the baby. Then she went and killed him just like that."*

Further questioning of Annalea reveals the following:

- When Shari Swiftstone stayed with them for a few days last year in late fall, she was pregnant and near term.
- Despite being pregnant, she was heading to Verbeeg Hill to help fight the horde of humanoids and mercenaries that was going to attack it.
- She has no idea if Shari had the baby or any other details concerning a birth.
- Shari played a few good pranks on each of them last year, so that is why Bredeson and Annalea thought she was doing it again.

Once the PCs have decided to proceed south after the villainess, continue to Encounter 2.

When the PCs are ready to follow the trail, have them set up their standard marching order with miniatures on a standard forest trail map if they have not already done so (see DM Map #1).

## TROUBLESHOOTING

If the PCs opt to not head south, following Shari, have news reach them of sightings of her to the south. Impress upon the PCs of the chaos Shari is sowing.

## DEVELOPMENT

If PCs wish to use extraordinary or magical means of transportation, they may skip encounters. Try to improvise in order to present the players with the option of confronting encounters they would otherwise be missing.

Note that Shari has an *anticipate teleport* spell active at her showdown site, so she has time to prepare for their arrival if they decide to use this method of travel.

## 2: THE JOKE IS ON LOGAN'S MEN

*As you follow the Quagflow Road south towards Crystal Springs, you come upon a curious sight. Lying beside the road on the edge of the woods is a small group of halflings and gnomes. They are weeping and moaning loudly and they do not seem to notice your approach.*

When the PCs approach the halflings and gnomes:

*As you draw closer to the halflings and gnomes, you can see that their eyes are glazed over and they do not seem to notice you. Some are not moving. The wounds on their swollen and discolored feet appear to have shards of glass embedded in them.*

If the PCs attempt to talk to the smallfolk, continue:

*The smallfolk do not say anything in response and they do not appear to react in any way.*

Being blind and deaf, normal communication methods do not work.

Through Heal checks and other various means, the PCs can discover the condition of the smallfolk:

- The halflings and gnomes have festering caltrop wounds all over their feet.
- They have been subjected to both blindness and deafness spells.
- They also are poisoned.
- Two halflings and four gnomes are still alive when the adventurers arrive.
- Six more are dead, with contorted looks of agony frozen on their faces.

If cured or somehow communicated with despite their conditions, any of the halflings or gnomes confirms the following information about Shari:

- She was mounted on a gigantic goat.
- She attacked them when they tried to greet her on the road.
- They are a group of Logan Wood's 'men' and were trying to convince Shari to join Logan's fight against 'tally oppression'.
- She sneered and pulled out a scroll that she read aloud as they stood together in a group, confused.
- As she finished the magical words, dark energy flashed around them and they were all blind.
- As they tried to escape, Shari taunted them and laughed at them, telling them how worthless and feeble they were.
- She told them that Logan was next on her hit list after her current plan.
- They do not know what her plan is.
- Silence and pain is the only thing that followed after that.

- She said that she left them alive, to deliver a message to anyone foolish enough to follow her, that they will lose.
- They do not know which way she went.
- They think they have been lying by the side of the road all day.
- They are afraid of her, and are going to return to warn Logan of her impending attack.
- They do not want to accompany the PCs to pursue her.
- They do not take the heroes to Logan; they insist that they find Shari before she finishes her plan.

### DEVELOPMENT

If the PCs help the gnomes and halflings, they receive the **Favor of Logan Wood**. Helping includes:

- Heal checks
- Curing spells
- Taking them to a nearby village for care

Minimally to earn the favor, the PCs must take the living gnomes and halflings to a village and ensure they receive care there. Crystal Springs, the next village down the road is the most likely place and the villagers readily agree to help them.

## 3: FIENDS ATTACK CRYSTAL SPRINGS

*Continuing south, you notice smoke rising from the small village ahead. You hear distant screams of horror and you know that Crystal Springs is under attack!*

Reaching Crystal Springs, the PCs find that the town is under attack by a group of fiendish followers of Shari:

- The fiends are actually normal people that have been possessed and transformed into demons.
- They are toying with the locals, who have locked themselves in their houses.
- The fiends have taken to setting fire to homes, then picking off commoners when they run into the streets with their magical abilities or by dropping alchemist's fire on them.
- They are using small fires set on the roofs of the buildings and are moving around town in a group.
- Roll Spot checks for the demons to notice the PCs' approach based on how stealthy they are.
- A map for the street fight with the demons at the edge of town is included in **Appendix 3**.
- The PCs need to fight off a group of them and put out several easily controllable small fires in order to rescue the people of the village.
- Each round of the fight a villager runs fearfully out of a random house near the fight.
- Demons attack villagers first, but happily engage the PCs in melee if they get in the way.

- The demons fight to the death, because they want the group to be traumatized by the innocent deaths on their hands.
- They do not hide or become invisible, because they want people to see and fear them.
- The demons engage the PCs once they are attacked, ignoring the villagers.
- The demons happily aid the Balance of Scales (q.v.) creatures if they see the creatures attacking a PC.
- PCs may be surprised when the slain fiends revert to normal form when killed or rendered unconscious.

The rules covering transformation and possession are included in a supplement to this adventure from the *Fiendish Codex I: Hordes of the Abyss* rulebook.

If the PCs are successful in stopping the demons:

- Demons that are killed or fall unconscious revert to the form of normal humans, as they were transformed by possessing demons.
- Demons that are incapacitated can be exorcised by various methods or temporarily turned into their normal forms by spells such as *protection from evil* or *magic circle against evil*.
- Once a "demon" is affected by one of these protection spells, it leaves the possessed human.
- Possessed humans tell that they were formerly inhabitants of Verbeeg Hill that were captured and taken away before the town was burned to become slaves and they remember being put through a ritual that allowed the demons to take them over. The ritual took place in the Yatil Mountains, but they do not know exact location. They cannot give an accurate description of the ritual as they were drugged during it.
- The fires can be put out relatively easily with spells or with the assistance of the townsfolk.
- The damage to the town is not too extensive, as the demons were taking their time and enjoying themselves.
- 6 townsfolk were slain, while another 19 were injured.

If the normal townsfolk are rescued:

- They are traumatized by the demon attack, but they can pull together as a community to put out the remaining fires.
- They tell the PCs of Shari riding into town on the back of a lion, with a group of robed and hooded figures that followed her.
- They recall that Shari made a short speech about how helpless their community was to threats and that they should not rely on heroes to save them.
- They are capable of repairing the damage to their town, and would like to see Shari brought to justice.

## BALANCE OF SCALES:

If any PC does not have Highfolk documentation registering them as a Dragon Disciple, they are attacked exclusively by the supplemental creature noted under each APL. Once the offending Dragon Disciple is slain, the creature leaves the combat and heads towards the Vesve Forest.

If there are multiple non-registered Dragon Disciples, the creature attacks the nearest one and does not leave until all of the non-registered Dragon Disciples are slain. Regardless the number of non-registered Dragon Disciples, only the creature listed under the Balance of Scales appears and not multiples of that creature.

The *ironwood* spell is detailed on PHB246.

## CREATURES

APL 2 (EL 4)

**Quasit** (2); hp 13 each; MM46

*Balance of Scales (only attacks dragon disciple):*

**Small Animated Object (Darkwood Statue of a Griffon and Rider)** (1); hardness 10; speed 50 ft; hp 15; MM13

APL 4 (EL 6\*)

**Quasit** (3); hp 13 each; MM46; gear for each quasit: 5 flasks of alchemist's fire, 2 smokesticks, 5 tindertwigs, 2 thunderstones (PH128)

*Balance of Scales (only attacks dragon disciple):*

**Medium Animated Object (Darkwood Statue of a Griffon and Rider)** (1); hardness 10; speed 50 ft; hp 31; MM13

APL 6 (EL 8\*)

**Quasit** (6); hp 13 each; MM46; gear for each quasit: 5 flasks of alchemist's fire, 2 smokesticks, 5 tindertwigs, 2 thunderstones (PH128)

*Balance of Scales (only attacks dragon disciple):*

**Large Animated Object (Ironwood Statue of a Griffon and Rider)**; hardness 10; speed 50 ft; 10'x10'; may trample small creatures; hp 52; MM13

APL 8 (EL 10)

**Babau** (2); hp 60 each; MM40

**Quasit** (6); hp 13 each; MM46; gear for each quasit: 5 flasks of alchemist's fire, 2 smokesticks, 5 tindertwigs, 2 thunderstones (PH128)

*Balance of Scales (only attacks dragon disciple):*

**Huge Animated Object (Ironwood Statue of a Griffon and Rider)** (1); hardness 10; speed 40 ft; 15'x15'; may trample medium creatures; hp 84; MM13

APL 10 (EL 12)

**Vrock** (3); hp 115 each; MM48

*Balance of Scales (only attacks dragon disciple):*

**Gargantuan Animated Object (Ironwood Statue of a Griffon and Rider)** (1); hardness 10; speed 30 ft; 15'x15'; may trample large creatures; hp 148; MM13

APL 12 (EL 14)

**Vrock** (2); hp 115 each; MM48

**Glabrezu** (1); hp 176; MM44

*Balance of Scales (only attacks dragon disciple):*

**Colossal Animated Object (Ironwood Statue of a Griffon and Rider)**; hardness 10 (1); speed 30 ft; 30'x30'; may trample huge creatures; hp 256; MM13

\* - Encounter level increased by one due to equipment

## TROUBLESHOOTING

If the PCs are intent on spending time helping the villagers of Crystal Springs, let them do so for one hour. The villagers then ask the PCs to chase after Shari and bring her to justice otherwise she might do this to another village. The PCs can always come back later and help.

## DEVELOPMENT

If the PCs successfully save the people and property of Crystal Springs, they receive the **Favor of Crystal Springs**.

## 4: ART EXHIBIT

*Leaving behind the carnage at Crystal Springs, you travel south, towards the next town of Weeping Willow. As you travel down the Quagflow Road, you notice something odd in the middle of the road.*

*A shield with the colors of Highfolk hangs from the cross guard of a sword stuck into the ground at the side of the road. In a foul smelling, dark brown writing, the 'sign' reads: "ART SHOW". There is an arrow with a piece of parchment wrapped around it tied to the shield and it points off the road towards the heart of the Vesve Forest.*

The 'paint' is filth from greenspawn razorfiends (DC 25 Knowledge (arcana) to identify) and is only a couple of days old.

If the piece of parchment wrapped around the arrow is trapped. At APL 2, the shield is trapped with hidden spikes and when the parchment or arrow is removed, the trap is triggered. At APL 4-14, when the parchment is read, the *explosive runes* is triggered.

If a *detect magic* spell is used, the *explosive runes* radiate a faint abjuration (DC 18 Spellcraft).

## TRAP

At APL 10 and higher, multiple castings of *explosive runes* have amplified the writing so it does greater damage. The *explosive runes* are written on top of each other, so they detonate simultaneously when read.

APL 2 (EL 2)

**Trapped Shield**: CR 2; mechanical device; touch trigger; repair reset; spikes (2d6 damage, Reflex DC 20 negates); Search DC 25; Disable Device DC 20.

APL 4 (EL 4)

**Explosive Runes Trap**: CR 4; magical; reading trigger; no reset; avoidance bypass; Save None or within 10' Reflex DC 14 (*explosive runes*, 5th level wizard; 6d6 force damage); Search DC 28; Disable Device DC 28.

APL 6 (EL 6)

**Empowered Explosive Runes Trap**: CR 6; magical; reading trigger; no reset; avoidance bypass; Save None or within 10' Reflex DC 15 (*explosive runes*, 9th level wizard; 6d6 force damage plus 50% of damage rolled); Search DC 28; Disable Device DC 28.

APL 8 (EL 8)

**Heightened & Empowered Explosive Runes Trap**: CR 8; magical; reading trigger; no reset; avoidance bypass; Save None or within 10' Reflex DC 17 (*explosive runes*, 13th level wizard; 6d6 force damage plus 50% of damage rolled); Search DC 29; Disable Device DC 29.

APL 10 (EL 10)

**Maximized Empowered Explosive Runes Trap**: CR 10; magical; reading trigger; no reset; avoidance bypass; Save None or within 10' Reflex DC 16 (*explosive runes*, 17th level wizard; 36 plus 50% of the 6d6 damage rolled); Search DC 28; Disable Device DC 28.

APL 12 (EL 12)

**Multiple Maximized Empowered Explosive Runes Trap** (2): CR 12; magical; reading trigger; no reset; avoidance bypass; Save None or within 10' Reflex DC 14 (*explosive runes*, 17th level wizard; 36 plus 50% of the 6d6 damage rolled [x2]); Search DC 28; Disable Device DC 28.

If the PCs decide to take the detour to the "art exhibit" continue with **Encounter 4A** below, otherwise go to **Encounter 5**.

## 4A: LET'S TAKE A WALK IN THE WOODS

*The arrow points the way to an overgrown and hidden trail that leads straight into the Vesve. Your travel along the trail has been somewhat difficult. The untouched wilderness shows no sign of habitation.*

*Sunlight filters down through the canopy speckling the forest floor with motes of light. Ahead*



*you see a clearing, but before you reach it, a foul stench, thick enough to taste, assaults your senses.*

If any PCs played HIG6-03 *Heavy Upon a Heart*, they recognize it as the trail to the abandoned shrine of Hanali Celanil, the elven goddess of love and beauty.

Once the PCs indicate they are entering the clearing:

*Vines and leaves that clutter three statues are dripping with a foul brown substance that exudes the rotten stench. A smashed pile of marble that may have been a bench lies is covered with more of the vile brown offal.*

*On the left is a small statue of an elven woman dressed in leaves with the body of a unicorn foal lying at her feet. The severed head of the unicorn looks up at the elf as she holds it in one hand while she chews bits of flesh clinging to a sickle that is in her other hand.*

*The small statue on the right is of a young elven woman carrying a broken wand and staff. Her head is twisted at a severe angle and bent back, as the halo of a full moon that has fallen from her head has broken her neck. Her eyes stare in agony at the large center statue.*

*The center figure is twice as wide as the other two are tall, as big across as a longspire. It depicts a disgustingly fat and hideous elven woman clad in the slimmest of wraps. Smiling at you with missing teeth, she holds out her flabby, hairy arms, welcoming you into her embrace. Underneath her triple chin is a locket and hanging from it is heart that has been ripped from someone's chest.*

All PCs that are **Devoted of the Green and White** or **Born of the Verve** are *sickened* unless they make a DC 25 Will save. This condition also ends when they leave the glade.

Any elves and/or worshippers of Ehlenestra/Ehlonna, Sehanine Moonbow, and/or Hanali Celanil are *nauseated* unless they make a DC 25 Fort save. This condition also ends when they leave the glade.

The PCs can uncover the following information:

- A DC 15 Knowledge (religion) check identifies the statues from left to right as defiled images of: Ehlenestra (Ehlonna), Hanali Celanil, and Sehanine Moonbow. Elves receive a +5 circumstance bonus to this roll, and worshippers automatically identify the defiled image of their particular deity.
- The PCs may be able to identify the tremendous pile of filth with a DC 25 Knowledge (arcana) check as the same substance that was used to write on the sign on the Quagflow Road.
- It has been dropped over the whole site from the air, so there are no tracks in the area.
- The statues of the three elven goddesses that are there have been altered using a fabricate effect (actually a *lyre*

of building) by Shari to suggestive and disgusting poses simply for her own amusement.

Unlike the encounter in HIG 6-03 *Heavy Upon a Heart*, the glade gives no visions or unusual feelings to PCs, other than the illness.

## 5: A TIGER? IN WEEPING WILLOW?

*Continuing on your southward journey to Weeping Willow, you approach the town. From a distance you can see many of the homes have large holes in their roofs, and some are partially collapsed. It looks as if the sky has fallen on Weeping Willow.*

As the heroes approach the town, they notice that the villagers are collecting bodies of mangled people, searching through collapsed sections of homes and crying over the destruction. If the characters help to heal the fallen, or begin to help repair any of the damage, the villagers talk with them as they work.

- An armored halfling woman flew overhead the previous morning, riding a housefly the size of a pony.
- She threw small, furry balls out of 3 tan bags (DC 15 Knowledge (arcana) to identify the magic items as *tan bags of tricks*).
- The balls transformed into wild animals that plummeted into their homes from above.
- Some animals survived the fall and crashed out of the homes, trampling, impaling and shredding the townsfolk to pieces.
- The animals vanished after a short rampage, or when killed, leaving no corpses behind.
- Tracks left behind (DC 10 Survival check) identify a tiger, a brown bear, and a rhinoceros on a DC 16, 16 and 18 Knowledge (nature) check respectively.
- She laughed and taunted the people that ran from their homes, telling them how weak and worthless they were.
- The halfling flew off on her "housefly" to the south, along the Quagflow Road.
- They want the villain's head delivered back to Weeping Willow, preferably removed from her body.
- The villagers lend the heroes light riding horses to help speed them on their way, if they need or want them.
- There are 5 dead and 14 wounded villagers.

When the PCs are ready to leave, ensure they are in marching order for traveling on a road.

## TROUBLESHOOTING

If the PCs are intent on spending time helping the villagers of Weeping Willow, let them do so for one hour. The villagers then ask the PCs to chase after Shari and bring her to justice otherwise she might do this to another village. The PCs can always come back later and help.

## 6: STUCK ON YOU

*The Quagflow Road continues south, towards the Velderdyva River. The forest encroaches closely on the road, attempting to reclaim it. Birds sing in the trees, leaves rustle in the breeze and the sun peeks out frequently from behind fast-moving clouds.*

*The travelers you have met give you no news or rumors about vile culprit you are chasing.*

Shari has left Wensleydale, her quasit familiar, behind to ambush anyone following her on the road. South of Weeping Willow, the twisted creature uses *immovable rods* to trap the road. The PCs likely run into the trap while traveling to catch up with Shari.

There are concealed *immovable rods* set at various heights at the same spot on the road to maximize the impact on the lead PC and/or their mount. The road has many sticks, fallen branches and overhanging low branches that the quasit has used to conceal the rods, making them more difficult to see when traveling quickly.

A DC 24 Spot check allows the PC to detect the concealed immovable rods (take 10 on Hide check; quasit Hide skill without tiny creature and Dex modifier +6; tiny object +8; immobile -5; heavy undergrowth +5).

Follow the PCs' marching order when determining who strikes the rods. The leading creature, PC or otherwise (determine randomly if necessary), is the one who comes into contact first. If a PC is mounted, there is a 75% chance the mount comes into contact first. A DC 15 Reflex save avoids being glued to the *immovable rod* and poisoned. Make a Reflex save for each *immovable rod*.

The rods have been coated with *sovereign glue* and contact poison (varies by APL). The activation button for each rod is stuck in the immovable position by the glue. The glue is wrapped in alchemically treated and contact poison-soaked wrappings that keep it tacky until touched.

*Immovable rods* have several special qualities (DMG235) to consider when adjudicating this trap.

- Any item or creature weighing 8,000 lbs. or more overloads the rod and moves it normally,
- Any item or creature weighing less than 8,000 lbs. stops unless it makes a DC 30 Strength check to move it 10 feet in a round.
- If the PCs possess *universal solvent*, extricating themselves from the trap should not prove challenging.
- If characters do not have a way to get rid of the glue, they can cut or tear the rods off, each doing 1d6 hit points per rod attached. Remember the rod's on/off button is glued into the on position, so they cannot simply turn it off.
- Rods can be destroyed by damaging them (DMG233), although the hardened glue remains stuck.

Wensleydale the quasit, has taken full cover nearby and cannot be detected through normal means. After the PCs

discover the *immovable rods* he attacks using the *rod of wonder* provided to him by Shari.

At APL 2, change these DMG 237 results for the *rod of wonder* to those below:

- **34-36:** *Summon* an animal - a riding dog (01-50) or mouse (51-100)
- **37-46:** *Lightning bolt* (70 ft. long, 5 ft. wide), 3d6 damage (Reflex DC 15 half)
- **70-79:** *Fireball* at target or 100 ft. straight ahead, 3d6 damage (Reflex DC 15 half)
- **88-90:** 10-40 gems, value 1gp each, shoot forth in a 30-ft long stream. Each gem deals 1 point of damage to any creature in its path. Roll 5d4 for the number of hits and divide them among the available targets. The maximum number of hit points dealt to a creature is 10.
- **98-100:** *Hold person* if target is within 150 ft. (Will DC 14 negates)

### TRAP & CREATURE

#### APL 2 (EL 4)

**Wensleydale (quasit familiar);** hp 75; DMG201 with *rod of wonder*

**Concealed Immovable Rod with Sovereign Glue and Contact Poison Trap (1):** CR 2; magical and mechanical; touch trigger; manual reset; avoidance bypass; carrion crawler brain juice, Fort Save DC 13 (paralysis for 2d6 minutes/o); Spot DC 44 or Search DC 30; Disable Device DC 15.

#### APL 4 (EL 4)

**Wensleydale (quasit familiar);** hp 75; DMG201 with *rod of wonder*

**Concealed Immovable Rod with Sovereign Glue and Contact Poison Trap (2):** CR 4; magical and mechanical; touch trigger; manual reset; avoidance bypass; carrion crawler brain juice, Fort Save DC 13 (paralysis for 2d6 minutes/o); Spot DC 44 or Search DC 30; Disable Device DC 15.

#### APL 6 (EL 6)

**Wensleydale (quasit familiar);** hp 75; DMG201 with *rod of wonder*

**Concealed Immovable Rod with Sovereign Glue and Contact Poison Trap (3):** CR 5; magical and mechanical; touch trigger; manual reset; avoidance bypass; carrion crawler brain juice, Fort Save DC 13 (paralysis for 2d6 minutes/o); Spot DC 44 or Search DC 30; Disable Device DC 15.

#### APL 8 (EL 8)

**Wensleydale (quasit familiar);** hp 75; DMG201 with rod of wonder

**Concealed Immovable Rod with Sovereign Glue and Contact Poison Trap (4):** CR 9; magical and mechanical; touch trigger; manual reset; avoidance bypass; nitharit, Fort Save DC 13 (0/3d6 Con); Spot DC 44 or Search DC 30; Disable Device DC 15.

#### APL 10 (EL 10)

**Wensleydale (quasit familiar);** hp 75; DMG201 with rod of wonder

**Concealed Immovable Rod with Sovereign Glue and Contact Poison Trap (6):** CR 11; magical and mechanical; touch trigger; manual reset; avoidance bypass; terinav root, Fort Save DC 16 (1d6 Dex/2d6 Dex); Spot DC 44 or Search DC 30; Disable Device DC 15.

#### APL 12 (EL 12)

**Wensleydale (quasit familiar);** hp 75; DMG201 with rod of wonder

**Concealed Immovable Rod with Sovereign Glue and Contact Poison Trap (6):** CR 13; magical and mechanical; touch trigger; manual reset; avoidance bypass; dragon bile, Fort Save DC 26 (3d6 Str/o); Spot DC 44 or Search DC 30; Disable Device DC 15.

#### Tactics

Wensleydale the quasit familiar uses its Hide skill, flight and invisibility spell-like ability to avoid detection. It has fun activating its rod of wonder targeted on a random PC each round after the trap is encountered, while it taunts them telepathically. Examples include, "If you can't handle a trap like this, you stand NO chance against my mistress" or "You're pretty ugly, even for a <race>."

Wensleydale does not engage in melee combat or use its spell-like powers. It flees, turning invisibly first, after 3 rounds of combat or if reduced to less than half its hit points.

**Treasure:** The PCs can gain the following treasure here:

**APL 2:** Magic 1416 gp; immovable rod (416 gp each); rod of wonder (1000 gp each); Total 1416 gp.

**APL 4:** Magic 1832 gp; immovable rod [x2] (832 gp each); rod of wonder (1000 gp each); Total 1832 gp.

**APL 6:** Magic 2248 gp; immovable rod [x3] (1248 gp each); rod of wonder (1000 gp each); Total 2248 gp.

**APL 8:** Magic 2664 gp; immovable rod [x4] (1664 gp each); rod of wonder (1000 gp each); Total 2664 gp.

**APL 10:** Magic 3496 gp; immovable rod [x6] (2496 gp each); rod of wonder (1000 gp each); Total 3496 gp.

**APL 12:** Magic 4328 gp; immovable rod [x8] (3328 gp each); rod of wonder (1000 gp each); Total 4328 gp.

#### DEVELOPMENT

If the quasit is captured it taunts the characters telepathically until they knock it unconscious or kill it.

If it is successfully interrogated (treat as Hostile) by the PCs, Wensleydale tells them everything that they already know about Shari's past, plus the information contained in the outline about her capture and conversion to the cause of evil.

### 7: THE WANDERER'S WAY HAS ANOTHER

#### BAD DAY

*As the road to Ashenglade grows ever longer, you see a signpost by the side of the road. It advertises the Wanderer's Way Inn and Tavern, shrine to Fharlanghn and a popular rest area.*

*Shortly thereafter, as you are rounding a bend in the road, you see the Wanderer's Way... you believe. It is covered in white feathers and a dripping, gooey substance from top to bottom. A breeze blows in your direction from towards the inn and you smell something foul.*

When the PCs indicate they are continuing on toward the Wanderer's Way:

*Approaching closer, you hear a noise coming from a figure at the side of the road. It is a small person, also covered from head to toe with feathers and goop. He is sitting on the edge of the road with his head in his hands, coughing and sobbing pitifully. The substance covering the figure makes it difficult for you to readily identify him. A large, broken wooden disk lies in the road next to the person. Tracks of a large beast of some kind are everywhere.*

The figure is Gileed Wanderfoot, the priest of Fharlanghn and proprietor of the Wanderer's Way. He and his temple been covered with maple syrup, skunk musk and chicken feathers. Treat the stench as a non-magical stinking cloud effect when anyone gets within 20' of the inn or Gileed (DC 14 Fortitude save every round or be nauseated while within the area affected, and for 1d4+1 rounds after leaving) This effect lasts another 15 rounds after the PCs arrive - note that Gileed is also nauseated for this period of time. The duration can be reduced to half by liberal application of water (such as from a create water spell), or negated with alcohol or tomato juice

If Gileed is aided and consoled, he tells the PCs what he has heard about Shari and her capabilities as a combatant:

- He warns them not to underestimate her just because she is a halfling.
- He takes great care to warn the PCs that she should not be fought in combat, as she typically kills what she hits in one strike with her lance and her defensive items make her almost impossible to hit.
- He explains the details of her attack on his temple.

- He also swears that Shari is really a great hero, and needs to be redeemed if she truly has turned bad.
- He tells the PCs anything they do not know about Shari's past so they can decide for themselves what to do when they finally catch up with her.
- He knows all of her past exploits up until her capture at Verbeeg Hill (detailed in **Players' Handouts #1 and #2**).
- Shari visited Gileed and his inn frequently over the years and would share all her stories of her adventurous life with him. He treasured her stories, and committed to memory many of the details, since he could not travel with her.
- He is willing to perform an *atonement* spell for her if the heroes convince her to turn away from her evil path.
- He is also willing to accompany the PCs to confront her, if they wish.

Things he does not say without prompting (DC 10 Sense Motive to identify that he is holding back something):

- He is secretly attracted to her, but has never told her of his feelings.
- He dreaded being spurned by the adventurous halfling, ironically, for being afraid to set out on the road with her.

The Wanderer's Way was previously detailed in HIG1-05 *Burning Way*, HIG2-03 *Fires of Vengeance*, and HIG6-03 *Heavy Upon a Heart*. It is a tall two story building, with a steeple above the main entrance that faces the road. A large stable yard sits directly to the east. There is no other encounter here, so the details of the building and the map have been omitted.

Damage to the building other than the syrup, skunk musk and chicken feathers:

- The holy symbol of Fharlanghn that used to hang in the common room/temple has been ripped off the wall, thrown into the middle of the road, and trampled by an elephant.
- All exterior windows have been broken, and much of the furniture has been removed and thrown into the river.
- Elephant droppings foul the stable area, the fence has been crushed in several places and several horse corpses show signs of being trampled by an elephant.

#### DEVELOPMENT

If the PCs refuse to allow Gileed to accompany them, he follows them covertly, showing up when the PCs confront Shari's simulacrum in encounter 8.

## 8: SHARI INTRODUCES HERSELF

Determine what creature the simulacrum is riding, and what other creatures she has with her before reading the boxed text. Insert the appropriate descriptions (found on **DM Aid #1**) where the blank spaces are.

*You continue your journey southward, heading to Ashenglade. You round a bend in the road and you see a figure in the road. It is a halfling wearing shining full plate armor, a bright red and gold cape, and holding a small lance with a white banner attached. She is riding on the back of a \_\_\_\_\_ and has \_\_\_\_\_ at her side.*

Shari's simulacrum has summoned a number of creatures with her *figurines of wondrous power* and her *bags of tricks* appropriate to the APL of the PCs. Place figures on the map to represent the PCs before continuing reading the text.

The simulacrum is mounted on a different creature depending on the APL. The Disguise check for the simulacrum is DC 24 for Spot checks for anyone familiar with Shari to detect the ruse.

Unless the PCs have used magic to scry on Shari, they cannot make this roll, but Gileed can. If the PCs have brought Gileed, he tells them after her first short speech below that he does not think she is the real Shari. If they did not bring him, he shows up as soon as the simulacrum finishes the short speech anyway and tells them; after he apologizes for following them.

The simulacrum does not remember Gileed, so she does not acknowledge him. Place a figure for Gileed at the back of the party when he is present.

Read in a bright, cheerful voice:

*"Why hello there, you pathetic heroes! It's about time you got here! My pets and I have been waiting for you. But my patience grows thin, so I will tell you what happens next. If you value the lives of the precious children of Ashenglade, you will come no closer and do exactly as I say. Will you bargain for their lives?"*

The PCs have two rounds to give their answer. During this time Gileed tells the PCs that he does not believe that this is the real Shari. He begs the PCs to talk instead of fight.

If the PCs respond affirmatively and take no other noticeable hostile actions continue with **Encounter 8A**.

If the PCs respond negatively or take noticeable hostile actions continue with **Encounter 8B**.

If any PC heads to Ashenglade, see **Encounter 8C**.

### 8A: I WANT TO TALK

*"I challenge a 'so-called hero' in your pathetic group to single combat... by joust... to the death. Defeat me on the field of battle honorably and the children I have captured will be free to go. Interference by others will not be tolerated. Meet me in one minute at the west gate to Ashenglade, or the children will die!"*

Use your best evil villain laugh here.

*"BWAHAHAHAHAHAHAHA!"*

Use your normal narrative voice again:

*The halfling cackles with glee, "How was that for an evil laugh? I have been practicing all day!"*

*She swirls her cape and vanishes in a puff of smoke. Her laughter echoes down the road... towards Ashenglade.*

Once the simulacrum vanishes, the creatures left behind attack the PCs. Roll initiative and commence combat normally.

The creatures attack the closest PC to them each round to the best of their ability, and pursue the PCs until the PCs are slain. Do not have the creatures attack Gileed, even accidentally. The PCs need his good advice in the next encounter.

Gileed avoids combat and does his best to convince the PCs to get to Ashenglade's gate as soon as possible. Once a PC is headed that way, he follows them. See **Encounter 8C** for details.

Keep the initiative order and round-by-round actions to maintain a sense of urgency and to limit the time for PCs to prepare for the final confrontation. Note the arrival times of the PC at Ashenglade's gate.

Note that it is possible that the PCs may split up if things have gone badly. You should finish this encounter before proceeding to **Encounter 9**.

### 8B: I WANT TO FIGHT

Determine if there is a surprise round otherwise roll initiative and commence combat normally.

On the simulacrum's initiative, it drops a note (**Player's Handout #5**) containing Shari's challenge as a free action, orders the creatures to attack the PCs as a move action, then vanishes using a *cape of the mountebank* as its standard action to reappear near Ashenglade to aid in the mysterious disappearance of her creator, should it become necessary.

If destroyed before it can act, the simulacrum reverts into snow, leaving behind the *cape of the mountebank*, 3 *tan bags of tricks* and the note (**Player's Handout #4**). The courtier's clothing and lance are mundane equipment (non-masterwork).

The creatures attack the closest enemy to them each round to the best of their ability, and pursue the PCs until the PCs are slain. Do not have the creatures attack Gileed,

even accidentally. The PCs need his good advice in the next encounter.

Gileed avoids combat and does his best to convince the PCs to get to Ashenglade's gate as soon as possible. Once a PC is headed that way, he follows them. See **Encounter 8C** for details.

### 8C: I WANT TO SAVE THE CHILDREN

The west gate of Ashenglade is 600 feet (120 squares) away down the road. PCs with their home region as Highfolk know this automatically. Out-of-region PCs can make a DC 10 Knowledge (geography), a DC 15 Knowledge (Local-Iuz Border States), or a DC 40 Spot or Listen check to know this as well.

Once the PCs decide to go to the gate, determine how fast they are moving and when they arrive. For example, if a PC with a movement rate of 30 (6 squares) and no abilities or feats that increase movement leaves immediately, he arrives at the gate in 10 rounds (1 minute) if double moving each round. Running is possible, and decreases the time to get there to 5 rounds for the same average character. Any other form of movement, such as being mounted on animals or traveling magically, decreases the time accordingly.

### CREATURES

The greater and elder earth elementals have been sculpted by Shari and her *lyre of building* to the shape of elephants to stick with her theme. DC 12 Craft (sculpture) for quality of likeness.

#### APL 2 (EL 4)

\*\*\***Shari Simulacrum (1)**: AC 22, hp 54, non-combatant; mounted on an *ebony fly*

**Heavy Warhorse (from a tan bag of tricks)** [2]; hp 76; MM278 and DMG248

#### APL 4 (EL 6)

\*\*\***Shari Simulacrum (1)**: AC 22, hp 54, non-combatant; mounted on the *goat of travail*

**Goat of Travail (1)**: (statistics of a nightmare [Hit Dice, AC, carrying capacity, speed and so on], with the addition of two horn attacks for 1d8+4 damage each and a charging attack using the two horn attacks only for 1d8+10 each); hp 45; MM194 and DMG256

**Lion (from a tan bag of tricks)** [1]; hp 32; MM274 and DMG248

#### APL 6 (EL 8)

\*\*\***Shari Simulacrum** (1): AC 22, hp 54, non-combatant; mounted on the *goat of travail*

**Goat of Travail** (1): (statistics of a nightmare [Hit Dice, AC, carrying capacity, speed and so on], with the addition of two horn attacks for 1d8+4 damage each and a charging attack using the two horn attacks only for 1d8+10 each); hp 45; MM194 and DMG256

**Rhinoceros (from a tan bag of tricks)** [1]: hp 76; MM278 and DMG248

**Brown Bear (from a second tan bag of tricks)** [1]: hp 51; MM269 and DMG248

**Tiger (from a third tan bag of tricks)** [1]: hp 45; MM281 and DMG248

#### APL 8 (EL 10)

\*\*\***Shari Simulacrum** (1): AC 22, hp 54, non-combatant; mounted on the *goat of travail*

**Goat of Travail** (1): (statistics of a nightmare [Hit Dice, AC, carrying capacity, speed and so on], with the addition of two horn attacks for 1d8+4 damage each and a charging attack using the two horn attacks only for 1d8+10 each); hp 45; MM194 and DMG256

**Rhinoceros (from a tan bag of tricks)** [1]: hp 76; MM278 and DMG248

**Brown Bear (from a second tan bag of tricks)** [1]: hp 51; MM269 and DMG248

**Tiger (from a third tan bag of tricks)** [1]: hp 45; MM281 and DMG248

**Elephant (from a figurine of wondrous power – marble elephant)** [1]: hp 104; MM272 and DMG256

#### APL 10 (EL 12)

\*\*\***Shari Simulacrum** (1): AC 22, hp 54, non-combatant; mounted on one of the elephant-shaped greater earth elementals.

**Greater Earth Elementals** (3): hp 199 each; MM97

#### APL 12 (EL 14)

\*\*\***Shari Simulacrum** (1): AC 22, hp 54, non-combatant; mounted on one of the elephant-shaped elder earth elementals

**Elder Earth Elementals** (3): hp 228 each; MM97

\*\*\* - Non-combatant

**Treasure:** The PCs can gain the following treasure here:

**All APLs:** Magic 1416 gp; *cape of the mountebank* (840 gp each); *bag of tricks (tan)* x3 (1575 gp each); Total 2415 gp.

## 9: SHOWDOWN IN ASHENGLADE

*Approaching the west gate to Ashenglade, you see the dark halfling. She is mounted on a huge, black horse, waiting for you at the entrance to the town. You see that the ground between you and the gated low wall is open ground, ideal terrain for a joust.*

*There are at least twenty children manacled together in a line behind Shari. They are various races and genders, but all are crying in a pitiful chorus. The ends of the chain are locked on to harnesses hitched on two large horned creatures, one to Shari's left and right, facing away from each other.*

Use an evil monologue voice:

*"Do you like my pets? They are so obedient... to me. If I give the signal, they will go their separate ways as will a child. BWAHAHAHAHA!"*

Regardless of whether the PCs made it here in ten (10) rounds or less, the children are still alive.

If Gileed is not here, he shows up. He spends his efforts convincing the PCs to talk to Shari and convince her that she can redeem herself.

Besides Shari and her cauchemar mount, the other creatures are:

- The large horned creatures are a *goat of traveling* (statistics of a heavy horse; hp 19; DMG256 and MM273) and a *goat of terror* (statistics of a light warhorse plus a terror effect if ridden in combat and horns that may be used as magical weapons by the rider; hp 19; DMG256 and MM273) summoned from her *figurine of wondrous power – ivory goats*. They have two hours left before returning to statue form.
- There is a pair of *golden lions* (statistics of normal male lions; hp 32 each; DMG256 and MM274) that are hiding behind the full cover granted by the wall, waiting to pounce repeatedly on the children. The cats were summoned using Shari's *figurine of wondrous power – golden lions*. They have thirty minutes remaining before they return to statue form.

The PCs have to decide how they want to deal with her. There are four options accounted for in this adventure.

- If the PCs attempt to kill or neutralize her, go to **Encounter 9A**.
- If the PCs joust to the death with her, go to **Encounter 9B**.
- If the PCs deceive her in some way to rescue the children, go to **Encounter 9C**.
- If the PCs attempt to convince her to redeem herself, go to **Encounter 9D**.

## CREATURES

Each of the animals may be identified once they are seen with a DC 13 Knowledge (arcana) check.

A DC 10 Knowledge (nature) check identifies them as large sized goats or lions, but definitely unnatural.

### APL 2–12 (EL 18)

**Shari Swiftstone** (1): hp 150; Appendix 1.

**Cauchemar** (1): hp 172; MM194.

**Goat of Traveling** (1): (statistics of a heavy horse; hp 19; DMG256 and MM273); summoned from figurine of wondrous power – ivory goats.

**Goat of Terror** (1): (statistics of a light warhorse plus a terror effect if ridden in combat and horns that may be used as magical weapons by the rider; hp 19; DMG256 and MM273); summoned from figurine of wondrous power – ivory goats.

**Lions** (2): (statistics of normal male lions; hp 32 each; DMG256 and MM274); summoned from figurine of wondrous power – golden lions.

## 9A: THE GLOVES COME OFF

Determine if there is a surprise round otherwise roll for initiative and commence combat normally.

On Shari's initiative, as a free action speaks, and as standard action spins her lance like a baton. Read the following:

*Shari shouts a word not frequently used in the halfling language, "Revenge", and spins her lance in a circle like a baton. The animals lunge forward and there is a horrible popping sound as a gnomish girl explodes into two pieces near the middle of the group of manacled children.*

*The rest of the children scream in agony as the animals drag them in opposite directions, moving in tight circles at full speed. The children bounce around the ground, bones crunching with every impact of the ground they take.*

*Two lions jump from behind the wall, each pouncing on a different group of children.*

The cauchemar turns ethereal (DMG 293) and flies away with Shari. If Shari is pursued, she turns and fights her pursuers otherwise she returns to her lair located in the Yatil Mountains. Her location is outside the scope of this adventure and cannot be divined.

Assume the animals are defeated or return to their figurine form after Shari escapes.

If Shari escapes, go to **Conclusion A**.

If Shari is killed or neutralized, they must decide what to do with Shari:

- If they execute her, go to **Conclusion B**.
- If they want to turn her in for her crimes, no matter what methods they use to restrain her or who they turn her over to, go to **Conclusion C**.
- If they wish to redeem Shari with Gileed's help, go to the **Conclusion D**.

## 9B: ONE DEATH AT A TIME

*"I have been the goody-goody hero for years... and do you know what it got me? Dead. Eight times. I sacrificed myself over and over again for people who could not protect themselves, and every time I thought... 'Now I can rest, a hero!'... But I was wrong. Each time some jerk raised me from the dead, I decided to come back, because I could not rest when people needed me."*

*"I am doing what is best for me, now. I realized that I need MY help more than anyone else does. I am going to bring justice to those that made my life hell on Oerth... other heroes. You will all pay for your cowardice, your self-indulgence, and your lack of sacrifice. All the real heroes are corpses you left behind in your adventures. I am here to find justice for myself against all those who let Verbeeg Hill fall. And I brought a big stick to make sure you have my attention."*

*Shari raises her lance and salutes, with an obscene gesture. She is ready to fight.*

This option is the most dangerous for the PCs. Even the highest level PCs may have difficulty defeating Shari in a joust.

Run the joust as a normal combat. Have everyone roll initiative. Shari and the jousting PC act simultaneously at the end of each round, after each PC is given a chance to interfere. The jousters roll their attacks at the same time, and the one with the higher initiative strikes before the other. If the attacker kills the opponent, the slower attacker misses, despite the result of the opponent's attack roll. Otherwise, the strikes are resolved normally, and the jousters can take another pass at each other.

Shari uses the following tactics during the joust:

- Shari has the Ride-by-Attack feat, so she does not provoke attacks of opportunity as she jousts.
- She always attacks the rider, not the mount.
- Shari uses her Mounted Combat feat to protect her mount if it is attacked.
- If a PC does not possess the Ride-by-Attack feat and survives Shari's normal attack, she takes an attack of opportunity with her lance as they PC rides through her threatened square; to sunder an item they are wearing (chose a weapon or shield first over any other item they are wearing).
- The cauchemar also takes an attack of opportunity if the PC does not possess the Ride-by-Attack feat.

If Shari dies while jousting, go to **Conclusion B**.

Keep giving the PCs a chance to talk to her into redeeming herself. If they succeed, stop the joust and go to **Conclusion E**.

If Shari kills her jousting opponent:

*Shari halts her mount and stares at the dead body of her opponent. A single glistening tear rolls down*

*her cheek and drops to the ground, landing amidst the scarlet lifeblood.*

*"What have I done?" she whispers, slumping in the saddle.*

*Glancing at you through watering eyes, "I didn't think there were any heroes among you. I was wrong."*

The PCs have an opportunity to convince her to redeem herself. If they seize the opportunity, go to **Encounter 9D**.

If they do not seize the opportunity, Shari surrenders. The PCs must decide what to do with her:

- If they execute her, go to **Conclusion B**.
- If they wish to redeem Shari with Gileed's help, go to the **Conclusion D**.
- If they want to turn her in for her crimes, go to **Conclusion E**.

### 9C: SMOKE AND MIRRORS

The PCs may choose the option to deceive her in some way while they rescue the children. This encounter is freeform and you must determine its success or failure.

If the PCs are successful in rescuing the children, Shari roundly curses them and escapes. The cauchemar turns ethereal (DMG 293) and flies away with Shari. If Shari is pursued, she turns and fights her pursuers otherwise she returns to her lair located in the Yatil Mountains. Her location is outside the scope of this adventure and cannot be divined.

Assume the animals are defeated or return to their figurine form after Shari escapes.

If Shari escapes, go to **Conclusion A**.

If the PCs are unsuccessful in rescuing the children, go to **Encounter 9A**.

### 9D: A TURN OF A BLACK HEART

The least dangerous option for resolving this conflict is through talking. If the PCs try to talk her into atoning for her evil ways, they may role-play the conversation, or just trust their dice and a high Diplomacy skill check.

If the PCs decide to role-play, Shari listens to whatever they have to say, and responds to their questions with sarcasm and threats. Remember that deep down she really does want to atone, but feels that she is beyond hope of redemption.

To adjudicate the chances of PCs succeeding, use a Diplomacy check with a starting DC of 50. The following apply:

- If Gileed is with the PCs, he professes his love for her and talks of her redemption lower the DC by 10.
- If they remind Shari of her past as a hero lower the DC by 5.
- For promising to spend time cleaning up her messes that she left behind. For each TU, up to a maximum of 4 TU, a PC spends it lowers the DC by 1 (let the PCs know that this is noted on the AR).

- Use your best judgment to add circumstance bonuses or penalties based on what the PCs say and do while talking.

Once the PCs are ready to make the Diplomacy check, determine who is rolling and who is assisting. PCs that do not participate in the discussion should not be allowed to roll for assisting the Diplomacy checks.

If the PCs are unsuccessful in convincing her to redeem herself, go to **Encounter 9A**.

If the PCs are successful in convincing her to redeem herself, go to **Conclusion E**.

**Treasure:** The PCs can gain the following treasure here:

**APL 2:** Magic 1062 gp; exploding spike (125 gp each), wand of blindness/deafness (937 gp each); Total 1178 gp.

**APL 4:** Magic 1761 gp; exploding spike (125 gp each), eyes of the eagle (208 gp each), radiant sphere (291 gp each), sovereign glue (200 gp each), wand of blindness/deafness (937 gp each); Total 1877 gp.

**APL 6:** Magic 3093 gp; dusty rose ioun stone (416 gp each), exploding spike (125 gp each), eyes of the eagle (208 gp each), immovable rod (416 gp each), radiant sphere (291 gp each), rod of transposition (500 gp each), sovereign glue (200 gp each), wand of blindness/deafness (937 gp each); Total 3209 gp.

**APL 8:** Magic 5592 gp; blast globe (666 gp each), dusty rose ioun stone (416 gp each), exploding spike (125 gp each), eyes of the eagle (208 gp each), figurine of wondrous power - ebony fly (833 gp each), immovable rod (416 gp each), radiant sphere (291 gp each), rod of transposition (500 gp each), rod of wonder (1000 gp each), sovereign glue (200 gp each), wand of blindness/deafness (937 gp each); Total 5708 gp.

**APL 10:** Magic 6435 gp; blast globe (666 gp each), dusty rose ioun stone (416 gp each), exploding spike (125 gp each), eyes of the eagle (208 gp each), figurine of wondrous power - bronze griffin (833 gp each), figurine of wondrous power - ebony fly (833 gp each), immovable rod (416 gp each), radiant sphere (291 gp each), rod of transposition (500 gp each), rod of wonder (1000 gp each), sovereign glue (200 gp each), wand of blindness/deafness (937 gp each); Total 6541 gp.

**APL 12:** Magic 10966 gp; blast globe (666 gp each), dusty rose ioun stone (416 gp each), exploding spike (125 gp each), eyes of the eagle (208 gp each), figurine of wondrous power - bronze griffin (833 gp each), figurine of wondrous power - ivory goats (1750 gp each), figurine of wondrous power - golden lions (1375 gp each), figurine of wondrous power - marble elephant (1416 gp each), immovable rod (416 gp each), radiant sphere (291 gp each), rod of transposition (500 gp each), rod of wonder (1000 gp each), sovereign glue (200 gp each), wand of blindness/deafness (937 gp each); Total 11082 gp.



## CONCLUSION

Read aloud the appropriate Conclusion based on the outcome of **Encounter 9**.

### A: UNREDEEMED

*Shari Swiftstone was once a force for good, but now is a force for evil. What fell power turned her soul black? When she appears again, what kind of chaos and evil will she sow? The answers to these questions are not forthcoming and only time will tell.*

The PCs receive **Enmity of Shari Swiftstone**. Go to the end.

### B: SHARI DIES A VILLAIN

*Shari Swiftstone was a force for good, but died serving evil. Gileed Wanderfoot, the proprietor of the Wanderer's Way, is her only mourner. He claimed her body after her death, visibly torn by her fall from grace, but unable to forsake her.*

*Gileed took possession of her many magical items and personal treasure, and offers some of the items to you as thanks. He uses the excess wealth she had to finance and run an orphanage dedicated to helping the innocent victims of the wars that plague the Highvale.*

*A soul was lost, and many innocents paid the price. Hopefully, her death may serve some good eventually.*

The PCs receive the **Favor of Gileed Wanderfoot**, **Influence Point** with the Church of Fharlanghn and the **Legendary Deed - Ender of Evil Ways**. Go to the end.

### C: SHARI ESCAPES MYSTERIOUSLY

*Shari Swiftstone swears to have her vengeance someday. In foiling her plans, but leaving her alive, she managed to escape somehow. You just do not know how or when she changed places with the simulacrum. All you assume is that, if she turns up again, she will definitely hold a grudge.*

*Thankfully, you stopped her plans for now. At least you survived her deadly menace and lived to tell the tale.*

The PCs receive **Enmity of Shari Swiftstone**. Go to the end.

### D: GILEED LIGHTS THE WAY

*Gileed Wanderfoot shows you the way. He takes Shari and talks to her, helping you to convince her that she needs to right the wrongs she has committed. Together, you all travel to Highfolk to put an end to the madness.*

*Shari Swiftstone turned herself over to the authorities of Highfolk and committed herself to imprisonment in the Roots. She was spared execution because of the words of Gileed Wanderfoot, the proprietor of the Wanderer's Way, who came with her after she sought him out for atonement.*

*Gileed took possession of her many magical items and personal treasure, and offers some of the items to you as thanks. He uses the excess wealth she possessed to finance and run an orphanage dedicated to helping the innocent victims of the wars that plague the Highvale.*

*A soul is redeemed, but at a great cost. Only time will tell if the price was too high.*

The PCs receive the **Favor of Gileed Wanderfoot**, **Influence Point** With The Church of Fharlanghn and the **Legendary Deed - Ender of Evil Ways**. Go to the end.

### E: COMES BACK TO THE GOOD SIDE

*You turn Shari Swiftstone into to the authorities of Highfolk and she is committed herself to imprisonment in the Roots. She was spared execution because of the words of Gileed Wanderfoot, the proprietor of the Wanderer's Way, who came with her after she sought him out for atonement.*

*Gileed took possession of her many magical items and personal treasure, and offers some of the items to you as thanks. He uses the excess wealth she possessed to finance and run an orphanage dedicated to helping the innocent victims of the wars that plague the Highvale.*

*A soul is redeemed, but at a great cost. Only time will tell if the price was too high.*

The PCs receive the **Favor of Gileed Wanderfoot**, **Influence Point** With The Church of Fharlanghn and the **Legendary Deed - Ender of Evil Ways**.

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 (objectives plus roleplaying) to each character.

Generally, to award XP for a combat encounter the judge should award 30 XP per EL defeated in the encounter. So at APL 2 the party defeats a monster at EL 4 and gets 120 XP, while at APL 4 the monster is EL 6 awarding the party 180 XP. The XP that can be awarded in an adventure is subject to certain maximum amounts. Authors should refer to the Living Greyhawk Writer's Guidelines for the most recent version of these rules including separate rules regarding the maximum amount of XP that can be awarded for story awards and for discretionary roleplaying.

### 3: FIENDS ATTACK CRYSTAL SPRINGS

Experience objective: Defeat the "fiends" attacking Crystal Springs.

APL 2	120 (150*) XP
APL 4	180 (240*) XP
APL 6	240 (330*) XP
APL 8	300 (450*) XP
APL 10	360 (570*) XP
APL 12	420 (720*) XP

\* - additional XP for Balance of Scales encounter

### 4: ART EXHIBIT

Experience objective: Disable or survive the traps.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

### 6: STUCK ON YOU

Experience objective: Disable or survive the traps; and defeat the quasit familiar.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

### 8: SHARI INTRODUCES HERSELF

Experience objective: Defeat Shari's summoned creatures.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

APL 10	360 XP
APL 12	420 XP

### DISCRETIONARY ROLEPLAYING AWARD

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP

### TOTAL POSSIBLE EXPERIENCE

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP

## TREASURE SUMMARY

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

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

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

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

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

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

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

## 6: STUCK ON YOU

**APL 2:** Magic 1416 gp; *immovable rod* (416 gp each); *rod of wonder* (1000 gp each); Total 1416 gp.

**APL 4:** Magic 1832 gp; *immovable rod* [x2] (832 gp each); *rod of wonder* (1000 gp each); Total 1832 gp.

**APL 6:** Magic 2248 gp; *immovable rod* [x3] (1248 gp each); *rod of wonder* (1000 gp each); Total 2248 gp.

**APL 8:** Magic 2664 gp; *immovable rod* [x4] (1664 gp each); *rod of wonder* (1000 gp each); Total 2664 gp.

**APL 10:** Magic 3496 gp; *immovable rod* [x6] (2496 gp each); *rod of wonder* (1000 gp each); Total 3496 gp.

**APL 12:** Magic 4328 gp; *immovable rod* [x8] (3328 gp each); *rod of wonder* (1000 gp each); Total 4328 gp.

## 8: SHARI INTRODUCES HERSELF

**All APLs:** Magic 1416 gp; *cape of the mountebank* (840 gp each); *bag of tricks* (tan) [x3] (1575 gp each); Total 2415 gp.

## 9: SHOWDOWN IN ASHENGLADE

**APL 2:** Magic 1062 gp; *exploding spike* (125 gp each), *wand of blindness/deafness* (937 gp each); Total 1178 gp.

**APL 4:** Magic 1761 gp; *exploding spike* (125 gp each), *eyes of the eagle* (208 gp each), *radiant sphere* (291 gp each), *sovereign glue* (200 gp each), *wand of blindness/deafness* (937 gp each); Total 1877 gp.

**APL 6:** Magic 3093 gp; *dusty rose ioun stone* (416 gp each), *exploding spike* (125 gp each), *eyes of the eagle* (208 gp each), *immovable rod* (416 gp each), *radiant sphere* (291 gp each), *rod of transposition* (500 gp each), *sovereign glue* (200 gp each), *wand of blindness/deafness* (937 gp each); Total 3209 gp.

**APL 8:** Magic 5592 gp; *blast globe* (666 gp each), *dusty rose ioun stone* (416 gp each), *exploding spike* (125 gp each), *eyes of the eagle* (208 gp each), *figurine of wondrous power - ebony fly* (833 gp each), *immovable rod* (416 gp each), *radiant sphere* (291 gp each), *rod of transposition* (500 gp each), *rod of wonder* (1000 gp each), *sovereign glue* (200 gp each), *wand of blindness/deafness* (937 gp each); Total 5708 gp.

**APL 10:** Magic 6435 gp; *blast globe* (666 gp each), *dusty rose ioun stone* (416 gp each), *exploding spike* (125 gp each), *eyes of the eagle* (208 gp each), *figurine of wondrous power - bronze griffin* (833 gp each), *figurine of wondrous power - ebony fly* (833 gp each), *immovable rod* (416 gp each), *radiant sphere* (291 gp each), *rod of transposition* (500 gp each), *rod of wonder* (1000 gp each), *sovereign glue* (200 gp each), *wand of blindness/deafness* (937 gp each); Total 6541 gp.

**APL 12:** Magic 10966 gp; *blast globe* (666 gp each), *dusty rose ioun stone* (416 gp each), *exploding spike* (125 gp each), *eyes of the eagle* (208 gp each), *figurine of wondrous power - bronze griffin* (833 gp each), *figurine of wondrous power - ebony fly* (833 gp each), *figurine of wondrous power -*

*ivory goats* (1750 gp each), *figurine of wondrous power - golden lions* (1375 gp each), *figurine of wondrous power - marble elephant* (1416 gp each), *immovable rod* (416 gp each), *radiant sphere* (291 gp each), *rod of transposition* (500 gp each), *rod of wonder* (1000 gp each), *sovereign glue* (200 gp each), *wand of blindness/deafness* (937 gp each); Total 11082 gp.

## TOTAL POSSIBLE TREASURE

**APL 2:** Magic 3894 gp; Total 450 (3894) gp.

**APL 4:** Magic 5009 gp; Total 650 (5009) gp.

**APL 6:** Magic 6757 gp; Total 900 (6757) gp.

**APL 8:** Magic 9672 gp; Total 1300 (9672) gp.

**APL 10:** Magic 11337 gp; Total 2300 (11,337) gp.

**APL 12:** Magic 16736 gp; Total 3300 (16,620) gp.

## ADVENTURE RECORD

**Favor of Logan Wood:** You have healed some of Logan's Men, earning his respect in the process. As a gift, he has sent you a torch bug tube (CS120), with a carved lid bearing his likeness, and three bladders of torch bug paste (CS120).

**Cleaning up the Quagflow Road communities:** Circle the number of TUs you spend cleaning up after Shari's messes, as you agreed, and add this number to the Additional Time Unit Cost space on this AR: 1 – 2 – 3 – 4

**Favor of Crystal Springs:** For freeing them from a demonic influence, the townsfolk have promised to clean up Shari's mess for you. Redeeming this favor negates the TU cost you agreed to pay when negotiating with Shari (if any).

**Favor of Gileed Wanderfoot:** Gileed has arranged to hold for purchase one of Shari's donated items to help fund the new orphanage. He holds the item for you for 3 extra adventures (up to six adventures away from this one). If you are a Highfolk Devoted he holds one item indefinitely (changing the item access to Regional). Immediately choose one Item Found and note it here:

---

### Influence Point with the Church of Fharlanghn

**Legendary Deeds (10%) - Ender of Evil Ways:** For putting an end to Shari Swiftstone's evil ways, Gileed Wanderfoot has spread word of you. This legendary deed does not expire and increases the likelihood of your legendary deeds to be recognized.

**Enmity of Shari Swiftstone:** She has promised to serve you a dish best served cold someday... REVENGE!

## ITEMS FOUND DURING THE ADVENTURE

APL 2:

- *Cape of the mountebank* (Adventure; DMG)
- *Exploding spike* (Adventure; MIC)
- *Immovable rod* (Adventure; DMG)
- *Rod of wonder* (Adventure; DMG)
- *Wand of blindness/deafness* (Adventure; CL 3; 10 charges; 900 gp; DMG)

APL 4 (all of APL 2 plus the following):

- *Eyes of the eagle* (Adventure; DMG)
- *Radiant sphere* (Adventure; MIC)
- *Sovereign glue* (Adventure; DMG)

APL 6 (all of APL 4 plus the following):

- *Dusty rose ioun stone* (Adventure; DMG)
- *Rod of transposition* (Adventure; MIC)

APL 8 (all of APL 6 plus the following):

- *Blast globe* (Adventure; MIC)
- *Figurine of wondrous power - ebony fly* (Adventure; DMG)

APL 10 (all of APL 8 plus the following):

- *Figurine of wondrous power - bronze griffon* (Adventure; DMG)
- *Tan bag of tricks* (Adventure; DMG)

APL 12 (all of APL 10 plus the following):

- *Figurine of wondrous power - golden lions* (Adventure; DMG)
- *Figurine of wondrous power - marble elephant* (Adventure; DMG)
- *Figurine of wondrous power - ivory goats* (Adventure; DMG)
- *Ring of freedom of movement* (Adventure; DMG)
- *Rod of force* (Adventure; MIC)

**SHARI SWIFTSTONE** **CR 18**  
 Female tallfellow halfling ex-paladin 5 / sorcerer 4 / eldritch knight 1 / spellsword 3 / blackguard 5  
 CE Small humanoid (halfling)  
**Init** +2; **Senses** Listen +2, Spot +20  
**Languages** Halfling, Common, Gnome, Draconic

---

**AC** 40, touch 20, flat-footed 37 (+3 Dex, +12 armor, +5 shield, +1 size, +4 natural armor, +4 deflection, +1 insight)  
**HP** 150 (18 HD {14d10 + 2d8 + 1d6 + 4d4 + 36})  
**Fort** +20, **Ref** +15, **Will** +18

---

**Speed** 20 ft. (4 squares), mounted ft. (squares); Ride-By Attack  
**Melee** +1 (enhanced to +3 with greater magic weapon) unholy vicious spell-storing adamantine small lance +21 / +16 / +11 (3d6 + 2d6 vs. good + 10 / 20, x3 plus poison and 1d6 backlash to Shari) or +1 (enhanced to +3 with greater magic weapon) cold iron ghost touch undead bane small heavy mace +21 / +16 / +11 (1d6 + 2d6 vs. undead + 8 / 20, x2 plus poison)  
**Ranged** +1 (enhanced to +3 with greater magic weapon) seeking flaming frost small composite darkwood longbow (+4 Str) +19 / +14 / +9 (1d6 + 1d6 fire + 1d6 cold + 4 / 20, x3 plus poison)  
**Reach** 5' (10' with lance)  
**Base Attack** +15; Grp +15 (ring of freedom of movement)  
**Atk Options** poison (deathblade, injury DC 20, 1d6 CON / 2d6 Con), smite good 2/day (+5 attack, +2 damage), *create magic tattoos* prepared: +2 competence on attack rolls, +1 luck bonus on attack rolls, +1 spellcaster level – sorceress (included in statistics), Arcane Strike, Power Attack, Spirited Charge, Cleave, Improved Sunder, *true strike* if given a round to prepare  
**Combat Gear** 3 doses deathblade poison, 2 potions of fly (5th), 1 potion of gaseous form (5th)  
**Blackguard Spells Prepared (CL 2nd):**  
 1st – *corrupt weapon, know greatest enemy* (SpC)  
**Sorcerer Spells Known (CL 12th):**  
 4th (5/day) – *dimension door, orb of force* (SpC)  
 3rd (7/day) – *anticipate teleportation* (SpC), *greater magic weapon, non-detection*  
 2nd (7/day) – *create magic tattoo* (SpC), *false life, scorching ray, see invisibility*  
 1st (8/day) – *identify, magic missile, mount, protection from good, true strike*  
 0 (6/day) – *arcane mark, dancing lights, detect magic, detect poison, light, mending, prestidigitation, read magic*

---

**Abilities:** Str 18, Dex 16, Con 14, Int 14, Wis 14, Cha 18  
**SQ** *anticipate teleportation* and *create magic tattoos* pre-cast (more pre-cast spells if prepared for combat in advance), halfling racial traits, and a *contingency* – *antimagic field* that she can trigger by mental command, *greater magic weapon* (pre-cast from scrolls)

**Feats** Mounted Combat, Alertness, Ride-By Attack, Practiced Spellcaster (Sorcerer), Arcane Strike, Spirited Charge, Power Attack, Cleave, Improved Sunder, Improved Familiar (quasit)  
**Skills** Concentration +21, Handle Animal +10, Knowledge (Arcana) +8, Ride +26, Spellcraft +9, Spot +20  
**Possessions** combat gear plus *dusty rose ioun stone, Heward's handy haversack, scroll – contingency* (12th level, used), *scroll (antimagic field)* (12th level, used), *scroll – simulacrum* (14th level, used), *3 tan bags of tricks* (currently with her *simulacrum*), *figurine of wondrous power – bronze griffon, figurine of wondrous power – ivory goats* (the goat of travail is currently with her *simulacrum*), *figurine of wondrous power – marble elephant* (currently with her *simulacrum*), *figurine of wondrous power – ebony fly* (currently with her *simulacrum*), *figurine of wondrous power – golden lions, scroll – chain blindness/deafness* (10th level, used), *lyre of building, wand of blindness/deafness* (10 charges left), *anklet of translocation, rod of force, rod of transposition, radiant sphere, blast globe, exploding spike, eyes of the eagle, amulet of natural armor +4, cloak of charisma +4, belt of giant strength +4, ring of freedom of movement, ring of protection +4, gloves of dexterity +4, small sized mithril full plate armor +4, small sized animated large mithril shield +3, vest of resistance +4, 10 cold iron arrows, 10 alchemical silver arrows, 20 adamantine arrows, 2 quivers*

**Ignore Spell Failure (Ex):** Beginning at 1st level, a spellsword's hard work and practice at merging spellcraft with weapon play starts to pay off. As an extraordinary ability, he ignores a portion of the arcane spell failure chance associated with using armor. This reduction starts at 10% and gradually increases to 30%, as shown on the class table. A spellsword subtracts the given percentage value from his total spell failure chance, if any. For instance, a character wearing scale mail and carrying a small shield normally has a spell failure chance of 30%, but this drops to only 20% for a 1st-level spellsword.

**Physical Description:** You see a stunningly attractive halfling woman. She has short, curly blonde hair, a wicked smile, and eyes the color of the sea on a sunny day. She wears shining mithril full plate armor and a red cloak emblazoned with a black griffon rampant tossed casually over her left side, fastened with an ebony amulet. She holds a dark lance in her black leather gloved hands, and a large mithril shield emblazoned with her black griffon on a red field symbol floats casually by her side. A black leather pack is visible on her back, and a small dusty rose stone orbits her head. She casually ignores any distractions as she fixes her gaze upon you, her new target.

### FEATS

#### ARCANE STRIKE [GENERAL]

You can channel arcane energy into your melee attacks.

**Prerequisites:** Ability to cast 3rd-level arcane spells, base attack bonus +4.

**Benefit:** When you activate this feat (a free action that does not provoke an attack of opportunity), you can channel arcane energy into a melee weapon, your unarmed strike, or natural weapons. You must sacrifice one of your spells for the day (of 1st level or higher) to do this, but you gain a bonus on all your attack rolls for 1 round equal to the level of the spell sacrificed, as well as extra damage equal to 1d4 points x the level of the spell sacrificed. The bonus you add to your attack rolls from this feat cannot be greater than your base attack bonus.

For example, Yarren the bladesinger has a base attack bonus of +11 and the ability to cast 4th-level arcane spells. On his turn, he chooses to sacrifice one of his 4th-level spells for the day, marking it off as if he had cast it. Until his next turn, Yarren gains an extra +4 bonus on his attack rolls and an extra 4d4 points of damage with a single melee weapon of his choice (his rapier).

**Source:** *Complete Warrior* 96

### ITEMS

#### ANKLET OF TRANSLOCATION

**Price (Item Level):** 1,400 (5th)

**Body Slot:** Feet

**Caster Level:** 7th

**Aura:** Moderate (DC 18) conjuration

**Activation:** Swift (command)

**Weight:** -

*A pewter charm hangs from this simple leather ankle-band.*

An *anklet of translocation* allows you to make short dimensional hops. When it is activated, you can instantly teleport (with no chance of error) up to 10 feet. The new space must be within line of sight and line of effect.

You can't use the anklet to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the anklet's activation is wasted. You can bring along objects weighing up to your maximum load, but you can't bring another creature with you.

An *anklet of translocation* functions two times per day.

**Prerequisite:** Craft Wondrous Item, dimension door.

**Cost to Create:** 700 gp, 56 XP, 2 days.

**Source:** *Magic Item Compendium* 71

#### BLAST GLOBE

**Price (Item Level):** 8,000 gp (11th)

**Body Slot:** - (held)

**Caster Level:** 11th

**Aura:** Moderate (DC 20) evocation

**Activation:** Standard (command); see text

**Weight:** 1 lb.

*Dozens of smaller glass spheres comprise this fist-sized orb. The flicker of a small flame seems to reflect from deep within.*

When you activate a set of *blast globes*, the transparent globes separate and begin circling each other. One round after they activate, you direct the globes to strike (as a group) any location within 400 feet as a free action. The globes then move to that location and create an explosion in a 20-foot-radius spread. Any creature in the area takes 10d6 points of fire damage and 2d6 points of sonic damage, is deafened for 2d6 rounds, and is pushed 1d6 squares away from the center of the blast. A successful DC 15 Reflex save halves the fire damage and negates the push, while a DC 15 Fortitude save negates the deafening effect.

After exploding, the globes reform in your hands or at your feet (if your hands are full). This ability functions once per day.

**Prerequisites:** Craft Wondrous Item, *fireball*, *shout*.

**Cost to Create:** 4,000 gp, 320 XP, 8 days.

**Source:** *Magic Item Compendium* 152

#### EXPLODING SPIKE

**Price (Item Level):** 1,500 gp (5th)

**Body Slot:** - (held)

**Caster Level:** 11th

**Aura:** Moderate (DC 20) evocation

**Activation:** Standard (manipulation)

**Weight:** 1/2 lb.

*This plain, iron spike feels warm to the touch and pulses with stored energy.*

An *exploding spike* becomes invisible 1 round after you plant it firmly in the ground. Thereafter, as soon as any creature comes within 10 feet of it, the spike explodes in a fireball that deals 10d6 points of fire damage (Reflex DC 14 half) to every creature within 20 feet of it. This blast destroys the spike.

During the round that an *exploding spike* remains visible after being planted, any creature can safely remove it from the ground (a standard action) to render it harmless and ready for reuse.

**Prerequisite:** Craft Wondrous Item, *fireball*

**Cost to Create:** 750 gp, 60 xp, 2 days

**Source:** *Magic Item Compendium* 160

## RADIANT SPHERE

**Price (Item Level):** 3,500 gp (8th)

**Body Slot:** - (held)

**Caster Level:** 11th

**Aura:** Moderate (DC 20) evocation

**Activation:** See text

**Weight:** 1 lb.

*This bright yellow crystal globe feels faintly warm to the touch.*

These spheres are prized possessions of priests who worship a god of sun or light. As long as at least 1 charge remains (see below), a radiant sphere continuously sheds a bright illumination in a 20-foot radius and shadowy illumination out to 20 feet beyond that. This effect requires no activation.

A radiant sphere has 3 charges, which are renewed each day at dawn. Spending 1 or more charges as a standard (command) action creates a ray of pure light that extends up to 60 feet. The ray requires a successful ranged touch attack.

*1 charge:* The ray deals 4d6 points of damage to any undead creature it hits.

*2 charges:* The ray deals 6d6 points of damage to any undead creature it hits.

*3 charges:* The ray deals 6d6 points of damage to any undead creature it hits as well as 2d6 points of damage to each undead creature within 10 feet of the target (no save).

While holding a sphere, you can recharge it by expending a daily use of your turn undead ability or sacrificing a spell with the light descriptor. This is a full-round (manipulation) action. Each expended spell or turn undead attempt adds 1 charge to the sphere, up to its maximum of 3 charges.

*Prerequisite:* Craft Wondrous Item, daylight, searing light, turn undead.

*Cost to Create:* 1,750 gp, 140 XP, 4 days.

**Source:** *Magic Item Compendium* 172

## ROD OF FORCE

**Price (Item Level):** 60,000 gp (18th)

**Body Slot:** - (held)

**Caster Level:** 13th

**Aura:** Strong (DC 21) conjuration

**Activation:** See text

**Weight:** 1 lb.

*This black iron rod is 18 inches long and a half inch wide. It hums with suppressed power.*

A rod of force can be used five times per day. Each time you activate this rod, you can choose to create one of the following effects.

**Blade of Force:** Upon command, a 3-foot long glowing blade of force springs forth from the rod. This "blade" can be used as a +1 brilliant energy longsword and lasts for 10 rounds. Activating this power is a swift (command) action.

**Blast of Force:** Upon command, a ray of force projects from the rod out to a maximum distance of 100 feet. This ranged attack deals 10d6 points of damage. Activating this power is a standard (command) action.

**Wall of Force:** This effect functions as the spell. Activating this power is a standard (command) action.

*Prerequisites:* Craft Rod, magic missile, Mordenkainen's sword, wall of force.

*Cost to Create:* 30,000 gp, 2,400 XP, 60 days.

**Source:** *Magic Item Compendium* 173

## ROD OF TRANSPOSITION

**Price (Item Level):** 6,000 gp (10th)

**Body Slot:** - (held)

**Caster Level:** 9th

**Aura:** Moderate (DC 19) conjuration

**Activation:** Standard (command)

**Weight:** 3 lb.

*Small bolts of light arc from one end to the other end of this rod.*

When you activate a rod of transposition, you can exchange positions with another creature within 30 feet. An unwilling creature gets a DC 13 Will saving throw to negate the effect.

*A rod of transposition functions three times per day.*

*Prerequisite:* Craft Rod, baleful transposition

*Cost to Create:* 3,000 gp, 240 XP, 6 days

**Source:** *Magic Item Compendium* 175

## SPELLS

### ANTICIPATE TELEPORTATION

Abjuration

**Level:** Sorcerer/wizard 3

**Components:** V, S, F

**Casting Time:** 10 minutes

**Range:** One willing creature touched

**Area:** 5-ft/level radius emanation from touched creature

**Duration:** 24 hours

**Saving Throw:** None

**Spell Resistance:** No

*The arcane words that activate this spell linger in the air for a moment. As they fade from your hearing, you become more aware of both your surroundings and the possibility of intrusion.*

The subject of the spell is surrounded with an invisible aura that anticipates and delays the teleportation of any creature into the spell's area. Any teleportation spell or effect (including all spells with the teleportation descriptor) can be anticipated, making the spell's recipient instantly aware of the exact location where the teleporting creature will arrive (subject to the restrictions below), the creature's size and how many other creatures (and their sizes) are arriving with the teleporting creature. The spell also delays the arrival of the teleporting creature by 1 round (so that it arrives on its initiative count immediately before its next turn), generally giving the recipient of the spell and anyone else made aware of the information one round to act or ready actions. The teleporting creature does not perceive this delay.

Since a teleporting creature doesn't necessarily arrive at the precise location it intends, the spell also functions against a creature that arrives in range even though its intended destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives the recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of its imminent arrival.

The spell has no effect on creatures attempting to teleport away from the spell's area, although if their destination is within the area, the spell will affect their reentry as normal.

**Focus:** A tiny hourglass of platinum and crystal costing at least 500 gp which must be carried or worn by the spell's recipient while the spell is in effect.

**Source:** *Spell Compendium* 13

### CREATE MAGIC TATTOO

Conjuration (Creation)

**Level:** Sorcerer/wizard 2

**Components:** V, S, M, F

**Casting Time:** 10 minutes

**Range:** Touch

**Target:** Creature touched

**Duration:** 24 hours

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

*You finish the last detail and lean back to look at your work. The tattoo looks good. It should prove useful.*

This spell creates a single magic tattoo. You determine the exact type of tattoo, though the selection is limited by your caster level, as indicated below. You must possess a modicum of artistic talent to sketch the desired tattoo—at least 1 rank of Craft (drawing), Craft (painting), Craft (calligraphy), or a similar Craft skill, inscribing a magic tattoo requires a successful Craft check. The DC varies with the kind of tattoo, as noted below.

If you are a 3rd- to 6th-level caster, you can inscribe a tattoo that generates any one of the following effects (Craft DC 10).

- +2 resistance bonus on one type of saving throw (Fortitude, Reflex, or Will).
- +1 luck bonus on attack rolls.
- +1 deflection bonus to AC.

At 7th to 12th caster level, you can add the following tattoos to the list that you can inscribe (Craft DC 15).

- +2 resistance bonus on saving throws.
- +2 competence bonus on attack rolls.

When your caster level reaches 13th, you can add the following to the list of tattoos you can inscribe (Craft DC 20).

- Spell resistance equal to +1 per three caster levels.
  - +2 enhancement bonus to any one ability score.
- +1 spellcaster level. This effect increases the subject's effective level, but not the total number of spells. For example, an 11th-Level caster who receives this tattoo functions as a 12th-level caster for the purpose of determining level-based spell variables (such as range, area, effect, and so on), but he does not receive any extra spells.

A single creature can have only three magic tattoos at a time. Any attempt to apply more than that automatically fails.

A successful erase spell removes a single magic tattoo. A successful *dispel magic* spell can remove multiple magic tattoos if targeted on the creature bearing them.

**Material Components:** Tattoo inks in appropriate colors costing at least 100gp.

**Focus:** Tattoo needles.

**Source:** *Spell Compendium* 55



## KNOW GREATEST ENEMY

Divination

**Level:** Blackguard 1, paladin 1

**Components:** V, LW

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 1 round/level

**Saving Throw:** None

**Spell Resistance:** Yes

*Your eyes flash green, turning golden as your survey your opponents. To your eyes, the weakest of them are limned with a pale green nimbus, which intensifies with power. The most powerful is wrapped in a brilliant, shimmering green aura.*

This spell evaluates the creatures in the area and determines the relative power level of each. Creatures are evaluated as follows.

CR	Strength
4 or lower	Weak
5—10	Moderate
11—15	Strong
16 or higher	Overwhelming

Among creatures within the same category, you know which is the most powerful, but not why. For example, among a group of ogres (CR 2), you would know one of them (an ogre with two levels of barbarian, CR 4) was the most powerful, but not know if it was because the ogre had class levels, a template (such as half-fiendish), or for another reason.

Any spell of 3rd level or higher that prevents scrying attempts on a creature (such as *non-detection*) or an area (such as *false vision*) thwarts this spell's ability to evaluate that creature or creatures within that area.

**Source:** *Spell Compendium* 129

## ORB OF FORCE

Conjuration (Creation) [Force]

**Level:** Sorcerer/wizard 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** One orb of force

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

*As you gather the energies of the spell, you feel against the palm a spherical weight that seems almost bonded to your skin. The sphere grows, until with a final precise moment, you release the translucent blue orb, sending it hurtling toward your intended target.*

You create a globe of force 3 inches across, which streaks from your palm toward your target. You must succeed on a ranged touch attack to hit the target. The orb deals 1d6 points of damage per caster level (maximum 10d6).

**Source:** *Spell Compendium* 151

---

DM AID #1 – DESCRIPTIONS OF SHARI & HER PETS

---

**SHARI SWIFTSTONE**

You see a stunningly attractive halfling woman. She has short, curly blonde hair, a wicked smile, and eyes the color of the sea on a sunny day. She wears shining mithril full plate armor and a red cloak emblazoned with a black griffon rampant tossed casually over her left side, fastened with an ebony amulet. She holds a dark lance in her black leather gloved hands, and a large mithril shield emblazoned with her black griffon on a red field symbol floats casually by her side. A black leather pack is visible on her back, and a small dusty rose stone orbits her head. She casually ignores any distractions as she fixes her gaze upon you, her new target.

**SHARI SIMULACRUM**

You see a stunningly attractive halfling woman. She has short, curly blonde hair, a wicked smile, and eyes the color of the sea on a sunny day. She wears shining mithril full plate armor and a red cloak emblazoned with a black griffon rampant tossed casually over her left side, fastened with an ebony amulet. She holds a dark lance in her black leather gloved hands, and a large mithril shield emblazoned with her black griffon on a red field symbol rests casually by her side. A black leather pack is visible on her back, and a small dusty rose stone orbits her head. She casually ignores any distractions as she fixes her gaze upon you, her new target.

**EBONY FLY**

You see a hideous creature: a normal housefly the size of a small horse! It moves constantly, endlessly preening itself and buzzing its wings in a loud drone.

**GOAT OF TRAVAIL**

You see the biggest, meanest-looking goat you have ever seen. It is larger than a bull, and it has two exceptionally large and wicked-looking horns. It paws the ground, ready to charge if you make a wrong move.

**RHINOCEROS**

You see a large animal with a mighty horn on its nose. It is as big as a wagon, and almost completely hairless. It looks at you and snorts as it paws the ground in anticipation of crushing you under its bulk.

**BROWN BEAR**

You see a large brown bear. It seems to be unhappy, and it looks at you as if it can imagine how you taste.

**TIGER**

You see a large cat, much larger than a mountain lion. It has a snow-white coat with black vertical stripes. Its long, wicked claws dig into the ground below it, and you are afraid it may pounce on you at any moment.

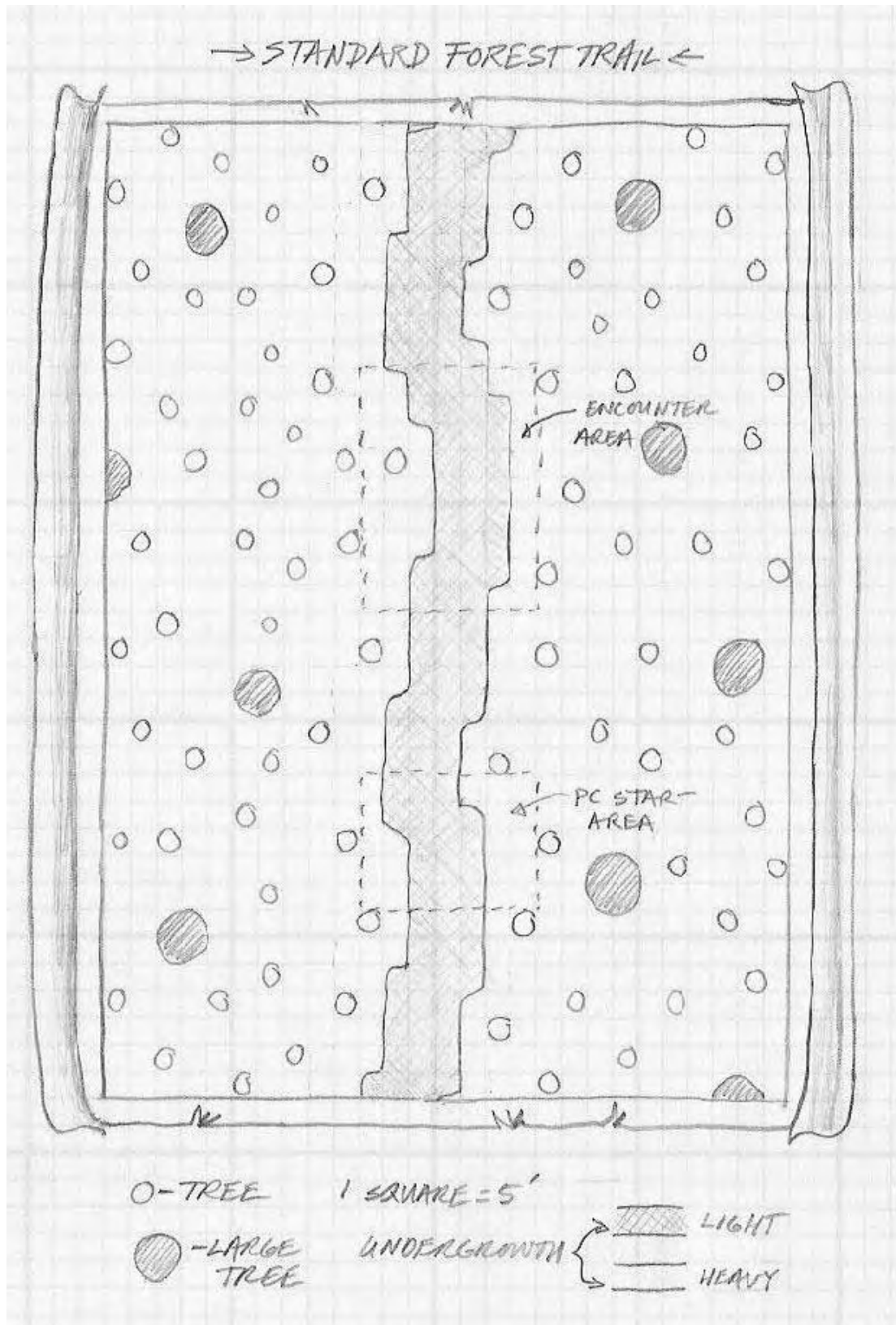
**ELEPHANT**

You see a sight not often seen in Highfolk. It is a huge grey animal with large ears, tusks pointing down from its mouth, and a long, snake-like nose. It looks like it could crush you in an instant if you fell under its legs that are as big as a tree.

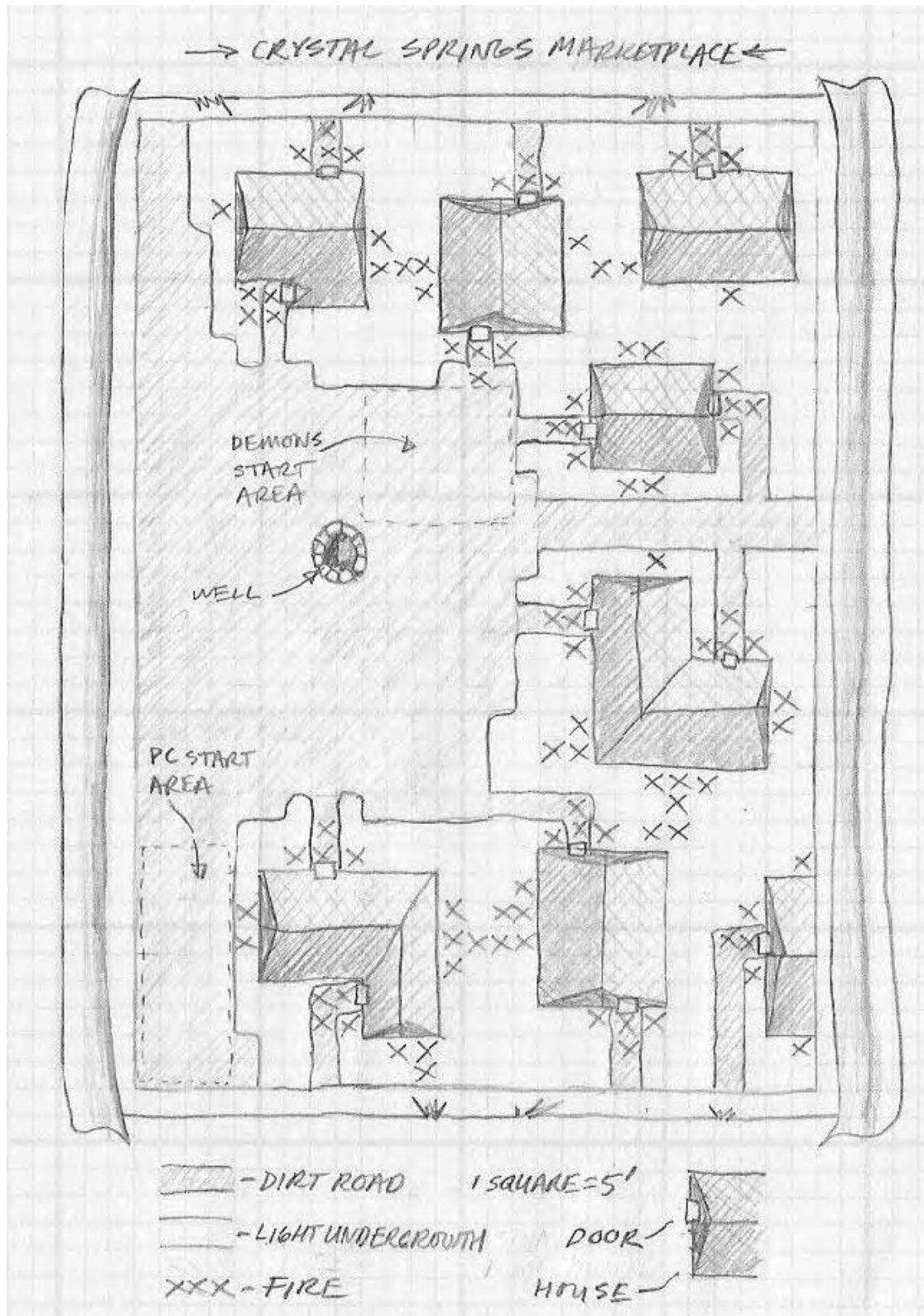
**ELEPHANT ELEMENTAL**

You see a sight not often seen in Highfolk. It is a huge grey animal with large ears, tusks pointing down from its mouth, and a long, snake-like nose. It looks like it could crush you in an instant if you fell under its legs that are as big as a tree. Its skin cracks and flakes as it moves falling off it like dirt in a trail behind it. Its features are rough, as though it was carved out of stone.

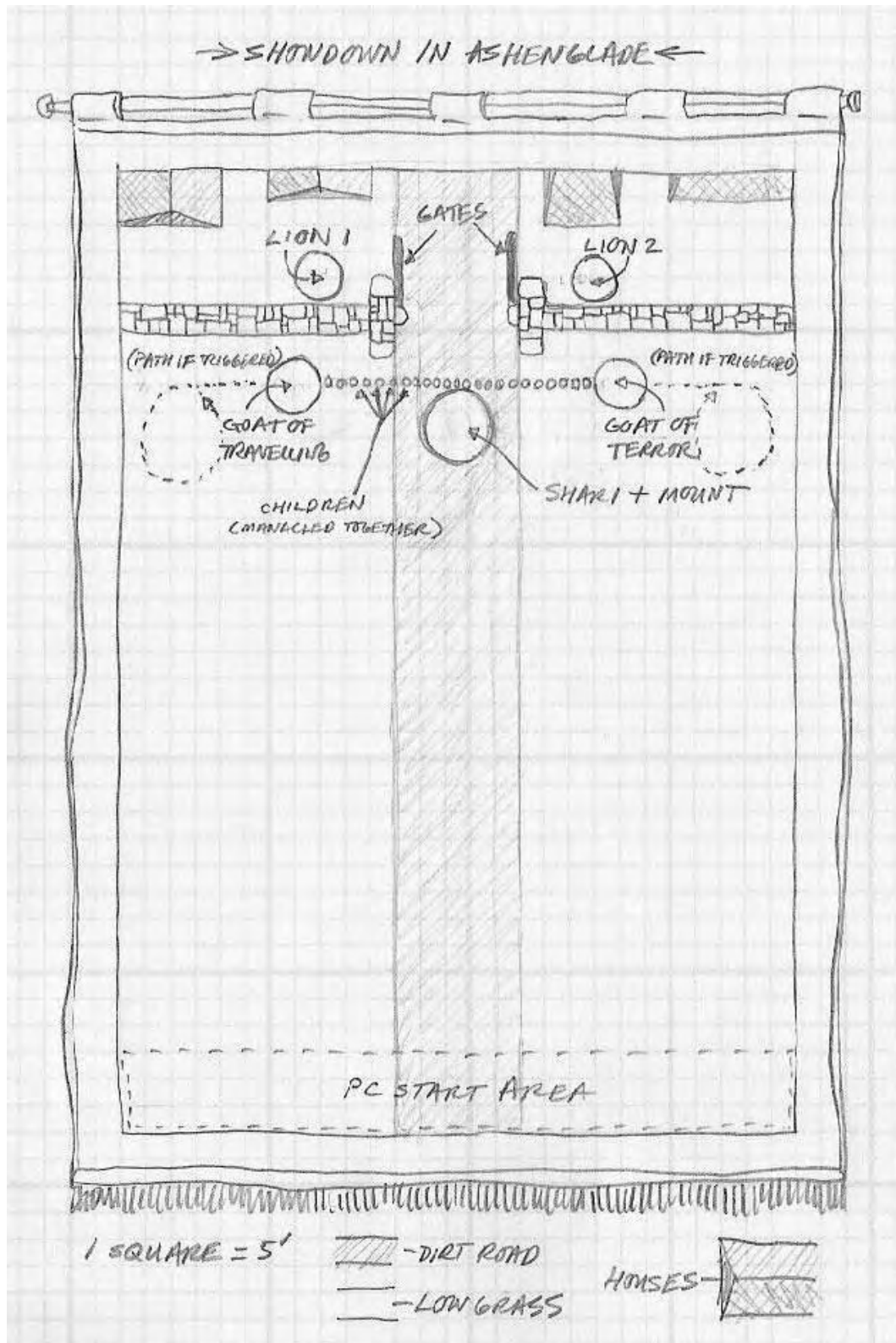
## DM MAP #1: STANDARD FOREST TRAIL MAP

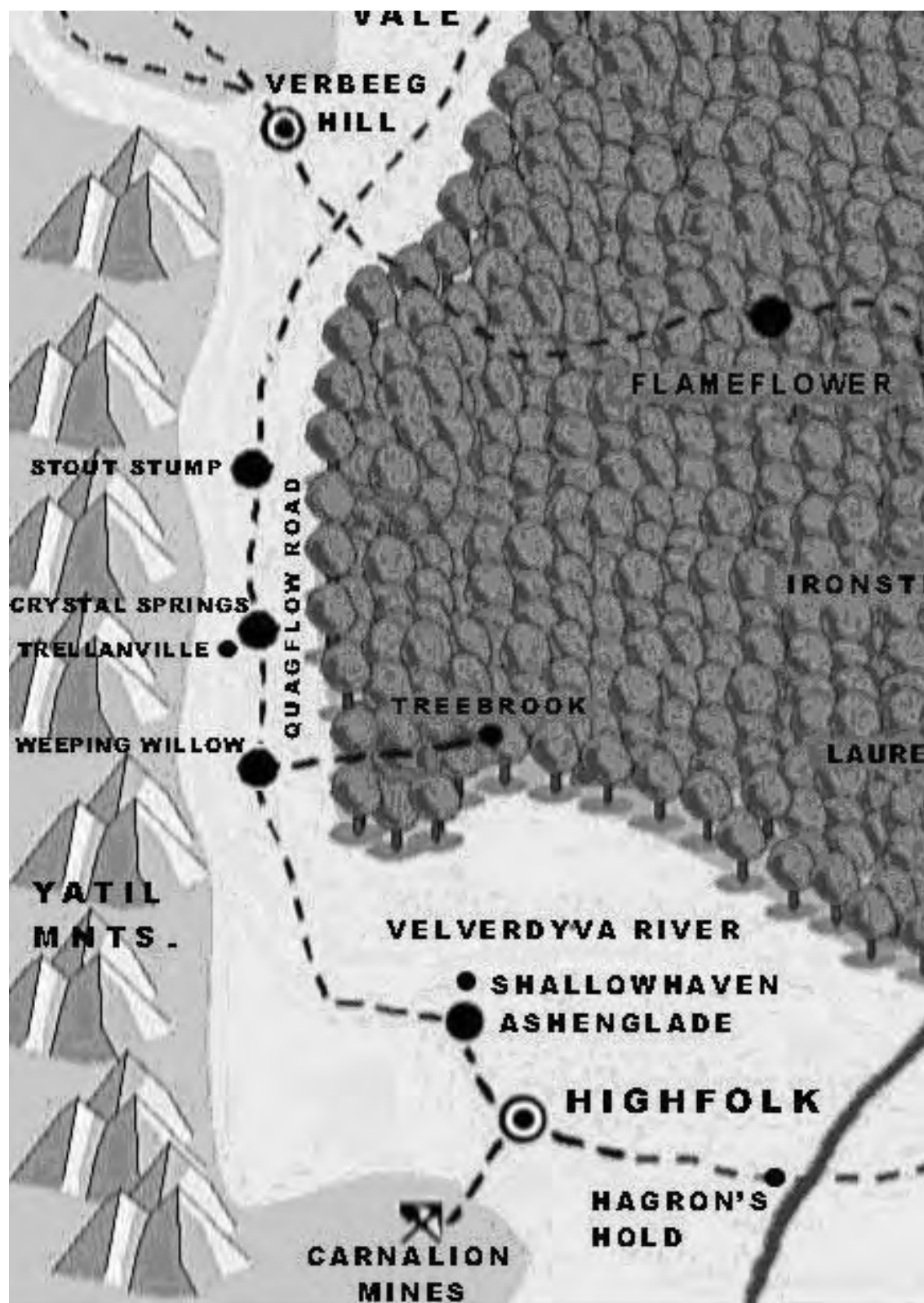


## DM MAP #2: CRYSTAL SPRINGS MARKETPLACE



# DM MAP #3: SHOWDOWN IN ASHENGLADE





## PLAYERS' HANDOUT 1

PCs are asked for a Knowledge (local – Iuz's Border States) check DC 15 or Bardic Knowledge check DC 10 before play begins. PCs making this check are given Player's Handout #1 with background information on Shari when they find out about her during encounter 1.

- Shari Swiftstone was a recently retired adventurer.
- She is a halfling that began her meteoric career as a paladin devoted to Yondalla.
- She has sacrificed much to help others on many heroic missions.
- She developed a healthy respect of the power of magic, which convinced her to eventually become a sorceress, then an eldritch knight, and finally a spellsword.
- She embodied the spirit of free love and spread her beliefs wherever she traveled.
- Reaching the pinnacle of her adventuring career while pregnant, she decided to settle down in Highfolk.
- She has not been seen or heard from since before the fall of Verbeeg Hill.
- Her standard tactic in battle is to use a combination of a devastating spirited charge attack with a magically enhanced lance to destroy monsters, sometimes with a single blow.
- She uses animals and magical beasts summoned from magic items as mounts, because she feared losing 'real' creatures to her enemies.
- Her favorite mount is a Bronze Griffon that she named "Skiprock".
- She has personally saved a shipload of male halfling sailors, numerous small towns with things hiding in their wells, lots of elves fleeing Flameflower when the Grugach struck, and countless slaves and prisoners of random dungeons.

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

## PLAYERS' HANDOUT #2

Those making checks of DC 30 for Knowledge (local – Iuz's Border States) or DC 25 for Bardic Knowledge are to be given Player's Handout #2 with more obscure information about her.

- On one of her first visits to Highfolk, Shari Swiftstone encountered a massive green dragon that forced her entire adventuring party to flee.
- Being immune to the dragonfear (as she was a paladin), she stood her ground long enough to be awed by the dragon's fearsome power.
- This encounter marked the beginning of an obsession with dragons that led her to become a willing consort of another evil dragon a little over a year ago.
- She deluded herself into believing that the dragon was not evil, though many of her adventuring companions attempted to convince her of the truth.
- Investing some of her small fortune of wealth (gained by adventuring) on a home on a riverboat luxury suite, she adventured up to the time of her delivery.
- During the Battle of Verbeeg Hill the riverboat was destroyed and Shari has not been seen since.
- No one knows if she successfully delivered the child, or where it currently is.

**Items Requisitioned by Shari**

- 30 gallons of maple syrup
- 30 flasks of alchemist's fire
- 6 barrels of chicken feathers
- 10 smokesticks
- 12 pigs
- 30 tindertwigs
- 12 wooden balls
- 20 sets of manacles
- 6 shovels
- 10 thunderstones
- 5 dozen assorted pastries
- 8 bales of hay
- 1 steel needle
- 2 large dog collars
- 6 hooded robes
- 8 lbs unsalted butter
- 1 set of snowshoes
- 12 pints of sour milk
- 4 pitons

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

Dear hero,

I hope you follow me to the "art exhibit". I was struck by a fanciful urge to express my artistic creativity. I assure it is worth the trip. By now you are likely tired, hungry, thirsty *explosive runes* and ready to rest for a night. I know how that goes because I too was once a hero just like you.

Yours truly,

*Shari Swiftstone*



Dear Frauds and Cowards

*I challenge you to choose a 'so-called hero' in your pathetic group to single combat... by joust... to the death. Defeat me on the field of battle honorably and the children will be free to go. The more cowardly weaklings in the group may be present to witness the demise of the more foolish. I will slay you all in turn if you attempt to flee. I will destroy each of you that can summon enough bravado, one at a time. If anyone attempts to interfere with the joust before your turn, the children will die painfully. If you attempt to free the children before the joust is over, you will all die with them. Meet me in one minute at the west gate to Ashenglade, or the children will die anyway!*

BWAHAHAHAHAHAHAHA!

*I wish you could have heard that laugh... I have been practicing it all day!*

Shari Swiftstone