



Sour Grapes

“Unnatural Cravings” Part 1

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A One-Round Adventure for the *Legends of the Shining Jewel* Campaign

A local wine vineyard of substantial influence has fallen on inexplicably hard times. The owner seems intent on keeping his reputation intact and his closet doors shut. Can the heroes uncover the cause of the blight and resolve things while maintaining the discretion their employer requires? For heroes of levels 1-6.

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Welcome to LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot.

It is a good idea to have the players and judge place some sort of name tag in front of them, so everyone can easily identify each other and the names of the characters they are playing.

Some of the text in this adventure is in ***bold italics***. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

LSJ GMEmpowerment Clause

The coordinators of the campaign empower GMs to make changes to the module as necessary to accommodate any unforeseen actions taken by the PCs. If the players find another way to deal with the module, they

should be successful and appropriately rewarded. The GM may also invent new NPCs as needed to populate the city of Amthydor, which is not completely detailed due to practical limitations.

If the party is having trouble dealing with say, undead encounters, the GM can always have a patrol of priests or the like come along to finish the combat and save the PCs. Full XP awards should not be given for the encounter if this is necessary.

Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

Calculating ATL (Average Table Level)

Add up the levels of all characters at the table (plus ECL adjustments) and any animals that will take part in combat that are not granted by class features (such as familiars, animal companions, or bonded mounts). Divide this total by 6, regardless of how many player characters are at the table. This gives you the Average Table Level (ATL) for running combats.

A Note About ATLs and the Power of PCs

Not all parties are created equal. Some level 1 parties can handle anything the GM can throw at them, and some level 3 parties are relatively weak for their levels. If the GM finds that the party at the table is really not up to the challenge of the tier, he should adjust the encounters DOWN for that party. This is particularly important if the party has a broad mix of experience levels, is lacking clerics and paladins who can heal, or is a “role-playing” rather than “battle-ready” party. The encounters should be a worthy challenge, not an impossible task or a slaughter fest. Regardless of what the

instructions say, the GM should let common sense rule the day (and the module).

Reminder: Reputation Rules

Reputation enhances non-combat interaction between characters and NPCs by providing bonuses to certain Charisma-based skill checks. Those who recognize a character are more likely to help him or to do what he asks, provided the character's reputation is a positive influence on the NPC or monster that recognizes him. A high reputation bonus makes it difficult for a character to mask his identity, which can be a problem if he's trying not to be noticed.

When an NPC or monster with an Intelligence score of 5 or higher has a positive opinion of a character's reputation, the character gains a bonus on Bluff, Diplomacy, Gather Information, and Perform checks equal to his reputation bonus.

When an NPC or monster with an Intelligence score of 5 or higher has a negative opinion of a character's reputation, the character gains a penalty on Bluff and Intimidate checks equal to his reputation bonus.

The exact bonus or penalty to a skill check resulting from a Reputation check varies by how much the check exceeds the minimum DC:

<u>DC</u>	<u>Skill Modifier</u>
20	+2
25	+4
30	+6
35	+8

Adventure Background

Premise – A local wine vineyard of substantial influence has fallen on inexplicable hard times. Heroes are called in to uncover the cause of the blight and resolve things.

Darken Landwaster changed his name from Dante Patel after his father's vineyard was put out of business. Darken blames Julian Halerpin for his father's failure and suicide. Darken converted to Krayve and has been pursuing a way to revenge his inheritance of shame.

Julian is a shrewd businessman, but has a personality defect common to men of power. Despite his preoccupation with his reputation, he enjoys dabbling in discrete extramarital affairs. Julian's wife, Helen, has long tolerated her husband's indiscretion because (to her great shame) she seems unable to produce an heir.

Last year, Helen finally conceived a child. The pregnancy miscarried five months later. Helen was devastated. It was then that Darken made his move. Initially he obscured his worship of Krayve. He comforted her. However, her misery and anger were easily channeled against her husband. Helen is aware that Darken is a druid given to the darker side of life, but she does not yet realize Darken's true ambition. She seeks to punish her husband and relieve her own pain. She does not seek to destroy her husband's life.

Helen has been corrupting the plants at Darken's direction. Darken has not told her that the concoction has certain side effects on the plants. Darken is trying to cultivate a truly deadly vine creature hybrid.

Encounter 1 – Introduction to Klem (Julian's foreman) and offer employment.

Encounter 2 – Meet Julian and learn the details of the blight. Julian expresses the sensitivity of his position and forbids openly carrying obvious weapons and armor.

Encounter 3 – Gathering information either from the other field hands or through exploration of the grounds.

Encounter 4 – Gathering information from the druid that Julian initially hired, Tharis.

Encounter 5 – Heroes inadvertently intercept an attack on Tharis.

Encounter 6 – Players return to the vineyard to find a field hand slain. More puzzle pieces are available including a player handout.

Encounter 7 (optional) – Players may want to confront the wife directly at this point. They also may want to present their findings to Julian.

Encounter 8 – If the players return to visit the druid a second time, hopefully to get more information from him.

Encounter 9 – The preferred final combat would be Encounter 8. If the PCs do not anticipate the combat, then go to Encounter 10.

Encounter 10 – Doing it the wrong way (not taking the initiative by following Helen to Darken). which will probably end up with Helen dead.

Conclusion: Three options depending on the level of success.

Encounter 1

The harvest season is here, and outside the city everyone is focused on getting the crops in as quickly as possible. Taking a break from helping in whatever manner you participate (or don't), you find yourself at the Venturer's Guild. There seem to be a lot of people here today, and you greet old friends, and raise a glass with new ones. Someone notices a note upon the job board, and you gather around. "Please meet me at the Vintner's Cup; the person I represent has need of adventurers". The time indicated is only one bell away, and the note does mention a free meal. You head out, and come to a fairly new establishment, the Vintner's Cup. Upon entering, you see an individual in the corner with a table that has eight chairs.

"Welcome. The name is Klem, and I represent a prominent local businessman. I am glad you responded to our request."

After the party sits, have them introduce themselves to each other, and to Klem. He

will quickly tell the party that the gentleman he works at has run into trouble in recent weeks. There have been mysterious things going on, and the owner has decided to enlist the help of adventurers. He does not have a lot of details, and will inform the party that his employer will meet with them at his estate one day's travel from Amthydor. Those party members who do not have horses can get a ride on his wagon. He will offer the party 50 gp per person (75 gp at ATL 5+). Klem will provide rooms for the evening, and has 4 rooms already reserved. He will tell the party they are to depart early the next morning.

Encounter 2

Just before dawn, you hear a rapping gently tapping, knocking at your chamber door. Pulling yourself out of restful slumber, you let Klem into your room.

Klem addresses you respectfully but with the authority due an employer. "We best be heading out soon. The ride to my employer's estate is a full day away. If we are to arrive while Sorena still lights the sky then we must begin our work before she does. We are departing so that we arrive after the workers have cleared the fields and our arrival will go unnoticed. I'll meet you in front of the Inn momentarily?"

You ride all day at a fair pace. Finally, as the sun retires beyond the horizon and the sky above takes on hues of orange and lavender the roads bends around a gentle hill laced with row upon row of grape vines.

Allow a Search or Spot check (depending how long the PCs take to look) to notice the following. The DC is 20 for most PCs, or 10 for PCs who are druids or rangers, or that have 5 or more ranks in Knowledge (nature), Survival, or a similar skill (such as Profession (farmer or vintner).

The leafy green vines appear healthy and lush at first glance, but some among you can't help but notice the absence of the

sweet smell of ripe fruit. Where are the grapes?

Soon, you approach the manor house. Klem escorts you to the well furnished sitting room where a finely dressed man of perhaps 40 stands gazing out a large bay window. His features are soft, but his gaze is stern.

Klem clears his throat rousing the lord from his thoughts. "My Lord, I have returned from Amthydor with the help you require."

"I am Julian Halerpin", the man says as he turns to face your group. "My vineyard is besieged by some unknown foe. Of that much I am certain. This year stood to be the best season in more than a decade. The rain was perfect. The spring was early and the summer was mild. Then, just before harvest, entire vines began souring and withering. There is no explanation. We immediately retasked the labor to work other fields and quietly sought the help of a local druid. He healed the plants, but has been unable to determine the cause. We started losing vines in our second field three days ago. The druid has healed the vines again, but I sent Klem to hire some outside help to uncover who is doing this to me. What questions do you have for me?"

If the PCs have questions:

➤ **Who is the druid?**

"Tharis Vindeterre lives in a grove not far from the Halerpin estate." Julian will give directions to the druid's home, about a half hour from the vineyards.

➤ **What has the druid found?**

"The druid has only been allowed to work before dawn, so I do not think anyone is aware that I have employed the druid."

➤ **How long ago did this begin?**

"The vines started dying a little more than a week ago. Nearly every day I wake to another dead vine. The most recent vine was found just this morning."

➤ **Has he set up guards?**

Julian looks irritated. "That is why you have been hired."

When the PCs are done asking questions, Julian will add:

If the party comes up with questions that we have not answered clearly for you, simply follow in the same flow and remember that Julian wants to avoid sullyng the name of his vineyard above all else.

Julian looks at you with a grave expression on his face. "I need your assurance that you will conduct yourselves with the utmost caution. This vineyard has a reputation for producing some of the finest wine in the region. The grape vine is a fickle plant. The vines that were healed may not produce fruit for several seasons."

It is imperative that you protect the reputation of this vineyard above all else. I will have Klem put you in amongst my workers since they have the easiest access to the vines. You must not wear visible armor or weapons during the day. Any investigations should be conducted quietly and avoid implicating that I hired you. Scandal can come in many flavors. I wish to see the name of my family and my vineyard remains above reproach."

Unless the characters have *glamered* items or can otherwise totally conceal larger items, these are the limitations under which they must work, at least during the day. Enforce this rule vigorously through NPCs. Klem will fire the party if they violate this rule.

- If the PCs decide to visit the druid for the first time right away, go to Encounter 4.
- Otherwise continue with Encounter 3.

Encounter 3 - Been Working on a Grape Vine (Day 1)

You exit the manor house through the servant's door and begin to make your way to a locked shed near the winery. You bundle your weapons and armor in to neat

stacks and are each given a key to the shed. The humid air of late summer clings to your nose and fills your lungs with the damp heat of mid-morning. Despite the overcast sky's relief from an angry sun, the humidity seals the promise of a difficult day of labor ahead.

Klem escorts you out to the fields. As you walk he begins speaking in a hushed tone, "I expect that you will want to speak with the druid that has been working with the Halerpin vines. I have arranged for one of my foremen, Jacob, and I to watch the fields until you return from speaking with the druid tonight. Be sure to relieve us when you return. Jacob and I are usually up the earliest, so we will need to get to sleep as soon as you are through talking to the druid."

Klem walks up to a dark haired man with a wide brim leather hat. "Jacob, these are the new laborers."

"Good. A strong looking bunch." Jacob begins handing out your assignments for the day, assigning you to work in different fields.

Have the party be broken up in groups of one or two. They will then be sent to different vineyards to work.

Working in the fields: The PCs may try to question the workers below.

Gather Information or Diplomacy DC 10 + ATL: Give any obvious or Recognized nobles a -5 modifier, and any party members who make an effort to fit in before asking questions up to a +5 circumstance bonus.

➤ *"Master Julian and his wife had such a row two weeks ago... dishes crashing and such. She was howling at him about 'straying like a common yard dog.' Boy, was she angry!"*

➤ *"Klem is a hypocrite. His gambling would have him fired if anyone had the guts to speak to Julian directly. The master would not take kindly to learn his foreman was in to the local barkeep for his wages."*

Gather Information or Diplomacy DC 20 + ATL:

➤ *"The lady of the estate miscarried two years ago and has not produced an heir."*

Heroes may be interested in inspecting the affected plants. Ask them exactly what they are looking for. An inspection of the leaves or vine of the plant reveals nothing. Anyone inspecting of the ground near a vine (Search DC 12 + ATL) reveals the stain of something poured on the ground. If someone that actually says they are digging in the ground at the base of a vine and inspecting the roots, they will also find a subterranean weed. Describe the weed as being hopelessly intermingled with the vine's roots. They may take a small sample if they wish.

Searching the grounds: Anyone searching the surrounding winery, sheds, equipment etc. will need to search in a clandestine manner and dedicate the entire day to the search to avoid looking conspicuous. Each character searching in this way may make a single Search roll (DC 18 + ATL) to find discarded empty vials (they make take 20 and assist each other to achieve this DC). Knowledge (nature) DC 12 reveals that a potion of some sort was in the vial. *Detect magic* will reveal a lingering residual effect with an aura of necromancy. Craft (alchemy) DC 12 + ATL will allow the person to determine that this is not a poison, but some magical creation.

If anyone has the ability to speak with plants, they will be informed the plants feel like they are being choked. The plants in vineyard one will be aggressive and uncooperative

NOTE: The players that score less than 10 on any Gathering Information or Diplomacy checks during the day will have a scuffle with other vineyard workers. They will have two rounds of fighting before it is broken up, and as long as the party members do not draw weapons or use special abilities (i.e. magic or similar things), then it will not

result in a bad situation. After breaking up the fight, the foreman of that vineyard will give both people involved some water and tell them to keep their tempers in check. The workers will apologize and explain that the dead vines have spooked them.

ALL ATLS

Perturbed Field Hands (2), Male Human Com1, medium Humanoid; HD 1d4; hp 4; Init +0; Spd 30; AC 10 (FF 10 Touch 10); BAB/Grp +0/+0; Atk/Full Atk +0 melee (1d3, Unarmed, x2); AL CN; SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills: Hide +2, Listen +4, Move Silently +2, Spot +4.

Feats: Dodge.

Possessions: None

- If the PCs decide to visit the druid for the first time, go to Encounter 4.
- If the PCs instead stay on guard that night, go to Encounter 5.

Encounter 4

It takes about thirty minutes of travel through countryside that becomes lush and denser as you travel toward the druid's home, a sod and wood structure in a small clearing amidst the foliage. An elderly human with grey hair and dressed in brown robes opens the door as you approach. "Greetings, and enter my humble home. I am Tharis Vindeterre at your service. Julian mentioned he was going to ask adventurers to come help out and I will offer you what aid I can."

NOTE: If the party does not indicate that they are gathering their items and weapons, before coming here then they do not have them until they return to the shed to get them.

Tharis Vindeterre is an aging druid whose love of wine brought him to the small community that has grown up around the

vineyard. Also, he will speak with and pet any animals that the party has with them. All of the animals will like him.

➤ **How do you know Julian?**

"Julian and I have become friends over the last decade. I have visited the vineyards many times over the years and never seen anything like this. I am rather disturbed by the implications."

➤ **What do you think has happened to the vines?**

"Julian has only allowed me to go out to the vineyard in pre-dawn hours so as not to cause a scandal. I discovered several areas where something, I assume magical potions, have been added to the soil. However, I have not been able to recover a sample of the poison being used."

➤ **What have you done to combat the poisoning of the vines?**

"I have magically healed the vines twice, but am afraid to do any more for two reasons. First, my efforts were undone within two days each time. This means that someone is actively damaging the vines, and until they are caught the healing isn't really helping. Secondly, the grape vines are very fickle. A healed vine will not produce fruit for 2 – 10 seasons and may alter the flavor and quality of the grapes for several seasons after that. If I had a sample of the poison, perhaps I could develop an antidote."

➤ **What about these rumors about Julian and Helen's marital problems?**

"That is neither my business nor my area of expertise. I have nothing more to say on the matter."

If the characters found the discarded vials from Encounter 3, they may give them to Tharis. He can tell them that the vials contained a potion, not a poison, something magical in nature.

If the party shows him the subterranean weed then he will thank them and offer to do some research. He tells the heroes he will

try and come up with a safe way to combat the weed without hurting the vines. He feels that whatever is being done to the vineyard is likely being done during the night.

If the PCs ask to borrow a silvered weapon for use in this module, he will lend them his masterwork silvered sickle. He will want it back at the end of the module since he uses it to harvest his mistletoe when the old batch goes stale.

When the PCs are done:

- If they have not yet had the thug attack, go to Encounter 5.
- If they have fought the thugs and it is the first night, go to Encounter 6.
- If they want to talk with Helen, go to Encounter 7.
- If the PCs decide to follow Helen at night to her rendezvous with Darken, go to Encounter 9.

Encounter 5 - When Thugs Attack!

Darken is concerned that Tharis may be near uncovering the infant vine monsters so he has sent three of his henchmen to make certain that Tharis remains quiet... permanently. The thugs were headed to kill the druid, but encounter the party first. The heroes unknowingly intercept the brutes on their way to Tharis. They get attacked as they return from the druid (Encounter 4) or when they are on guard at the vineyards without having seen Tharis. Use **GM Map 1** for the combat.

It is night when the combat begins. The sky is overcast, so there is no moonlight. All characters begin the combat with the benefits of partial concealment. Characters without darkvision cannot initially make ranged attacks.

As the party begins the encounter, put Loni and Ben on the map. However, leave Wren off the map until he is spotted. Loni and

Ben will not step in to view until the party is within a single move action of them. They are not attempting to surprise (that is up to Wren) so there is no surprise round. Simply roll initiatives and go.

Wren will start the combat kneeling in the cover of the trees (+6 to his AC against ranged attacks) and is partially concealed (20% miss chance). However Wren is not invisible. I would recommend a situational bonus of +4 to his hide check.

Wren is under the effects of a Potion of Darkvision. He will not be subject to the 20% miss chance of partial concealment from darkness.

Wren can see, so he will target obvious casters (those without much armor or wielding maces and such) with ranged attacks during the first couple rounds if possible before joining Loni and Ben in melee. At ATL 7, Wren is likely to attempt to “snipe” (see *Core Rulebook I* for sniping rules). If Wren gets a good initiative roll, he is going to ready an action to fire on the first opponent that casts in order to force a concentration check and hopefully disrupt prep spells like enlarge or bless. Otherwise, he will merely target casters for ranged attacks to soften them up.

Loni and Ben have partial concealment where they are hiding initially (20% miss chance). Loni and Ben are the front line attackers and Wren hopes to avoid heavy melee from fighters and engage casters in melee after a round or two of ranged combat. At ATL 3 Loni and Ben are able grapplers, but only grapple fighters they are having trouble hitting. At ATL 5 they have Stunning Fist. At ATL 7 they have Improved Grapple, Stunning Fist, and Improved Trip.

The Spot and Listen DCs to avoid surprise are both 16 + ATL.

ATL 1

Wren, Male Human Rog1: Medium Humanoid; HD 1d6+1; hp 7; Init +4; Spd 30; AC 16 (FF 12, Touch 14); BAB/Grp +0/+1; Atk/Full Atk +4 rapier (1d6+1, 18-20 x2); light crossbow +4 (1d8); SA Sneak attack +1d6; AL NE; SV Fort +1, Ref +6, Will +0; Str 12, Dex 18, Con 12, Int 14, Wis 10, Cha 10.

Skills: Balance +7, Escape Artist +7, Hide +7, Listen +5, Move Silently +7, Open Lock +7, Sleight of Hand +8, Spot +5, Tumble +8.

Feats: Point Blank Shot, Weapon Finesse.

Possessions: *Potion of darkvision*, rapier, light crossbow, leather armor.

Loni and Ben, Male Human Mnk1: Medium Humanoid; HD 1d8+1; hp 9; Init +6; Spd 30; AC 14 (FF 14, Touch 14); BAB/Grp +0/+2; Atk +2 fist (1d6+2, x2); Full Atk +2 fist (1d6+2, x2) or +0/+0 flurry (1d6+2, x2); SA Flurry of Blows; SQ Evasion; AL LE; SV Fort +3, Ref +4, Will +4; Str 14, Dex 14, Con 12, Int 10, Wis 14, Cha 10.

Skills: Hide +7, Listen +5, Move Silently +8, Spot +5, Tumble +8.

Feats: Improved Initiative, Stunning Fist.

Stunning Fist: 1 time a day, Fortitude DC 12.

Possessions: None.

ATL 3

Wren, Male Human Rog2: Medium Humanoid; HD 2d6+2; hp 14; Init +4; Spd 30; AC 16 (FF 12, Touch 14); BAB/Grp +1/+2; Atk/Full Atk +5 rapier (1d6+1, 18-20 x2) or hand crossbow +6 (1d4); SA Sneak attack +1d6; SQ: Evasion; AL NE; SV Fort +1, Ref +7, Will +0; Str 12, Dex 18, Con 12, Int 14, Wis 10, Cha 10.

Skills: Balance +9, Escape Artist +9, Hide +9, Listen +5, Move Silently +9, Open Lock

+7, Sleight of Hand +9, Spot +5, Tumble +9.

Feats: Point Blank Shot, Weapon Finesse.

Possessions: *Potion of darkvision*, rapier, MW hand crossbow, leather armor.

Loni and Ben, Male Human Mnk2: Medium Humanoid; HD 2d8+2; hp 18; Init +6; Spd 30; AC 14 (FF 14, Touch 14); BAB/Grp +1/+3; Atk +3 fist (1d6+2, x2); Full Atk +3 fist (1d6+2, x2) or +1/+1 flurry (1d6+2, x2); SA Flurry of Blows; SQ Evasion; AL LE; SV Fort +4, Ref +5, Will +5; Str 14, Dex 14, Con 12, Int 10, Wis 14, Cha 10.

Skills: Hide +9, Listen +5, Move Silently +9, Spot +5, Tumble +9.

Feats: Combat Reflexes, Improved Initiative, Stunning Fist.

Stunning Fist: 2 times a day, Fortitude DC 13.

Possessions: None.

ATL 5

Wren, Male Human Rog4: Medium Humanoid; HD 4d6+4; hp 24; Init +4; Spd 30; AC 16 (FF 12, Touch 14); BAB/Grp +3/+4; Atk/Full Atk +8 rapier (1d6+1, 18-20 x2) or light crossbow +8 (1d8); SA Sneak attack +2d6; SQ: Evasion, Trap sense +1, Uncanny dodge; AL NE; SV Fort +2, Ref +8, Will +1; Str 13, Dex 18, Con 12, Int 14, Wis 10, Cha 10.

Skills: Balance +11, Escape Artist +11, Hide +11, Listen +5, Move Silently +11, Open Lock +7, Sleight of Hand +9, Spot +7, Tumble +9.

Feats: Point Blank Shot, Precise Shot, Weapon Finesse.

Possessions: *Potion of darkvision*, MW rapier, MW light crossbow, leather armor.

Loni and Ben, Male Human Mnk4: Medium Humanoid; HD 4d8+4; hp 30; Init +6; Spd 40; AC 14 (FF 14, Touch 14); BAB/Grp +3/+5; Atk +5 fist (1d8+2, x2); Full Atk +5 fist (1d8+2, x2) or +3/+3 flurry (1d8+2, x2); SA Flurry of Blows, Ki Strike (fists count as magic weapons); SQ Fast Movement, Evasion, Still Mind, Slow Fall 20 ft.; AL LE; SV Fort +5, Ref +6, Will +6 (+8 vs. enchantment spells and effects); Str 14, Dex 14, Con 12, Int 10, Wis 15, Cha 10.

Skills: Hide +11, Listen +5, Move Silently +11, Spot +5, Tumble +9.

Feats: Break the Breath (+2 to DC for Stunning Fist), Combat Reflexes, Improved Initiative, Stunning Fist.

Stunning Fist: 4 times a day, Fortitude DC 16.

Possessions: None.

ATL 7

Wren, Male Human Rog6: Medium Humanoid; HD 6d6+6; hp 34; Init +4; Spd 30; AC 16 (FF 12, Touch 14); BAB/Grp +4/+5; Atk/Full Atk +9 rapier (1d6+1, 18-20 x2) or light crossbow +9 (1d8); SA Sneak attack +3d6; SQ: Evasion, Trap sense +2, Uncanny dodge; AL NE; SV Fort +3, Ref +9, Will +2; Str 13, Dex 18, Con 12, Int 14, Wis 10, Cha 10.

Skills: Balance +11, Escape Artist +13, Hide +13, Listen +7, Move Silently +13, Open Lock +7, Sleight of Hand +9, Spot +9, Tumble +9.

Feats: Point Blank Shot, Precise Shot, Weapon Finesse.

Possessions: *Potion of darkvision*, MW rapier, MW light crossbow, leather armor.

Loni and Ben, Male Human Mnk6: Medium Humanoid; HD 6d8+6; hp 42; Init +6; Spd 40; AC 15 (FF 15, Touch 15); BAB/Grp +4/+6; Atk +6 fist (1d8+2, x2); Full Atk +6 fist (1d8+2, x2) or +5/+5 flurry (1d8+2, x2); SA Flurry of Blows, Ki Strike

(fists count as magic weapons); SQ Fast Movement, Evasion, Still Mind, Slow Fall 30 ft.; AL LE; SV Fort +6, Ref +7, Will +7 (+9 vs. enchantment spells and effects); Str 14, Dex 14, Con 12, Int 10, Wis 15, Cha 10.

Skills: Hide +13, Listen +5, Move Silently +13, Spot +5, Tumble +9.

Feats: Break the Breath (+2 to DC for Stunning Fist), Combat Reflexes, Improved Initiative, Stunning Fist, Improved Trip.

Stunning Fist: 6 times a day, Fortitude DC 17.

Possessions: None.

Resolution: The thugs were hired at the tavern nearby to attack and kill anyone coming back to the vineyard from the general direction of the druid's home. They know no details, and do not have their pay here.

- If they have fought the thugs and it is the first night, go to Encounter 6.
- If they want to talk with Helen, go to Encounter 7.
- If the PCs want to go back to the druid for more information, go to Encounter 8.
- If the PCs decide to follow Helen at night to her rendezvous with Darken, go to Encounter 9.

Encounter 6 – Missing in Action

A nervous tension seems to permeate the night. The overcast, moonless sky lends to the ominous foreboding all around. As you return to the vineyard you are relieved to see Julian waiting for you. "I hope your meeting with the Tharis went well."

Julian will wait for the party to recap what they learned from the druid. He will interject compliments or comments as they relay information he didn't know. After the

party finishes the recap, he will take his leave and remind the party to relieve Jacob as well.

Some of the party may go directly to find Jacob, this part of the encounter will be the same regardless of whether they went to Julian first.

Jacob isn't where he should be. A search check of 20 + ATL (15+ ATL for anyone in party with darkvision), will allow the party to find Jacob at the edge of the vineyard. Some heroes may choose to take 20 on this check.

The party may want to trace Jacob's movements before he died. If members of the party chose to take 20 finding Jacob's body, this will make the tracking check more difficult.

If no one took 20 on the previous search check, then they may track his steps back to a shed by doing a tracking check DC 15 + ATL (for tracking on a moonless night PHB pg 101).

If members did take 20 it will be 15+ ATL+6 (for the moonless night) +twice the number of party members who took 20.

It is possible to speak with dead to Jacob. He remembers seeing someone around the shed, and he went to investigate. He watched them leave, and then went to get Klem in case there were more people. On his way thru the vineyard he felt a prick on his ankle and that is the last thing he remembers. A search of the body with a healing check DC 15 + ATL will reveal two dots of blood on his ankle above his shoes. The wound will not detect poison or magic.

Heroes that discover Jacob was coming from the shed may want to search in and around the shed. Searching around the shed (DC 18+ ATL) will yield 3 potion bottles that are empty but still have a residue of the poison used on the vines. Searching inside the shed will lead to finding a note left behind by Helen for Darken, DC 15+ ATL. The note will be **Player Handout 1**.

The party must now decide how to proceed. Do they wait till morning and go to Klem, or do they go to Klem now?

Encounter 7 - Blame It On Me

Optional (totally) - Night 1 or Day 2 - Overcast - Some groups may want to confront the wife now. The wife will be confused and unsettled and lashes out if confronted. She was not present when Jacob was killed. Julian will defend her honor at this point and kick the adventurers off his land.

The adventure is over if they choose to abandon it, but may continue otherwise. Assuming they stick around and get a room at a local inn or otherwise remain nearby, Klem will track them down and meet with them. He will urge them to help his master even if Julian no longer wishes them to help.

If the adventurers are a little more delicate, they may still wish to search the manor house or the bedroom. Good luck. Servants are all over the place. Adventurers will need to roll hide and move silently each time they move to a new room. There is a standing DC 17 to move from room to room on both checks or else they will be caught. There is nothing of note to find in the house.

They may want to meet with Julian regarding their findings or to ask for permission to search the house. Good luck. He will be belligerent if confronted openly with his adultery. Diplomacy can be used to allude indirectly to his indiscretion as possible motive for someone to move against him. The most he will agree to at this point will be to privately confront his wife alone if they wish. If the party has been very well behaved up to now, he will be willing to allow them to shadow her movements outside the manor house.

The party may choose to speak to the midwife, or some other NPC we have not thought about. Make the person polite, but they will not divulge anything bad about Julian or Helen.

Also, allow the party to meet Julian during the day if they are nervous about him being a vampire, and give them a chance to see Helen from a distance so that something like Detect Evil can be cast upon her (she is not evil). Julian will not allow the party members to engage Helen in conversation though.

Otherwise, during Day 2 allow the party to rehash any previous things they may have missed during Day 1. Allow them a second chance to move through the events in Encounter 3 if they wish. They may spend the day any way they wish.

Encounter 8 - Druid Visit, Take Two

If the party chooses to visit Tharis again before the final combat, they may do so. If they have provided him with both the vial and the weed, he will give them two warnings. One, it appears the combination allows the plant to be altered to some purpose, *and that it reacts poorly to silver*. If they gave Tharis one of the items, he will indicate that silver may be useful against whatever comes their way. If they gave him nothing, then he has no additional help to offer.

If the PCs ask to borrow a silvered weapon for use in this module, he will lend them his masterwork silvered sickle. He will want it back at the end of the module since he uses it to harvest his mistletoe when the old batch goes stale.

Encounter 9 - The Right Way

This encounter will lead to the best outcome for the party in terms of final combat. If the party chooses to follow the wife (and successfully makes a move silently and hide check), then they will get the drop on the priest. Also, if they observe, or trap (or spell i.e. *alarm*) the correct vineyard then this will also give them the drop on Darken.

It is night when the combat begins. The sky is overcast, so there is no moonlight. Most

characters begin the combat with the benefits of partial concealment (20% miss chance). Characters without darkvision cannot initially make ranged attacks.

As the darkness of night falls, there is a minatory feeling pervading the night. You aren't sure if it is caused by the moon being hidden by clouds, or the almost palpable moisture in the air. You are certain that tonight is will prove the reason you were summoned to this soporific village.

Have the party roll to Move Silently and Hide. If they state they wish to trail the wife, and then ask them how they are proceeding. If they don't take reasonable precautions for moving silently and hiding, then the DC is 15+ATL. If they do take precautions then it is 8+ATL. If they think of it, PCs may take 10 on this check, but don't suggest it unless the players mention it.

There are nine vineyards, and the bad guys are in #4. If the party does something that will allow them to know that #4 is beset by the priest and his crew then they will have a chance at a surprise round. The first round the priest will throw a potion to activate the vine creature. He has *freedom of movement* cast upon himself so he will not be affected.

The second round he will cast *entangle* on the area the vine creature is in. His minions are there to keep the party off of him. The rogues will not be visible and will be hiding in the about 20 feet from the priest to surprise anyone that happens upon the priest. Have the party make a Spot check DC 20+ ATL to not be surprised when the rogues reveal themselves. After the area is entangled and the party completely engaged, the bad guys will try to completely decimate the party and the vineyard. See Appendix A for combat stats.

Note: Helen has an AC of 12, 15 hit points, and Constitution 13. Keep track of the creature's attacks upon her as she may die before the PCs can come to her aid.

ATL 1

Vine Monster: Medium Plant; HD 2d8+4; hp 16; Init -3; Spd 10; Space/Reach 5/10; AC 11 (FF 11, Touch 7); BAB/Grp +2/+4; Atk tendril slam +4 (1d6+2); Full Atk 2 tendril slams +4/+4 (1d6+2); SA: Blood drain; SQ: Tremorsense 20 ft., fast healing 2, DR 5/silver, immunity (critical hits, mind-affecting attacks, paralysis, poison, polymorph, sleep, and stun), low-light vision; AL N; SV Fort +5, Ref -3, Will -3; Str 14, Dex 4, Con 14, Int --, Wis 5, Cha 0.

Feats: Improved Grapple, Toughness.

Blood Drain: Upon a successful grapple attack, the vine will automatically receive a blood drain on the victim. The blood drain drains 1d3 Constitution points per round the target is grappled. With each successful drain the vine gains 5 temporary hit points. The vine creature may use its tendrils to engage targets anywhere within 15 feet. Consider anyone in that area threatened.

Darken Landwaster, Male Human Drd3 Medium Humanoid; HD 3d8+6; hp 27; Init +5; Spd 30; AC 15 (FF 12, Touch 13); BAB/Grp: +2/+4; Atk +5 scimitar (1d6+3, 18-20); SQ: Nature sense, wild empathy, spontaneous *summon nature's ally* casting, woodland stride, trackless step; AL NE; SV Fort +5, Ref +3, Will +7; Str 14, Dex 12, Con 14, Int 10, Wis 18, Cha 9.

Skills: Concentration +7, Knowledge (local) +1, Knowledge (nature) +2, Knowledge (religion) +1, Spellcraft +1.

Feats: Combat Casting, Improved Initiative, Lightning Reflexes.

Spells Prepared (Drd 4/3/2):

0 - *Cure minor wounds* x2, *flare* x2;

1st - *Cure light wounds*, *faerie fire*, *entangle*;

2nd - *Flame blade*, *resist energy*.

Possessions: *Scimitar* +1, leather armor; *oak shield* +1.

ATL 3

Vine Monster: Medium Plant; HD 4d8+8; hp 40; Init -3; Spd 10; Space/Reach 10/15; AC 11 (FF 11, Touch 7); BAB/Grp +4/+7; Atk tendril slam +7 (1d6+3); Full Atk 2 tendril slams +7/+7 (1d6+3); SA: Blood drain; SQ: Tremorsense 20 ft., fast healing 2, DR 5/silver, immunity (critical hits, mind-affecting attacks, paralysis, poison, polymorph, sleep, and stun), low-light vision; AL N; SV Fort +6, Ref -2, Will -2; Str 16, Dex 4, Con 14, Int --, Wis 5, Cha 0.

Feats: Improved Grapple, Toughness.

Blood Drain: Upon a successful grapple attack, the vine will automatically receive a blood drain on the victim. The blood drain drains 1d4 Constitution points per round the PC is grappled. With each successful drain the vine gains 5 temporary hit points. The vine creature may use its tendrils to engage targets anywhere within 15 feet. Consider anyone in that area threatened.

Darken Landwaster, Male Human Drd4: Medium Humanoid; HD 4d8+8; hp 36; Init +5; Spd 30; AC 15 (FF 12, Touch 13); BAB/Grp: +3/+5; Atk +6 scimitar (1d6+3, 18-20); SQ: Nature sense, wild empathy, spontaneous *summon nature's ally* casting, woodland stride, trackless step, resist nature's lure; AL NE; SV Fort +6, Ref +4, Will +8; Str 14, Dex 12, Con 15, Int 10, Wis 18, Cha 9.

Skills: Concentration +9, Knowledge (local) +1, Knowledge (nature) +2, Knowledge (religion) +1, Spellcraft +1.

Feats: Combat Casting, Improved Initiative, Lightning Reflexes.

Spells Prepared (Drd 5/4/3):

0 - *Create water*, *cure minor wounds* x2, *flare* x2;

1st - *Charm animal*, *cure light wounds*, *faerie fire*, *entangle*;

2nd - *Flame blade*, *resist energy*, *summon swarm*.

Possessions: *Scimitar* +1, leather armor; *oak shield* +1.

ATL 5

Vine Monster: Large Plant; HD 5d8+10; hp 50; Init -3; Spd 10; Space/Reach 10/15; AC 11 (FF 11, Touch 7); BAB/Grp +5/+11; Atk tendril slam +7 (1d6+5); Full Atk 2 tendril slams +7/+7 (1d6+5); SA: Blood drain; SQ: Tremorsense 20 ft., fast healing 2, DR 5/silver, immunity (critical hits, mind-affecting attacks, paralysis, poison, polymorph, sleep, and stun), low-light vision; AL N; SV Fort +7, Ref -1, Will -1; Str 20, Dex 4, Con 14, Int --, Wis 5, Cha 0.

Feats: Improved Grapple, Toughness.

Blood Drain: Upon a successful grapple attack, the vine will automatically receive a blood drain on the victim. The blood drain drains 1d4 Constitution points per round the PC is grappled. With each successful drain the vine gains 5 temporary hit points. The vine creature may use its tendrils to engage targets anywhere within 15 feet. Consider anyone in that area threatened.

Darken Landwaster, Male Human Drd6: Medium Humanoid; HD 6d8+12; hp 69; Init +5; Spd 30; AC 15 (FF 12, Touch 13); BAB/Grp: +4/+6; Atk +7 scimitar (1d6+3 +1d6 flame, 18-20); SQ: Nature sense, wild empathy, spontaneous *summon nature's ally* casting, woodland stride, trackless step, resist nature's lure, wild shape 2/day; AL NE; SV Fort +7, Ref +5, Will +9; Str 14, Dex 12, Con 15, Int 10, Wis 18, Cha 9.

Skills: Concentration +11, Knowledge (local) +1, Knowledge (nature) +4, Knowledge (religion) +1, Spellcraft +1.

Feats: Combat Casting, Improved Initiative, Lightning Reflexes, Natural Spell.

Spells Prepared (Drd 5/4/4/3):

0 – *Create water*, *cure minor wounds* x2, *flare* x2;

1st – *Charm animal*, *cure light wounds*, *faerie fire*, *entangle*;

2nd – *Chill metal*, *flame blade*. *resist energy*, *summon swarm*.

3rd – *Call lightning*, *cure moderate wounds*, *spike growth*.

Possessions: *Flaming scimitar* +1, leather armor; *oak shield* +2.

Flim and Flam, Male Human Rog2: Medium Humanoid; HD 2d6+2; hp 14; Init +4; Spd 30; AC 16 (FF 12, Touch 14); BAB/Grp +1/+2; Atk/Full Atk +6 rapier (1d6+1, 18-20 x2) or hand crossbow +6 (1d4); SA Sneak attack +1d6; SQ: Evasion; AL NE; SV Fort +1, Ref +7, Will +0; Str 12, Dex 18, Con 12, Int 14, Wis 10, Cha 10.

Skills: Balance +9, Escape Artist +9, Hide +9, Listen +5, Move Silently +9, Open Lock +7, Sleight of Hand +9, Spot +5, Tumble +9.

Feats: Point Blank Shot, Weapon Finesse.

Possessions: MW rapier, MW hand crossbow, leather armor.

ATL 7

Vine Monster: Large Plant; HD 7d8+28; hp 80; Init -3; Spd 10; Space/Reach 10/15; AC 11 (FF 11, Touch 7); BAB/Grp +8/+13; Atk tendril slam +8 (1d6+5); Full Atk 2 tendril slams +8/+8 (1d6+5); SA: Blood drain; SQ: Tremorsense 20 ft., fast healing 2, DR 5/silver, immunity (critical hits, mind-affecting attacks, paralysis, poison, polymorph, sleep, and stun), low-light vision; AL N; SV Fort +11, Ref +0, Will +0; Str 20, Dex 4, Con 18, Int --, Wis 5, Cha 0.

Feats: Improved Grapple, Toughness.

Blood Drain: Upon a successful grapple attack, the vine will automatically receive a blood drain on the victim. The blood drain drains 1d4 Constitution points per round the PC is grappled. With each successful drain the vine gains 5 temporary hit points. The

vine creature may use its tendrils to engage targets anywhere within 15 feet. Consider anyone in that area threatened.

Darken Landwaster, Male Human Drd8: Medium Humanoid; HD 8d8+24; hp 91; Init +5; Spd 30; AC 15 (FF 12, Touch 13); BAB/Grp: +6/+1, +6; Atk +9 scimitar (1d6+3 +1d6 flame, 18-20); SQ: Nature sense, wild empathy, spontaneous *summon nature's ally* casting, woodland stride, trackless step, resist nature's lure, wild shape 3/day, large creatures; AL NE; SV Fort +9, Ref +5, Will +10; Str 14, Dex 12, Con 16, Int 10, Wis 18, Cha 9.

Skills: Concentration +13, Knowledge (local) +1, Knowledge (nature) +6, Knowledge (religion) +1, Spellcraft +1.

Feats: Combat Casting, Improved Initiative, Lightning Reflexes, Natural Spell.

Spells Prepared (Drd 6/5/4/4/3):

0 – *Create water* x2, *cure minor wounds* x2, *flare* x2;

1st – *Charm animal*, *cure light wounds*, *faerie fire*, *entangle* x2;

2nd – *Chill metal*, *flame blade*, *resist energy*, *summon swarm*;

3rd – *Call lightning*, *cure moderate wounds*, *protection from energy*, *spike growth*;

4th – *Cure serious wounds*, *dispel magic*, *ice storm*.

Possessions: *Flaming scimitar* +1, leather armor; *oak shield* +2.

Flim and Flam, Male Human Rog4: Medium Humanoid; HD 4d6+4; hp 24; Init +4; Spd 30; AC 16 (FF 12, Touch 14); BAB/Grp +3/+4; Atk/Full Atk +8 rapier (1d6+1, 18-20 x2) or light crossbow +8 (1d8); SA Sneak attack +2d6; SQ: Evasion, Trap sense +1, Uncanny dodge; AL NE; SV Fort +2, Ref +8, Will +1; Str 13, Dex 18, Con 12, Int 14, Wis 10, Cha 10.

Skills: Balance +11, Escape Artist +11, Hide +11, Listen +5, Move Silently +11, Open Lock +7, Sleight of Hand +9, Spot +7, Tumble +9.

Feats: Point Blank Shot, Precise Shot, Weapon Finesse.

Possessions: MW rapier, MW light crossbow, leather armor.

Encounter 10 - The Wrong Way

If the party does not follow the wife, or try to stake out a vineyard (or vineyards), then this is the combat they get. Every vineyard they are away from #4 is a round the priest has to prepare. If they are one round away, the vines will be active. If they are two rounds away, he casts *magic circle good* in the second round. The party arrives no later than the third round, in which the priest will cast *entangle*. Anyone who is sleeping inside will be 5 rounds away (assuming they don't stop to put on armor, which will delay them further).

It is night when the combat begins. The sky is overcast, so there is no moonlight. Most characters begin the combat with the benefits of partial concealment (20% miss chance). Characters without darkvision cannot initially make ranged attacks.

As the darkness of night falls, there is a minatory feeling pervading the night. You aren't sure if it is caused by the moon being hidden by clouds, or the almost palpable moisture in the air. You are certain that tonight is will prove the reason you were summoned to this soporific village. Suddenly your premonitions are confirmed as a scream pierces the night. Which direction was that?

See Encounter 9 for combat statistics.

If the party is three rounds away, start combat initiatives after the *entangle* spell is cast (that will be the final prep round). The vine will be feeding on the wife, and the party needs to save her by the third round

after their initiative begins. Give the party a Spot check DC 15+ ATL or Heal check DC 12+ ATL to determine that Helen is in dire straights and near death. If the party does not save her she will be dead (no chance of bringing her back as she will resist being raised). The rogues are hiding out waiting for people and the Spot check to notice them is 22+ ATL. They will attack after some of the party members enter the *entangle* spell. The cleric will have cast prep spells. See Appendix A for combat stats.

Wrapping Up

There are three possible conclusions.

A: Everything goes well, Helen lives and the plot is foiled.

B: Helen dies, but the plot is foiled

C: Helen not saved or the party does not abide by Julian's rules and the plot is not foiled.

Conclusion A: Success

The combat seems to have roused everyone at the manor house, and Julian and Klem approach you. "Thank you so much for saving my family's estate and preventing further damage. Let us all adjourn for the evening, and on the morrow we will celebrate and you shall have your rewards. Julian takes Helen and guides her back towards the manor house. Klem accompanies you back to your rooms, and smiles "Well done, and thanks"

In the morning you arrive at the manor house to find that the courtyard behind has been setup with a table and several servants have bottles of wine and fruits.

"I wanted to offer you something special as well as your payment. Also, I shall reveal to you what we have discovered about your assailants last night."

The servants will seat the party at a grand round table and provide fruits to them. At this point Julian will announce a wine tasting in the party's honor. They party will taste four wines:

Honeygrape: A golden wine similar to a Chardonnay, very buttery and crisp.

Chambourcin: A wine similar to Chianti, spicy and robust.

Helena: A light, fruity red wine very much like a Beaujolais.

Bourcelena: A blend of the Helena and Chambourcin grapes. It has a lot of fruit, spice and is very crisp. This is the wine for which the Halerprin Estates are best known.

Have the party roll four d20 rolls to determine which wine they like best (or allow them to decide if they show an interest). If a player rolls under a 10, they do not like that wine, over an 18 and they are in love with it. Whichever type each character likes, they will receive a bottle of it from Julian as an additional prize.

After you finish tasting the wine, and have you fill of food, Julian steps to the table again with Helen. "Thank you for saving my husband and myself. I was misled by that man, who told me he was only trying to help me bring my husband back to me." Helen then bows to the party.

Julian clears his throat, "It appears that the priest you took care of last night was an enemy that I was unaware I had. His father owned a vineyard north of here, and fell upon hard times 25 years ago. The priest blamed my father, and sought retribution upon my family. He desired to destroy my estate, and my life. Thank you again for stopping his evil designs. You have earned my friendship and respect, and you are welcome here anytime.

Ending B: Partial Success

The combat seems to have roused everyone at the manor house, and Julian and Klem approach you. Julian surveys the battle scene and his gaze is held by Helen's corpse. Tears come to his eyes as he turns back to the party, "You have saved the vineyard, but alas my Helen is lost to me. Klem will take you back to your rooms, and in the morning I will provide you with your money as promised"

Klem steps forward, and indicates you should follow him.

In the morning, the sky seems bleak and the environment echoes the loss of Helen. As you approach the manor house, you find that black is the color of the day. The servants indicate for you to follow, and you find Julian in his study. He stands at a bay window facing his precious vineyards. "You have saved my family's estate, and for that I thank you. I only wish the cost weren't so high. I have the money you were promised, and a small token of my appreciation. I must take my leave now; I have to prepare my wife's funeral."

On his desk is a pouch for each of you containing your gold and a small half sized bottle of wine.

As you depart for Amthydor, you notice that the entire community is in mourning, and no one glances your way as you ride out of town.

Conclusion C: Failure

As the fighting around you ceases and you are recovering from your exertion Klem steps towards you, "I think it best if you leave now. The entire town will be in mourning for sometime and it would be best served as a private local affair." With that he walks over to Julian, and leads his employer back towards the estate house.

THUSENDS "SOUR GRAPES"

Time Unit Cost

Each PC spends 5 TU on this adventure.

Experience Point Summary

Encounter 2

Comply with no open weaponry.....25 xp

Encounter 3

Gather info from field hands.....25 xp

Find stains of poison on ground.....25 xp

Find subterranean weed50 xp

Find empty vials25 xp

Get in fight with field hands +0 xp

Encounter 4

Relay findings to Tharis25 xp

Turn over empty vials/weed25 xp

Encounter 5

Defeat the thugs150 xp

Encounter 6

Find Player Handout 150 xp

Encounter 7 (optional)

Asked to leave Halerpin estate +0 xp

Encounter 8 or 9

Defeat Darken and his band.....200 xp

Optional role-playing bonus100 xp

Possible Total 700 xp

Treasure Summary

Encounter 5

- 1 *potion of darkvision*; 2 at ATL 3 and 3 at ATL 5+. (Value: 500 gp, Tradable: Yes, Size: Tiny, Rarity: Common, Legality: Legal)

Encounter 9 or 10

- *Ayla's Crucible*: This scimitar has gold-filled runes and symbols sacred to Ayla, Goddess of the Woods. Its abilities vary depending on the ATL at which this event was played.

ATL 1, 3: *scimitar +1* (Value: 2,315 gp)

ATL 5+: *flaming scimitar +1* (Value: 8,315 gp)

- *Woodguard*: This light wooden shield is made of oak wood. Runes of protection are carved on the face of this study

shield. It has the following enchantment:

- ATL 1, 3: *shield +1* (Value: 1,153 gp)
- ATL 5+: *shield +2* (Value: 4,153 gp)
- **Bottle of Sour Wine:** This wine is so sour as to be almost like vinegar. It has no real value to anyone, but for some reason you decided to hang onto it. Who knows, it may come in handy someday!

Conclusion A

- **Bottle of Halerpin Wine** (1 per PC): For helping discover the source of the sick and dying vines in the esteemed Halperin Vinyards, you have been granted a bottle of one of their best vintages, the type noted below.
 - Honeygrape:** This is a golden wine, similar to a Chardonnay, very buttery and crisp.
 - Chambourcin:** Similar to Chianti, this wine is spicy and robust.
 - Helena:** This is a light, fruity red wine very much like a Beaujolais.
 - Bourcelena:** This blend of the Helena and Chambourcin grapes has hints of both of fruit and spice and is very crisp. This is the wine for which the Halerprin Estates are best known.
- **Cognizance Crystal, Minor:** You received this crystal from a grateful Julian Halerpin. He had no idea what it was, but perhaps you do.

This item consists of a core crystal and two or three smaller crystals arranged in specific positions around it on strands of silver wire. The crystals give off a faint glow. This cognizance crystal weighs approximately 1 pound, has AC 7, 10 hit points, a hardness of 8, and a break DC of 16.

The user must merely hold or have a crystal on her person for a period of at least 10 minutes (which is long enough to attune oneself to the crystal). Thereafter, the owner can use power points stored in the crystal to manifest powers she knows. This crystal contains 3 PP.

A user cannot directly replenish her personal power points from those stored in a cognizance crystal, nor can she draw power points from more than one source to manifest a power. See “Using Stored Power Points” in the *XPH* for more information

- 50 gp each (75 gp at ATL 7)
- **Favor of House Halerpin** (1 per PC): You saved both Julian Halperin’s vinyard and maintained his reputation. He will not forget this favor, and will return it someday in the future. This will be detailed in a future LSJ tournament. (Value: Priceless, Tradable: No, Size: N/A, Rarity: Common, Legality: Legal)

Conclusion B

- **Bottle of Halerpin Wine** (1 per PC): For helping discover the source of the sick and dying vines in the esteemed Halperin Vinyards, you have been granted a bottle of one of their best vintages, the type noted below.
 - Honeygrape:** This is a golden wine, similar to a Chardonnay, very buttery and crisp.
 - Chambourcin:** Similar to Chianti, this wine is spicy and robust.
 - Helena:** This is a light, fruity red wine very much like a Beaujolais.
 - Bourcelena:** This blend of the Helena and Chambourcin grapes has hints of both of fruit and spice and is very crisp. This is the wine for which the Halerprin Estates are best known.

Conclusion C

Enmity of Julian Halerpin: You allowed Julain Halerpin’s reputation to become damaged, but he will make sure that he doesn’t go down alone. Anyone possessing this cert must pay extra to vendors inside Amthydor for 3 modules, making anything purchased double in cost.

Miscellaneous

Total possible gold for resale of mundane equipment acquired in Encounters 5 & 10 or 11: 750gp

Player Handout #1

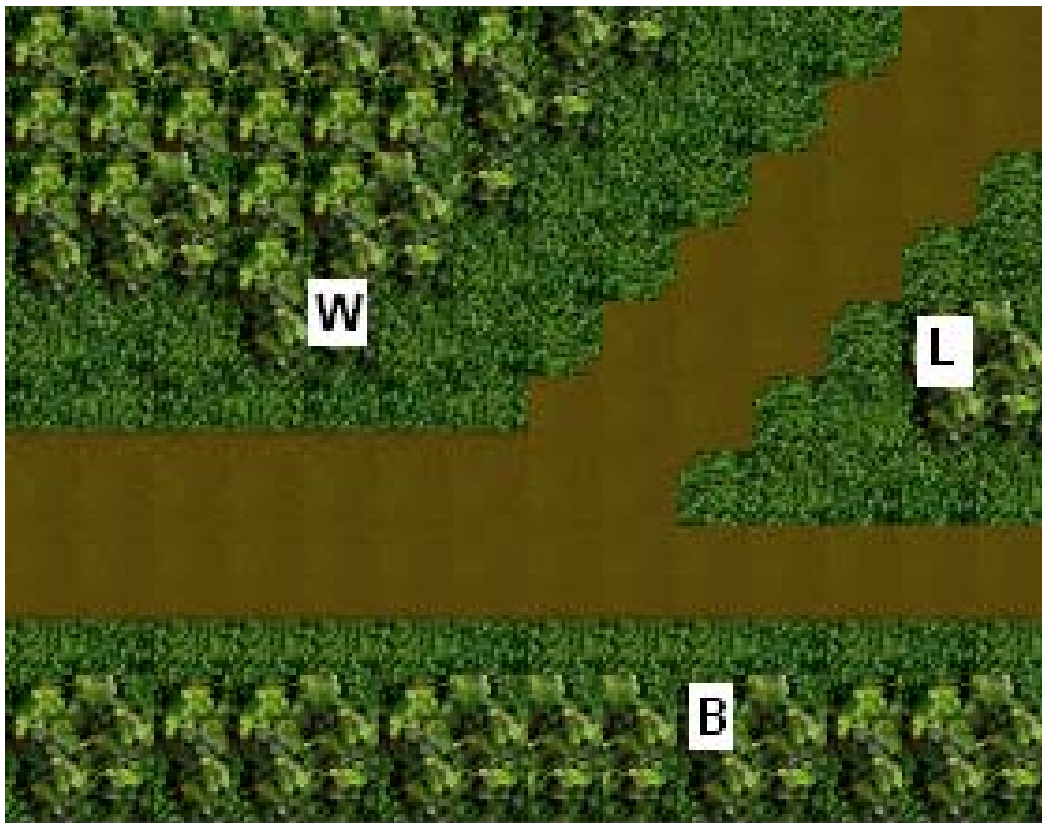
I have used the remaining three vials you gave me. Thank you so much for your help and your compassion. While nothing will give me back what I have lost, watching Julian scramble as his world crumbles around him has been truly cathartic. He let slip that he has hired some mercenaries to discover who would seek to harm what is dearest to him. How little he understands. Hell hath no fury...

With that said, allow me to thank you again. I know I must seem petty to you. And yet, I don't believe Julian and I could have made it together without your ministry.


Most Sincerely,


Helen


GM Map #1 (1 square = 5 feet)



PCs enter map on the left.

 = Forest

 = Grass

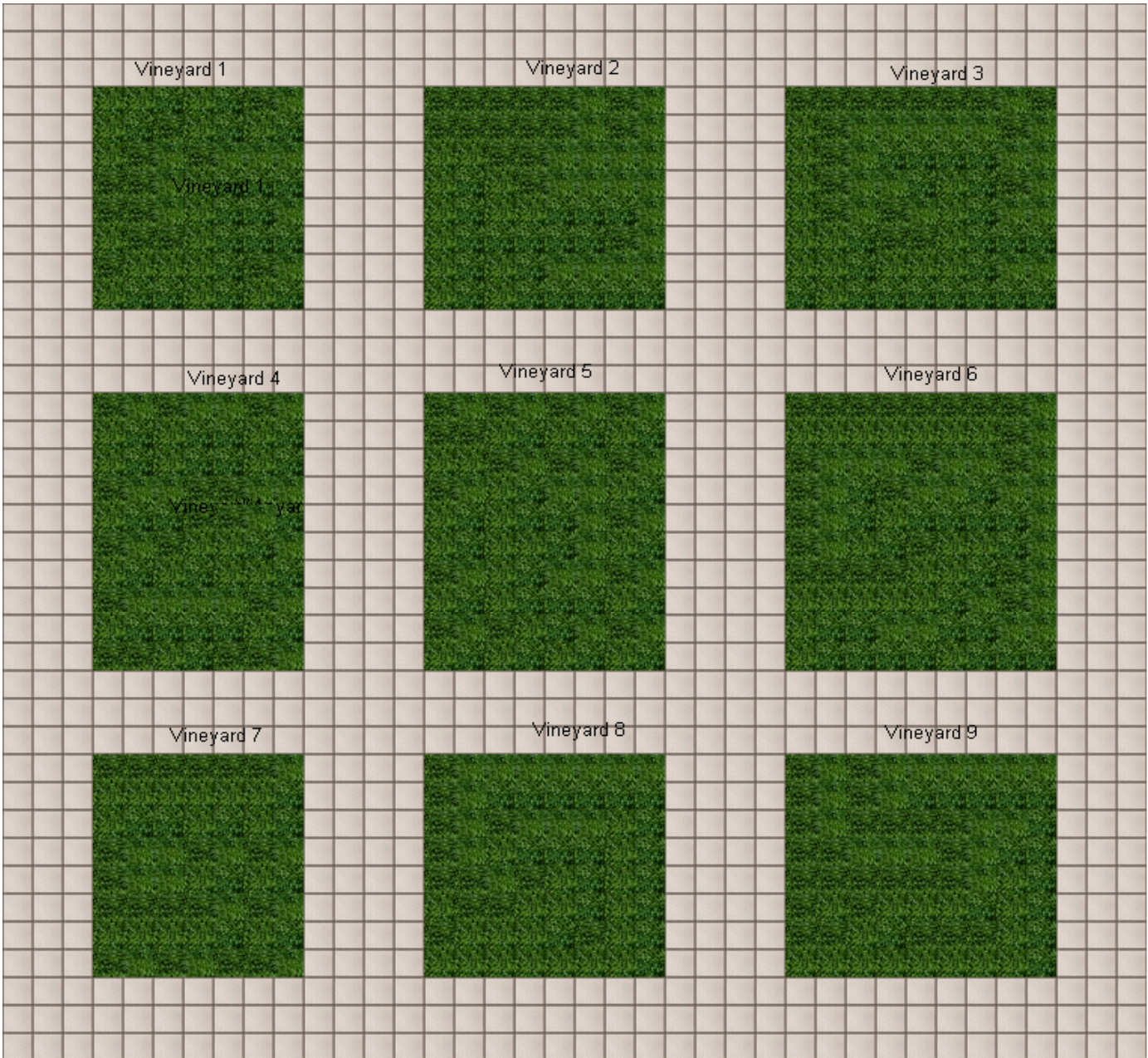
 = Road

W = Wren

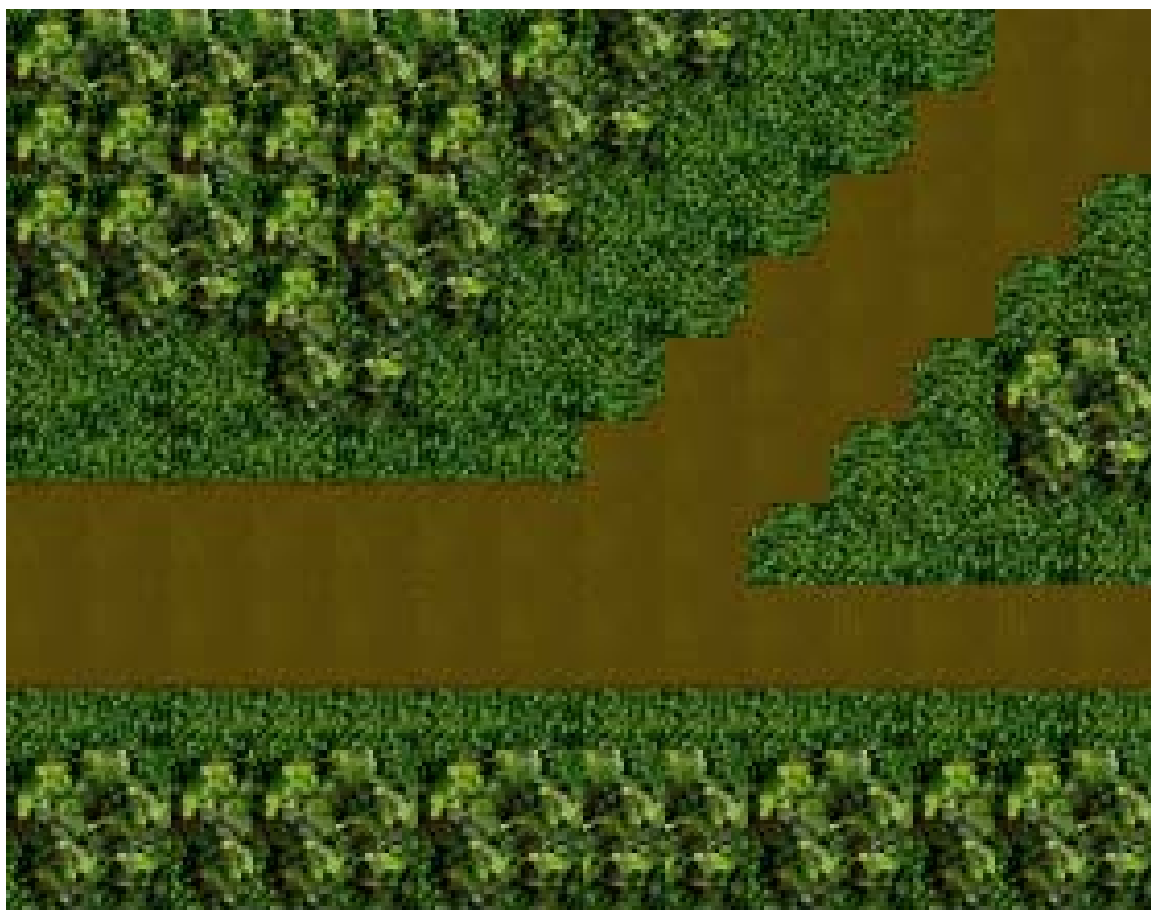
L = Loni

B = Ben

Player Map 1: Overview of Vineyards



Player Map #2 (1 square = 5 feet)



PCs enter map on the left.



= Forest



= Grass

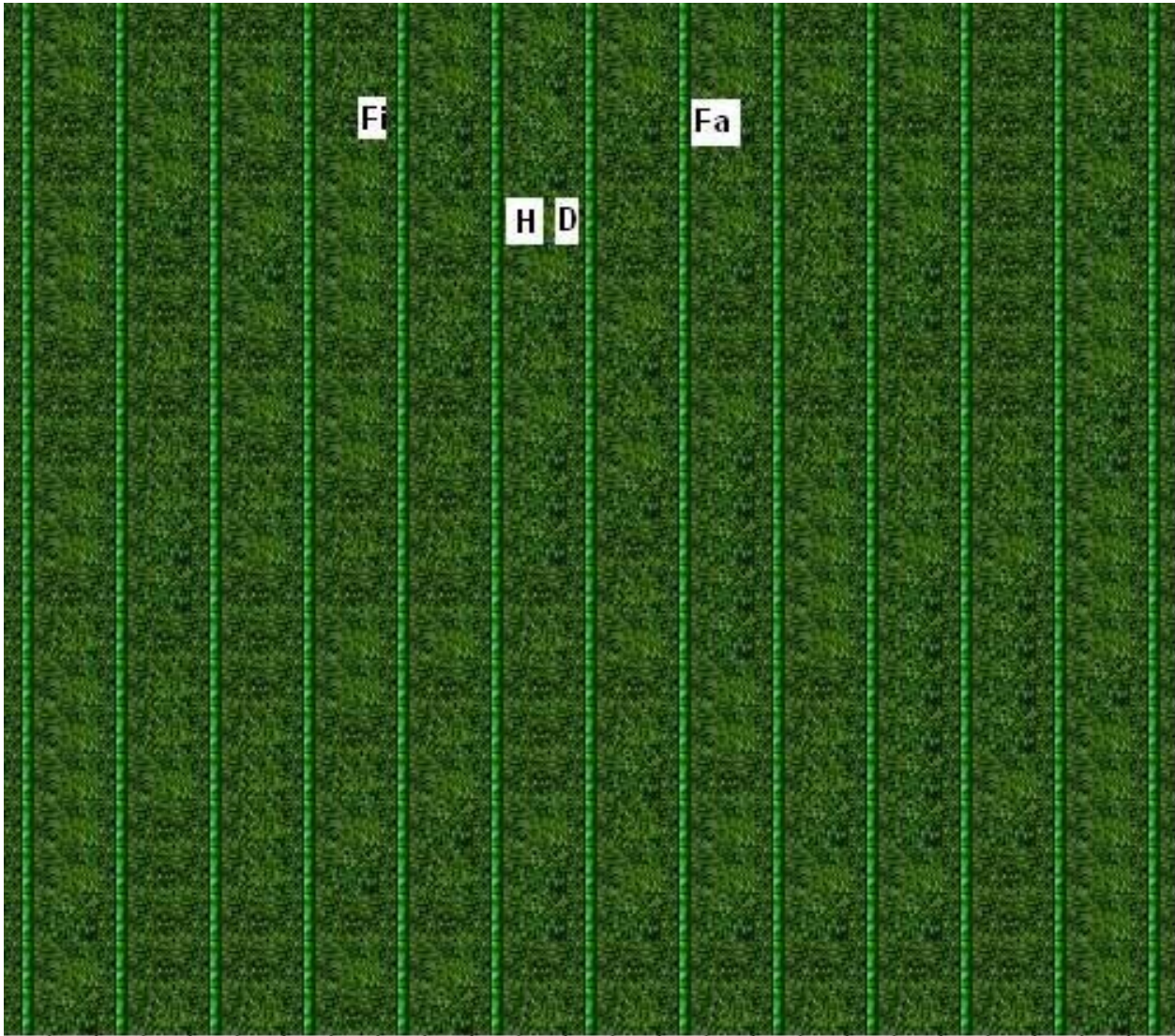


= Road

GM Map 2-Final Combat

When casting *entangle*, do not cast it so that it catches the hiding rogues.

Rotate as necessary, this is Vineyard 4.



PCs follow Helen in from the bottom.

H = Helen

Fi = Flim (rogue hiding)

D = Darken

Fa = Flam (rogue hiding)

Please send completed form to: Joanne Clarke-Stein, 15 Manor Crescent, Bldg. 20, New Brunswick, NJ 08901-1680, or email to lsj-roster@ucc-online.com.



Roster of Heroes: Sour Grapes

Judge Name: _____

Convention: _____ **Date:** _____

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

Critical Event Summary: Sour Grapes

1. Did the PCs save Helen? Yes No
2. Were the PCs thrown off the job by Julian Halerpin? Yes No
3. What was the status of each NPC at the end of the event?
.....Darken Landwaster? Dead Captured Escaped Other
.....Flim? Dead Captured Escaped Other
.....Flam? Dead Captured Escaped Other
4. List any other important information or unusual PC actions below.

Return this form to: Jay Fisher, 8932 Manor Loop Apt 107, Bradenton, FL 34202 or by e-mail to lsj-plots@ucc-online.com.

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