

Before Its Time

A one round Living City event for characters of all levels.

by Rick Brill

Why would you miss a party celebrating the grand re-opening of a tavern? Especially when the food and drink is free! Then the hostess asks for a simple favor. You are adventurers, right??

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsulize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Tier Structure

Add the levels of the PCs to determine which tier they are on. For multi-class and dual-class characters, take the highest level and add one for each additional class. Tiered events and foes are marked throughout the text.

Tier 1:	Total levels 4-13
Tier 2:	Total levels 14-25
Tier 3:	Total levels 26-37
Tier 4:	Total levels 38-56
Tier 5:	Total levels 57+

Background & DM Information

A young lady of Ravens Bluff has recently inherited a small winery that sits not far from the city. This woman, one Shauna Morden, inherited the winery but until that point never knew of its existence. Her father, Charles, had inherited the land many years ago but it was left untouched. Her father was a religious man and had no tolerance for alcohol (his wife was a drunk) so kept the knowledge of the winery secret from his only daughter. Shauna learned of its existence as she went over the paperwork of the holdings she owned after her father's passing. She would like to know what its

condition is and if anyone is living on the grounds so she can decide what to do with it. In actuality the winery is not only occupied, it is being used.

Well over a decade ago, the wandering plainsmen to the east began to gather into a large, unified force, and finally were brought under the leadership of one leader. Dubbed "the Tuigan Horde", to denote where they hailed from, they swept west in an attempt to conquer all in their path. Eventually they were stopped, their leadership broken, and they returned to their more solitary and clan lives. In relation to the Vast, the Horde reached as far as Dragon Falls before being turned back by the combined forces of Tantras, Ravens Bluff, Hintar and Calaunt. This is all relevant as the winery Shauna has inherited is located southeast of Dragon Falls. A couple were the caretakers of the winery when the Horde moved west, and this couple were taken prisoner by an advance scout team of this force, and were never heard from again.

Soon after the Tuigan Horde was defeated and forced to retreat, a medusa named Samanthiss and her maedar mate Vorlon wandered into the Dragon Falls area, having been displaced from their previous home in the Brynwood Forest by a band of adventurers. Eventually they came upon a secluded winery. By the size and condition of the grapevines it appeared the place was doing quite well. Having an affinity for beautiful gardens, the medusa investigated. Samanthiss soon found and "solidified" her relationship with the hermit that had been living there, a simple priest of Chauntea who had been following the teachings of the Earth Mother by bringing the abandoned winery back to life. He had been here since just after the passing of the Horde, its former occupants taken away by that menace.

The happy couple settled in and soon discovered the plethora of materials available for wine making. Upon exploration Samanthiss found the cellars that ran below the winery, nearly half full of wine produced by the hermit. As they both possessed hungry minds and a desire to be left alone they set about the task of learning to make wine. Spending their days working the small fields to grow the grapes and the nights reading the many books on the art of winemaking, they became quite the skilled winemakers. As the winery was located in a secluded little valley pressed up against a stream that fed into the Fire River they decided to stay and try to make a secluded living for themselves.

Together they passed the years and made all flavors of delicious wines. This area is not lacking for numbers of brigands and humanoids, so the couple has used these creatures to sustain their food supplies. Vorlon had already altered his appearance so as to pass as a young

human man. He could then move about during the day and “greet” anyone that stopped by for a visit without alarming them. Samanthiss would generally stay inside or underground during the day so as to hide her appearance. They were and still are careful to hide any evidence of their true nature. For added protection both creatures used their magic to summon, grow, and corrupt plants and animals, creating a series of guards designed to blend into the shrubbery of the vineyards.

When the war with Ravens Bluff ended and Myrkyssa Jelan was forced to retreat to the north, the couple was forced to fight off a few bands of mercenaries and humanoids that had deserted the warlord’s efforts. But eventually the pair was left in relative peace.

But the grisly couple is truly talented at making wine and soon they had more bottles and casks than could be properly stored in their cellars. Not wanting to stop their craft or discard gallons of perfectly good wine, they have begun selling the excess to the owner of the Inn in Dragon Falls. Both creatures enjoy wine as much as any experienced noble and have taste pallets that rival the most arrogant debutante.

Enter the PCs. After seeing posters about the re-opening of a tavern in Ravens Bluff, they should crash the party, (the food and drink is complimentary, after all) listen to Shauna’s job offer, then trek to the winery.

This tournament is going to be in more of a matrix format once the PCs reach the winery itself, as they can approach it in a number of different ways and the action will be based on those decisions. There may be quite a bit of freedom on the judge’s part to run encounters in response to the party’s actions. So one key to this tournament is making sure the main antagonists react intelligently and appropriately, based on the PCs actions. They are clever creatures that live in a dangerous place, and they survive by out-thinking their opponents and keeping their real identities unknown until it is too late.

Introduction

PCs hear about the re-opening of a tavern. This might be of interest as the food and wine for the celebration are complimentary and promised to be good.

Encounter 1 If they go, the PCs will be met by the owner of the establishment, a nice looking young lady named Shauna who will thank them for coming and ask a bit about each. The PCs can then settle in and enjoy the party. Eventually, Shauna will ask the PCs to meet with her at a private table. There she will ask if they are

interested in undertaking a mission to Dragon Falls, to investigate an abandoned winery she has recently inherited, to evaluate its current condition.

Encounter 2 Assuming the party accepts the offer; they will then get to travel for a few days. Shauna has booked passage for them on a barge that is heading up the Fire River to the small community of Dragon Falls. These “sailors” can spread some rumors on the winery. The PCs can also have some fun by making bets with the sailors, to see who is the most skilled angler.

Encounter 3 Once at Dragon Falls, the PCs will probably want to get some rest at the Inn of the Dragon. Here they can gossip with the locals and see what they think of the winery. As the Inn serves some of its wine, the PCs can sample it, as it is the best vintage they serve. They can also gather a few more leads and bits of info as to how to proceed.

Encounter 4 Here they track down the local druid and find he is aware it is inhabited but knows little other than that, and honestly isn’t much help.

Encounter Area 5 Eventually the PCs can go to the winery and by hook or by crook encounter its inhabitants. If they approach openly the PCs will meet a friendly young man (Vorlon) who feels he is the rightful owner of the winery, as he has fixed it up and maintained it for these past years. He will even ask the PCs to help him remove some marauding monsters that have been causing him problems. If the PCs force some sort of fight he will react appropriately

If the PCs attempt to sneak into the winery they will meet some nasty guardians (mostly plants) and will have to force their way through the many monsters and traps to get to the heart of the winery. Once there, the party will face a very deadly creature, and one they are most likely not expecting.

Encounter 6 Vorlon will ask the PCs to go to this place to remove a troublesome threat. He figures the PCs will either meet their doom or that they will eliminate a group of creatures he is worried about. The monsters may in fact be very tough to defeat, but if the party is having problems they will get some help.

Encounter 7 The potential help against the monsters will come from a pair of ancient satyrs. They will help the party defeat these monsters and then help them understand what they are truly dealing with back at the winery. The satyr’s motivation is to gain revenge for their friend Larn, the follower of Chauntea who lived at the winery before the medusa and maedar moved in.

Encounter 8 Most groups will probably want to seek some help after learning the true nature of the winery's residents. Some groups may consider going back to the local druid to see if he has any advice. His reaction may in fact surprise the party.

The PCs can then return to the winery and confront the inhabitants, better able to deal with what lies in wait. It is entirely possible for the PCs can deal with the monsters without violence, as they are mostly interested in remaining at the winery. The current occupants will agree to remain secretive and "nice" if they are allowed to stay and make wine and be left alone. While the creatures are not good by any means, they are no longer as malicious as others of their race are known to be.

Encounter 9 Finally the PCs can return to Shauna, tell her what they found, ask for options, collect their payment, or do whatever is relevant. This will bring the events to a finish and decide the fate of the odd couple living at the winery.

Players' Introduction

It is early afternoon in Ravens Bluff. It is a nice day, with the sun shining and people in the streets smiling and taking care of their business. You are no different, for you are in the city to see to your own affairs, or to meet with some friends. As you travel the streets, you continually see a poster advertising the Grand Re-Opening of a fine establishment. The announcement declares "Come to the Tavern of the Garden in the Sixstar portion of the Uptown district tonight for a free open house celebration of its newly opened doors and re-worked interior. Enjoy conversation, refreshments, and dancing. The food, ale and wine are complimentary! The festivities start an hour after dusk." You hear other people on the streets talking about the place and they all seem interested in going and speak well of the place. There is nothing else on your agenda for tonight.

Hopefully the PCs will get the hint and decide to go to the party. If not, find a way to get them there, otherwise they will not have an adventure to go on today.

Encounter 1 – Its ALL Free?

You finally make it to Uptown, ready to taste some of the cuisine and beverages. You note that this is a fine part of town. Approaching, you see the place has an open yard of some sort, and that this encircles the entire building, forming a unique and comfortable looking area. The name Tavern of the Garden is fitting for the entire plot is enclosed in a short wooden

fence that appears to be more for decoration than function. It is covered in attractive flowers and vines, each painstakingly placed and wound through the supports of the wooden fence. The building itself is a large three-story affair, with the bottom layer comprised of stone and the top two made of dark and sturdy looking wood. Overall the Inn is very pleasing, and it has obviously been carefully molded to its current state.

A line of people has formed in front of the place, all apparently waiting to sample the free fare. You would guess close to one hundred people have entered already or are eagerly waiting in line.

Hopefully the PCs will get the hint and get in line.

As you enter the open yard you see a lovely young woman, probably in her twenties, standing near the entrance greeting each guest that enters. She has large blue eyes and shoulder length black hair. She has dark skin and wears a simple but elegant light blue gown. Soon it is your turn to enter and she warmly smiles at each of you in turn, then bows.

"Greetings! And thank you for coming tonight. I am Shauna Morden, the owner of this humble establishment. Please feel free to mingle and enjoy yourselves. As I suspect you know all our food and beverages are complimentary tonight, in thanks for you coming and to hopefully gain your future patronage. The only thing I ask of each of you is to please have fun and keep all weapons, if you feel the need to retain them, tucked away. I wish no fights tonight, so lets all follow the teachings of Llirra and help everyone enjoy him or herself. If you have any questions please feel free to ask any of my staff members or even myself.

With that you are allowed into the Inn, free to do as you wish. As you move about you see large tables covered in food of all flavors. Meats, fruits, bread and treats you have only heard about abound. Other tables host pitchers of water, juices, ales and wines. A young man stands by each table and motions to servers when something needs to be replenished. The crowd mills all about, settling into groups discussing current affairs, politics, the weather and most everything that is typically discussed at such gatherings.

The PCs have pretty much "free reign" at this point, but if they do not know each other you may want them to meet each other at the beverage table or something. Some tables may have a blast just being at the party and role-playing, if so, let them. Feel free to make up NPCs as needed and appropriate, but most of the attendees

will be regular people sampling the fare of this new Inn. Try not to dally at this point, as it is not entirely relevant to the adventure. If and when you want the group to move into the actual adventure, proceed with the following.

The evening has passed and the crowd seems to be enjoying itself immensely. The food is plentiful and the drink is still free. It is growing late when Shauna approaches each of you. "I was wondering if you might be interested in listening to an offer I have. You seem to be a most capable person and I am hoping you might be willing to help me." She asks that you meet her in a few minutes at a private table in the rear of the courtyard, but only if you are interested in hearing her offer.

Give the PCs a moment if needed.

Having decided to listen to your friendly young hostess's offer, you wander back towards to where she indicated her private table would be, grabbing a quick re-fill or dab of food on the way. A large wooden table sits in a relatively quiet nook, tucked away from the open yard by a group of bushes and one of the rear walls of the fence. White and yellow flowers adorn the bushes and add some much-needed color. The table itself is intricately carved with images of leaves and trees and plants of all variety. Gathered around the table is a group of people apparently also here at Shauna's bequest.

Before any of you can get to know each other Shauna approaches, smiling as she reaches the table. "Thank you all for coming, I do appreciate it. Please take a seat, do you need anything to eat or drink yet? I can have someone get more if you like. I will personally be having a glass of Silvermoon Blue. It is a wonderful vintage, feel free to try it if you like." She motions to a younger girl that seems to be her assistant, who quickly scampers away.

Now, to the business at hand. If you would first please introduce yourself to me and maybe tell me a bit of yourself I would be most appreciative. But please allow me to start. I am Shauna Morden. I have lived here in Ravens Bluff my whole life and have recently inherited my father's small estate and holdings. I am his only daughter. I have never known my mother, she ran off shortly after my arrival in this world. I decided to remodel this tavern and devote my time to making it a fine place to eat and enjoy life." With that she finishes and turns to (pick a PC).

After the entire party has had a chance to introduce themselves, she will continue with the following.

"I will get to why I asked you here. As I mentioned I recently inherited my family's estate, which consists of a few buildings, this one establishment, and the business he started years ago. He was a decorative gardener by trade, and I have been following his career. In any case, I was scanning these holdings and found one I never knew we owned." At this point she reaches into her pocket and produces a set of official looking documents, including a land title. She continues, "It is a winery located southeast of Dragon Falls, a few days from here. As this is something that interests me greatly, I was wondering if you would be willing to travel there and see if the winery is in any condition for use, as it should be abandoned.

"In truth, it does not surprise me that my father hid this winery from me. My paternal mother was a true drunk and her drinking is what he believes caused her to leave us. He has always warned against the dangers of excessive drinking so he probably just ignored this winery. I am surprised he never sold it. Maybe he kept it as a reminder of the past." At this she seems to sadden, but quickly regains her composure. Her assistant brings over a glass of wine and anything your group might have ordered.

"But let's stay on target. Would you be willing to venture to this winery and do some investigating for me?" She peers at each of you intently as she sips her glass of wine.

At this point Shauna will answer any and all questions the group might have. Here are other points of interest the party may inquire about:

- Her father, Charles, recently died of natural causes. He was quite old (83) and had lived a good life. A gardener by trade, he made excellent profits by becoming well known for growing beautiful and lavish decorative gardens, selling these services to nobles and merchants. He purchased buildings and made other investments to help protect his wealth and provide for his daughter's future.
- Shauna is not married but would like to be (chrisma 17). She is content to wait for the "right" man. She is also an excellent gardener, having been her father's helping hand for years. She plans to continue his business, but wants to expand her horizons.
- She owns a number of buildings in town that are rented out as warehouses, this is the only real business, and through it and the inheritance she has, she lives a very comfortable life.
- Far as she knows, the land title is legitimate, for it has been validated by officials here in Ravens Bluff. Anyone with the forging skill will determine

that it does indeed seem legitimate. She will allow them to examine it.

- She has never seen her mother, and to the best of her knowledge neither has her father since she was born, 31 years ago.
- She is curious about the winery because she is terribly interested in resuming some production of wine, if possible. She feels it would be a great business to become involved in.
- Far as she knows, the winery should be abandoned, but it could be possible that it is not.
- If there are monsters present, she would like the party to “clean them out” if they think it is possible.
- She is willing to give each PC 200gp.
- She would like the PCs to examine the general condition of the winery, any standing buildings, any grapevines growing the area, water supplies, etc. Overall she hopes the party has enough common sense and know-how to give her a good idea of its general condition and how feasible it is for her to begin making wine.
- Lastly, because the author cannot resist the temptation, at some point she must include a statement that implies her reluctance to begin this business without the proper preparations. She is a perfectionist and insists she must feel comfortable with any wine she might sell. “We will sell no wine before its time....”

Eventually she will ask the party to make a decision, as she would like to get moving on this effort. If the party agrees she will be very happy and will also tell them the following:

- She has already arranged for passage to Dragon Falls on one of the local barges that travels up and down the Fire River most every day. It will be leaving at dawn tomorrow. She gives the party directions to the correct dock and tells them to seek out an older man named Jedd.
- She will also give the group some gold pieces (12) to pay for a few nights’ lodging at the Inn of the Dragon, the only such place in the small town.

Once the plans are finalized she will conclude with this:

“Well again I thank you for coming tonight, I hope you have enjoyed yourself and I wish you good luck tomorrow.” She yawns a bit before continuing, “Feel free to stay as long as you like tonight, but don’t miss that barge in the morning! Now if you would excuse me I have a party to attend to. Please be careful on this trip.” With that she smiles warmly at each of you before hurrying off, while talking to her assistant.

The party can do what it likes for the remainder of the night. It will now be a few hours before midnight, and the festivities will last for a few after that. Shauna will be around for the entire duration, busily talking with guests and making sure everything is acceptable. Overall the night has been outrageously successful for her new business. The guests are extremely happy, and leaving with a promise to return frequently. Shauna will take a few moments to speak to the PCs if they have more questions, and will even jokingly offer them juices or water because of their “big day” tomorrow. Eventually the night will end and the next morning’s encounter will commence.

Encounter 2 - On the “Road” Again

Morning comes early, and any traces of excess drinking or celebrating make themselves known very quickly. But you feel the need to keep your promise to Shauna so you drag yourself from bed, grab your gear and make your way down to the docks where the barges that travel the Fire River arrive and depart.

You ask a few questions and discover Jedd is easy to locate. The barge itself is quite large and has a central structure in the middle of it, more like a tent with a wooden frame. Various crates and boxes cover the “deck” and other various packages are hidden under large tarps. A number of men are working about the craft, apparently in the midst of the last few preparations of departing up the river.

As you approach you get a good look at the captain of this vessel. He is in his later years, and Jedd looks to have traveled much in his life for his face bears that worn and hard look only years of being outdoors can bring. Yet he seems to be a likeable man, for he has an air of comfort about him. There is a gleam in his eye and despite his way of speaking you can all tell he is not a man of dull wits.

“Greetins’ to ya. You must be the group that beautiful lass Shauna asked me to wait fer. I’m Jedd, and this is my barge The Topside. Don’t be screwin’ round, get on board, we gots plenty of time to get to know each other over the next few days, it can be a slow trip at times.

After the party climbs aboard the large barge, he will get his small crew to work and soon be heading upstream. There are eight other “sailors” on board. There are plenty of places for the PCs to sit or stand. If any PC wants to speak to Jedd he will ask them to wait until they get out of town. Soon the barge will have

picked up some winds and tides and be moving right out of the city and into the wilds.

Once out of the city the crew will settle into an apparently comfortable routine, with three of them making sure the vessel stays on course, and the other six doing odd jobs or relaxing. Jedd will come over and introduce himself to the group again and let them introduce themselves. He has the following information:

- It will take them just short of four days to get to Dragon Falls (the crew is in no hurry). The weather looks to be good for the next few days so they should make good time and be quite comfortable.
- The PCs really have no duties while on board but they can help out with cooking, sailing, etc. if they want to. They will stop periodically to stretch their legs or relieve themselves.
- Their cargo is all common stuffs not found in Dragon Falls, food, beverages, work and farm tools, clothes etc.

Jedd is a former adventurer and caravan guard himself that has settled into this much calmer lifestyle, which he greatly prefers. Having seen more than enough death in his life he enjoys the quiet solitude of the river. However he still has his cutlass and dagger tucked away in his bedroll in case of emergencies.

Feel free to have fun role playing Jedd with the PCs, and make up names as necessary for the other members of his crew. Nothing of real import will happen on the trip, except for the wagering the crew will do while fishing on their way up the river.

If the PCs care to get in on the action, they can, but the crew will not bet more than 2gp per attempt, and each will quit if they lose 10gp. Use the non-weapon proficiency fishing skill checks to determine skill levels. Two separate rolls will be required to catch a fish:

- A successful roll to see if the “cast” can entice a bite
- Another successful roll to see if the fish can be properly fought and landed.
- Any initial roll of “3” or less will result in a fine and large fish, and a “1” will produce a real trophy.
- If the PCs don’t have this skill, the crew will have a large advantage, as they are all quite experienced at fishing, each of their scores is a 14.
- Anyone without this skill can still make a proficiency fishing check (wisdom) at a –6 penalty to participate.

The only point of interest that can be learned on this trip is if/when the PCs specifically ask Jedd if he knows

of any wineries near Dragon Falls. He will tell them he believes the following is true:

- He believes that the Inn of the Dragon sells a wine that is supposedly made locally. He has never tried it as he drinks hard liquor or ale, exclusively.
- From what he remembers, the locals do not drink the wine but he is not sure why.
- He does not know if there is a winery close, he has only heard there is a local one.

The rest of the crew knows nothing of the winery. Eventually, after four uneventful days the barge will arrive in Dragon Falls.

Don’t waste excessive amounts of time on this section if the PCs are not interacting with the crew, for it is not really relevant to the finishing their task.

Encounter 3 – Local Yokels

After a few relatively peaceful days of travel up the Fire River you have finally reached your destination. Dragon Falls is an appropriate name, for the falls are what dominate the landscape. The roaring sound that began as a distant vibration is now loud, and as the Topside rounds the last corner, you get a view of the village namesake. Water drops a few hundred feet before splashing into a pool that must have taken thousands of years to form. A cool, light mist blows in your direction. The sun is just starting to set behind you and its rays reflect off the sprays of water and a faint rainbow can be seen to the left of the waterfall.

You recall Jedd’s story from last night. He told a tale of an adventuring group that discovered the lair of a large red dragon tucked behind the waterfall itself. The sheer size of the falls seems to confirm this possibility. Jedd had also said that rumors still abound that treasure still lies buried in that cavern, treasure so cleverly hidden even the powerful adventurers that slew the dragon could not find it all.

Jedd’s men poll the barge towards a series of large wooden docks on the north bank of the river. Other barges and small boats are already docked there. The Topside arrives and is secured with no problem and soon you find yourselves on shore. Jedd explains that he needs to take care of their other cargo and may see you later that night at the Inn of the Dragon. With a slight wave he thanks you then gets to work helping his crew unload the barge. An obvious cart path leads up to the village itself, which rests on top of the cliff above the waterfall.

Allow the PCs to do whatever now if they want but once they proceed up the trail, they can get more information.

The trek up the path takes about half an hour and soon you can see the whole of the small village known as Dragon Falls. Years ago it was a community in which many of its members refused to depart despite the looming threat of the Tuigan Horde from the east. But it seems to have survived that disaster and is doing quite well for itself.

A few large buildings dot the streets, most unrecognizable from the top of the trail. But the Inn of the Dragon is easily seen for it boasts a large sign, carefully painted with the head of a red dragon. The Inn itself is built of fir wood and stone and appears very solid.

At some point the party should go to the Inn, as it is the only place they can gather any useful information. With the sun going down a good meal and drink should seem quite appropriate. If they wander around town looking for clues, improvise, but they should learn nothing of use, except to go to the Inn for such things.

Once the PCs enter they will see the following:

The interior of the Inn of the Dragon is cozy and spacious. Large round tables dominate the common room and a long bar stands in front of the back wall. Behind the bar, mounted to a decoratively carved board, rests an enormous set of horns. Ivory in color but stained with age and chipped from use they loom over the entire room. Various weapons hang from a rack connected to the bottom of the baseboard.

Almost a dozen people are scattered throughout the room, talking to each other, eating and drinking. You get the feeling this is the hub of the small community, a place the local folks gather after a long day's work to hear news of the rest of the world and talk with friends. It feels very comfortable. Behind the bar is a large man with short brown hair. He wears simple clothes under his apron and smiles when your group enters. "Please come in and grab a seat. Welcome to the Inn of the Dragon, resting place of the last remains of ole Firewings," the bartender says as he motions to the horns behind and above him. "I am Edwin, the humble proprietor of this establishment. Please grab a seat and I will be right with you".

Once the PCs have ordered (assuming they do) and become comfortable they can get down to asking some questions. It may be a good idea to treat this as a big story-telling session. If the PCs ask about the dragon

horns Edwin will go into an obviously practiced story about the slaying of the dragon. Feel free to make it up, the story has been changed many times over the generations, but basically the adventurers found its lair and defeated it via spells and magic, and destroyed much of the treasure in the process. The local folk will also jump in now and then. If talk turns to the winery they will also provide their information as appropriate.

Here is what Edwin knows and will reveal freely if the PCs ask the proper questions:

- "Firewings" was the red dragon that had lived under the waterfall years ago until an adventuring group slew him. The dragon's real name was Halarglautha.
- One member of the adventuring group still remains in the area, and that is the druid Keldar. He still has a small grove he tends (or maybe ignores) and the head of the falls, a few minutes outside of town on the south side of the Fire River. A ferry can easily take the PCs there. Keldar worships Silvanus and is quite the powerful man. Edwin can point the party in the right direction if they want to speak to the druid.
- There is a winery a short ways from town, almost straight southeast, about a day off. Years ago it had some caretakers that tended to the grounds. He believes the winery was owned by some people from Tantras or maybe Ravens Bluff but he is not sure. Then the Horde came and they disappeared. No one is sure if the people there were taken away or killed by the Tuigan, or if they fled. No one had time to investigate they had their own concerns.
- About a year after the Horde was defeated some of the locals said they met a young man that decided to live at the abandoned winery and start over. Rumor had it he asked around for whom the owners were but when no one claimed right, he stayed.
- The winery is inhabited by something of a hermit, a young man that seems to prefer to be left alone, and it must be the same guy. He occasionally comes into town for supplies but does not stay long. The hermit, Vorlon, brings a cart with a mule and fills it with supplies.
- Vorlon must be some sort of follower of Chauntea as he wears a small holy symbol to the Earth Mother when he has been seen.
- This hermit is making wine, and apparently quite a bit of it, for he sells or trades it to merchants that deal in such things, or the Inn, and at a very reasonable price. Says he doesn't want it to go to waste.
- He also places orders with Edwin for more wine bottles and corks and drops off a few cases of wine

for the Inn and passing merchants. He always pays with gold or trades bottles of wine for such things. His next pick up is in a few months as he was just in town a few weeks ago.

- Edwin does have a few bottles of it on hand right now, and he will sell each for 2sp. He thinks it would be worth much more but the locals don't drink it at all. They say they just don't care for the taste but he thinks it is something more.
- PCs with any skills in winemaking will be able to tell the crafter of the wine is quite skilled and should recognize this as an outstanding wine. They must obviously smell and taste the wine to determine this.

Eventually and inevitably the PCs will want to talk to the "locals" and rightly so, for they are usually a good source of information. Here is what the PCs can learn from them, with a well-placed smile (by the right person) or a friendly offer to buy a round or two (by most anyone). Feel free to make up names for them:

- Not one of the locals has ever been in the winery itself. It is set down in a small valley and is bordered by a wall of bushes and trees.
- Those that have passed close while hunting or out walking have always gotten a "creepy" feeling from the place and left it be. This is also why they don't drink the wine; they don't trust it to be "ok". Anyone that builds walls around their property doesn't want company.
- They know of no one else that lives with the hermit and they think that is weird. Also the fact that he never comes in town to say hello or get to know the other locals makes them mistrust him.
- Other rumors say years ago, one could hear the music of a flute and a harp along with spurts of laughter coming from the winery at night, almost as if someone were having a celebration. No one knows why this would be, really.
- A few years back they heard rumors of some children that had been out after dark and were watching the winery from a distance. The rumor goes that the children saw a group of creatures (this will vary from goblins to ogres) sneak into the winery, apparently bent on bad things. A short time after disappearing from the children's view, the screams of these beasts could be heard, and then were suddenly cut short, one by one. The creatures did not flee the winery, eventually the children ran.
- The locals will also remark that, in the past number of months, they have seen the signs of more monsters in the area. The tracks seem to be coming from the south. They really haven't been many more problems, other than the occasional missing livestock and such, but they are wary. What the

locals do not know but the PCs might be aware of is the disturbance of the monstrous red dragon in the mountain range straight to the south of Dragon Falls and east of Ravens Bluff. The monsters and humanoids in that area have since fled, as the dragon was/is eating anything it could find.

Eventually it will grow late and the local townsfolk have no more information for the PCs. Most will have left shortly after they finished eating or drinking but a few will stay until it is quite late. The PCs can get up to four rooms and the gold Shauna gave them is more than enough to cover those expenses, as each room is a gold per night, if they want all of the other creature comforts to go with it (hot bath water, room service, etc.).

The next day it is assumed they will either go to see the druid to see if he knows anything about the winery, or they can go straight to the winery. There are no horses for rent in town.

Encounter 4 – Is Anybody Home?

The druid's grove is right on your way to the winery, so you've decided a quick stop will do no harm, in the least. A short walk through town, another stroll across the bridge above the Fire River, a jaunt down the North Road and a quick turn onto a path leading north brings you to what must be the grove of the druid Keldar.

The path leads to a stand of relatively young oak trees that form a small circle around various plants and bushes. Small birds and a squirrel can be seen but there are no other beings present.

Keldar is here, but he is hiding right now (cloak of elvenkind), not knowing who the PCs are. If they respectively call out to him or ask to speak to him he will appear, seemingly out of nowhere and speak to them. He has a dry and raspy voice.

Keldar, human male. Druid (Silvanus) 13th level: AL N; AC -8 (*bracers of defense AC 0, ring +3, boots of speed*); MV 12 or 24; hp 83; THAC0 12 (adjusted THAC0 8; #AT 1; damage d8+3 (*scimitar +3*); SA spells; SD druid abilities, spells; Str 17, Dex 17, Con 16, Int 14, Wis 18, Cha 15; MR nil; SZ M; ML 18.

Magic Items: *ring of protection +3, cloak of elvenkind, boots of speed, bracers of defense AC 0, scimitar +3*, and many other various items.

Spells: 1st level - 8; 2nd level - 8; 3rd level - 7; 4th level - 5; 5th level - 2; 6th level - 2.

Special powers or skills: Standard druid abilities for a 13th level druid.

If the party is so stupid as to pick a fight with this druid feel free to pick relevant spells. He will first attempt to stop the fight but if the party proves dangerous he will use deadly force or flee, returning later to stop the party when he is more prepared.

Keldar in fact knows a great deal about the entire area, being a high level druid. However he does not know that a medusa and a maedar are living at the winery, mostly because they have been relatively quiet and secretive.

This druid was one of the original members of the party that slew the red dragon Firewings. He will not want to talk about it much, but will credit the deed to the greater need that had developed at that time, and he and his companions prevailed as much by luck as by skill.

Here is what he will tell the PCs:

- The winery is a place he is aware of but not concerned with, as it seems relatively harmless to the local balance. He knows that the people that had run the winery years ago (almost 10 years now) were captured and taken away or killed by a Tuigan raiding party.
- Then right after the Horde left a young man moved into the winery, he was a follower of the Earth Mother and started repairing the damage from neglect. He never got the guy's name, but he seemed a nice enough fellow and he certainly knew his work. Within a few years vines and grapes the likes of which he didn't think could grow here were abundant in the small fields. The young man seemed to want to be left to his work so Keldar let him be.
- But about five or six years ago things changed, in that the man started building large and thick walls around the winery mostly out of thorns, thick bushes, or trees. This seemed odd but he did nothing for he had other things to do at that time and the winery itself seemed to still be flourishing. He assumed the man built the walls to keep out unwanted intruders or monsters.
- He will also say the if they feel the need to investigate further he will not mind at all, but thinks it is unnecessary. However, if they do find something odd there he would actually appreciate a bit of a report afterwards.
- Additionally, there have been increasing numbers of monsters (from orcs to trolls to giants) that are moving into the area, and he is concerned about them. If the PCs encounter a group that seems excessively aggressive or dangerous, they are free

to deal with them, if needed. Keldar knows these creatures are moving into this direction because of a monstrous dragon that has awoken in the mountains straight to the south of Dragon Falls. It is eating everything and those creatures that can be fleeing for parts elsewhere.

- He knows about the lair of harpies but will not mention them specifically, instead referring to "numerous dangers" in the areas if asked about specifics, he feels the party should be out fending for themselves and if nature decides they are to be removed, so be it.

Encounter Area 5 – The Winery

As the PCs wander towards the winery, read the following:

The road to the winery is easy to follow, it is flat and smooth and shows signs of somewhat frequent use. The sun is shining and it is a nice and warm day. Birds can be heard everywhere. A large glass of chilled wine might just be a good thing at this point.

A strange feeling comes over you, a feeling of being watched. No matter how or where you look you detect nothing yet the feeling will not pass.

What has just happened is the PCs have picked up a "tail" the satyrs that will make themselves known if the PCs get to a later encounter. They frequently travel this area, looking for trouble, monitoring the winery. No matter what the PCs do they will NOT be able to ever detect these creatures, they are skilled faerie creatures that can hide if they want, and at this point they do. Just mention the "feeling" to creep the PCs out a bit.

DM Background

To begin this encounter, a complete description of the winery's layout will be provided. Information on the inhabitants will be detailed, in addition to a "standard" mode of operation, based on visitors that actually walk up and introduce themselves. Additionally, a set of general instructions will be included for those that are attempting to sneak onto the property.

Layout

The winery itself sits in a slight depression between two hills, and is tucked away so as to be quite secluded. Behind the vineyards is a small stream that feeds into the Fire River. This spring water makes the area saturated and suitable to the growing of some grapes, generally much more so than the rest of the region.

Despite the depression where the winery rests the land around it is mostly level so there is no real good vantage point close by to get a better look at the grounds themselves.

Constantly flying over the entire area is a large flock of crows, almost twenty in total. One is a very special bird (Huge Crow) that functions as Samanthiss's familiar. He constantly patrols the skies above the winery looking for intruders and alerting the couple of any incoming visitors. See the appendix on Samanthiss's statistics for those of her familiar.

A. the Wall

Surrounding the winery is a wall of sorts; a barrier created from thorny bushes and tall, thick trees. The wall is exactly what it appears to be a compilation of rather nasty bushes and plants that have been carefully planted and nurtured to severely limit entrance to the winery. The thorny bushes are well over six feet tall and the trees that are tucked behind them are from 20 to 40 feet high.

It is obvious the residents are looking for some privacy, as the wall is generally impossible to see through with the small areas that are visibly penetrable providing only obstructed views of large and healthy grapevines growing across wooden frames. A large opening in the front of the wall marks the main entrance, and the path that divides the property indicates this is the usual means of entrance. Anyone attempting to just force their way through the natural wall will take damage from the thorns.

The wall is susceptible to magic and other methods of circumvention, but attempting to physically cut a path through the wall will take almost a full hour and will have drawn the attention of the residents long before the party is able to finish. Powerful magic or ingenious ideas can get the party past the wall quite easily but don't let just anything work. A 40-foot wide area extends from the wall to the vines, and it is free of any trees or bushes.

B. the Vineyards

The vineyards are big and bountiful. While not physically that large of an area, the vines are painstakingly cared for and obviously extremely healthy. The PCs will most likely have not ever seen such full and lush grapevines, but anyone with skills in gardening, agriculture or something similar will recognize the detailed attention these vines have received.

A wooden frame supports the vines, each being approximately four feet tall. The frames are spaced in even rows throughout the area, and worn paths wind between each row and column. Tall PCs can see over the rows of vines and see the tops of the buildings in the middle of the grounds, two large buildings, one that looks to be a house and a smaller structure, a shed.

Tucked against one wall is a statue of a young man. It is in fact Larn, the first man to move here after the passing of the Tuigan Horde. Samanthiss turned him to stone upon first arriving here and Vorlon decided to stash him away, for a future day when they may need some food. Larn is covered with vines and plants that have been allowed to grow on him over the past years, but otherwise he is in good condition, for a statue.

Intermingled with the vines are various "guardian" plants and animals Vorlon and Samanthiss have summoned or created or grown over the years. These creatures will attack if the PCs enter and are not with Vorlon. Statistics for each and their relevant tier will be provided later, under the "Option B – Attack (or sshh! Sneak!)" section of this encounter.

C. the Entrance

A wide, worn path leads up to the front of the winery grounds and ends at the opening of the natural wall. Where the worn dirt cart path ends a smooth rock walkway begins. Large slabs of gray granite have been carefully set into the ground and leveled. The path shows years of wear and tear from the elements. It has obviously been in place for decades. The walkway is an even ten feet wide and runs a full 300 yards to the buildings. The stone path connects to the cellars under the buildings, and is something Vorlon uses to his advantage, if necessary.

If the PCs openly enter via this route, they will meet Vorlon, who will be working amongst the vines. It is also possible for them to enter via stealth so that the maedar will not notice them, but the secret guardian plants and animals will notice them, in all likelihood, as they can smell or sense heat sources.

D. the Buildings

The stone path leads through the center of the winery to a grouping of buildings and a small house the caretakers live in. A small storage shed is also behind the house.

The large building to the right of the path contains all the equipment used in the processing of the grapes and the making of the wine. A very cleverly hidden and

deviously trapped secret door can also be found in this building.

The left building contains the casks of partially processed and fermenting wine, the vintages that are currently aging, and such things. Also here are the empty bottles for the finished wine as well as the corks and crates for packing. It is a very full building as there are many racks full of wine bottles. Also beneath this building is the main cellar. Used to store or age the finished wines, literally thousands of bottles rest on beautiful oak racks dark with age. Hidden on this level is a doorway to a secret series of passages that connect all the buildings. These passages have been dug to help hide the couple's true nature. Samanthiss is typically down here.

The storage shed behind the house is just that, and inside are numerous gardening tools, wire for securing the vines, spare wood to the frames and similar common tools.

E. the House

The House itself is a simple structure, with a large common room for gathering and dining, a nice kitchen and a spacious bedroom. In the kitchen is a set of stairs leading down to the cellar, which should be used to store foodstuffs and even a good supply of wines, but right now is mostly empty as the current residents have a very unusual diet. This cellar also connects to the underground passages.

Typical Routines

Following is a summary of what a typical day in the lives of these monsters would be like.

- Vorlon rises at dawn and begins tending to the grapevines trimming, harvesting, etc. He generally spends most all of the daylight hours outdoors caring for the grapes or doing whatever chore needs to be done to keep the place running the way they like.
- He generally takes two breaks a day, to grab a bite to eat or talk to Samanthiss. Each break is half an hour.
- The maedar will stop working outside at sundown, rest for a bit, then begin working in one of the buildings or in the cellars, usually with Samanthiss. He will finally sleep when the hour is quite late, about midnight.
- Samanthiss will generally sleep later in the day than Vorlon, rising in the late morning. She does this because she will typically stay awake the entire night making wine or studying magic.
- Some nights she can be found touring the vineyards, checking their condition and enjoying

her and her husband's handiwork. She also makes a great guard for any marauders, especially since she wears a hooded cloak, which she will remove when her prey gets close enough.

PC actions – Option A or B

The PCs have two basic options when they get to the winery. They can openly approach with hopes of speaking to someone, or they can sneak onto the grounds and attempt some covert operations. Both options are viable and can lead to the removal of this vile couple and their minions. Assumedly most groups will attempt the up front approach, as they have been told a young man does live here, but certain parties may be very cautious and decide to take a different route. Either way, the problem at the winery can be resolved to Shauna's satisfaction. What is not decided entirely is how exactly this will play out, especially if the party attempts to sneak into the winery. This leaves an amount of "free rein" for the DM so a distinct familiarity with the tournament is essential.

Option A - Hello There!

Assuming the party is attempting to actually talk to Vorlon, the following is what will initially happen, if they approach during the daytime.

The trek to the winery was almost exactly as long as Edwin had said it would be, so your group has arrived right before sundown. Overhead a score of crows fly in a rough flock, circling the property and squawking and diving at each other. A thick wall of thorns and trees surrounds the property and you can see nothing through it. The path you walked on leads right into a set of tall and sturdy wooden doors that are currently closed. A dog is barking on the other side of the doors, probably in response to your presence.

Pause for some PC actions. If they knock, please continue. If they just try to open the door they will find it to be barred from the other side, for it won't open and there is no lock. Forced entry will only succeed when a total of 60 points of strength are applied. If the party forces entry, proceed to option B for the NPC responses.

Within a few minutes of your knocking you hear the scraping of wood on the other side of the large doors. The door on your right slowly opens. Standing in the opening is a relatively large figure, a bit over six feet tall. Covered in a large cloak, the figure wears sandals and a kilt. A hood covers the head and face but the large hands hold some sort of tool, apparently gardening clippers. The figure is silent and faces your

group before raising a hand in greeting. A large brown dog, obviously of mixed breeding, emerges from behind the figure and heels at its side.

Right at the point where the path enters the winery it turns into a stone walkway. Both time and weather have worn the slabs of dark gray granite to a smooth texture. It is obvious that whomever made the walkway had carefully set each of the roughly ten by ten pieces of rock into the ground with the intention of forming a lasting and visibly pleasing addition to the winery's landscape.

To each side of the walkway are rows upon rows of grapevines. Roughly five feet high each, the vines have grown and wound themselves around the sturdy wooden frames that run the length of each row. Never have you seen such lush and full grapevines, for it is impossible to see what lies behind each row, only the end of each is visible from your vantage point on the path. The front doors also block a good portion of your vision, as only a small portion of the vineyard is visible through the opening.

Finally the figure speaks, "Greetings, travelers. I am Vorlon. Can I help you this fine day?" The hood is lowered and the bald head and weathered face of a man in his early to middle years smiles to each of you. His eyes are so dark as to almost be black.

Allow the PCs a moment to take this in. The figure is Vorlon and he has decided to greet the party and see what their business here is. Samanthiss's familiar has already noticed the group so she is aware they have guests. She will be waiting in the cellars and watching through her familiar's eyes.

Vorlon will seek to learn as much about the party as he can. He will be friendly, courteous and civil, as long as the party is of similar behavior. Here are items of import he will discuss if the PCs raise the proper questions. Please note that he will strive to not lie, but will definitely not reveal the entire truth of his past or their situation, most of his answers are woefully incomplete:

- Originally from the BloodStone lands to the north, he left when some hired swords killed his family. **(true)** But in reality he and his "kin" were in fact rooted out by a band of hired adventurers.
- He wandered the world for years in an attempt to forget his past and avoid war torn lands. **(true)** What he is leaving out is that he was also in search of a mate.
- Eventually he found this wonderful place where he feels he is meant to remain for years. **(true)** It is proving to be a great hiding spot.

- He will explain that he has lived here for years, having found the place right after the Tuigan Horde was defeated. Having no other place to stay he decided to follow the teachings of Chauntea and work to restore the winery. **(true)** He does truly enjoy making wine.
- Assuming at some point the owners would return he simply kept working, hoping they would allow him to stay and continue his work. **(true)** But now that a half dozen years have gone by he assumes the owners were killed or no longer care. **(true)**
- When the PCs inform him that the real owner of this winery hired them to assess its condition, he will be genuinely surprised. He will say it has been his for years, since right after the Horde left the area. Surely someone that may have in the past owned it is no longer interested in it or has forfeit their claim to it, having left it alone for so many years.
- And now that he has done all the work to restore it to its proper level of beauty he definitely deserves to be the rightful owner. **(true)** He would prefer to talk to the woman that is now claiming ownership, to see if they can manage some sort of arrangement that would be beneficial to both parties. **(true)**
- If questioned about any monsters that attack he will smile a slight bit and tell the party he is not a defenseless old man. Yes, he has cut down more than a few monsters or bandits that have thought he or his lands easy pickings. The wall was grown to keep out unwanted intruders and such. **(all true)** He is not telling the PCs that his mate is usually the one that disposes of the attackers.
- If questioned about his impressive vineyards or the thorn wall he will respond with genuine pride. He has been farming and growing plants since he was a small boy in Damara and takes pride in his skills. He will say that a good attitude, the right fertilizer and care are what is needed to assure a good growth each season. **(false)** He only took up this practice when he and his mate found the winery.
- The dog (Wander) is a stray he took in that decided to stay and help him out. There is another around somewhere. That one's name is named Merlot for it loves to eat grapes.

If the PCs are being remotely civil to him he will invite them in to have a glass of water or wine or even a bite to eat.

The walk down the stone pathway opens your eyes to the beauty of the winery. Row upon row of large and lush grapevines spread across most of the grounds, each supported by a wooden frame and carefully trimmed and secured to assure its protection. Large

grapes are nestled amongst the leafy vines, and it appears they are ready to be harvested. Vorlon walks ahead of your group, leading the way down the path. Another dog, this one black, bursts from a row of the thick plants. It turns and runs up to its master, jumping up for attention.

The entire walk is a few hundred yards long, and as the path slowly turns you can see the buildings that mark the center of the grounds. Straight ahead is a nice house, made of stone and wood. Off to each side are much larger buildings. As you reach the house Vorlon goes into the shade and pulls out a table for you all to rest on. Please have a seat, I will gather some refreshments for you all and return in a moment. He returns with a large tray. On it are a few bottle of wine, a skin of water and some meats and cheese.

Vorlon has decided that these adventurers and their boss are a threat that needs to be dealt with, and he wants to consult with his mate. Thus, he will ask them to stay for the night if they wish, sighting that he has plenty of room in his humble house, which he does. He will strive to seem like a very humble and reasonable man, one that would like to settle this ownership dispute amiably. To peak the PCs interest, he will even ask them if they might be willing to help him with a growing problem of his own.

- A relatively short distance from the winery is a wooded grove, and he thinks it is home to some large creatures, possibly giants or ogres (**false, it is actually home to some harpies**). He has heard something relatively large rummaging around outside his walls, usually late at night, and wishes them to be chased away or better yet killed so his winery can remain undisturbed. (**true**) One of his dogs once dragged home a large and bloody arrow, so he suspects the creatures may very well use large bows of some sort. (**false**)
- Vorlon will ask the party to sneak to these beasts' lair and take care of them. While he is capable of scaring off some brigands or goblins he does not think he can fight these creatures, nor does he want to leave his winery unguarded. He feels that a fully equipped group of adventurers will be better able to dispose of the mangy varmints than he would. (**true**)

Vorlon is fully aware that harpies live in the trees, he has seen them flying during the day on a few occasions, and Stoner, the crow, once followed them back to the grove. He will be very convincing, but will say he understands if they do not want to take him up on his offer. He says he has no gold to pay them but would be willing to give them a great deal of his best wines in

exchange for the service. If they accept he will give them some easy to follow directions to the grove. It is only a few hours walk away.

If the party does decide to stay at the house for the night, nothing malicious will happen to them, unless they deserve it. Use your judgement here. If a few members feel the need to snoop around they can do so, but if too successful, they may find some things they are not expecting.

Any PCs that ask about watching or helping him work will be welcomed, even though he has little to do at this time, but he could use their muscles moving some crates and barrels from one building to the other. He will let any interested PC "squish" some grapes in building A, and will explain how the funguses found on the bare foot actually help ferment the wines, and is an intricate part of the entire process. He has water handy so each can wash their feet, first. Otherwise he will simply ask the helping PCs to move a good number of crates and such from A to B.

Vorlon's goal is to get the PCs to go to sleep so he can talk with his mate. If this succeeds, he will make sure they are all comfortable before returning to his work in the buildings, smashing more grapes and such. At midnight he will retire to his room. He will then sink into the cellars and discuss matters with Samanthiss.

Option B – Attack! (or sshhh! Sneak)

If the party decides to sneak onto the grounds or just charge the winery, they can do so, but they will be met by the nasty guardian/residents of the winery, and will be forced to cut their way through them to get at the vile owners. Here is a list of the guardians and what their responses may be, assuming the PCs are attempting to sneak.

A stealthy tactic will most likely backfire, as any number of alarms will probably give their presence away. The following is a logical series of reactions the guardians will take.

Any alarm will cause Vorlon to investigate, cast some spells if appropriate, then retreat to help fight alongside his mate, if needed. He will look to slow the party down and soften them up. Spells like *entangle* (to trap the intruders), *plant growth* (making the thorn wall bigger and harder to cut through), *spike growth* (thorns will be more damaging) are common tactics. He will typically try to stay on the stone path (so he can use his

stonewalk ability) or remain hidden in the thick vines of the vineyard.

First, Samanthiss's crow familiar Stoner, will see the group coming unless it hides itself before closing within a half mile of the property. Upon seeing any beings that approach the familiar will start to squawk, inciting the rest of the flock to do the same. This creates quite the racket and alerts the couple to visitors. Additionally Samanthiss has an empathic link with her crow so can gather information from what it sees.

Crows - Huge (19): Int animal; AL N; AC 6; MV 1, FL 27C; HD 1-1; hp 4; THACO 20; #AT 1; Dmg range 1-2; SA 10% likely to attack opponent's eye, if they hit, opponent loses that eye; SD nil; MR nil; SZ S; ML Steady (11-12).

These crows are wild birds that live off the scraps and waste of the winery. They stay around because they are safe in this area but will flee if attacked in any way. All such birds have excellent eyesight, even from great distances.

Stoner, Huge Crow Familiar (1): Int Low (5-7); AL NE; AC 6; MV 1, FL 27C; HD 2; hp 10; THACO 19; #AT 1; Dmg range 1-2; SA will always attack opponent's eyes, if hit, opponent loses that eye; SD nil; MR nil; SZ S; ML Fanatic (17-18).

Stoner has been Samanthiss's familiar for a number of years now and he knows what to do to stay in her good graces. If there is a fight and he can prove useful he will dive at a party member and attempt to peck an eye out. But if it does not look like he can harm the party members he will remain with the rest of the flock. It will report the results of any battle in addition to informing Samanthiss of where the party is headed.

Lurking around the vineyards is a pair of stray dogs the couple has taken in and cared for. Excellent pets and outstanding guards, they typically have the run of the vineyards.

Wander and Merlot, Dogs (2): Int Semi (2-4); AL N; AC 6; MV 12; HD 2+2; hp 11; THACO 19; #AT 1; Dmg range 2-8 (bite); SA nil; SD sense of smells, hearing; MR nil; SZ M; ML Average (8-10).

These formerly wild and stray dogs are now quite loyal to the grisly couple. They are fed regularly and are given protection from the elements. They spend their days patrolling the wall of thorns for intruders (they are fully aware of the various other defenders, having learned some painful lessons). Their danger to the party, even invisible ones, is their ability to smell. Even

a party silently sitting on the other side of the wall will be scented.

If something suspicious is found they will bark loudly to warn Vorlon. Even the ability of a ranger will not keep them from guarding their territory and alerting their masters. If it comes to physical violence they will attack and attempt to knock someone down so they can both bite that person.

A forced entry through the thorn wall will be tough on the party, as the thorns themselves are extremely tough. The walls are 3 feet thick and will scratch and cut anyone attempting to force a way through. Damage will be as follows:

1 hp of damage, per tier, for each foot forced through. The first three people, only, take this damage. So the first 3 intruders in a tier 2 party will take 6 hps of damage, each for trying to force their way through the thorn wall.

After 3 people have forced their entrance this way the damage will be reduced to 2 hps per tier (not per foot), total, for getting through the entire wall.

Also hidden in the thorns are monsters that will move to attack if/when party tries to make its way through the wall. Only one bloodthorn will be able to attack the party at a time, as they are spread out throughout the wall at generally equal distances. However, one will be able to reach the party no matter where they enter. Allow any PC in the wall an **alertness** check to notice some of the thorns moving in a strange manner. Those successful with this check do not need to make a surprise check when the creature attacks.

Bloodthorns (10): Int Non (0); AL N; AC 4; MV 1/4; HD 10; hp 40; THACO 15; #AT 1; Dmg range 25% of hp; SA blood drain, system shock; SD see below; MR nil; SZ L (10' long); ML Fearless (19).

Drains bodily fluids. The bloodthorn's prey loses 25% of its remaining hit points each round, until it or its victim is dead, or the victim breaks free. The draining process is very painful and the victim must make a system shock check each round or fall unconscious. The victim can pull free if they make a successful strength check. This causes an additional 1-2 points of damage. Electrical attacks will cause a bloodthorn to grow by one hit die; cold immobilizes it for 2-5 rounds. Wizards and alchemists can often find uses for this plant's hollow thorns.

Tucked into the interior of the walls is another set of nasty creatures, ones designed to greatly harm any

intruders. The creatures living in this vineyard are fully aware of these things and know how to avoid them.

Thornslingers (20): Int Non (0); AL N; AC 8; MV 0; HD 4; hp 18; THAC0 nil; #AT 1 volley; Dmg range 2-8 (spray of thorns); SA Dew; SD nil; MR nil; SZ M (4' radius average); ML Average (8-10).

Thornslingers are carnivorous, spidery white plants with dew-covered, pale yellow blossoms. They attack living creatures by firing thorns. Each thorn has a range of 30 feet and causes 1 point of damage. Since a large number of thorns are shot in a spread pattern at intended targets, being hit by more than one thorn is automatic. Damage from the thorns is 2d4 to any and all creatures within 30 feet, once per round. They have a virtually inexhaustible supply of thorns, and are found in close clusters. The leaves and central stem of a thornslinger are covered with a strong adhesive sap. Those who touch it are held fast if they have Strength 13 or less, until they are freed or digested. Characters with Strength 14 or greater can break free in 1d4 rounds. Once the dew catches a victim, the thornslinger secretes digestive acids, causing 1-3 hp damage per round.

These nasty creatures are lined into the interior walls at various intervals. Only noticeable if within 30 feet, they blend into the thorn wall with ease. The grapevines are about 40 feet from the inside of the walls, just out of range of the thorns. Anything passing in these areas get sprayed with thorns so even the dogs and Vorlon avoid these areas, but he does remember to throw meat to them on occasion, so they survive.

The commotion caused by the dogs, the ravens, or fighting a bloodthorn will also alert the interior guardians of the vineyards. These serpent vine snakes will silently make their way towards the commotion and lay in wait for any intruders, using their natural camouflage to hide along the base of the grapevines or along the tops of the frames. PCs moving into their areas will first be hit by their magical powers but will be unable to determine the source, so good is their natural camouflage. If the PCs do not fall to their magic the snakes will spring to attack, causing all PCs to make a surprise check.

Tier 1:

Serpent Vine Snakes (4): Int Average (8-10); AL NE; AC 6; MV 15; HD 2; hp 9; THAC0 19; #AT 1; Dmg range 1-8; SA constriction, spells; SD camouflage; MR nil; SZ L (9' long); ML Elite (13-14).

3/day these snakes can cast a *spectral force* spell to help lure their intended prey close enough so it can constrict with ease.

Tier 2:

Serpent Vine Snakes (4): Int Average (8-10); AL NE; AC 6; MV 15; HD 4; hp 20; THAC0 17; #AT 1; Dmg range 1-8; SA constriction, spells; SD camouflage; MR nil; SZ L (12' long); ML Elite (13-14).

3/day these snakes can cast a *spectral force* spell to help lure their intended prey close enough so it can constrict with ease. They also have the ability to cast *suggestion* and *charm person* 1/day each. They will use these spells to hint that the affected individuals should relax, come closer, and touch the vine. Creatures affected by these spells are automatically constricted, however the affects of the spells are negated after that first attack. Anyone so constricted cannot use any weapons not of S (small) size, and not previously in hand.

Tier 3:

Serpent Vine Snakes (5): Int Average (8-10); AL NE; AC 4; MV 15; HD 7; hp 35; THAC0 14; #AT 1; Dmg range 1-12; SA constriction, spells; SD camouflage; MR nil; SZ L (16' long); ML Elite (13-14).

3/day these snakes can cast a *spectral force* spell to help lure their intended prey close enough so it can constrict with ease. They also have the ability to cast *suggestion*, *hold person* and *charm person* 1/day each. They will use these spells to hint that the affected individuals should relax, come closer, and touch the vine. Creatures affected by these spells are automatically constricted, however the affects of the spells are negated after that first attack. Anyone so constricted cannot use any weapons not of S (small) size, and not previously in hand. They will ignore held creatures and first attack those under its suggestion power.

Tier 4:

Serpent Vine Snakes (8): Int Average (8-10); AL NE; AC 2; MV 15; HD 10; hp 50; THAC0 11; #AT 1; Dmg range 1-12 or 4-16; SA constriction, spells; SD camouflage; MR nil; SZ L (16' long); ML Elite (13-14).

3/day these snakes can cast a *spectral force* spell to help lure their intended prey close enough so it can constrict with ease. They also have the ability to cast *suggestion*, *mass suggestion* (up to 5 individuals), *hold person* and *charm person* 1/day each. They will use these spells to hint that the affected individuals should relax, come closer, and touch the vine. Creatures affected by these spells are automatically constricted (for 4d4 damage),

however the affects of the spells are negated after that first attack. Anyone so constricted cannot use any weapons not of S (small) size, and not previously in hand. They will ignore held creatures and first attack those under its suggestion powers.

If the party forces their way through the front door and marches right down the stone pathway they will be attacked by all of the above creatures, except the bloodthorns, who cannot move that far. The serpent vine snakes will hide on the edges of the vine rows and attempt to lure PCs into their attack.

Be sure to describe the lush beauty of the grapevines. The entire place looks like an enormous garden, one that is meticulously tended and cared for. The vines are so thick and healthy as to make peering through them impossible. The winery is not entirely flat, for the land has dips and mounds that cover the area and give the property a look of rolling hills. Only when they walk past the bend in the stone path will they see the main buildings.

Once the PCs have defeated these guardians they are going to be relatively unhindered, at least until they reach the buildings and find the series of tunnels and cellars where Vorlon and Samanthiss await their arrival.

At this point the monstrous couple will have most likely retreated into the cellars to plan a strategy. If the party (remember Stoner is watching them) appears to be very powerful they will most likely retreat out of the tunnels, leaving traps and surprises for the PCs to deal with as they explore the passages. They will then seek to take the fight to the vineyards, using spells and the rows to keep the PCs away or in an attempt to separate the group and pick them off one by one.

If the party seems to be weak the couple might decide to wait for them in the cellars, having the remainder of the guardians attack before engaging themselves. Vorlon will use his *stonewalk* ability to surprise the party. Samanthiss will wait until the party comes within 30 feet before revealing her true nature.

The Buildings and Cellar Passages

As stated earlier, the two larger buildings contain various tools, vats, and things used to harvest the grapes and make the wines.

Building A

This large building holds all of the tools and carts and crates for harvesting the grapes and beginning the process of turning them into wines. The peak of the roof is forty feet high and a series of rafters supports the structure. Most of the vats and crates located here are

empty and clean, as it is nearly time to start harvest the grapes and begin making wine again. In the rear of the room, under a vat full of waste materials, scrap pieces of vine and rotten grapes is a trap door leading down into the cellar areas. A ladder extends 20 feet down to a tunnel floor. The bottom of this floor is fine but 10 feet down the hall is a trap. PC with a good light source can see what appears to be a small pile of branches and twigs on the floor. Anyone passing the area without saying the word “merlot” will trigger a glyph on the right side of the wall, activating a *sticks to snakes* spell which uses the pile to create the creatures.

Tier 1:

Snakes (4): Int Animal (1); AL N; AC 7, MV 9; HD 2; hp 6; THAC0 19; #AT 1; Dmg 1hp + poison (if applicable) or Constrict for 1d4+1 hps of damage; SA constriction; SD nil; MR nil; SZ S (3’); ML Average (8).

There is a 35% chance for each snake to be poisonous. If any of the snakes are poisonous, the venom from the bite does an additional 2d4 points of damage if a saving throw versus poison is failed.

Tier 2:

Snakes (6): Int Animal (1); AL N; AC 7, MV 9; HD 2; hp 6; THAC0 19; #AT 1; Dmg 1hp + poison (if applicable) or Constrict for 1d4+1 hps of damage; SA constriction; SD nil; MR nil; SZ S (3’); ML Average (8).

There is a 35% for each snake to be poisonous. If any of the snakes are poisonous, the venom from the bite does an additional 2d4 points of damage if a saving throw versus poison is failed.

Tier 3:

Snakes (8): Int Animal (1); AL N; AC 7, MV 9; HD 2; hp 12; THAC0 19; #AT 1; Dmg 1hp + poison (if applicable) or Constrict for 1d4+1 hps of damage; SA constriction; SD nil; MR nil; SZ S (3’); ML Average (8).

There is a 35% chance for each snake to be poisonous. If any of the snakes are poisonous, the venom from the bite does an additional 2d4 points of damage if a saving throw versus poison is failed.

Tier 4:

Snakes (12): Int Animal (1); AL N; AC 7, MV 9; HD 2; hp 12; THAC0 19; #AT 1; Dmg 1hp + poison (if applicable) or Constrict for 1d4+1 hps of damage; SA constriction; SD nil; MR nil; SZ S (3’); ML Average (8).

The summoned snakes are automatically poisonous. Six snakes have a poison that allows for a save versus poison at +2 or the victim dies within 2-5 rounds. The other six have a poison that allow a saving throw versus at -2 or the victim is incapacitated for 1-12 days.

Building B

This building, twin to the one across from it, is used to finalize the making of the wine. Here the wine is allowed to ferment and age in large casks stacked against the left wall. Crates full of empty wine bottles are stacked along the right wall, and a few tables with the boxes of corks and various tools line the back wall.

In the far left corner a set of easily found stairs leads down to the main wine cellars. Here the finished product is stored. The stairs descend 20 feet before reaching the cellar floor. There are two rows of wine racks in each room, each row having 8 tightly spaced racks, all holding completely full wine bottles. There is only a few feet between each rack, not enough space to swing any sort of weapon (without damaging many bottles and wine and possibly tipping over the racks!). Only P (piercing) weapons can be used effectively here. All bottles are marked with vintages and dates. There are two more rooms similar in size and shape as this first one. The one closest to the house has racks that are only half full of bottles, and the wines in it are the most recently made. The room to the right of the stairs is very full, holding bottles of wine decades old. Be sure to describe to the PCs the sheer volume of wine bottles stored here, for there are literally thousands of bottles. Each of the adjacent rooms hides a secret door leading to the cellar passages the medusa uses to move around without being seen. They doors are opened from the wine cellars by lifting the last bottle on the lowest rack adjacent to the door area.

The House

The house is a simple and seemingly plain affair, seeing rare use. Vorlon actually sleeps in the underground passages, as does his mate., but he maintains the illusion of reserving one of the rooms in the house as his, for guest's sake. They make an effort to keep the house clean for it does see company for short periods of time, when travelers stop by. In the rear of the kitchen a set of stairs leads to the root cellar, which is almost entirely bare. A few wheels of cheese and some dried meats are here, as are some water skins and a few bottles of wine, but it looks bare and unused. In the back of this cellar is another secret door, one activated by simply pushing against it, when it will easily and quietly slide open, connecting to the rest of the passages.

Underground Rooms

1. Once the PCs have made their way to this level and found these passages, they will eventually find these rooms, the main living areas of the pair. The first large room is the general living area, where they share meals, talk, etc. A large, stained (blood) table sits in the center of the room, and four chairs are arranged around it. Exiting from this room are three doors.
2. One leads to their garbage area, where the scraps and bones of their meals can be found. The pile is quite large and contains the remains of all the common races plus many woodland creatures, orcs, ogres, a few giants and other various monsters and humanoids.
3. This room is empty.
4. This is their main room where they sleep and study magic or winemaking. A large straw bed rests in the one corner and a table with two chairs is in the middle of the room. Along one wall is a shelf full of books. Twelve of the books are obviously a matching set, and in fact detail most everything one could ever want to know about building a winery, growing grapes and making wines. These books were the property of the original caretakers. It details his discovery of this place and his efforts to restore it to its potential.

Two other books found here are written in a strange language, one the PCs cannot understand without magical assistance. In fact these are Samanthiss's spellbooks, written in the language of the medusa. Even if the PCs can understand the language they cannot use the books for they are not something they could study, as her language is too strange. However, they are quite valuable if sold to the Wizard's Guild in Ravens Bluff. A chest containing 2,300gp in various gems and coins is also located here.

The last things of interest here are related. The first is a gorgeously detailed oak box. Carved with the images of grapevines, leaves and various plants, it is a work of art. Upon opening the box, the PCs will discover that it is designed to hold a bottle of wine. A bottle does rest in the box and if the PCs remove it, another will magically take its place. The box is a *Wine Box of Holding*, an extra dimensional space that will only operate for bottles of wine. It holds up to 6 bottles at one time, and currently holds two bottles. One of the bottles inside radiates magic, it is the *Bottle of the Healer*, and the other is crystal and obviously very old and very expensive. It has elven writings etched into it but unknown to the PCs it is actually a bottle of Elverquist

from Myth Drannor, an exceedingly rare and valuable elven wine that is thousands of years old.

Defense Tactics

If the monsters have decided to fight down here they will use some smart tactics to assist them. First, Vorlon will use any and all spells he has to harm or slow the PCs. He will drop a *sticks to snakes* spell in one of the tunnels (use the same statistics on the previous page for determining the type and number of snakes that appear). Use your judgement but if they do decide to fight here it will most likely be in their large living area.

If the party seems entirely too powerful for them to defeat they will attempt to flee, leaving through one of the tunnels the PCs are not in. They will obviously take as much of their treasure with them, except for the chest with coins and gems, which is too heavy (they will just grab a handful on the way out).

In the end, the point of this whole encounter is to allow the PCs to determine the course of action. The monsters are sneaky and intelligent and despite desperately wanting to stay at the winery, they still have a desire to survive.

Encounter 6 – Mangy Varmints

Having agreed to help Vorlon, you spend a few more hours travelling, following his simple directions to a stretch of trees he suspects the evil forest giants to be living in. Soon the tall trees can be found, and you now stand in front of them. Small game trails lead into the woods, but no other path is discernable.

Pause a moment for PC reactions.

Upon entering the grove, you are amazed by the size and age of these trees, each must be close to 100 feet tall. High overhead, you'd guess thirty feet, a thick canopy of branches and leaves dampens the sunlight and protects from the winds and weather. Mostly lacking any other branches up to that point, this small forest seems to be more than tall enough to allow for a clan of large creatures to live in. They are quite beautiful but is eerily quiet as you enter.

The harpies hide in the trees when not out and about, and they have hidden their nests near the middle. Their dirty bodies provide a natural camouflage that functions as an excellent defense. The trees here are very tall and old, and are wonderful for the harpies, in that they can move very quietly and quickly through the thick canopy without being detected. Roughly 30 feet high, this

series of interconnected walkways cause many problems for any unwitting intruders. They will eventually detect the PCs and upon doing so, will surround as much of the party as possible before beginning their deadly songs.

One or more of the harpies will be patrolling the trees at all times, and will alert the others with a mock birdcall. The PCs will hear this unless somehow protecting their hearing. If the party is detected, the monsters will position themselves around the entire party in an even pattern, so as to catch as many PCs as possible with all of their charming songs.

Unless the PCs have somehow detected the harpies first, the song will begin as a surprise attack, causing the PCs to make a saving throw for each monster's song, where after anyone still able to move can do so in the following round. Be sure to describe the song as an alluring and intoxicating sound. Once they have begun singing, the harpies will drop from the trees and attack the PCs. Any PC that is held by the charm will automatically take damage from harpy attacks.

Tier 1:

Harpies (3): Int Low (5-7); AL CE; AC 7, MV 6 Fl 15 C; HD 7; hp 30; THAC0 13; #AT 3; 1-3/1-3/1-8(bone club); SA singing and song; SD nil; MR nil; SZ M (6'); ML Elite (13-14).

Tier 2:

Harpies (6): Int Low; AL CE; AC 7, MV 6 Fl 15C; HD 7; hp 30; THAC0 13; #AT 3; 1-3/1-3/1-8(bone club); SA singing and song; SD nil; MR nil; SZ M (6'); ML Elite (13-14).

Tier 3:

Harpies (9): Int Low; AL CE; AC 7, MV 6 Fl 15C; HD 7; hp 30; THAC0 13; #AT 3; 1-3/1-3/1-8(bone club); SA singing and song; SD nil; MR nil; SZ M (6'); ML Elite (13-14).

Tier 4:

Harpies (12): Int Low; AL CE; AC 7, MV 6 Fl 15C; HD 7; hp 35; THAC0 13; #AT 3; 1-3/1-3/1-8(bone club); SA singing and song; SD nil; MR nil; SZ M (6'); ML Elite (13-14).

The song of the harpies has the ability to charm all humans and demihumans who hear it (elves and half elves gain their natural resistance). Those who fail their saving throw versus spell will proceed towards the harpy with all possible speed, only to stand entranced while the harpy slays them at leisure. This charm will

last as long the harpy continues to sing. Harpies can sing even while engaged in melee.

It is impossible to fend off the harpy song simply by clasping hands over ears because the charm takes effect the moment the first note is heard. Characters making preparations to block the sound (wax in the ears, etc.) are immune to its effects. In addition, characters that make their saving throw are thereafter immune to its effect, until such time as they encounter a different group of harpies. The touch of a harpy upon a charmed individual has a similar, though somewhat less potent, effect. Those who are touched and miss their saving throw versus spell will stand mesmerized for 20+1d10 hours.

The effect of either charm is broken if the harpy is slain.

The point of this encounter is to scare the PCs (if possible), not to kill them all off. Most parties should not be able to resist the song of all these monsters. Make it appear to any held PC that he or she is about to be slain, and that there is nothing they can do about it. A little dramatization might be helpful. Use some judgement, but do not have the satyrs come in to save they day until things look really bleak, if possible.

A bard also has the ability to offset this power, so the harpies will swarm that PC as much as possible, attempting to stop them. Any successful melee attack on said bard can disrupt their playing. The bard gets a saving throw versus spell to see if they can maintain their playing. Failure means the effort is ruined. A bard can attempt to use this ability once per encounter or battle.

At this point they should realize Vorlon seriously duped them, and that he may not be the nice man he appeared to be. If they all fail their saves versus the harpy songs the satyrs in the following encounter will react immediately, otherwise they will watch and listen to see how the party handles the creatures.

As soon as the satyrs begin their song, the harpies will realize they have lost their major advantage over their prey and will attempt to do something about it. Any "spare" harpies (those not directly fighting a PC, or those that are doubling up on one PC) will move in the direction of the satyrs, following their song, in an attempt to interrupt their actions. This should provide a nice little twist to the combat, as the PCs should (hopefully) realize they need to protect whatever it is that is countering the horrible sound of the harpies if they want to survive.

Encounter 7 – Not Mangy Varmints

Again, this encounter will happen as soon as the PCs encounter serious trouble with the harpies. The satyrs will have been following the PCs ever since they left the winery, having been waiting outside. The pair will wait until the PCs are in dire need of their musical assistance before acting, at which time they will begin to play their instruments, creating a song that will counter the charm song of the harpies. They will not engage in combat but will continue to play their instruments and counter the harpy songs, to enable the PCs the ability to fight back.

The song of the harpies is filling the air and things look bleak for your group. Suddenly when you are not so sure you will live to see another day, another yet decidedly different song cuts through the air, coming from the direction you entered the forest. You see nothing in the bushes or tress but you know the source is back behind you somewhere. Higher pitched and faster, apparently made with some sort of harp and some sort of flute, this tune creates havoc with what the harpies sing, and the alluring call of these monsters is suddenly broken. The harpies scream in rage and begin looking about for the source.

Quellonis and Harmon, Satyrs (2): Int Very (11-12); AL N; AC 5; MV 18; HD 5; hp 27; THAC0 15; #AT 1; Dmg range 2-8 (horn butt) or by weapon; SA magic pipes; SD magic pipes, 90% undetectable in foliage; MR 50%; SZ M; ML Elite (13).

If a powerful party is having no real problem dealing with the harpies the satyrs will simply hold their position and watch the fight. Once the battle is over, they will emerge and approach the PCs, thanking them for destroying these vile monsters before asking for help.

This pair of satyrs has lived in this area for decades. They are relatively old for their race. They do know who Keldar is but have not sought his help, believing a druid would not do so in this instance. They think he is boring, as he would never drink or celebrate life with them.

The satyrs are probably the only beings in the area that know what really lives in the winery, for they have used their considerable natural abilities to spy on the current residents. Here is what they know and will tell the PCs:

- Vorlon is not what he appears to be, He is a monster of extreme proportions, a maedar, the life-long mate of the most vile creature of legend, a

medusa. He is immune to her gaze attacks and can actually pass through stone as easily as we walk on the ground.

- Vorlon does not live there alone. He does have a mate that spends the days skulking in tunnels and passages below the buildings. They do not know the medusa's name but they have seen her wandering the vineyards and surrounding areas at night. They actually saw her single-handedly eliminate an entire band of ogres one night. They were banging on the front doors attempting to break them down when they suddenly opened, and a small hooded figure emerged, laughing at this thin figure for a only a moment, the ogres feel to her gaze when she lowered her hood.
- Quellonis and Harmon are very familiar with the winery for they knew the previous resident. He was a young follower of Chauntea named Larn who did most of the work restoring the winery to working condition. He was probably turned to stone by the medusa as they have not seen him since their last little party, over four years ago. They used to go there and drink with Larn until all hours of the night, singing songs and playing music until dawn.
- Then one day they went to sample some of the fresh wines when they found the doors closed. Upon knocking they were told to go away, that he no longer wanted to see them. Something in the voice was wrong so when they forced the doors open they saw who they now know to be Vorlon. For some reason they fled and were almost away when a bolt of electricity whizzed over their heads, narrowly missing. Not too long after that incident the wall of thorns and trees began to take form. Since then they have only watched the winery and its strange inhabitants.

The satyrs will beg the party to return to the winery and eliminate the menace. They hate the fact that such vile creatures live where their former friend had given so much of himself. Their over-riding desire is to have their friend back, or to have revenge exacted upon these vile monsters.

Encounter 8 – Now What?

Now that the party has spoken to the satyrs, they have a number of options on how to proceed.

Encounter 8a – Back to the Grove

Some groups may want to return to the druid's grove and consult with him. The satyrs will go with the party, as they want to hear what the druid will say. He will be there and will emerge as soon as they enter. Assuming

the party tells him what they have found, he will have the following to add:

- The slain harpies are not something he is concerned or angry about, things die in nature.
- He will be genuinely surprised to find a medusa and a maedar have been living at the winery. Typically they are a very evil presence that needs to be dealt with. However, these two seem to be much more mollified than most and he is honestly not willing to do anything about them right now.
- Obviously their presence in the area has not thrown the Balance off these past years, and he has seen nothing that will change that now. In fact they have probably helped maintain the Balance these years by destroying the numerous humanoids and such that tend to try to grow more powerful.
- He will express some remorse at the fate of Larn but will again say that such is the way of Nature.
- He will not attempt to stop the PCs if they decided to return to the winery but will remind them a medusa is a seriously dangerous creature that is not to be engaged lightly.

It is very possible this encounter could break down into an argument on ethical and moral beliefs, this is fine, and is one point of the encounter. However, Keldar will not get upset or violent, but he will remind the party that as a Grand Druid of this area, he has larger things to look after. The balance of Nature is what he is mostly concerned with and despite the fact these creatures are evil and vile, by most human standards, they too have a place in the world. Additionally, he is inclined to want the couple to remain in the area as they will be a nice balancing force for the large number of humanoids that have moved into the area, as such creatures tend to always find ways to get into trouble. He is confident the medusa and her mate can deal with these creatures as they attempt to sack the winery.

If the party is stumped on how to proceed Keldar may suggest that it is possible for this situation to be settled without bloodshed, as the couple may simply wish to be left alone to make wine. Also, it is possible they still have the statue of Larn tucked away somewhere. In any event, he will not help them, but will not hinder their efforts, either.

It may have been a really long day so if the PCs decide to rest for the night Keldar will allow them to sleep in his grove, as long as they respect nature. Otherwise, they can easily return to the Inn of the Dragon in Dragon Falls.

Encounter 8b – Another Round

Eventually, the PCs may, and probably should, return to the winery to confront Vorlon. The satyrs will not accompany them, citing a desire to remain hidden from the couple in case the party is defeated or the couple decides to get vindictive against them for their meddling.

A less powerful group may be extremely hesitant to return to the grove and confront the medusa and maedar, at great risk to their lives. Try to use the druid to mollify the party, he will remind them not everything needs to be settled in battle. Or, use the satyrs to try and convince them this is the right thing to do. At times, even adventurers have to take risks, right?

Whenever the party arrives back at the winery the doors will still be closed. If it is during the day, the PCs will again see the large flock of resident crows milling about. If precautions are not taken, one of the dogs will also detect their approach and begin barking. If the PCs are planning on the sneaky route, or if any violence breaks out at any time, return to that section in Encounter 5 for proper reactions by the denizens of the winery. The dogs will be close at hand and the serpent vine snakes will have been quietly and secretly moving into position near the PCs, using their natural camouflage to hide along the buildings or vines or whatever. If a fight erupts, the snakes and dogs will attack; Vorlon will attempt to either cast a spell or simply sink into the stone so as to meet up with his mate. Again, use your judgement here.

However, if peacefully approaching, Vorlon will meet with them. He will ask if they are interested in some wine or food, and lead them back to the picnic table. But Vorlon is not stupid and he knows the party will probably be a bit upset about his deception. He will not stray far from the stone walkway, as it is a fast means of escape if the PCs get hostile. However, he does not want it to come to violence and will have the following things to discuss with the party (all of this will register as true):

- He is sorry for misleading them when dealing with the monsters in the trees but he was unsure of their intentions. He will say vague things like “I was unsure if anything else lived in those trees, and I suspected something other than the harpies also lived there”. If forced to be completely honest, he will tell the party he was hoping they could defeat the harpies as they have been rooting around the area. However, he was not going to lose any sleep if the harpies killed them, as they were potentially a large problem for he and his mate. He will apologize for being so harsh but will remind them

this is a rugged land where the most capable survive and he intends on doing just that.

- He will be quite surprised if the PCs tell him they know what he really is, and that he does have a mate. He will assume a local druid or such discovered their secret, so he will no longer lie to the party
- Yes, his mate is what they have been told, a medusa and he is the much rarer member of their race, a maedar.
- They have sustained themselves over the years with the good number of humanoids and brigands that insist on attacking them. They have yet to slay any of the locals, as most seem to avoid the place, which is just fine with them.
- Their over-riding desire right now is to remain at the winery, relatively secluded. They enjoy making wine and feel no desire to wreak havoc on the local humans or others. However, he is very worried that now word of their existence will escape and bloodthirsty adventurers and such will come calling, seeking to forge a name for themselves.
- He will inform the PCs that he and his mate have been here for a half dozen years, living without conflict with the local humans and such. The wall was built to keep unwanted visitors, mostly marauding monsters or brigands, from gaining easy access. It also keeps children or such from the human villages from just wandering in and getting themselves in trouble, and it also helps them retain their privacy, which is paramount to their survival.
- He is willing to make a deal with the PCs, in that he would prefer to remain at the winery. He and his mate have no intention of poisoning the wines and such, as they feel it is an art. He would be more than willing to form some sort of agreement with this Shauna person. However, if his true nature and the existence of his mate can remain secret, that would go a long way towards making him more comfortable with any arrangement.

They do still have the young man’s statue stashed away somewhere. He is willing to restore the man to his previous state, IF the PCs agree to a few things. He will also tell the PCs that there is a chance the young man will not even survive the transformation, such a shock it is on a human’s body. Here is his list of demands:

- They can remain at the winery, continue to make the wine.
- Their true natures must remain secret for if their existence becomes public knowledge; it may spell their doom.
- He is willing to supply wine to Shauna on a regular basis, provided she pays for materials (bottles, crates, etc.) and sends wagons or whatever is

needed to transport the crates or barrels. They want no profit from this. But they also want no credit and want the winery's location to remain a secret.

- If the PCs are making all sorts of threats and such he will sternly nod at their warning, then make one of his own. He will vow to the PCs that if they betray him in this deal, not only will he hunt them down, he will also make sure this Sauna woman meets a horrible end. But he will follow this up with a reminder that both sides are in need of something in this instance and no one will benefit from such actions.
- He will also agree to meet with Shauna, as long as she does not come "loaded for bear" in an attempt to remove them.

Again, it will take some judgement by the DM to finalize this entire encounter, but it is very possible an entirely peaceful arrangement can be established as Vorlon's main desire is to remain at the winery. If the PCs and Vorlon can agree to these "terms" he will fetch a wagon and wheel it to the rear of his vineyard.

Hiding in up against one of the walls and vastly overgrown with plants and such is the statuesque form of Larn, the young follower of the Earth Mother. He stand with his arms at his sides, like he was just rising from the ground, and has a look of absolute surprise on his face. A small circular medallion, etched with a budding flower encircled by a sunburst, is visible on his chest. While covered in all sorts of small vines he seems to have endured the years extremely well. The intricate detail confirms that this must have been a man at some point, for even a master craftsman could not duplicate the subtle realities of the statue.

The symbol is that of Chauntea. With the help of the party, Vorlon will load the statue onto the cart and pull it out into the yard by the house. Once there, he will restore Larn to his former state. Be dramatic here. Roll some secret % (faking a system shock roll).

Having set the statue of Larn on the ground by the house, Vorlon concentrates for a moment before reaching out a hand. He touches the statue's bare hand for a moment, and nothing happens. But slowly, almost undetectably, the figure changes. The dark gray stone regains color slowly but eventually it no longer looks like a statue but turns into a young man. Suddenly gasping for air, the figure collapses to the ground.

Any PC can move to assist Larn and will easily discern he is in a state of shock from his recent transformation. If they give him a moment to recover, he will regain his

composure. He will frantically look around for the last thing he remembers seeing, the medusa.

At this point it is really up to the PCs to calm him down and relate the story of what happened to him. Feel free to jump in with Vorlon but for the most part he will refrain from talking to Larn, as he wants to avoid any misconception that he wants to be friends with the man, he really just wants him to go away.

Larn will of course be shocked to learn what year it is, and that he has lived those years as a support for various plants. However, he will quickly get over it and make a decision to leave this place, as it leaves a really bad taste in his mouth. He has no idea where he will go, but he is open to suggestions. Vorlon will offer a short apology for what happened. Larn will grudgingly accept, and promise he plans no revenge.

Wrapping this up will be easy at this point. Vorlon will look forward to keeping his end of the agreement, and IF the PCs acted honorably and such, will offer a few gifts to prove his intentions. He will give them a crate of his wine, a small wine box (magical), and a bottle of ancient elven wine.

Once the PCs leave, the satyrs will again approach, ecstatic Larn has been returned to life. They will thank the PCs profusely, offering their assistance at any future time. Quellonis will also suggest, if it has not already been done, that Larn should move into the grove where the harpies were slain and begin a new life there. Larn will thank the PCs for any other offer they may have extended, but will decide he should remain with his two friends at this time.

If at any time in this adventure, the party is partially responsible for returning Larn to life, he will offer them his only worldly possession, the magical medallion he wears. He will insist on they accept his gift in thanks for helping him.

Encounter 9 – the Wrap Up

As time permits the party can return to Dragon Falls and inform the locals of their experiences, then return to Ravens Bluff and talk to Shauna. This is an important part of the tournament, as the different actions here will determine how the story ends.

Ending A – Its Not My Problem

If the PCs returned to Ravens Bluff after meeting the satyrs, without having themselves dealt with Vorlon, Shauna will hire a band of powerful adventurers who will venture to the winery and destroy the occupants to

the last. If this happens, the PCs will receive a message from Shauna when the deed is finished. Along with it will be any payments and the case of Silverymoon Blue wine as well as a case of wine from the winery. They will NOT receive any of the magical treasure, nor neither the winemaking books nor the elven wine for those items were claimed by the adventurers that finished the task. Neither will the PCs get Larn's magic medallion as the other adventurers will be the ones he gave it to, as they returned him to life.

Ending B – Victory by Force

If the party successfully defeated the medusa and maedar couple in a combat of some sort Shauna will be most pleased. She will allow them to keep any treasure they found, and will give the PCs a case of wine from the winery, a case of Silverymoon Blue wine, and the gold payment she promised. Additionally, if told of the winemaking books she will ask if she can borrow them for a time so she can make a copy for her future endeavors in that area, as she plans on hiring someone to be caretaker of her winery. If the PCs found and recovered the statue of Larn but were not able to restore him to life, Shauna will pay for the proper spells herself (you have to really roll Larn's system shock check at his Con of 12—80%. If he fails, the PCs can pay for a raise dead, but Shauna won't). She will then enter an agreement with him to resume making wines.

Also in this instance, if the PCs had not yet met the satyrs, they will at this point, as they will investigate after the fight, if there is indication the medusa and her mate were defeated. If there is doubt, the satyrs will wait outside until the party emerges. At this point they will express their concerns about their long missing friend and hopefully can help the party find the statuesque man, hidden in the back of the winery. If the party helps restore Larn to life he will of course reward them with his magic Medallion.

These last two endings assume the PCs actually returned to the winery after discovering Vorlon's secrets. The first ending assumes the party deals honestly with Vorlon and upholds their end of the bargain. The second assumes they have no intention of maintaining their agreement, and actually betray the grisly couple.

Ending C – He's Really Not So Bad...

Here the PCs are faced with a bit of a dilemma. They can simply return to Shauna and tell her the current occupant is exactly what he appears to be, a hermit of a man that simply wants to remain at the winery and continue his craft. If presented in this fashion, Shauna will have no problem accepting the party's

recommendation. However, she will want to travel to the winery, for a tour, and to meet Vorlon. She will ask the PCs to accompany her, as they are familiar with the area. If they agree everything will go of without a hitch and both sides WILL uphold their ends of the agreement.

If this happens, Shauna will give the PCs all promised rewards. A few weeks after this, Shauna will again send messages to the party. With the first shipment Vorlon sent a few gifts for the party, for being honorable and trustworthy. These will include the magic wine crate, the magic wine bottle, and the bottle of ancient elven wine. If any PC expressed interest in the art of winemaking he will also offer the party a copy of his most prized possession, a set of detailed books explaining the craft of winemaking.

PCs that continue to monitor this relationship will learn it is working out perfectly fine. Shauna is happy and Vorlon sends regular shipments of wine.

Ending D – Morden, We Have a Problem

This ending will be decided mostly by just how the PCs present the situation to Shauna. Here they decide to reveal Vorlon's nature to her. Most importantly, her reaction will be mostly based on their feelings of the situation. If the PCs are not very eager about allowing Vorlon and his mate to remain at the winery, and worry the monsters may do bad things, Shauna will get nervous and will probably decide to hire some really powerful adventurers to force the creatures out of the winery. If this happens, things will end much as Encounter 9A.

However, if the PCs reveal the truth of Vorlon's secrets to Shauna and if their story is convincing (that they trust him to fulfill his end of their agreement, etc.) she will be much more inclined to agree. She will actually want to meet Vorlon and tour the winery, and will again ask the PCs to accompany her. If they agree, things will go smoothly and end much like Encounter 9C.

Again, the DM has final say on how things are resolved. Be logical, Vorlon does fully intend to keep his bargain. While he and his wife are both still evil, they are much more passive than others of their race, and truly do just want to be left alone. However, they are not so attached to the winery as to be suicidal and will flee if faced with certain death.

The End

Experience Summary

Experience is calculated in Living City events as follows:

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. Finally, multiply the total by the tier according to this chart:

Levels 6-13	Tier 1
Levels 14-25	Tier 2
Levels 26-37	Tier 3
Levels 38+	Tier 4

PCs should get experience points for the tier for which they qualify, regardless of which tier is actually played. For example, if a tier 2 group and have to bump the combats up one tier challenge them, they still get experience for a Tier 2 group, not a Tier 3 group.

Encounter 2 - On the "Road" Again

Questioning Jedd	25 xp
Helping out on the barge, fishing with the crew	25 xp

Encounter 3 - Local Yokels

Asking lots of question, being part of "story-time" with Edwin and the yokels	25 xp
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Encounter 4 - Anybody Here??

Being respectful while talking to Keldar	25 xp
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Encounter Area 5 - The Winery

Defeating the guardians	50 xp
Defeating Samanthiss (medusa)	100 xp
Defeating Vorlon (maedar)	100 xp
Not "destroying" the winery	50 xp

Encounter 6 - Mangy Varmints

Defeating the harpies	100 xp
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Encounter 8 - Another Round

Defeating the guardians	50 xp
Defeating Samanthiss (medusa)	100 xp
Defeating Vorlon (maedar)	100 xp
Not "destroying" the winery	50 xp
OR	
Returning to the winery and confronting Vorlon	50 xp
Finding a workable agreement for Vorlon and Shauna	200 xp

Note: the PCs cannot get credit for fighting and defeating Vorlon and Samanthiss AND making a deal, as the two are mutually exclusive to each other. Nor can they get XP for defeating Vorlon and Samanthiss twice.

Encounter 9 - Wrap-Up

Finishing with Shauna, providing her with useful information, making sure the entire affair is "finished"	25 xp
Helping restore Larn to life	75 xp

Total Possible for Objectives:	600 xp
Role-playing experience	0-500 xp

Total possible experience	1,100 xp
For Tier 2:	2,200 xp
For Tier 3:	3,300 xp
For Tier 4:	4,400 xp

Treasure Summary

If it's not on this list, the PCs cannot have it. This is a house rule that overrides that which they may acquire in the scenario.

The actual treasure and rewards the party may be eligible for may vary, depending on how things actually happened, but here are some general guidelines based off the different endings:

Ending A

- 200 gp per PC, from Shauna as agreed in the beginning
- Case of "Silvermoon Blue" wine: This crate of wine contains 10 bottles of a wine that is the latest rage in Ravens Bluff. A light white wine with a slight blue tint, it has an excellent flavor. Each bottle of wine is worth 200 gp.
- Case of "Tavern of the Garden" wine: This crate of wine holds 10 bottles of wine from the winery owned by the proprietor of the Tavern of the Garden. This is an excellent vintage of a rich and potent red wine. Each bottle of wine is worth 10gp.

Ending B

- 200 gp per PC, from Shauna as agreed in the beginning
- Case of "Silvermoon Blue" wine.
- Case of "Tavern of the Garden" wine.
- *Wine box of holding:* This gorgeously detailed oak box is carved with the images of grapevines, leaves and various plants and is a work of art. Upon opening the box, the PCs will discover that it is designed to hold a bottle of wine. This magical box

will function similar to a bag of holding in that it holds more than it appears to be able to. If a bottle in the box is removed, the next bottle in the box will magically take its place. This box is an extra dimensional space that will only operate for bottles of wine that are generally liter sized. It holds up to 6 bottles at one time. 5,000 gp value.

- *Bottle of the healer*: The wine from this magical bottle is dry and thin, and tastes bad. However, it has a special enchantment in that one time per adventure it provides the affects of a *cure light wounds* spell. Only one of these bottles can be owned at a time, if multiple bottles are in the same person's possession all will crack and become non-magical. A person can only benefit from the magic of one such bottle once per adventure, thus a person cannot benefit from multiple bottles. 4,000 gp value.
- **Books of the Master Winemaker**: This twelve-book set is a complete guide to making wine. Detailed within are instructions and direction on where to build vineyards, how to build a winery, how to grow grapevines, the differences in the grapes, harvesting techniques, fermenting, tools needed, techniques to bring out the best flavors in the wine, how to tailor flavor, and much, much more. These books provide a comprehensive and accurate summation of this entire craft.

This craft initially requires a non-weapon proficiency in Artistic Ability based off the Wisdom score. Further, a winery must be available to practice the skills, so the PC must either own and build one or be employed at one. After one year of study of the book, and spending this one non-weapon proficiency slot, the PC will have the knowledge required to begin making basic wines. Additional slots devoted to this craft will increase the PC's skill. One slot will indicate the PC is a Winemaker with basic skills, two slots will denote a Skilled Winemaker, and three slots will denote a Master Winemaker. Additionally, because of the time required studying the books and learning the craft, any PC must take a 10% Experience Point penalty for a full year from the time they first begin learning these skills. If sold the books are worth 5,000 gp.
- **Bottle of Elverquist from Myth Drannor**: This incredibly gorgeous and detailed crystal wine bottle is thousands of years old, dating back to the days of the elven kingdom of Myth Drannor. Etched in ancient elven is the saying "Most things that age grow better". The bottle holds Elverquist, a delicious and exquisite vintage of elven wine. Extremely rare, the wine is worth much to connoisseurs of such things. The crystal bottle

itself is worth 2,000 gp, but with the contents both are worth 9,000 gp so old and rare is this vintage.

- *Medallion of proof*: This unique and magical medallion radiates strong alteration powers. When in the possession of any being it will alter itself and display the symbol of the Power the holder is most aligned with or actively follows. This is not a conscious decision and the bearer does not need to be aware of the item's power for it to function. If the owner has more than one deity it will form itself to the one he or she is most similar to. If the character has no deity the medallion forms into a blank disc. Spells or items cannot block the magical power of this item. The Medallion cannot be used in the place of a priest's holy symbol, for spell casting or similar purposes. 5,000 gp value.
- 2,300 gp in various gems and coins
- The Medusa's Head and body, if sold to the Wizard's Guild – 3,000 gp.
- Medusa Spellbooks, if sold to the Wizard's Guild – 4,000 gp. They contain the spells she knows.
- Bloodthorns, if sold to the Wizard's guild – 100 gp per plant

Ending C

- 200 gp per PC, from Shauna as agreed in the beginning
- Case of "Silvermoon Blue" wine
- Case of "Tavern of the Garden" wine
- *Wine box of holding*
- *Bottle of the healer*
- Books of the Master Winemaker
- Bottle of Elverquist from Myth Drannor
- *Medallion of proof*

Ending D

- 200 gp per PC, from Shauna as agreed in the beginning
- Case of "Silvermoon Blue" wine
- Case of "Tavern of the Garden" wine

Fame Award:

One fame point in Merchants for solving Shauna's problem by any means. If she has to hire other adventurers to clean out the winery, the PCs get no fame award.

Major NPC #1:Vorlon

Tiers 1-3

Maedar: Int Highly (13-14); AL NE; AC 5; MV 9; HD 6; hp 30; THAC0 15; #AT 2; Dmg range 2-8, 2-8 (fists); SA can pass through stone at their normal movement rate; SD stonelines (5), immune to petrification and paralyzation (including hold and slow spells), poison of a medusa's serpentine hair; MR nil; SZ M; ML Fanatic (17-18).

Spells: 1st level: *animal friendship, entangle, locate animals or plants*; 2nd level: *speak with animals, charm person or mammal*; 3rd level: *plant growth, spike growth*; 4th level: *speak with plants*

Tier 4

Maedar: Int Highly (13-14); AL NE; AC 3; MV 9; HD 8; hp ; THAC0 13; #AT 2; Dmg range 2-8, 2-8 (fists); SA can pass through stone at their normal movement rate; SD stonelines (7), immune to petrification and paralyzation (including hold and slow spells), poison of a medusa's serpentine hair; MR nil; SZ M; ML Fanatic (17-18).

Spells: 1st level: *animal friendship, entangle, locate animals or plants, create water*; 2nd level: *speak with animals, charm person or mammal, snake charm*; 3rd level: *plant growth, summon insects, spike growth*; 4th level: *speak with plants, sticks to snakes*; 5th level: *anti-plant shell*

Vorlon is an oddity for his kind, for he has learned to pass himself off as a human, having been forced to travel through their cities a number of times before finding his mate. He continues this charade as it helps them remain relatively isolated. His human guise permits interaction with passers-by in addition to permitting him access to the supplies needed for making wine.

This maedar is fanatically devoted to his mate. His main goal is to keep them both alive. He feels a strange affinity for family having seen his slaughtered by an adventuring group. His second desire in life is to remain hidden and secluded in their winery, for he truly loves his current craft and is darn good at it.

Proficient at lying and telling half-truths he will be difficult to dupe via questions. He does actually have an affinity for the Earth Mother, or at least the general force of nature, and pays homage to such power regularly. This devotion has granted him some limited spell capabilities, all of which manifest themselves as innate spell abilities similar to spells a druid would have access to. Vorlon has access to other spells, but the ones listed are what he currently has available to cast. He does wear the symbol of Chauntea for he believes in her power. The symbol also aids his ruse, for most of the locals seem to think he is the same young man that he and his mate met when first arriving at the winery.

Major NPC #2:Samanthiss

Tiers 1-2:

Medusa: Int Highly (13-14); AL NE; AC 6; MV 9; HD 5; hp 28; THAC0 16; #AT 1; Dmg 1-4 (serpentine hair); SA petrification, poison; SD nil; MR nil; SZ M; ML Elite (13-14).

Spells: 1st level: *shield, protection from good*; 2nd level: *invisibility*; 3rd level: *vampiric touch*

Tier 3:

Medusa: Int Highly (13-14); AL NE; AC 5; MV 9; HD 7; hp 37; THAC0 14; #AT 1; Dmg 1-4 (serpentine hair); SA petrification, poison; SD stonelines (5); MR nil; SZ M; ML Elite (13-14).

Spells: 1st level: *shield, protection from good, magic missile, color spray*; 2nd level: *invisibility, detect invisibility*; 3rd level: *vampiric touch, lightning bolt*; 4th level: *fumble*

Tier 4:

Greater Medusa: Int Highly (13-14); AL NE; AC 3; MV 12; HD 9; hp 49; THAC0 12; #AT 1 spell or 2 arrows + gaze ; Dmg 1-6, 1-6 (save at -1 or die arrows) 1-4 (serpentine hair); SA petrification, poison; SD stonelines (8); MR 20%; SZ M; ML Elite (13-14).

Spells: 1st level: *shield, protection from good, magic missile x2, color spray*; 2nd level: *invisibility, detect invisibility, mirror image, web*; 3rd level: *vampiric touch, lightning bolt, slow, protection from normal missiles*; 4th level: *fumble, phantasmal killer*; 5th level: *feeblemind*

Any creature that is within 30 feet and that can physically see the medusa's head must make a saving throw vs. petrification or be turned to lifeless stone. This power is constant and works even if she is casting a spell or attacking with weapons.

The bite of her serpentine hair causes the recipient to make a saving throw vs. poison or die. The arrows of the Greater Medusa are dipped in her own poison. Those struck must make a saving throw vs. poison at -1 or die.

PCs with the blind fighting skill can engage her in melee (provided there is sound to fight by) and fight with their eyes closed or intentionally averted, suffering only the standard -2 penalty for fighting invisible creatures. Those without this skill are at a major disadvantage. Their attack rolls have a -4 penalty and they do not get a Dexterity bonus to their AC when fighting her.

Even after being killed the gaze of the monster can turn a person to stone.

Samanthiss is an oddity herself, in that she is not as malicious as most of her kind, preferring to keep her mind occupied. The chance to learn winemaking and hide away in this nice place has made her very happy.

She finds magic to be an exciting study, and spends much of her time researching it and attempting variations of standard spells.

DM MAP - WINERY LAYOUT



