

GEO3-06

# Rite of Eternal Spring

**A 2-Round D&D LIVING GREYHAWK<sup>®</sup>**

**Geoff Regional Adventure**

Version 1.3

**by Eric Menge and Diane Hazlett**

*Long the Greenman slumbers  
deep beneath the ground.  
The sun counts ten long winters  
ere his seed is found.  
The White Stag calls the six  
and opens the Moonlit Way  
To where the Makers dream  
in the House of Play.*

*Raiment for the Greenman  
woven in the tower;  
Crown from the queen;  
wreath of thorn and flower;  
Chalice made of gold  
revealed by a key;  
Summer has its price  
for an apple from the tree.*

*A growing seed forged of fruit,  
robe, cup, and wreath  
Shall bind together man,  
stone, river, and leaf.  
The hart must be brought to  
the table made of stone.  
Six will lead the way,  
but one will go alone.*

A Geoff regional adventure for APLs 4-10, and Verse 3 of the Song of the Gifts and Glamer.

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

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# Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

## Preparation

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

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

the DM) to keep track of who is playing which character.

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

Some of the text in this scenario 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 gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

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

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

## Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this

type, and animals with different CRs are added separately.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- Attempt to create a table of six 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

### **Time Units and Upkeep**

This is a standard 2-round Regional adventure, set in the Grand Duchy of Geoff. Characters native to Geoff pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

## Adventure Background

This adventure is set in the autumn of CY 593. At this time, Grand Duke Owen (the Brenin, in Flan) and his Army of Liberation are laying siege to Gorna. His wife, Princess Calisse Skotti of Keoland has just given birth to a son.

The events in this adventure tell the story of the rebirth of the Greenman. The Greenman is a powerful nature spirit that claims all of the Grand Duchy of Geoff as its domain. When the giants came down from the mountains, their most powerful shamans performed a rite that slew the Greenman. The giants believe that the Greenman is forever dead and gone. This is true up to a point, but it reveals a fundamental misunderstanding that the giants have for nature.

Nature is filled with death and rebirth. The Circle of Life takes into account death. It is a stage and a change, but not the end as the giants believed. When the giants slew the current incarnation of the Greenman, the spirit fled its body (such as it was) and went deep into the group where it slept. For ten years it has slept and Geoff has suffered a deep and terrible winter. But now, the seasons are about to turn. Spring is at hand, and the Greenman is ready to be reborn.

The Old Faith Gods, also known as the Makers, have made use of a realm in Faerie called "The House of Play". This realm is for the telling of stories, and is very malleable. The Makers have hidden the parts of the Greenman inside the House of Play and left guardians to insure that they were not lost. At the appropriate time, heroes would be sent into the House of Play and reclaim the elements of the Greenman and see that his seed is remade.

The making of the seed is only half of what is needed. The Greenman is a powerful spirit and not stirred from its slumber easily. It is tied to the land and only something as powerful as life and death can awaken it. For the seed of the Greenman to be fertile, it must be bathed in the life's blood of the Brenin. When this is done and the seed planted in holy ground on the Isle of Rhun, the tree of the Greenman will grow again.

If the Greenman's seed is not planted, Gyruff is stalled in winter and the land begins to die. Horrible famines and plagues strike the lands. Crops wither and die. Animals grow thin and sickly. If this continues long enough, the Circle of Life is broken and the land dies completely – becoming a barren badlands.

## Notes on Spellcasting in Geoff

There are limitations in place to magical travel and information gathering within the borders of Geoff:

- No astral travel spells (teleport, dimension door, et alia) work within ten miles of Hochoch.
- No astral travel spells work within twenty miles of Gorna.
- No teleport spells work in the northwest quadrant of Geoff.
- PCs cannot scry on important NPCs such as Owen the Brenin, the Grand Duchess Calisse, Archdruid Gwenllian, the Sakhut, King Brodde, King Mogthrasir or the leaders of either the Giant or the Geoff armies.

## Presence of a Druid in the Adventure

During the course of this adventure, the PCs have access to a druid of the Old Faith, who is willing to cast *reincarnate* on the PCs. The cost is 150% that listed in the *Player's Handbook* unless the PCs are part of the Old Faith Metaorg or spend a Favor of Gwenllian. Gwenllian is also willing to cast *true reincarnate*, but this requires a PC to use a Favor of Gwenllian. The cost for *true reincarnate* has the same modifiers as *reincarnate* with the same conditions.

## Adventure Summary

This adventure concludes the Song of Gifts and Glamer. It leads to enormous change in Geoff. The ending in particular is crucial as the PCs are dealing with some of the most powerful personages in Geoff. Judges should read the entire adventure before running the game and ensure that they understand all the encounters.

In the Introduction, the PCs have a dream of the White Stage that leads them into a dark forest. If they follow, they accept the invitation into a fading land and the adventure opens for them. Otherwise, they just fall back asleep.

In **Encounter 1**, the PCs meet Gwenllian the Archdruid. She tells them of the prophecy to awaken the Greenman and shows them how to open the Moonlit Way which will lead them there.

In **Encounter 2**, the PCs meet a pair of satyrs who are looking to have some fun at their expense. If

the PCs befriend the satyrs, they can learn a few things about Faerie and the Greenman.

In **Encounter 3**, the PCs travel through the fading land and pass into Faerie. Their journey ends when they reach the House of Play.

In **Encounter 4**, the PCs meet Loper who tells them that they must find the four parts that make up the seed of the Greenman. She also gives them some background about the House of Play.

In **Encounter 5**, the PCs search for the Wreath of Thorn and Flower. In order to gain the wreath, the PCs must become small enough to enter a beehive and learn to fly. They then must help the queen bee deal with some ants who are eating all the flowers.

In **Encounter 6**, the PCs search for the Chalice Made of Gold. The PCs must stop a group of renegade clockworks who have devastated the town. While they do so, they encounter the unseelie faerie Gaunt who is in a vulnerable position. Once the PCs have dealt with the clockworks, they must find the right key to open the chest in which is held the chalice.

In **Encounter 7**, the PCs search for the Rainment for the Greenman. First, the PCs must sneak or fight their way past a powerful basilisk, which acts as a guardian of the tower. Then the PCs must figure out how to summon the faerie who can weave them the garment.

In **Encounter 8**, the PCs search for the Apple from the Tree. They quickly find the apple, but can't pick it from the Summer Tree. They need a special sickle, which is kept by the sirines beneath the sea. The PCs must beat the sirines at their own game in order to get the sickle. Once the PCs have the sickle, they must bloody it to cut the Summer Tree.

In **Encounter 9**, the PCs take the four parts of the seed to the Smith who forges them into the Seed itself. He then sends them back to Gwenllian in the fading land.

In **Encounter 10**, the PCs give Gwenllian the Seed who sends them back to the Flanaess with one last mission. They must find the hart and escort him to the Stone Table.

In **Encounter 11**, the PCs meet the hart, who is actually Owen the Brenin. They walk with him to the Stone Table. As they walk, the PCs learn that he is going to be sacrificed to reawaken the Greenman.

In **Encounter 12**, the PCs must keep Owen's wife, Calisse, from interfering in the sacrifice. They must be very careful to do this or they will suffer horrible consequences. Depending upon the PCs actions, the sacrifice occurs or Calisse talks Owen out of the sacrifice.

In the **Conclusion**, the PCs see the results of their choice in Encounter 12. Either Owen is dead and the Greenman restored, or the Owen and Calisse are returning to Hochoch and the land will suffer.

## Introduction

The adventure begins with the PCs somewhere within the borders of Geoff. It doesn't matter where or even if they are all together. Ask each of the PCs what sort of lodging arrangements they have.

If the PCs are living adventurer's standard lifestyle, they have a room in a boarding house or are renting a spare room. Those who are living high or luxury lifestyle have the option of staying in an inn or in an upscale boarding house. PCs who are trevlyn or folk have their own house in town or in the country respectively. PCs living off the land sleep in a tent, a lean-to, or other wilderness structure.

Regardless of where they are staying, they should each go to sleep eventually. If a PC insists on staying up, the PC is overwhelmed with fatigue and must make progressively harder concentration checks every hour until the character falls asleep.

When each of the PCs falls asleep, they have a most peculiar dream.

***The night grows deep and one by one you each fall fast asleep. And while you sleep, you dream.***

***You are alone and standing at the edge of a forest. You are dressed for travel, wearing your armor or your robes, or whatever it is that you customarily wear when venturing into a place unknown.***

Each PC is separate at this point. They do not see any of the others. However, any cohorts, animal companions, mounts, or familiars are with them. Since it is the PC's dream at this point, they can choose which of their possessions, mounts, and allies are with them.

***You see before you a stag -- white and resplendent with massive antlers. It looks at***

***you with penetrating eyes. It turns and walks into the forest. The stag stops and looks back once and then continues deeper into the woods.***

The White Stag is a questing beast. PCs can make a Bardic Lore check (DC 10), a Knowledge (Local) check (DC 15), or an Intelligence Check (DC 18) to know that it appears frequently in the folklore of the Gyri. According to legends, following the questing beat leads to fantastic adventures.

The PCs can choose whether or not to follow the White Stag in their dreams. If they do, they have accepted the invitation into Faerie. Go to **Encounter 1**.

If the PCs choose not to follow the White Stag, the beast stops one more time and gives a very pointed look at them before continuing into the forest. If the PCs again decline to follow the White Stag, they have declined the invitation into Faerie. They awake in their beds in the morning unharmed. The adventure is over for them.

## **Encounter 1: The Archdruidess' Request**

The PCs have accepted the invitation into Faerie by following the White Stag. Even though the PCs accepted the invitation in a dream, they are completely and physically transported to a fading land that borders on the plane of faerie. This effect is identical to a *plane shift* spell.

Ask the PCs what equipment, mounts, familiars, or animal companions they typically take with them when adventuring. These will appear in the dream with them and they are all shifted to the fading land along with the PC as they travel deeper into the fading land.

***You follow the White Stag deeper into the night-time woods. The dream-like quality of earlier is fading, and the land comes into sharper focus. You can hear crickets and birds hidden among the trees. You smell the richness of the forest. If this is a dream, it is the most vivid one that you've ever had.***

***The White Stag leads you to a glade. On the far side of the clearing is a pool, fed by a small stream and surrounded by lilies. Not too far from the pool is a door. It is freestanding with no building around it. It goes nowhere and has no visible support. The door is closed.***

***Coming out of the forest into the glade are other people.***

The people emerging from the forest are the other PCs.

***Sitting on a rock in the center of the glade is a voluptuous woman. She is beautiful and desirable in a wild way. She is dressed in finely combed wool and leather. Beads and feathers adorn her hair.***

The woman on the rock is Gwenllian the Eglantine. She is the archdruid of Gyruff. She begins speaking in Flan, but switches to Common after the first three words if the PCs don't speak the language.

***"Nos da, rhyswri (nos dah ree-sore-ee, tr. good evening, champions). Fear not, but rejoice. For the gods have chosen you."***

***"We stand at the turning of the year. Great change is at hand. The time has come for the Greenman to be reborn. The Oracle has revealed what must be done. Its words are as follows."***

***"Long the Greenman slumbers  
deep beneath the ground.  
The sun counts ten long winters  
ere his seed is found.  
The White Stag calls the six  
and opens the Moonlit Way  
To where the Makers dream  
in the House of Play."***

Once she finished reciting, she settles into silence to allow the PCs to absorb the words of the Oracle. The PCs are likely to be quite confused and have several questions for Gwenllian. Likely questions and answers are below.

Q. What does this poem mean?

***"You must go into Faerie to a place called the House of Play. There you must seek the seed of the Greenman."***

Q. Who is the Greenman?

***"The Greenman is faerie spirit of the land. As the nymph is to the stream and a dryad is to a tree, so too is the Greenman to the entire land of Gyruff. He is the living embodiment of all of nature. And his death would be ruin for us all. Look what happened to Tenh. They lost their Greenman."***

Q. What does the seed look like?

***"To your eyes, it would appear to be a wooden egg, white in color."***

Q. How will we know how to find the seed?

***"You will have help once you reach the House of Play."***

Gwenllian knows nothing further about this help.

Q. What do we do when we have the seed?

***"Bring it back to me. I shall reveal the next part of your quest."***

Q. How do we get back to you?

***"I do not know. You will have to find a way."***

Q. What is the House of Play?

***"It is a Faerie Realm. It is a place where stories are told. It is a between place. It is neither Seelie nor Unseelie."***

Q. Why don't you go yourself?

***"I cannot because I am a vessel of Beory. I am one of her chosen. If I arrived, I would disturb the Balance."***

Q. Will we disturb the Balance?

***"No. You are not a chosen as I am. Or any of the arch or great druids of the Old Faith. That is why the White Stag called you."***

Q. What is the Moonlit Way?

***"It is easier to show you." Gwenllian walks over to the pool. The surface of the water reflects the stars and moon above. She pulls forth a bowl, dips it into the water, and catches the moon's reflection. When she stands and walks back to you, the reflection stays in the bowl, glowing gently. There is no reflection of the moon in the pool behind her.***

***The moonlight gleams upon Gwenllian's face. "Light is a marvelous thing. It illuminates, reveals, and transforms. And here on the borders of Faerie that power is magnified. Take the moon's reflection. Let it be your guide to the House of Play."***

With that, she hands the light of the Moon to the PCs and bids them to walk toward the trees that surround the glade. When they do so, they notice a path that they did not see before.

This is the Moonlit Way. It leads the PCs to the House of Play but can only be seen by moonlight.

The foliage is too thick overhead for the moon's light to penetrate. Without the reflection of the

moon in the bowl, the PCs are not able to see the path.

If they have (such as in "Gifts of the Fey"), she reminds them to heed what they learned there. He also warns them about the flowing time aspect of Faerie. Time flows differently there and hours inside of Faerie can be days in the Flanaess.

If the PCs have not been to the lands of Faerie before, Gwenllian gives them the following advice:

- The fey operate by their own rules. You must obey their rules or be prepared to suffer the consequences, but always look for unusual solutions and ways to cheat.
- Fey have to be bargained with; combat is rarely a good solution.
- The fey have no power over cold iron and they fear and hate it. Its mere presence could turn them against you.
- Gifts must be recognized and should be reciprocated with another gift. Passage is a gift – be sure to ask for permission to leave Faerie.
- The fey have no respect for possessions, except their own. A fey's possessions are usually part of the fey. If you gain power over the possession, you gain power over the fey.
- Time is tricky in Faerie. Be careful how long you are there. For a day in Faerie could be a week in the Flanaess – or an hour.

When the PCs follow the Moonlit Path, go to **Encounter 2.**

## **Encounter 2: The Games that Satyrs Play**

As the PCs walk by moonlight through the forest, they attract the attention of a couple of satyrs who want to have some fun. The satyrs, Jasper and Topaz, attempt to ambush the PCs. This happens about 30 minutes after they leave the glade where Gwenllian is.

***The night-time forest is a beautiful one. It is alive with the sound of birds and crickets. The moonlight from the bowl shines forth and where its silver illumination falls you can see a path, winding through the forest.***

The forest is a medium forest as per page 87 of the Dungeon Master's Guide. This means that 70 percent of the squares on the map have a tree in them (randomly assign them). Mark these

squares with a dot. A creature standing in the same square as a tree gains a +2 cover bonus to AC and a +1 bonus to Reflex saves.

Ten percent of the squares have a massive tree in them. Assign them randomly. A massive tree occupies the entire square and provides cover (+4 bonus) to any creature standing behind it.

Seventy percent of the squares have light undergrowth. It costs 2 squares of movement to move into these squares, and it provides concealment. 20 percent of the squares have heavy undergrowth. In these squares, the DC for Tumble and Move Silently is increased by 5. Also, there is a +5 circumstance bonus to Hide checks. Running and charging are impossible.

You don't have to be exact on these ratios. Just get close and draw out what looks appropriate to you.

Cutting through the trees is the Moonlit Path. The path is 5 feet wide and twists and winds through the forest. No trees and undergrowth grow in the Moonlit path.

The satyrs take up positions on either side of the PCs. Topaz is about 30 feet to the PCs' left, while Jasper is 90 feet to the PCs' right. Have the PCs make Spot checks against the satyr's Hide. Remember to add a -3 circumstance penalty because Topaz is 30 feet away and a -90 circumstance penalty to see Jasper 200 feet away. At APL 10, Topaz has used his Wand of *invisibility*.

PCs who make the Spot check notice Topaz hiding behind a tree. If the PCs don't conceal that they've spotted the satyr, Topaz notices that he's been spotted with a Spot check (DC 15). The PCs may use Bluff to fool him. Topaz opposes with his Sense Motive.

Once Topaz realizes that he been spotted, or if no PC makes the Spot check, he springs the ambush. Read the following

***A humanoid creature leaps out of the forest. He is muscular and handsome with ruddy skin. Small horns grow from his forehead and his legs are those of a goat. The creature puts a set of panpipes to its lips and start to play.***

Topaz is playing his pipes with *fear* effect. He tries to catch as many PCs as possible in the fear area (60 ft. radius spread from the satyr). Those PCs who fail, run directly away from the satyr, which is directly toward Jasper.

Jasper is ready and waiting for them. When the PCs get close, he leaps out from hiding and plays his pipes to provoke *fear*. At the same time, Topaz stops playing. PCs who fail their save against Jasper's music must run the other way, back toward Topaz.

If the PC who is carrying the bowl, fails his or her save against the fear effect, she drops the bowl, as per the definition of panic on p. 301 of the *Dungeon's Master's Guide*. The Moonlit Path instantly fades, and the PCs will need to find another reflection as described in **Finding Another Moon** below.

The satyrs continue this little game and attempt to bounce the PCs back and forth between them. A grig, named Tweedle, (PCs might remember him if they played Gifts of the Fey) is keeping score. If a PC gets past one of the satyrs it's a point of the other satyr. Tweedle is up on a tree branch overlooking the playfield. He runs away if attacked.

**Tweedle:** Male Grig, hp 2, see *Monster Manual* p. 235.

The satyrs keep the game going until one satyr has gotten three points. At which point that satyr is the victor. The satyrs then cease to play their pipes and go out and talk to one another. The losing satyr congratulates the winner.

If the PCs were good sports, the satyrs happily talk to them as well. The winning satyr gives the PCs a prize of his magic item. At APL 4, this is a potion of *expeditious retreat*. At APL 6, this is a wand of *detect magic*. At APL 8, this is a wand of *detect secret doors*. At APL 10, this is a wand of *invisibility* or a wand of *mirror image* (depending on which satyr won).

### **If A Serious Fight Breaks Out**

The satyrs have little interest in fight with the PCs. They seek to incapacitate any that resist their games, by using their *sleep* power or *charm person* power on their pipes, or other spell like abilities if they have them. If the satyrs have access to the *suggestion* spell, they recommend that the PCs who resisted their *fear* effect lie down and take a nap. It is night after all, and all reasonable people sleep at night. Because this is a reasonable suggestion, the PCs are at -2 for their Will saves against the spell.

If the satyrs succeed at putting the PCs to sleep, they then rifle the PCs' possessions and take a few interesting things. Interesting things consist of



jewelry. They take rings, necklaces, bracelets, and headbands. If the satyrs can cast *detect magic*, they do so and take magical jewelry first. The satyrs have no interest in weapons, armor, books, scrolls or other items that are not jewelry.

### **The Satyrs and Beautiful Women**

If there are any beautiful women in the party (Charisma 14 or above), the satyrs attempt to charm them instead of putting them to sleep. They then ask the women to go on a stroll with them down to a beautiful waterfall nearby. Once there, the satyrs attempt to seduce the women (Numbers don't really matter to the satyrs. So this applies whether there is one female PC or 6.). The satyrs are quite willing to bargain for a pretty woman's affections. They are willing to leave her jewelry and even return that of her friends, if she will lie with them.

If a female PC lies with a satyr, secretly roll percentile dice. There is a 50 percent chance that the satyr get her with child.

If a female PC bargains with the satyrs for the return of the possessions of her party and she does not follow through or otherwise deals in bad faith with the satyrs, they curse her with frigidity. The cursed PC never receives any pleasure from physical contact. Only the satyrs can lift this curse. A *remove curse* spell does not work well, as the satyrs reattach the curse within a day after the *remove curse* spell is cast.

Should the ambush fail and PCs resist the magics of the satyrs and start to physically attack the satyrs, the fauns run. At APL 10, the satyrs use their wands to help them escape or avoid injury at the hands of the PCs.

If they can't escape, they surrender and try to bargain their way out. If a PC manages to get a hold of one of the sets of pipes of a satyr, the satyr surrenders immediately. When bargaining, the satyrs are willing to give up all of their possessions, except for their pipes (which are not magical to non-satyrs anyway).

### **Mentioning the House of Play**

If the PCs mention the Greenman or the House of Play, Topaz volunteers that he knows a song about the Greenman. He sings it for the PCs, if they are interested. They promise to not use their music to harm the PCs, if the PCs are worried.

***Jasper begins a jaunty tune on his pipes, while Topaz pulls forth a small drum. The two satyr brothers dance wildly while they play and sing.***

***The beat is catchy, and the satyrs are excellent musicians. You just can help but want to dance to their tune.***

***"Please to bend down  
For the one called the Greenman;  
He wants to make you his bride.  
Please to bend down  
for the one called the Greenman;  
Forever to him you are tied."***

***"And you know for a million years  
He has been your lover;  
He'll be a million more.  
And you know for a million years  
He has been your lover;  
Down to the skin to the core."***

***"Please to dance 'round  
For the one called the Greenman;  
He wants to make you his child.  
Please to dance 'round  
For the one called the Greenman,  
Dressed in the fruits of the wild."***

***"And you know for a million years  
he has been your father,  
And he will be for a million more.  
And you know for a million years  
he has been your father;  
Run to his arms at the door."***

(Words by XTC, *Greenman*, from the album Apple Venus, 2002)

#### **APL 4 (EL 6)**

**Jasper and Topaz, Satyrs (2):** hp 26, see Appendix A.

#### **APL 6 (EL 8)**

**Jasper and Topaz, Satyrs Brd2 (2):** hp 31, see Appendix A.

#### **APL 8 (EL 10)**

**Jasper and Topaz, Satyrs Brd4 (2):** hp 40, see Appendix A.

#### **APL 10 (EL 12)**

**Jasper and Topaz, Satyrs Brd6 (2):** hp 49, see Appendix A.

Once the PCs have either befriended or driven off the satyrs, they can follow the Moonlit Path to **Encounter 3**, assuming they have the moon's reflection. Otherwise, they need to find a new reflection as described below.

## Looking for Another Moon

If the PC who was carrying the moon's reflection, dropped it due to the satyr's fear effect, or for some other reason, they must go looking for a new one. The difficulty in finding a new reflection depends on their relationship with Jasper and Topaz.

### **Friends of the Satyrs**

If the PCs have befriended the satyrs, this is an easy proposition. There is a pool at the base of the waterfall, where the satyrs would want to lead any highly charismatic female PCs. The satyrs are more than willing to show the PCs the pool. If there are female PCs in the group, the satyrs try to use this knowledge as part of their attempts at seduction.

Once the satyrs have led the PCs to the waterfall and its pool, the PCs can capture the moon's reflection and continue their journey toward the House of Play. Go to **Encounter 3**.

### **Lost and On Their Own**

If the PCs have slain or driven off the satyrs, then they are lost in the woods without a path. This is a dangerous prospect in the Faerie.

If the PCs make a Listen check (DC 10+APL), they can hear the sound of running water from a long way off to their right. If the PCs make a Survival check (DC 10+APL), they notice that the ground slopes downward ever so slightly to their right. Pools and other bodies of water would likely gather downhill.

The PCs can follow the sound or head downhill. If they made neither check, they must choose a random direction. Regardless of which way they go, the PCs encounter a group of will-o'-wisps who try to lure the PCs into danger.

### ***Through the trees you can see the lights of lanterns.***

If the PCs ignore the wisps, they approach close enough to attack once or twice and then withdraw in an effort to get the PCs to follow them. If the PCs follow the wisps (whether through curiosity or vengeance), the wisps lead them into a patch of quicksand. The PCs reach the bog after 5 rounds of following the wisps.

To adjudicate the effects of quicksand, see the rules on quicksand on page 88 of the *Dungeon Master's Guide*, but the Survival Check to notice the hidden bog is higher (DC 15), since it is night and the PCs are likely concentrating on the will-o'-

wisps. Since the patch is uneven and it takes a while to notice the effects of quicksand, all PCs who followed the wisps must make the check, regardless of the marching order.

Once the PCs are in the quicksand, the will-o'-wisps move forward to attack those who are seeking to rescue or help those in the bog. Wisps ignore those in the bog, hoping that they will drown, as those who drown in the bog become will-o'-wisps.

### **APL 4 (EL 6)**

**Will-o'-Wisp:** hp 40, see *Monster Manual*, p. 255.

### **APL 6 (EL 8)**

**Will-o'-Wisps (2):** hp 40, see *Monster Manual*, p. 255.

### **APL 8 (EL 10)**

**Will-o'-Wisps (4):** hp 40, see *Monster Manual*, p. 255.

### **APL 10 (EL 12)**

**Will-o'-Wisps (8):** hp 40, see *Monster Manual*, p. 255.

Once the PCs have driven off the will-o'-wisps or have evaded them, they find the waterfall shortly thereafter. At the pool, they can capture the moon's reflection and continue their journey toward the House of Play. Go to **Encounter 3**.

## **Encounter 3: Traveling by Swan**

This encounter happens about 15 minutes of walking after they finish Encounter 2.

***You walk through the forest and hear the sound of running water ahead. You come to the bank of a narrow, but deep, river. A very large swan harnessed to a red boat is sitting in the water by the edge. It blinks at you for a second before preening its feathers and ignoring you.***

The PCs need to get on the boat, but it won't move unless they pour the moon's reflection into the water. The swan says:

***"<honk> Pour it into the river already. <honk>"***

The swan is a kind-hearted creature and knows enough about the Moonlit Path to know that the PCs must pour the moon's reflection into the river.

If the PCs think to look before they pour out the bowl, they can't see the moon's reflection in the river.

The swan doesn't expect a gift in return for her help, since the PCs have the moon. She's a fairly agreeable faerie and merely tells them that she's been waiting for a very long time, but then again, perhaps not so long after all. Other than this, she doesn't talk much.

When the PCs pour the bowl in the river, read the following description of their journey.

***You watch in fascination as the moon's reflection slips over the edge of the bowl and lands in the river. Spreading out like ripples from that point, the water begins to glimmer and gleam and soon the entire river glows like molten silver moonlight.***

***The swan honks at you and watches impatiently. She begins to preen her feathers as she waits.***

To continue their journey to the House of Play, the PCs need to board the boat. The boat is large enough to hold the PCs and all their animal companions.

***The swan effortlessly draws the boat out into the deep waters of the river. Time and the bank pass by as the swan paddles along in silence.***

After about 15 minutes of travel in the boat, have the PCs make a Spot check (DC 15+APL). Those who make it notice the following:

***You see a faerie sitting in the tree, nearly hidden behind the foliage. It's humanoid, but covered in short, golden fur. It has a mane of dark red hair and a fox's tail. The faerie watches with curiosity. You notice that he has a delicate coronet atop his head.***

The fox faerie doesn't say anything at all. He runs off into the underbrush if the PCs take actions that let him know that he has been seen.

If at any time the PCs leave the river and the swan boat behind, they are lost in Faerie, and they never return to the Flanaess. The characters are retired from play.

***The river continues on, and a cliff face comes into view. As you get closer, you can see that the river enters a large cave in the side of the***

***cliff. Across the cave's entrance is a strange gauzy veil.***

About 30 minutes after boarding the boat, the PCs encounter the Veil of Sleep. It separates the House of Play from the fading land. When the PCs pass through the Veil, they enter Faerie. The following effects occur when this happens.

Allow the PCs to make whatever preparations they wish as the boat approaches the cave. However, they should stay in the boat. If they jump overboard and do not hang on to the side, they are pulled downstream and over the waterfall. They die in the fall. If the PCs have magic that would allow them to survive the fall, adjudicate as you see fit.

If the PCs refuse to go through the veil and allow the swan boat to get ahead of them, they are in a difficult situation. They can still go through the cave but must find a way to survive the fall at the end. There is no way of telling from the outside of the cave that there is a waterfall at the other end.

If the PCs refuse to go through the veil at all and leave the river, they are lost in Faerie and they never return to the Flanaess. The characters are retired from play.

The PCs are subject to all the traits of the Plane of Faerie as described in **Appendix B**. This includes the light gravity, the disconnection with the Astral Plane, the flowing time, and the enhanced magic.

Time in Faerie does not flow at the same rate as it does in the Flanaess. Sometimes it flows faster; other times it flows slower. For the duration of this adventure, the time is flowing slightly slower than on the Flanaess. Each day the PCs spend in Faerie, a week will pass in the Flanaess. Therefore, the PCs can spend one day in Faerie without penalty. For each additional day after the first, the PCs must spend an additional Time Unit.

It is possible that the Flowing Time can be worked in the PCs favor. See **Encounter 6** for more details.

Upon entry into Faerie, all steel and iron items become silver. Note that this doesn't apply to cold iron (which is different than iron). The fey have no ability to affect cold iron.

Finally, the PCs gain the benefit of the enhanced magic trait of Faerie. Because of the nature of the land where the PCs are going, the PCs each gain the ability to change their shape to that of a fey at will with a Concentration Check (DC 10).

When the PCs pass through the Veil, read the following:

***As you pass through the strange veil across the cave entrance, you feel the substance brush your skin, moving around your outline without flaw. It feels sort of like spider silk, but more thick and velvety, yet somehow strangely light.***

***The river enters a dark beyond. You travel in complete darkness as any light source you have is winked out. The darkness is comforting and warm. You can hear the rushing of the river and the paddling of the swan.***

The darkness is magical darkness. Darkvision does not work. A daylight spell creates a small area of light around the PCs. The rest of the cave is cloaked in darkness.

***At first, it's a small point of light in the distance. But it steady grows larger. The cave is finally ending. You cannot see the river beyond the cave mouth. It's as if it just disappears.***

The river is about to go over a waterfall. The PCs might not be aware of this because there is no sound of water falling since the waterfall is so high. As the boat gets closer, let it become obvious to the PCs that they are approaching a waterfall.

***The river picks up speed and rushes forward. The swan paddles faster and spreads its wings just as the river plunges over the cliff side.***

***The swan takes flight, pulling the boat out of the river. You notice that the land beneath you is small and very far away. You can see clouds drifting by below you. The swan and the boat spiral lazily down. The land below slowly draws closer.***

***After several minutes, you touch down on the far side of a lake from the waterfall. The boat drifts to shore and rests against the bank. The bank borders a nearby meadow. You smell fish cooking.***

When the PCs leave the boat, go to **Encounter 4**.

## **Encounter 4: The House of Play**

***No sooner do you disembark than the swan paddles away, pulling the boat behind it.***

***You stand on the edge of a large and pleasant meadow. The sun is high in the sky, giving the impression that it is afternoon. The weather is warm but not hot. Much like a spring day. The grass comes up to about your knees. Dragonflies and birds abound.***

***There are four paths that lead away from the meadow into the forest. In the middle of the meadow, you see a young girl, sitting on a log next to a fire. She seems to be cooking.***

### **Talking to Loper**

When the PCs approach the girl, read the following.

***As you approach, you notice that the girl looks completely human and to be about 10-years-old. She has pale, blonde hair and is wearing a plain red dress. She has a deep tan.***

***She is grilling four fish over an open fire. There is a basket sitting next to her. Several loaves of bread stick out from under the cover. You can also see a jar of jam and some butter.***

***She looks up at you and smiles. "Hello," she says in a sing-song voice. "Would you like something to eat?"***

***You realize that you are very hungry.***

The young girl is called Loper, because she can run very, very fast. If the PCs ask how fast, she cheerfully tells the PCs that she can run across the length of the world in a single day. Loper has lived here in the House of Play for the past 10 years.

Loper is not a faerie. She is an outsider, but the PCs have no way to know that. She is immune to any magic the PCs may use on her, and she is immune to any attack the PCs make against her.

Loper gladly shares her breakfast with the PCs. She has grilled fish (bass, if anyone asks) and bread with butter and a couple different flavors of jam (apple and strawberry). She has a few water skins too.

When role-playing Loper, remember that she is a young girl. She doesn't have a very long attention span and is easily distracted. She is also brutally honest in a child-like way.

During the meal, the PCs are free to talk to her. They probably have a lot of questions. The answers to the questions that Loper knows are below.

Q. Why is this place called the House of Play?

**"Because it's where stories are told. All of this is the House of Play. It's a big house. But that's because it has a lot of stories to tell."**

Q. What are you doing here?

**"I was born here. I play in the lake and run through the forest. But mostly I waited for you."**

Q. Why were you waiting for us?

**"So that I can tell you what to do. We didn't want you lost."**

Q. Who's we?

**"Everyone. There are many of us here in the House of Play. Take a look around and you'll meet everyone."**

(Loper refuses to elaborate further.)

Q. Why were we brought here?

**"To awaken the Greenman, silly."**

Q. What is the Greenman?

**"He's a big faerie. He's got a deep voice. His leaves ruffle when he walks."**

Q. How do we awaken the Greenman?

**"He's a plant. Well, a plant and a faerie. But he's enough like a plant that he grows from a seed. So you need to plant his seed."**

Q. How do we plant his seed?

**"First, you need to forge his seed. And you need to find the parts that make his seed. Oh, goody! I have a rhyme about that."**

**"Raiment for the Greenman  
woven in the tower  
Crown from the queen;  
wreath of thorn and flower  
Chalice made of gold  
revealed by a key  
Summer has its price  
for an apple from the tree"**

Q. How do we find these items?

**"Explore the House of Play and listen to the rhyme. The rest you'll have to figure out on your own."**

Q. What do we do after we find these items?

**"Come back and see me. I'll send you on your way."**

Q. Do you know Gwenllian?

**"She's the Chosen. She will plant the Greenman's seed after you take it to her."**

Q. What happens to you after all of this?

**"Oh, I suppose that I'll go wandering. I might fade away, as my purpose will be done. I'm not really sure."**

Loper happily talks to the PCs for as long as they wish. However, she has no further information to share.

Loper remains here the entire time the PCs are at the House of Play. She runs about the field, chasing butterflies and rabbits. She is very fast – faster than any of the PCs.

### **Paths Away from the Meadow**

***Beside each path is a rock that has four interconnected spirals bound inside of a ring.***

For a picture of what the spiral carvings on the rock look like, see **Player's Handout #1**.

There are four paths leading away from where Loper sits. These paths lead to the different "rooms" of the House of Play. The paths look very similar, but each one is bordered by a different type of tree – elder, hazel, rowan, and birch. PCs can know the meaning of the trees to the Old Faith with a Knowledge (Religion or Nature) check (DC 15). Elder is related to death and rebirth, Birch is for inception and mystery, Rowan is tied to magic, and Hazel is tied to wisdom. Members of the Old Faith meta-org get a +2 bonus to their check.

The PCs are free to take any path, as the order determines where they go – not the direction. The first path the PCs take leads them to Encounter 5. The second path the PCs take leads to Encounter 6. The third path the PCs take leads them to Encounter 7. The fourth and final path that PCs take leads them to Encounter 8.

To help you visualize this House of Play, please see **DM Aid: Map #1**. All the "rooms" are marked on it. The paths purposefully don't connect as direction is not important. Only the order determines where the PCs go.

The PCs can leave an encounter before completing the story there. If they do so, then the next path they take leads to the next encounter in the series.

## Encounter 5: Wreath of Thorn and Flower

It takes 30 minutes to walk from the meadow to this encounter.

***The trail leads deep into the pleasant forest. As you walk, you notice that the sun sits very low in the sky and many birds are out, giving you the impression that it is just after dawn.***

***You cross a small, shallow stream and the trail leads to a large rock that is worn smooth and flat on one side. There are words carved onto that side of the rock. Underneath the words is a carving of four spirals bound in a circle.***

The words on the rock are a riddle that guides the PCs to where they can find the wreath of thorn and flower. The words are written in Sylvan. Any PC with Elven can figure out the phrase with a DC 10 Intelligence check. If no one in the party knows Sylvan or Elven, then they can write down the words and go back to Loper, who reads the words to them.

The riddle on the stone is:

***Myriad workers built this house  
but no man made it.  
Thousands pour gold within this house,  
but no man enters it.  
Spears past counting guard this house,  
but no man wards it.  
A monarch holds sway over this house  
but no man rules it.***

(Based on a Riddle by Eric S. Raymond)

The answer to riddle is a "beehive" and is a clue as to where the PCs can find the wreath of thorn and flower. If the PCs look around, they are able to find a very large beehive (nearly 10 feet tall!) hanging from a tree branch 20 feet off the ground on the edge of a nearby meadow after a few minutes of searching.

### Making Friends

If the PCs examine the bees near the hive, they notice that the bees are much bigger than normal (about a foot long) and act much more intelligent than normal bees.

If the PCs can try to converse with the bees, but they must listen very hard to hear what the bees are saying (although no check is required).

Also, the worker bees only speak Sylvan. If none of the PCs can speak Sylvan, the bees send for a overseer bee who can speak Common. The overseer bee is named Blue Sen. He's a laid back bee who doesn't let anything worry him.

When all of the bees speak, they do little dances in the air, looping around and spinning about. The dance is part of how they communicate. In fact, they constantly misunderstand the PCs unless they wiggle and spin about in place too. It is much more enjoyable and entertaining (for you as the judge) if you make the player's act out their the shimmying and wiggling. It doesn't have to be good dancing, just enough to get the point across.

If the PCs ask about a wreath of thorn and flowers, Blue Sen is willing to share the information that his queen's crown is made of thorns and flowers and invites the PCs into the hive to speak to the queen.

Once the PCs have the invitation, they should quickly realize that they cannot fit into the hive. Blue Sen tells the PCs that they must get small. The bees tell the PCs that they eat mushrooms to get small. If the PCs look, they don't find any mushrooms around. Blue Sen recommends that they talk to the pixies in the area. Pixies and mushrooms always seem to go hand in hand.

When the PCs actually start looking for a pixie, they can quickly find one. Her name is Daffodil. She is a silly, flighty thing the is constantly speaking in rhymes and singing snippets of songs. They always end in:

***"and we threw it out the window. The window. The second story window. You make up a rhyme, and you sing it all the time. And we threw it out the window."***

Here are some examples. Feel free to elaborate as needed.

- ***"Old King Cole was a merry old soul, and a merry old soul was he. He called for his pipe, he called for his bowl, and he threw them out the window..."***
- ***"Have you seen the Muffin Man, the Muffin Man, the Muffin Man? Have you see the Muffin Man? We threw him out the window..."***
- ***"Jack 'n' Jill went up the hill to fetch a pail of water. Jack fell down and broke his crown and Jill threw him out the window..."***

- ***"All around the mulberry bush the monkey chased the weasel. The monkey thought 'twas all in fun, so we threw it out the window..."***

If asked about mushrooms and convinced to focus on that subject, she says the following.

***"Mushrooms grow where the pixies dance. Where our feet touch the earth, so do the toadstools sprout. We don't touch the ground very often. Toads don't need too many stools. And the little dog laughed to see such a sight and the dish ran away with the spoon. So we threw them out the window...."***

If the PCs ask her to dance, Daffodil agrees after some tangents and unnecessary singing.

***"Now, I don't know what type of mushroom you will get. Different types grow each time I touch the ground. I keep forgetting what one does what. So I made up a rhyme. Wanna hear it?"***

Whether or not the PCs agree, Daffodil launches into her rhyme while dancing across the ground.

***"Seven toadstools growing in a row. Each one's special but how do you know Which one's safe and which one's fell? I made up this rhyme so I can tell."***

***"Seven toadstools each one a type: Wrinkled, spotted, lumpy, and striped. Some makes you small, some makes you tall, some do nothing, and some end it all."***

***"The first and last may differ to your sight, But neither one changes your own height. Though they look to be a nasty pill, wrinkled and lumpy won't cause you ill. The poison lurks, a hidden bane, But danger follows behind mundane."***

As she sings the rhyme, she dances across the ground and different mushrooms sprout with each step.

Give the PCs **Player's Handout #2**.

Seven mushrooms sprout from Daffodil's footsteps. One is spotted, one is lumpy, two are striped, and three are wrinkled. The mushrooms appear in the following order.

1. Wrinkled
2. Striped
3. Spotted

4. Wrinkled
5. Lumpy
6. Wrinkled
7. Striped

The rhyme guides the PCs as to which mushrooms are the right ones. The spotted mushrooms make the PCs 1/12 their normal size. Simply change all dimensions from feet to inches. The lumpy mushrooms restore the PCs to their proper size (but do not make them any larger than they normally are). The striped mushrooms are poisonous, and the regular, mundane mushrooms are wrinkled.

#### **APL 4 (EL 2)**

Poison Striped Toadstool, Ingested, DC 11  
Fortitude save resists, 1 Wis, 2d6 Wis + 1d4 Int.

#### **APL 6 (EL 4)**

Poison Striped Toadstool, Ingested, DC 14  
Fortitude save resists, 1d4 Wis, 2d6 Wis + 1d4 Int.

#### **APL 8 (EL 6)**

Poison Striped Toadstool, Ingested, DC 17  
Fortitude save resists, 1d6 Wis, 3d6 Wis + 2d4 Int.

#### **APL 10 (EL 8)**

Poison Striped Toadstool, Ingested, DC 20  
Fortitude save resists, 1d6 Wis, 3d6 Wis + 2d4 Int + 1 Int (permanent drain).

The toadstools are quite large (about 3 inches across). The PCs only need to eat a little bit to have the affect take place. There is easily enough for each of the PCs to have a piece of either the spotted or the lumpy mushrooms three times. The PCs are welcome to keep these and use them during their time in the House of Play. The mushrooms lose their freshness and potency when the PCs leave Faerie at the end of Encounter 10.

When the PCs eat a spotted mushroom, go to **Inside the Beehive**.

#### **Inside the Beehive**

Though you are now the right size, you have no way to reach the beehive, which is hanging from a tree branch high overhead.

***Daffodil looks at you. "Well, aren't ya going to go see the Queen Bee?"***

If the PCs point out that they can't fly and have no way to reach the hive, she says:

***"Don't you know anything? You're in the House of Play. Everything is make believe here. You just have to pretend really, really, really hard. And it can come true." She closes her eyes and scrunches up her face. She looks like she's concentrating very hard. Then with a pop, she changes from a bluish color to yellow. "There, see?"***

By concentrating the PCs can make use of the alterable magic of the Plane of Faerie, as described in Appendix B. This power allows the PCs to take the form of any fey in the Monster Manual or fey that they've met here in the House of Play with a Concentration check (DC 10).

However, PCs cannot change their gender. Women cannot take the form of a satyr. Men cannot take the form of a nymph or a dryad. When changing shape, the PCs gain all the physical attributes of the new form (such as size, natural armor, a flying speed, waterbreathing, and a swim speed). The PCs do not gain any extraordinary, supernatural, or spell-like abilities, and they don't gain special items like pixie arrows or a satyr's pipes.

The PCs are likely to want to play with this power for a while. When they are done, read the following:

***You fly up to the hive and in through the hole in the bottom. The inside of the hive is hollow with honey-combed ledges jutting out into the center.***

***At the highest point of the hive is the queen bee. She is a massive bee, who is strangely beautiful. On her head is a wreath made of rose buds.***

The queen's name is Lone Han. As the queen, she controls almost every aspect of the hive. She is actually an outsider (and not a fey) so the PCs can't take her shape using the alterable morphic ability. She is immune to any magic the PCs may use on her, and she is immune to any attack the PCs make against her. Lone Han can speak Common as well as any known language.

Lone Han is very curious about the PCs and why they would want to see her. She is used to getting her way so she's direct when dealing with the PCs. She first asks them for a gift in return for granting them the gift of audience. Lone Han likes sweets, sugar, or candy. If the PCs don't have

any of that, she would like anything alcoholic. If the PCs don't have that either, she'll accept anything unique and interesting.

Don't forget that the PCs must dance when speaking with the bees or they will be misunderstood.

Once the exchange of gifts are done, Lone Han tells them their names and where they are from. She then asks them why they sought her out. She ignores questions from the PCs.

Eventually, the PCs should ask her for her crown. Lone Han is willing to give them her crown, if they do something for her in return.

***"There is a small matter I would like you to take care of first. Some ants have moved into the meadow and are eating all the flowers. Deal with them as you see fit but make them leave the flowers alone. Take care of this matter for me, and I shall give you my crown of flowers."***

Lone Han accepts no other bargain for her crown. When the PCs agree to her terms, the drone bees fly them out of the hive and place them on the ground. Blue Sen gladly shows the PCs where the ant hill is.

Go to **Dealing with the Ants below.**

### **Dealing with the Ants**

The PCs can resolve the issue with the ants in three different ways. They can use diplomacy and convince the ants to move, they can use the mushrooms to get big and squish the ants, or they can storm the ant hill in small size and fight them.

If the PCs think to check out the meadow, they notice that the many of the flowers have been chewed off. The number of chewed plants is much higher near the ant hill. For a layout of the ant hill, please see **DM Aid: Map #2.**

#### **Diplomacy**

The PCs can convince the ants to leave with persuasion and diplomacy.

***You find the anthill near the middle of the meadow. It is a large earthen mound with several holes burrowed into the sides. Around the ant hill is a desolate wasteland. The ants have eaten everything down to the nub.***

***In front of the mound is an ant. He's a soldier ant. You can tell because of the uniform he is***



**wearing, complete with brass buttons and epaulets.**

**As you approach, the ant comes to an on-guard position. It holds its halberd out and chitters something at you.**

The first challenge the PCs must overcome is language. The ants speak in chittering and clacking of their mandibles. Their language does not correspond with any the PCs know.

There are two principle ways to get around the language barrier. First, if the PC has the *tongues* spell, that individual can communicate with the ants.

The other option is for the PCs to change themselves to speak ant using the alterable morphic power of Faerie. If the PCs give themselves antennae and mandibles, they find that they can understand the ant language and can speak it crudely as well.

If the PCs have trouble reaching this solution, let them stew for a while. When you feel they've suffered enough, have Daffodil come over.

**The pixie flutters by humming a tune that changes melody frequently. "Watchya doing now?" she asks.**

If the PCs say they cannot speak with the ants, Daffodil says:

**"You aren't very smart, are you? Of course, you can't talk to them. You don't have those antenna thingies or those boney bits around the mouth."**

That should be enough of a hint to use the alterable morphic ability of Faerie. If the PCs are being particularly dim, Daffodil says:

**"Hello? You're in the House of Play, remember? You just have to pretend."**

Once the PCs have figured out how to communicate with the ants, their next challenge is to get past the sentry. The sentry is single minded in his duty.

**"You are not of the hive. Only those of the hive are allowed entrance."**

There are several ways around the sentry. First, the PCs could sneak into the hive. The sentry can't cover all the entrances to the hive. However, once the PCs are inside the hill, they have to contend with many other soldier ants who stop them. These ants react just like the sentry outside.

The PCs could insist on speaking to a superior officer. The sentry resists at first, but can be persuaded to get a superior officer. The officer arrives after some time. The PCs must persuade him to allow them to speak to the commanding officer of the anthill. The PCs can persuade him with a successful Diplomacy check as per the Player's Handbook. The officer starts off at Indifferent. If the PCs can get him up to Friendly, he allows them into the ant hill.

Give bonuses (+2 to +4, depending on how good the PCs are) to the Diplomacy check for roleplaying. Also, if the PCs have the Fey King's Spear or the Silver Flail of the Fey, they get a +2 circumstance for either item.

The PCs can also get past the sentry by claiming to be ambassadors from Queen Lone Han.

Finally, the PCs could always use illusion or the alterable morphic ability of Faerie to appear as a superior officer. The ants count as fey (we are using the formian stats as a convenience, but these ants are fey) so the PCs can assume their shape. The sentry immediately accepts the PCs as his superiors and lets them pass.

When the PCs gain entry into the ant hill, eventually, they end up before the commanding officer of the ants.

**You walk through the ant hill. All the ants are in uniform. Most are lowly enlisted ants with no rank who rush around doing menial chores.**

These are army ants. There is no queen yet, as the hill is just an outpost.

**You arrive in a big room. There is a ant, larger than the others here. He wears a uniform with a helmet. His uniform is covered in brass medals and decorations.**

The final challenge for the PCs is to convince the commanding officer to not eat all the flowers in the meadow.

If the PCs are masquerading as a high-ranking officer, they need to make a Bluff check to fool the commanding officer that they outrank him. Give bonuses based upon roleplaying (up to +4) as you see fit. If PCs are successful at bluffing the commanding officer, then it is an easy thing to stop the ants from eating the flowers. They just have to give the order and the ants will stop.

The PCs can also rely upon the power of persuasion. The Commanding Officer agrees to

restrict the activities of the ants, if the PCs manage to meet three of the five points below.

- The PCs mention the need for balance in nature or that some of the flowers need to survive or that the bees are needed to pollinate the flowers to ensure more flowers;
- The PCs recommend other food sources for the ants, such as having Daffodil make more mushrooms for the ants;
- The PCs state that the ants risk a war with the bees;
- The PCs have the Fey King's Spear or the Silver Flail of the Fey;
- The PCs make a Diplomacy Check (DC 30) to improve the Commanding officer's reaction from Indifferent to Helpful.

Once the PCs have gained the Commanding Officer's commitment, they can return to the beehive. Go to Receiving the Wreath below.

### Getting Big

The simplest solution is to use the powers of the mushrooms that the PCs got from Daffodil. They can eat the lumpy mushroom and return to their natural size. They can then walk over to the anthill, kick it open, and then stomp on the ants.

***You knock open the ant hill. Dozens of ants run for cover. You stomp on them mercilessly, and they die beneath your boots with a satisfying crunch. In minutes, the ants are either dead or fleeing. The threat to the meadow is removed.***

The PCs can then return to the hive, eat a portion of the mushroom and become small enough to enter the hive. Go to Receiving the Wreath below.

### Fighting the Ants

If they choose to fight, they have to face a lot of ants. Use the Formian stats in the Monster Manual for these fey ants. The ants are led by a myrmarch (at APL 4 the commanding officer is a warrior with max hit points; at APL 6, the commanding officer is a taskmaster). If the PCs kill the commanding officer, the ants flee.

**Important Note:** All creatures are reduced to 1/12 their normal size, just like the PCs. So anything that is medium size is actually 5 in. by 5 in. instead of feet. All other measurements are similarly reduced. For example, spells only affect inches,

instead of feet. Because everything is remaining the same ratio, all the rules are the same. Just treat feet as inches.

### APL 4 (EL 6)

**Soldier Ant**, Formian Warriors (2): hp 30, see *Monster Manual*, p. 108.

**Commanding Officer**, Formian Warrior: hp 40, see *Monster Manual*, p. 108.

### APL 6 (EL 8)

**Soldier Ant**, Formian Warriors (2): hp 30, see *Monster Manual*, p. 108.

**Commanding Officer**, Formian Taskmaster: hp 45, see *Monster Manual*, p. 108.

**Giant stag beetle**: hp 58, see *Monster Manual* p. 285.

### APL 8 (EL10)

**Soldier Ant**, Formian Warriors (2): hp 30, see *Monster Manual*, p. 108.

**Commanding Officer**, Formian Myrmach: hp 108, see *Monster Manual*, p. 108.

### APL 10 (EL 12)

**Soldier Ant**, Formian Warriors (4): hp 30, see *Monster Manual*, p. 108.

**Superior Officer**, Formian Taskmaster (2): hp 45, see *Monster Manual*, p. 108.

**Commanding Officer**, Formian Myrmach: hp 120, see *Monster Manual* p. 108.

**Giant stag beetle** (2): hp 58, see *Monster Manual*, p. 285.

When the PCs have killed or driven off, all the ants, go to **Receiving the Wreath** below.

### Receiving the Wreath

When the PCs take care of the ants, return to the beehive, and are the appropriate size (inches tall instead of feet) read the following.

***You change shape and fly up to the hive. In moments, you are standing before the Queen bee. "So," she says. "You were successful? Tell me of your exploits."***

Assuming that the PCs were successful in removing the ant menace and tell her all about

their efforts, Lone Han give gives them her crown, while saying the following:

***"Hold it gingerly for the thorns are sharp, despite the loveliness of the roses. Danger and beauty often go hand in hand. Nature is truly beautiful when it is wild and free."***

***"You have done me a great service, and I would have no one say that I am not generous to those who deserve it. Render me another gift, and I will make you one in turn."***

The queen bee won't say what the gift is. She insists on keeping it a surprise. For the gift to her, she would most like a song composed in her honor. For the PCs to satisfy her, they need to create a new composition on the spot and perform it for her in front of the entire hive. It doesn't have a good song (and it probably won't be), but the PCs should make some efforts to rhyme and keep meter. It should also be at least four lines long.

Don't forget that the PCs must dance when speaking with the queen!

Once you are satisfied that the PCs have made up a song for the queen, she places Circlet of Honeybees on one PC's head. That PC gains the Favor of Lone Han and can make full use of the circlet until the party leaves Faerie. At that time, the circlet vanishes. The PC can use the Favor of Lone Han to purchase the circlet from the Old Faith and make the reward permanent.

When the PCs are finished speaking with the queen, the bees fly them out of the hive. They can then eat a lumpy mushroom to become normal size. The crown grows with them. They are free to return to Loper's meadow.

#### **Treasure:**

**Favor of Lone Han** (value 0 gp, frequency: adventure): You may exchange this favor through the Old Faith after any Geoff regional adventure for access to the *circle of the honeybees*.

**Circlet of the Honeybees:** Seemingly made out of soft pliable wax, this circlet is malleable but returns to its original shape of a honeycombed circlet. When first donned, the circlet melds into the wearer's scalp and causes two insectoid antennae to form from the wear's head. The circlet grants the ability to know direction (3/day) and locate object (3/day) as per the spells. Once bonded, the circlet may not be removed. It occupies the head slot. The wearer is slightly feytouched. Faint divination; CL 3rd; Craft

Wondrous item, know direction, locate object.; Price 4,819 gp.

#### **Characteristics of the Greenman**

The Greenman reflects how the PCs dealt with the ants. If the killed the ants (regardless of whether they did it by become big or by slogging through the anthill), the Greenman is aggressive and violent. If the PCs negotiated a peace with the ants, the Green man is cooperative.

## **Encounter 6: Chalice Made of Gold**

It takes 30 minutes to walk from the meadow to this encounter.

***The trail leads up into the hills where the wind gusts strongly. The sun sinks behind the mountains. The fireflies are out, giving the impression that it is dusk.***

***The path ends at a small village, built on the side of a hill. There are two roads that switch back up the slope. They cross once, making a large, fat figure eight.***

***Near the open gates to the town, there is a sign post with two words written on it – "Avig Kite." Under the sign post is a rock decorated with four spirals bound in a circle.***

The gates of Avig Kite (pronounced ey-vig kite) stand open. There is nothing stopping the PCs from entering the village.

There is, however, a strong wind blowing through the town. While the PCs are out on the streets of Avig Kite, they are subject to the winds, such as a -2 to all Spot and Listen checks and a -2 to all ranged attacks. See Table 3-24 on page 95 of the Dungeon Master's Guide for the effects of the wind.

Please see **DM Aid: Map #3** for a map of the Avig Kite.

***The village is composed of half-timber buildings. Many of the shutters and timbers are colorfully painted. Normally, the village would be pleasant. But the place is still and quiet, except for the biting wind. All of the houses are dark and there is not a living thing to be seen.***

The PCs may wish to take precautions. They are at liberty to do so at this point.

***You walk further, and you see a peculiar sight. It's a faerie, but it's seemingly dead. The creature vaguely resembles an elf but is thinner and taller. It's been nailed to the wall of the home with large spikes. The spikes are made of some dark metal.***

If the PCs pull out the spikes, the faerie drops to the ground and begins to dissolve away into mist. In a few seconds, it is gone.

PCs who have stonecunning, ranks in Bardic Lore, Knowledge (Dungeoneering), or Craft (Metalworking or related skill) can tell that the spikes are made of cold iron with a successful check (DC 10).

PCs can find tracks in the packed dirt of the street with a successful Tracking check (DC 5+APL). The tracks look like a lot of people on stilts were walking about the street, as there are numerous round holes everywhere.

As the PCs press on, they find many more faeries. All nailed to the walls of the homes with cold iron. The only place inhabited in the village is an old toymaker's shop, located where the two switchback streets meet.

***Ahead, you see candle light through the glazed glass of a shop window. The sign over the door has a rocking horse on it.***

If the PCs do not enter, they can continue to wander the streets of town. All the faeries are dead – nailed to the walls, and all the houses are empty of things of value. The PCs may run across Gaunt if they search the entire village first. If so, go to Gaunt's Predicament below. The PCs do not encounter the clockwork beetles until after they speak with Runell the Toymaker.

When the PCs enter the toymaker's shop read the following.

***You cross the threshold into what is obviously a toymaker's shop. Toys line the walls. You see dolls, rocking horses, jack-in-the-boxes, toy carousels, hobby horses, building blocks, and much, much more.***

***There is an old man hunched over a work bench. He has wild gray hair that resembles a mop. He is painting faces onto wooden soldiers.***

The old man is Runell the Toymaker. He is the sole remaining person alive in the village. He is crippled and moves about his shop in a

wheelchair. He dresses in plain wool tunic and breeches. He has an apron on and wears an interesting set of spectacles with several strange sorts of lenses that can be fit over the normal lenses and are hinged on the right side of his head. He gestures slowly while talking and his voice is soft and whispery. Runell can speak Common as well as any known language.

He is actually an outsider (and not a fey) so the PCs can't take his shape using the alterable morphic ability. He is immune to any magic the PCs may use on him, and he is immune to any attack the PCs make against him.

If asked what happened to the people in the village, Runell shakes his head and won't answer. Instead, he says "Sad, sad." and then he changes the topic of the conversation to ask the PCs who they are and why there are here.

If the PCs mention that they are looking for a chalice made of gold, read the following.

***The toymaker's thin eyebrows rise for a moment. "A chalice made of gold? Why will you be wanting that?"***

Runell accepts must any answer, but the one that pleases him the most is the truth. If the PCs tell him that they are trying to reawaken the Greenman, he smiles at them. If they make up a lie, he gives them an appraising look. Either way, he responds the same.

***"I have the chalice. But before I give you the key, you have to do something for me first. A few of my toys have wandered off. I would like you to find them and bring them back to me."***

The PCs are likely to ask what sort of toys wandered off. Runell responds.

***"Clockwork beetles. Some of my greatest creations. But they're ornery creatures and prone to bouts of restlessness. Three of the silver ones escaped. I'd go after them myself, but..." he gestures to his wheelchair.***

***"They probably won't want to come back. Each beetle has a wind-up key in its back. If you pull the key out, their clockworks stop running. I would greatly prefer it if you would not destroy them. I'm sure with a little more work, I can get these roamings out of them."***

***"Be careful. The beetles have a nasty bite. See what they did to the rest of the town?" Runell looks out the window at the deserted street.***

Runell doesn't know where the clockwork beetles are at the moment, but he assumes they are still in the village. He says that the village isn't very large so it shouldn't take long to search it.

When the PCs head out to look for the clockwork beetles, go to Gaunt's Predicament below.

### **Gaunt's Predicament**

As long as the PCs don't go back the way they came, whichever direction the PCs take after leaving Runell's shop, they encounter Gaunt. If the PCs go back down the road they used when the first entered Avig Kite, they encounter Gaunt as soon as they go down a new stretch of street.

***As you walk through the hollow streets of Avig Kite, you notice movement from one of the faeries nailed to the wall. It's still alive. The cold iron spikes punch cruelly through his wrists and feet. Strangely, his pale alabaster skin is unmarred by blood. He looks at you with eyes that are rubies.***

The faerie nailed to the wall is none other than Gaunt. The PCs have met him if they have played Gifts of the Fey or Summer's Passing. Gaunt was pinned to the wall of a building by the clockwork beetles. They used cold iron nails so that he cannot free himself, change shape, or use his magic. He is effectively helpless and completely at the mercy of the PCs.

As before, the PCs can find tracks in the packed dirt of the street with a successful Tracking check (DC 5+APL). The tracks are more of those round holes.

Assuming the PCs make snide comments at him, Gaunt responds:

***The unseelie faerie's smile is wan. "It's been a long year and your favorite fey. Is that anyway to say hello?"***

If the PCs either don't know him, or are relatively polite, when they talk to him, Gaunt says:

***"Good evening, sweetlings. I am glad that you came along when you did. I seem to have gotten stuck. I was wondering if you would be a dear and pull out these nails for me?"***

How this encounter goes is completely up to the PCs. Gaunt is trapped and wants out. He can't free himself and needs the PC's help.

Gaunt is too proud to beg for mercy, but he doesn't taunt the PCs either. In fact, he's rather sad about the entire thing. He parleys with the

PCs as long as they want. After all, he has nowhere else to go.

During his parlay with the PCs, Gaunt asks the PCs to free him. Change the text as necessary to reflect whether or not the PCs have met Gaunt before or the tone of the conversation up to date.

***"I know that we haven't had the most cordial of relationships. But we shouldn't dwell on that. Please, I ask you. Release me from my torment."***

The PCs may ask for a gift in return for freeing him. He agrees and makes the following offer:

***"I will give you what you are giving me – a slice of life."***

He refuses to explain further. Instead, he just smiles knowingly.

If the PCs threaten to kill him (and they likely will), Gaunt responds:

***"Why would you kill me? I never tried to kill you. Yes, I tormented you. I might have taken some of your toys, bangles, and trinkets, but I never tried to kill you."***

If the PCs make moves to kill him, Gaunt says::

***"It's hard sometimes to think that it could all end. I have never seen the sirines dance in the ocean's crests. I should have made the time."***

***"Time is a strange thing. You can gain it, make it, lose it, find it again, and then spend it. And in the end it runs out."***

***"Go ahead. Slay me. It matters not. My time is done."***

If the PCs slay him, he's dead and will remain so as long as the cold iron spikes pin him to the wall.

If the PCs pull him down after killing him, he boils away in mist. The spikes must be removed to pull him down.

### **Collecting the Toys**

You walk through the town, searching for signs of the missing clockwork toys.

If any of the PCs have tracking, they can follow the most recent set of holes in the dirt with a successful Track check (DC 17). The road is firm ground and the tracks were made within the last 24 hours. The twilight counts as poor visibility. It has rained enough recently to counter the effects of the great numbers at higher APLs.

If none of the PCs have tracking, they are just going to have to wander the streets until they come across the clockwork beetles.

PCs who are following tracks are automatically not surprised as they notice that the tracks are getting fresher and fresher. PCs without tracking, must make a Listen check (DC 5 + APL) or they are surprised by the clockwork beetles.

Eventually, the PCs run across the clockwork beetles. The street is 30 feet wide. The street is packed earth without vegetation. On one side is a row of half-timber homes. On the other side is a low wall before a steep drop to the houses below. It is about 30 feet down.

It is dusk, so vision is limited. The PCs have bright light for 60 feet and shadowy light for 120 feet, before it is too dark to see any further. Also, the wind is gusting, so all ranged attacks are a -2.

The beetles immediately move to destroy the PCs on sight.

***You round the corner and see the clockwork beetles. They are big for a toy about the size of a mastiff. They seem to be clad in precious metal. There is a gem incrusting on the top of each head and a wind-up key jutting from their backs.***

If the PCs are playing at APL 6 or higher read the following:

***You also notice that there are more than three clockwork beetles, and they are in different colors than just silver.***

If the PCs make a Spot check (DC 5+APL), they also notice the following

***Several of the beetles are of craftsmanship other than that of Runell the Toymaker. While they have the gem on their head and a key in their back, they lack the hand-tooled look and craftsmanship of Runell.***

At APLs 6 and higher, in addition to wandering around town and killing faeries, the three clockwork beetles have been making more of themselves by using precious metals that they've found. These new clockwork beetles have gems on their heads and wind-up keys in their backs as well. The original three clockwork beetles are all electrum clockwork horrors.

Runell wants the PCs to capture his errant toys. Since he is wheelchair-bound in his shop, the PCs don't have to listen to him. They can bash each of the beetles to pieces. If the PCs choose to

destroy (reduce to lower than 0 hit points), rather than deactivate, a beetle, the key is ruined and the gem is shattered for that beetle

The keys from the three original clockwork beetles are important for the purposes of unlocking the safe that holds the chalice. If the PCs start destroying beetles, be sure to note which beetles are the original ones. If it is possible for the PCs to destroy the key that they need!

The PCs can deactivate the beetles by removing the key from their backs. To do so requires a successful grapple check to get a hold on the key and then a second successful grapple check to pull it out. A Disable Device check can be used in place of the second grapple. When the PCs pull out a key, the beetle goes limp and lifeless.

### **APL 4 (EL 7)**

**Electrum Clockwork Horrors (3):** hp 38, see Appendix C.

### **APL 6 (EL 8)**

**Electrum Clockwork Horrors (3):** hp 38, see Appendix C.

**Gold Clockwork Horror:** hp 68, see Appendix C.

### **APL 8 (EL 10)**

**Electrum Clockwork Horrors (4):** hp 38, see Appendix C.

**Gold Clockwork Horrors (3):** hp 68, see Appendix C.

### **APL 10 (EL 12)**

**Electrum Clockwork Horrors (4):** hp 38, see Appendix C.

**Gold Clockwork Horror (3):** hp 68, see Appendix C.

**Platinum Clockwork Horror (3):** hp 98, see Appendix C.

Once the PCs have deactivated the beetles or destroyed them, they should return back to the toyshop. If the PCs need help carrying all the beetles back, they can find a cart nearby to help them.

## Unlocking the Safe

If the PCs return with the clockwork beetles intact, read the following:

***Runell nods in approval as he takes the wind-up keys from you. "Good work. Just set them down over there. I'll look into them when I get a chance." He sets the wind-up keys down on his workbench. "For your troubles, you can keep the gems."***

The PCs can easily pry the gems out of the beetles. They gems are worth varying value depending upon the type of beetle. Electrum beetles have 50 gp (per PC) gems. Gold beetles have 250 gp (per PC) gems. Platinum beetles have 500 gp (per PC) gems. Shattered gems are only worth half as much.

If the PCs return with the clockwork beetles broken, read the following:

***The toymaker frowns at the broken clockwork creatures. He reaches down and pulls a mangled wind-up key from the back of one of the beetles. "I thought I said all you needed to do was pull out the key. Oh well, what's done is done. Just set the pieces down over there. I was going to give you the gems as a reward, but they're near worthless now." He drops the wind-up keys on his workbench in disgust.***

The gems from broken beetles are worth half the value as those from an intact beetle.

If the PCs broke some and disabled others, then mix the reactions of Runell to fit the situation.

Regardless of the condition of his errant toys, Runell keeps his word.

***Runell rolls his chair over to a corner and pulls a cover off of a small metal chest. "The Chalice is in here. It's got a nasty trap on it. You'll need the key." The metal chest is a small affair, about one foot wide on each side. It seems to be made out of small dark, blackish metal that is very heavy and solid looking. The front of the metal chest has an elaborate design that resembles the four spirals in a circle that you saw earlier.***

Give the PCs **Player's Handout #3**, which is a picture of the metal chest.

***He wheels his chair over to a shelf and pulls down a small wooden box. "The key is one of these. Unfortunately, I needed some parts for***

***my clockwork toys. So I broke them into smaller pieces."***

***He pours out the keys onto the table. Every key has been split in two along the mid-point of the shank, leaving you with nearly two dozen key pieces. Some with just the bit; others with just the bow.***

***The toymaker shakes his head. "I'm not sure which one it is."***

Give the PCs **Player's Handout #4** (a picture of the bows) and **Player's Handout #5** (a picture of the bits).

In order for the PCs to open the metal chest, they must build the key with the correct parts. None of the keys detect as magical.

See the following chart for which key pieces match with which.

Bow from Handout #4	matches with	Bit from Handout #5
A		3
B		8
C		15
D		13
E		10
F		7
G		2
H		6
I		9
J		4
K		14
L		16
M		5
N		12
O		11
P		1

The correct bow and bit are O-11. O is not on Player's Handout #4. That is because it is not in the box with the other key pieces. If the PCs disabled the beetles, the bows are sitting on his

workbench. If the PCs ask for them, Runell gladly gives the PCs these bows as well.

Give the PCs **Player's Handout #6**.

Until the PCs specifically ask about the keys from the clockwork beetles, Runell has forgotten that he got these bows from the box of key parts and doesn't offer them to the PCs.

If the PCs destroyed the original three beetles, then the bows are destroyed and the PCs' job just got harder. The PCs are not able to get the key put together. Instead they must pick the lock, which sets off the trap unless it is disabled first.

When they have two key pieces that they think match, they need to cast mending or make whole on the pieces to make the key complete. Keep in mind that these spells can only join pieces that were once one piece so they act as a way to check that the two pieces do indeed match. If the PCs don't have access to these spells, then Runell can solder the keys together.

If the PCs take a close look at the chest, they notice that the lock mechanism is actually made of silver. If they look at the keys, they notice that the following key pieces are silver:

Bows: D, G, H, I, K, L (and N and O on Player's Handout #6).

Bits: 1, 2, 6, 9, 11, 13, 14, 16

Also, a PC can make a Search check (DC 5+APL) on the lock to tell that the right key has a flange pointing down and nothing pointing up. This will eliminate some more of the keys.

Each time the PCs use the wrong key on the lock, they set off the trap, described below. Unfortunately for the PCs, none of the combinations listed above are the right one. That's because Runell used three of the bows as his wind-up keys for his clockwork beetles. The correct bow is one of these three and it's sitting on his workbench from when he took the keys from the PCs.

There are two clues to this. First, the design on the safe doesn't match any of the ones on the bows. Second, there are three more bits than bows. The PCs might find that none of the combinations work through trial and error, which could be quite painful.

If they are incapable of picking the lock, they can try breaking the safe open. The lock is set into the door of the safe, so it has the same stats as the

rest of the safe. Each blow on the safe sets off the trap unless it is disabled first.

It is possible to pick up or touch the safe without setting off the trap. The trap only goes off if the wrong key is set into the lock, attempts are made to pick the lock (and fail badly as per the Player's Handbook), or someone tries to break open the safe.

If all else fails, the PCs can take the safe to a high cliff outside the village and throw it off onto the rocks below. This does crack open the safe. It also dents the chalice inside. This has no effect on the chalice, but don't tell the PCs that.

### **The PCs are Stuck**

This is a tricky puzzle. There is a potential for the PCs to get really stuck here, and there is so much to come that you may need to give them some hints.

If the PCs get really stuck, Runell knows several things that can help them. If asked about the trap, he says:

***"I don't quite remember what the trap was. Though I think that's how I got this," and he points to his wheelchair.***

If the PCs take a look at his legs underneath the blanket, they notice that they are withered and weak beyond repair.

After some time, Runell remembers that the key matched the design on the safe. The next hint he gives is that the key was silver. If neither of those help, Runell keeps mentioning "I broke the keys to use them in my clockworks." Keep repeating that. Eventually, someone should get the clue.

**Important Notes:** The chest is immune to a *knock* spell. Also, the toyshop is only 40 feet long and 20 feet wide. Runell is not affected by the trap, regardless of what he told the PCs earlier.

**Adamantine Chest:** Hardness 20, 40 hp; Break DC 28; Open Locks DC 20+APL.

### **APL 4 (EL 3)**

Inflict Moderate Wounds Trap: CR 3; magic device; touch trigger; automatic reset; spell effect (inflict moderate wounds, 3rd-level cleric, DC 13 Will save for half); Search DC 27; Disable Device DC 27.



### **APL 6 (EL 5)**

Phantasmal Killer Trap: CR 5; magic device; proximity trigger (alarm); automatic reset; spell effect (phantasmal killer, 7th-level wizard DC 16 Will save for disbelief and DC 16 Fort save for partial effect); Search DC 29; Disable Device DC 29.

### **APL 8 (EL 7)**

Circle of Death Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (circle of death, 11th-level wizard, slays 11d4 HD worth of creatures, DC 19 Fortitude save negates); Search DC 31; Disable DC 31.

### **APL 10 (EL 9)**

Horrid Wilting Trap: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (horrid wilting, 15th-level wizard, 15d6 damage, DC 22 Fortitude save half damage); Search DC 33; Disable DC 33.

When the PCs finally get the safe open, they find the chalice.

***Inside the safe is a beautiful goblet made out of gold. The edges are decorated with leaves and the stem of the chalice is shaped like of tree's trunk. There is something wondrous about it.***

***The toymaker says "It's truly a beauty, isn't it? Treasures are often hidden and must be sought out. And often times, it helps to have the right key."***

If the PCs returned his original three clockwork beetles back to him unharmed, Runell has another offer for them.

***"Since you brought back my toys without hurting them, I have a little something for you. In addition to making toys, I'm a skilled glass and gem cutter. Have you heard of Eyes of the Eagle? Well, I could make you something called Eyes of Amber. Would one of you be interested?"***

Runell offer is good for one of the PCs. He doesn't require any payment or gifts since they returned the clockwork toys to him unharmed. If asked, Runell says that the eyes allow the PCs to see things hidden.

If a PC accept his offer, read the following.

***Runell gets to work. He produces two pieces of amber and begins to carve and shape them until they are about the size of eyeballs.***

***He then jabs the fingernail of his thumbs beside each of your eyes and pops them out of your head. Before you have a chance to register any pain. He has slipped the two pieces of amber into your empty sockets. Suddenly vision returns. "There. Two Eyes of Amber. That wasn't so bad, was it? And you look pretty sharp there too."***

The PC now has the *eyes of amber* and also has the Favor of Runell, whether she wanted them or not. The old natural eyes are useless, but new natural eyes can be regrown with a regenerate spell. The PC gains the benefit of the eyes until he or she leaves Faerie. At this time, their eyes return to normal (magically replacing themselves).

The PC can use the Favor of Runell to purchase the *eyes of amber* from the Old Faith and make the magic item permanent.

When the PCs have retrieved the golden chalice and are done in Avig Kite, they are free to return to Loper's meadow

#### **Treasure:**

Gems from the clockwork horrors.

APL 4: L: 0 gp; C: 150 gp; M: 0 gp.

APL 6: L: 0 gp; C: 400 gp; M: 0 gp.

APL 8: L: 0 gp; C: 950 gp; M: 0 gp.

APL 10: L: 0 gp; C: 2,450 gp; M: 0 gp.

**Favor of Runell** (value 0 gp, frequency: adventure): You may exchange this favor through the Old Faith after any Geoff regional adventure for access to the *eyes of amber*.

**Eyes of Amber:** Appearing as two pieces of amber about the size of a marble, the *eyes of amber* only function when they replace the wearer's normal eyes. The normal eyes are destroyed in the process, but can be restored with a regeneration spell. While the gems are in place, the wearer can see normally (including low-light and darkvision) and gains the ability to see invisibility (3/day) and can cast detect scrying (1/day) as per the spells. The eyes also glow slightly giving a -2 circumstance penalty to Hide checks. The eyes occupies the eye, lenses, or goggles slot. The wearer is slightly feytouched. Moderate divination; CL 7th; Craft Wondrous item, see invisibility, detect scrying; Price 10,458 gp.

### Characteristics of the Greenman:

The Greenman reflects how the PCs treated Gaunt. If the PCs slay him or take advantage of his position, the Greenman is vengeful. If the PCs show mercy to Gaunt, then the Greenman is merciful.

## Encounter 7: Raiment for the Greenman

It takes 30 minutes to walk from the meadow to this encounter.

***The trail leads into the darkest part of the forest. The trees crowd close to the path and their branches blot out the sky. A steady rain starts to fall and the wind picks up.***

***The path leads to a small tower on a steep hill. Lightning lances through a sky dark enough to be midnight.***

***There is a light in a window at the top of the tower. The tower is surrounded by a dense thicket. Beside the path is a stone that has a carving of four spirals bound inside a circle.***

Treat the thicket as a permanent wall of thorns. It is 10 feet thick and 10 feet high and forms a large ring that surrounds the tower. There is a 10-foot wide break in the hedge on the opposite side of the tower from where the path is. If the PCs walk around the hedge, they find the break.

Inside the thicket is a yard that surrounds a tower. The tower is 20 ft in radius. It is another 50 feet from the tower to the thicket.

The storm above the tower and the thicket is a thunderstorm as per page 94 of the Dungeon Master's Guide. Visibility ranges are reduced by three quarters, imposing a -8 penalty on Spot, Search, and Listen checks. Ranged weapon attacks are impossible. Candles, torches, and similar unprotected flames are automatically doused, while protected flames, such as a lanterns, have a 50% chance of being extinguished.

In addition, wind speeds are strong at ground level, but increase to severe 20 feet above the ground. See Table 3-24 on page 95 of the Dungeon Master's Guide for the effects of the wind.

Every minute that the PCs are out in the open, there is 25% chance that one of them is struck by

lightning (doing the APL in d8s of damage, DC 15 reflex save for half). This chance increases to 50% if one of the PCs out in the open is wearing metal armor or is flying. The chance jumps to 75% if a character is flying AND wearing metal armor. Determine randomly to determine who is struck, with a strong preference given to flying or metal armored characters.

If the PCs walk directly from the path, around the thicket, across the yard, to the front door of the tower, they are outside for about one minute.

### Entering the Tower

Once the PCs cross the thicket, they need to reach the top of the tower. There are several ways to do so. They can fly up to the window, climb the walls, or go into the tower and take the stairs. Each has their own dangers.

For a map of the tower, please see **DM Aid: Map #4**.

### Flying Up to the Tower

The PCs can fly up to the window. Unfortunately, there is a thunderstorm brewing over the tower. Flying creatures have to risk the danger of winds and lightning. Please see above for the effects of the thunderstorm, including lightning.

Of particular note is the effect of the wind on flying characters. The wind is severe 20 feet off the ground. Medium-sized and smaller flying creatures are blown downwind 1d6x10 feet a round. The wind is blowing across the open window.

In order for the PCs to reach the window, they must start upwind and lunge for the window (a touch attack DC 10 due to the slickness of the stones) as they are swept by. If they miss, they must fly down to the ground, walk upwind and try again.

In addition, there are a lot of crows perched on the roof. A PC that flies within 50 feet of the high tower's window disturbs them, unless they beat the crows Spot check (the crow's Spot bonus is reduced to a -3, due to the stormy conditions) with a Hide check. Each PC that flies with 50 feet of the window must make this check.

If the flying PC disturbs the crows, they take off in a flurry of wings and cawings. The birds are carried away on the wind, but their cawings wake the basilisk inside the tower. The crows do not return.

The basilisk takes one round to wake up and then goes outside and starts to climb the tower, looking for what is causing the disturbance. If the basilisk sees the PCs, it attacks. If it searches for 5 rounds and does not see any of the PCs, it returns to its ledge.

When the PCs make it to the room in the high tower, go to **In the High Tower** below.

### **Climbing the Wall**

The PCs can scale the outside of the tower. While difficult, it is possible. The tower is 60 feet tall and the window at the top is 50 feet off the ground (the bottom floor is 20 feet high; the rest are 10 feet each). The DC to climb the tower wall is DC 25, due to the rain.

PCs climbing the wall must deal with thunderstorm as described above, including the lightning.

In addition to all the other dangers, there is still the presence of the crows as described above, which can awaken the basilisk, who responds as described above.

When the PCs make it to the room in the high tower, go to **In the High Tower** below.

### **Through the Front Door**

The PCs can enter the tower and climb the stairs. The main advantage of this route is that the PCs are out of the storm and the wind.

When the PCs approach the steps leading up to the door, read the following:

***The yard around the tower is littered with broken pieces of stone and rubble. More rubble litter the stairs up to the thick door, which has been broken open. It now hangs slightly ajar. There is an enormous crack running down the center of it. The bar holding it closed is broken in half.***

With a successful Spot check (DC 5+APL), the PCs can find fragments of statues in the rubble around the tower and on the stairs. The yard around the tower is 50 ft. to the thicket.

The door is cracked about 3 inches, allowing PCs to peak through. They are not able to see the basilisk from this angle, unless they open the door more. Getting past the door requires opening the door more. Opening the door makes enough noise to wake the basilisk unless the PCs make a Move Silently check, opposed by the basilisk's Listen. The basilisk takes 0 on its check, since it is asleep.

***You pass the shattered door and find that a single large room fills the tower beyond. Stairs lead up on your left and down on your right. Ripped tapestries hang from the walls, ruined beyond recognition.***

***The most peculiar thing about the room is it is filled with statues of various faeries. Some have looks of fear, others of anger, and others of surprise. A few are carved to look like they are running from the door where you are now standing.***

The statues are the former inhabitants of the tower who were petrified by the basilisk. They are chipped and broken and are nothing but crumbling stone statues now. If the PCs reverse the magic, they faerie disappears in a puff of mist to be reborn later.

In the main chamber of the keep is the destructor and guardian of the tower – a basilisk of legend. This ferocious beast turned all the inhabitants to stone or ate them. With nothing much else to do, it started to wreck the place. When it got tired of that, it took a nap. It is still fast asleep when the PCs arrive.

The basilisk is asleep on a ledge ten feet above the floor of the main chamber of the keep. This ledge is marked on DM's Map #4. The room itself is 20 feet tall.

While the basilisk is on this ledge, PCs cannot reach it from the ground with melee weapons unless they have a reach weapon. Also, the creature is rather difficult to see, as it blends into the stone walls of the tower, requiring the PCs to make a Spot check opposed by the basilisk's Hide. Have the basilisk take 10 on this check for simplicity.

**Important Note:** There is a permanent alarm spell cast on the area over the ledge. If any PC climbs up on the ledge or flies over the ledge, the alarm spell activates and sends a silent mental alarm to the basilisk which wakes it. Any attempt to coup de grace the basilisk automatically triggers the alarm and awakens the basilisk.

When the PCs see the basilisk, read the following.

***Resting on a ledge overlooking the room is a reptilian beast. There is something majestic about it. It's scales are like polished ebony. The claws on each of its eight legs are cruel and could rend the strongest of armor. This is no ordinary beast.***

If the PCs are at APL 10, also read the following.

***But most disturbing of all is that it has not one but two heads.***

The basilisk remains asleep unless it is disturbed.

If the PCs take no precautions, assume they are taking 0 on their Move Silently checks. Oppose this score with the basilisk's Listen check, but it also is taking 0, since it is asleep.

If the PCs attempt to move quietly pass the basilisk, they should be able to succeed, since it is taking 0. If the PCs take off their armor and take 10, they should be able to escape notice. Don't forget to subtract -1 for each 10 feet the PCs are from the basilisk.

There are two places where the rubble has heaped up and may give the PCs trouble as they cross the room. They are marked on DM Aid: Map #4. The first mound of rubble is in the middle of the main chamber. A PC walking through the rubble need to succeed at a Balance check (DC 15 – uneven flagstone and severely obstructed). If the PCs fail, they cannot move for one round as they try to regain their balance and footing. PCs who fail by 5 or more make enough noise to wake the basilisk. Keep in mind that PCs have a -2 circumstance penalty to their Balance checks because of the light gravity of Faerie.

PCs can also avoid the pile by walking around it (which will put the PCs right underneath the basilisk) or by flying over it. Characters in a area of a silence spell needn't worry about the noise.

The second rubble pile is on the tower stairs. It is smaller than the first so a Balance check is only DC 12. However, if a PC fails by 5 or more, the rubble is shaken loose and bounces down the stairs, most likely out of the zone of a silence spell.

If this happens, the basilisk awakens and begins to look for the intruders.

The PCs can also alter their shape to that of a pixie and then fly over the rubble without the need to make checks.

If the basilisk is awakened, it takes one round to rouse itself from its slumber. It then attacks the PCs with all its might. It can squeeze up the stairs, if it needs to do so, but moves at half speed. It does not chase the PCs pass the thicket, nor does it follow them into the high tower room. If the PCs retreat back behind the thicket, the basilisk goes back its ledge. It falls asleep if the PCs are gone for more than 5 minutes.

The tactics for the basilisk are given with the monster's statistics in **Appendix A**. Keep in mind that the petrification gaze is a gaze attack. In

addition to making a specific gaze attack on basilisk's action, characters within 30 feet of the basilisk must on their action (1) avert their gaze (20% miss chance and 50% chance of needing to make a save), (2) shut their eyes (50% miss chance, but no save needed), or (3) make a save.

For a full description of the gaze attack, see page 204 of the *Dungeon Master's Guide*.

The basilisk has collected all the valuables in the town (not counting the top floor) and heaped them at the base of the ledge on which it slumbers. The valuables consist of silver plate, candlesticks, silverware, and other household items. The value of these depends upon the APL: APL 4 -- 50 gp per PC. APL 6 -- 100 gp per PC, APL 8 -- 250, APL 10 -- 500. PCs can pick up the valuables, but it requires a move silently check for each 250 gp in value of the treasure or the basilisk hears the noise.

**Important Note:** As per *Savage Species* p. 125, a two-headed basilisk only gets one gaze attack a round.

### **APL 4 (EL 7)**

**Basilisk of Legend:** hp 76, see **Appendix A**.

### **APL 6 (EL 9)**

**Advanced Basilisk of Legend:** hp 128, see **Appendix A**.

### **APL 8 (EL 11)**

**Advanced Basilisk of Legend:** hp 189, see **Appendix A**.

### **APL 10 (EL 13)**

**Advanced Two-Headed Basilisk of Legend:** hp 232, see **Appendix A**.

When the PCs make it to the room in the high tower, go to In the High Tower below.

### **Dealing with Petrified PCs**

The encounter with the basilisk is a difficult one. The save DC is fairly high and the petrification attack is a gaze attack, which can be devastating.

If PCs are petrified, all is not lost. The chalice from Encounter 6 can be used to restore them. The chalice (and all the elements of the Greenman for that matter) is immune to the petrification gaze of the basilisk.

If the PCs ask Loper or Runell about ways to restore petrified PCs, they tell the PCs the following:

***"Pour live water caught in the precious cup over the newly wrought stone and the magic will be undone."***

The cup is the Chalice from Encounter 6. Live water is running water. So the PCs need to find a stream. The lake at the meadow in Encounter 4 and the ocean in Encounter 7 don't count. However, there is a stream in Encounter 5.

If the PCs pour water taken from a moving source from the chalice over the head of a petrified PC, it restores them instantly if they make a DC 15 Fortitude save. There is no limit to the number of times the PCs can do this, but it takes all the water in the Chalice to restore one person, and the water must be taken directly from the stream. So that means a two hour round trip for each PC.

The water restore the old statues of faeries as well, but they disappear in a puff of smoke.

If all the PCs are petrified Loper comes the next day and retrieves the Chalice and restore one of the PCs. She tells them how to restore the others. Since Loper doesn't come until the next day, the PCs must spend 1 extra TU on this adventure because of the flowing time of Faerie.

### **In the High Tower**

***At the top of the stairs are two rooms each lit with oil lamps hanging from the ceiling. In the first room, there is also an old spinning wheel, a loom, and many bolts of different colors of thread. On the wall is a large tapestry that is elaborately embroidered. The window is open to the storm outside.***

***In the far room is a four poster bed on which lies a beautiful woman, who is fast asleep. Her green hair is very long and flows off the bed onto the floor.***

The woman is indeed very beautiful and also fast asleep. There is nothing the PCs can do to wake her up. If the PCs take advantage of her state, promptly mark them as evil and remove them from the campaign at the end of the adventure.

The sleeping woman is actually an outsider (and not a fey) so the PCs can't take her shape using the alterable morphic ability. She is immune to any magic the PCs may use on her, and she is immune to any attack the PCs make against her.

There is nothing magical or unusual about the spinning wheel, the loom, or the thread. The tapestry, however, radiates moderate conjuration magic.

The tapestry is actually embroidered with a koan (a type of puzzle). If the PC take a close look at it, have them make a Spot check (DC 5+APL). If successful, they can see that there are actually words hidden in the design. The words are written in Sylvan. Any PC with Elven can figure out the phrase with a DC 10 Intelligence check. If no one in the party knows Sylvan or Elven, then they can write down the words and go back to Loper, who reads the words to them. The PCs may have to sneak past the basilisk again.

See **Player's Handout #7** for a picture of the tapestry. The PCs only get the picture if they know Sylvan, know Elven and have made the Intelligence check, or have spoken to Loper.

### ***Without Touching One of My Threads, Make Me Larger***

The answer is a matter of perspective. There are several ways to answer this one. There may be more solutions than the ones described below. Use your judgment to determine if an answer is satisfactory. The most important thing is that the PCs cannot alter the tapestry on the wall. The tapestry cannot be moved from the wall.

One answer is to weave a new tapestry. This requires Craft (tailor) or a similar skill, the use of the loom, and several hours of work. The result is a rushed, flawed, and very small tapestry. However, it does make the tapestry on the wall the larger one.

Another solution is to simply stand closer to the tapestry. It is now larger to that PC.

Yet another solution is for the PCs to alter their shape to that of a smaller fey. This makes the tapestry larger to them.

When the PCs have solved the koan, the tapestry summons an old faerie.

***The tapestry shimmers and a creature leaps out. It looks like an old woman, bent and stooped with age. She has a long nose, an enormously fat rear end, and her lower lip nearly touches the ground.***

***"Well, you've brought me here. I am bound to do a single task, by the magic. What would you have of me?"***

The faerie is called Riebe but has many other names. For all of her ugliness, she is a relatively good hearted. She likes to be flattered and has a quick wit. She does not take kindly to people commenting on her appearance, which has been caused by hours and hours of spinning.

She is actually an outsider (and not a fey) so the PCs can't take her shape using the alterable morphic ability. She is immune to any magic the PCs may use on her, and she is immune to any attack the PCs make against her. Riebe can speak Common as well as any known language.

If the PCs ask Riebe about the princess (she doesn't know the princess' name), she says:

***"Oh, she's waiting for her one true love to come wake her up. I'm sorry but that's no any of you."***

One of the PCs should remember the rhyme enough to know that they need raiment for the Greenman. Riebe cheerfully agrees to make something suitable.

***The ugly old faerie waddles over to the princess snips off an arm-full of the beautiful green hair. "Ah, as fine as silk. This will do quite well." She returns to the spinning wheel and spins the hair into yarn. She then works the yarn through the loom.***

***Minutes pass. The shuttle on the loom is a blur. Then she holds up the finished product.***

***"Wonderful. Perhaps some of my finest work. A seamless robe. A circle that never ends. Yes, that would be worthy garb for the Greenman." She gives you the robe.***

***"You know. While I have the wheel and loom out, perhaps I could make something for one of you."***

Riebe is willing to make a single garment for the party. Also, Riebe asks for a gift in return for making the item. She would like a new thimble. Failing that, she would like a sharp knife or dagger (of at least masterwork quality), something made of silk, or some fresh flowers.

She doesn't take requests for a particular magic item. Instead, Riebe tells the PC that she allows the thread and cloth to weave as they will. They haven't served her wrong yet.

If the PCs take her up on her offer and give her a gift, Riebe weaves a *tunic of greengrass* for one of the PCs. She insists on knowing which PC she is

making it for, as she must get that character's measurements.

When the character puts on the garment, he or she gains the benefit of the robe and the Favor of Riebe. The garment vanishes and the effects reverse when the PC leaves Faerie. The PC can use the Favor of Riebe to purchase the *tunic of greengrass* from the Old Faith and make the magic item permanent.

When she finishes making the tunic, Riebe leaves.

***The ugly fat faerie leaps into the tapestry. She disappears and the tapestry shimmers and shakes and then hangs still.***

Once the PCs have the seamless robe for the Greenman, they can leave the tower and return back to Loper's meadow.

#### **Treasure:**

APL 4: L: 50 gp; C: 0 gp: M: ring of climbing (500 gp).

APL 6: L: 100 gp; C: 0 gp: M: ring of climbing (500 gp).

APL 8: L: 250 gp; C: 0 gp: M: ring of climbing (500 gp).

APL 10: L: 500 gp; C: 0 gp: M: ring of climbing (500 gp).

**Favor of Riebe** (value 0 gp, frequency: adventure): You may exchange this favor through the Old Faith after any Geoff regional adventure for access to the *tunic of greengrass*.

**Tunic of Greengrass:** When first donned, this tunic permanently bonds with its wearer, blending into the character's skin and turning it a light green. The tunic providing the wearer with life-sustaining nourishment. The tunic also refreshes the body and mind, so that its wearer needs only sleep 2 hours per day to gain the benefit of 8 hours of sleep. The wearer must be outdoors or otherwise in direct sunlight for at least 8 hours a day. If this condition is not met, the wearer must meet the condition for a full week for the tunic to reattune itself and provide any benefit. Once bonded, the tunic may not be removed and does not occupy a body slot. The wearer is slightly feytouched. Faint conjuration; CL 5th; Craft Wondrous item, create food and water; Price 4,500 gp.

#### **Characteristics of the Greenman**

The Greenman reflects how the PCs treated dealt with the basilisk. If the PCs attempted to

circumvent the beast, regardless of whether they succeeded or not, then the Greenman is indirect. If the PCs challenged the creature and entered into combat, then the Greenman is direct.

## Encounter 8: Apple from the Tree

It takes 30 minutes to walk from the meadow to this encounter.

***As you walk along the path, you notice the ground beneath your feet is no longer dirt, but sand. The foliage around you has thinned a lot more, and the sun shines brightly at the highest point in the sky, telling you it's noon.***

***After a few more minutes' walking, the foliage ends suddenly, and the sand extends before you down to the sea. A gentle breeze caresses you from the direction of the water, bringing with it the smell of brine and seaweed and smoke.***

***As you look to see where the smoke is coming from, your eyes spot a small island several hundred yards off the shore. A huge tree stands upon the small island. Oddly enough, the tree is divided vertically. One side is green and blooming with beautiful flowers. The other side, however, is ablaze with a passionately burning fire.***

The tree on the island is a reflection of the Summer Tree – a tree of immense importance to the Old Faith. While the PCs are on the island, no divine spells by gods other than the Old Faith gods (Pelor, Ehlonna, Obad-hai, Beory, Nerull, Berei, Allitur, Rao, and Myhriss) function.

There's not much to find on the seashore, maybe a few seashells here and there, and a crab over by the water. The PCs need to get to the island, which is separated from the shore by 500 feet of water, and includes a stretch of 50 feet of breakers near the shore. There are no breakers on the leeward side of the island, facing the PCs.

The PCs have several ways to cross the water. They can always swim across. The surf counts as rough water as per p. 84 of the Player's Handbook). If the PCs have some magical boat that works too, as does magical flight.

The PCs could make a raft, but that would involve cutting down a tree in Faerie. Assume that wherever the PCs go to cut down a tree, there is a treant nearby, who stops them. The PCs can use

driftwood and fallen wood to make a raft, but it doesn't float very well and cannot hold the PCs weight. Instead, the PCs end up swimming across, holding onto the raft, which gives them a +4 to the swim check.

The PC could make use of the alterable morphic power of Faerie, as described in Appendix B. The PCs can use this power to turn into a nixie, which will give them a swim speed and the ability to breathe underwater.

### On the Island

Once the PCs reach the island, read the following:

***You step onto the island and look about. The island is only a hundred feet from one end to the other and is covered with lush green grass and a scattering of chalk-white rocks. The noon-time sun beats down overhead. The only thing of interest seems to be tree. On the ground, near the tree is a stone carved with four spirals bound in a ring.***

When the PCs approach the tree, read the following:

***You look carefully at the tree. The side that is burning does not seem to deteriorate at all, though it burns without pause. The other side has many beautiful blossoms and is covered with healthy leaves. A single apple hangs from one of the branches, looking unnaturally pure and ripe.***

Please see **Player's Handout #8** for a picture of the Summer Tree.

Allow the PCs to investigate the tree. They can't harm it and they certainly can't pick the apple at this time. If they think to check, it is an oak tree, in spite of it having an apple growing from it.

After a while, Adoibah, the spirit of the tree, emerges. He comes sooner if the PCs talk to the tree or do something to gain his attention.

***The tree trunk begins to shift, as though pushing something out of it. A small piece of bark falls off, and the tree returns to as it was before. The piece of bark begins to vibrate, and shifts and grows into the form of a very tall humanoid, made completely out of wood. It has no mouth, just two knotholes for eyes. Green, growing leaves sprout from its back and arms.***

***The creature carefully surveys all of you with its wooden eyes before speaking in a deep and***

***leathery voice. It sounds almost as though wood is creaking as he speaks, and that he hasn't used his voice in a long time.***

The following words are in Flan. If none of the PCs speak Flan, then Adoibah repeats it in Sylvan, then Elvish, and then Gnomish. If none of the PCs speak these languages, they will have to go get a pixie interpreter. They can find one along the shore.

***"Mortals, why have you come to the Summer Tree? This is not a place for you."***

Adoibah is actually an outsider (and not a fey) so the PCs can't take his shape using the alterable morphic ability. He is immune to any magic the PCs may use on him, and he is immune to any attack the PCs make against him.

If the PCs ask what the Summer Tree is or seem ignorant of the myths of the Old Faith, Adoibah tells them this tale:

***"The Summer Tree is the tree of sacrifice. Each spring, at the end of Growfest, Obad-Hai is born anew. He enters the world as a young boy, who grows to manhood through the spring. At the threshold of summer, during the time of Richfest, Ehlonna comes to him and makes him a man. In the summer, Obad-Hai is the Stag King and full of his strength. It is then that he leads the Wild Hunt and sometimes pursues his sister to her terror and delight. Their relationship is beyond your keen, mortals."***

***"Obad-Hai fades in the autumn and becomes an old man, called the Shalm, by Brewfest. At the last breath of the year, Nerull comes to the Shalm and slays him with a single stroke of his scythe. He is hung from the Summer Tree for the ten days of Needfest. At the end of those ten days, Pelor cuts him down and buries him in the embrace of his mother, Beory."***

***"Ehlonna comes to the grave and waters it with her tears. And from that grave sprouts a sapling. The sapling gives forth a single fruit. Which falls to the ground, splitting open, revealing the boy – Obad-Hai."***

According to lore of the Old Faith, the sapling is a separate tree from the Summer Tree. It dies after it drops the fruit that holds Obad-Hai.

If the PCs attempt to pick the apple, they find that it does not come off the tree. Nothing they can do can harm the apple, the tree, or cause the apple to be cut from the tree.

When the PCs ask Adoibah how to pick the apple, he responds:

***"The apple can only cut from the tree by a sickle made of truesilver, forged in the fires of the Summer Tree."***

The PCs should probably ask where the sickle is. Adoibah responds:

***"It has gone below, sunk into the depths of death. The song is your guide."***

This is the hint that the sickle is underwater. They need to go swimming. If the PCs have waterbreathing magic, this works well, or the PCs can use the morphic shape power of Faerie to become a nixie.

Once the PCs are underwater, they can hear distant singing, coming from the deeper parts of the ocean.

### **Following the Singing Sirine**

**Important Note:** If you are running short on time, it is best to trim this encounter rather than shorten the last encounters in the adventure. Drop the game of Sinking Letters and just make the PCs bargain with the sirines for the sickle.

***You swim for a while, following the enchanting music. You head into deeper waters. Schools of fish swim by. The seaweed waves in the current.***

***You reach a group of faeries sitting on rocks resting on the bottom of the sea. They are beautiful with light green or yellow skin. They wear layers of gorgeous necklaces made of seashells and simple wraps about their waists, relying on their necklaces for modesty.***

***The faeries are singing gaily to one another. The music swirls and eddies like the water that carries it. One of them leaves her rock and swims in your direction. She is heartbreakingly lovely with silver-colored hair.***

The faeries are sirines – seelie aquatic fey who like to sing, play, and laugh. All of these sirines are sisters. The sirine swimming toward them is the eldest one. Her name is Pearl. She speaks both Sylvan and Common. She starts with Sylvan but switches if no one understands here.

Assuming the PCs take no action, Pearl comes up to the PCs.



***One of the faerie swims up to you. "May the tides be gentle to you, mortals. I am called Pearl. What are you called?"***

The sirines want to play a game with the PCs they call "Sinking Letters". They are quite playful and gregarious and talk to the PCs. If the PCs ask them about the sickle, Pearl says

***"We have the sickle. Would you like to play a game with me and my sisters? If you win, we'll give you the sickle. If we win, you have to give us something pretty."***

Pearl insists that the PC play the game in order to get the sickle. She accepts no other bargains.

### **The Game of Sinking Letters**

***Pearl says, "Okay. Here's how we play. You are all on one team, and me and my sisters are on the other team. Each team picks a swimmer. One of us will empty this large bag of rocks near the surface. You need to collect as many as you can with this net (she hands you a small net) before they hit the bottom. You can't interfere with the other swimmer."***

***"Once you collect as many rocks as you can, take them back to your team. You'll notice that each rock has a letter on it. You have the amount of time it takes for a crab to right itself to make your letters into words. Each letter can only be used once. And no single letter words are allowed."***

***"We each have to wager something. We'll give you the sickle, but you have to wager something pretty."***

Before the sirines play the game, the PCs must wager something pretty. Something pretty can be a gem, jewelry, anything magical, or anything silver. Keep in mind that all metal in Faerie is silver. The PCs can even wager non-magical weapons, since they are now silvered.

Pearl's description of the game is accurate. Each team gets one swimmer who must collect the sinking stones with a net. The rocks must be collected before they touch the bottom.

The PC swimmer and the sirine swimmer collect one rock for every 5 feet of swim speed. A PC race's normal swim speed is 1/4 their normal movement. However, this can be adjusted using the alterable morphic power of Faerie, increased movement from class abilities, and becoming nixies (female PCs can even become sirines) or by using speed-increasing magic.

The swimmers can collect even more rocks by making a Swim check. For every two points of the Swim check above 10, the swimmer collects another rock.

Sirines have a 60 ft. swim speed, so the sirine's swimmer collects a base of 12 rocks. She collects an additional number of rocks equal to the APL from her Swim check.

It is possible for the PCs to pull dirty tricks during the rock collection part of the game. The PCs aren't allowed to interfere with the swimmers. They are free to use mage hand (which reduces the number of rocks the sirines collect by 1), entangle (which reduces the number of rocks both sides collect by 1d4), or telekinesis (which reduces the number of rocks the sirines collect by 1 per level of the caster). Adjudicate other spells or actions of the PCs as you see fit.

Once the swimmers have collected as many rocks as they can, they bring the rocks back to their team. The entire team then tries to use the rocks to form words with the letters on each rock. Single letter words don't count. From the moment the rocks are delivered, each team has the amount of time it takes for a crab to right itself after it is flipped over (60 seconds in real time but it can vary if you feel that the PCs need more time to figure out some words). The team that uses the most letters in words wins that round.

If there is disagreement about whether a word is actually a word, have opposed Diplomacy checks determine who is the more persuasive.

The PCs can play multiple rounds. Each round they play, they must wager another item.

The lists below show the letters that the PCs can collect and the words that the sirines make. The letters are the total available. Start with the first one and count out the number the PCs collected.

If the PCs have used dirty tricks to reduce the number of stones the sirines have collected, you may need to reduce the number of words they can make. Sirines should consistently use about 75 percent of the letters they collect.

### **First Round**

The letters the PC swimmer can collect (in order) are:

a n j g p o s e s g b o x z y i d a n c c k a b l l d k

The words made by the sirines:

APL 4 yank oak hex (10 letters)

APL 6 yank oak hex it (12 letters)

APL 8 yank oak hex item (14 letters)

APL 10 yank oak hexed item (16 letters)

### Second Round

The letters the PC swimmer can collect (in order) are:

o a s t g i f d u g i z c r a w a m p u z n w e m y e

The words made by the sirines:

APL 4 gawk twirp as (11 letters)

APL 6 gawk twirp last (13 letters)

APL 8 gawk twirp lastly (15 letters)

APL 10 gawk twirp last lily (17 letters)

### Third Round

On the third round, the letters the PC swimmer can collect (in order) are:

y m l a c w k a e r v f o q b a u j a i n d a v a t b u

The words made by the sirines:

APL 4 glide pint (9 letters)

APL 6 cat glide pin (11 letters)

APL 8 cat glide pin us (13 letters)

APL 10 cat glide pin tubs (15 letters)

If the PCs still have not won after three rounds, then reverse the order of the letters given above (start at the right end and word left). You will need to randomly create words for the sirines. They should consistently use about 75 percent of the letters they collect.

If the PCs win the game, the sirines are delighted give them the sickle. If the PCs lose, the sirines are equally delighted to play again and again.

One of the sirines swims off. In a few minutes, she returns with the sickle. It appears made out of silver, but firelight plays up and down the gleaming blade.

Once the PCs have the sickle, Pearl asks what the PCs are going to do with it. Assuming that the PCs tell her that they need it to get the apple from the tree or otherwise communicate that it is for a short-term service, she replies:

***"I would like to have it back when your done. It is so very pretty. Would you be a darling and bring it back when you're done?"***

If the PCs agree, she thanks them and says that she looks forward to seeing them soon. If the PCs ask for their stuff back, Pearl mopes and says that they won it fairly. In the end, she is willing to trade back one item for the sickle.

The PCs are now free to return to the island.

### The Price for the Apple

***You return to the island and to the Summer Tree with the truesilver sickle in hand. The wooden spirit stands motionless next to the tree, watching the waves lap against the shore. The distant half of the tree continues to burn unabated. The apple hangs from a tree branch several dozen feet off the ground.***

The apple is about 30 feet off the ground and is only half-way up the tree. The PCs need to either climb the tree or fly up to claim it. The climb is not hard (DC 10) and there is no wind to hamper flying PCs.

Unfortunately, the sickle will not cut the stem of the apple. The PCs can push and shove and saw with it, but it's has not effect on the apple or the branch.

If the PCs ask Adoibah, he tells them what they must do.

***"This is the Summer Tree – the tree of sacrifice. You must whet the blade with blood freely shed to change it."***

In order for the PCs to cut the apple from the tree, they must bloody the blade. Furthermore, the blood must be from someone who willingly gives it up for the purpose of cutting the apple from the tree.

When the Silver Sickle cuts a willing PC, that PC permanently loses hit points. The number depends upon the type of hit dice that character has. PCs with d4 hit dice lose 1 hit point. PCs with d6 hit dice lose 2 hit points. PCs with d8 hit dice lose 3 hit points. PCs with d10 hit dice lose 4 hit points. PCs with d12 hit dice lose 5 hit points. If a PC has multiple types of hit dice, take the average.

They hit points are forever lost. They can only be restored by a direct act of a god (and not through a spell). The PCs is not considered marked by Obad-Hai.

Once the sickle is bloodied, it easily cuts the apple from its branch. At which point, Adoibah speaks

***"Sacrifice is an important element in nature. The giving of one's self holds power – great power. Sometimes the sacrifice is given; sometimes it is taken. But always the sacrifice must be made or woe will surely follow." The wood spirit steps into the tree and merges back into the bark.***

The last choice the PCs have before they leave. They can take the sickle back to Pearl or they can keep it. If the PCs keep it, they have a magical sickle. It loses its special tie to the Summer Tree when it leaves the House of Play but retains its other magic.

If the PCs return the sickle to Pearl, she offers one of them a seashell necklace in return. She only gives one necklace to the PCs. The necklace is the *necklace of the sirines*. The PC gains the benefit of it until they leave Faerie. It then disappears and the PC gains the Favor of Adoibah instead. The PCs may purchase the necklace later from the Old Faith by using the Favor of Adoibah.

When the PCs have retrieved the apple, they are free to return to Loper's meadow.

#### **Treasure:**

APL 4: L: 0 gp; C: 0 gp; M: silver sickle +1 (233 gp).

APL 6: L: 0 gp; C: 0 gp; M: silver sickle +1 (233 gp).

APL 8: L: 0 gp; C: 0 gp; M: silver sickle +1 (233 gp).

APL 10: L: 0 gp; C: 0 gp; M: silver sickle +1 (233 gp).

**Sacrifice to the Summer Tree** (value 0 gp, frequency: adventure): You have willingly bled to pay the price of the Summer Tree. Your maximum hit point total is reduced by \_\_\_\_ points.

**Favor of Adoibah** (value 0 gp, frequency: adventure): You may exchange this favor through the Old Faith after any Geoff regional adventure for access to the *necklace of the sirines*.

**Necklace of the Sirines:** When first donned, this necklace permanently bonds with its wearer, causing gills to sprout from the sides of the character's throat. The necklace of seashells grants the wearer ability of water breathing (2/day) as per the spell. Once bonded, the necklace cannot be removed. The necklace occupies the amulet and necklace slot. The wearer is slightly feytouched. Moderate transmutation; CL 5th;

Craft Wondrous item, water breathing; Price 7,560 gp.

#### **Characteristics of the Greenman:**

The Greenman reflects how whether or not the PCs returned the sickle. If the PCs returned the sickle to Pearl, then the Greenman will be generous. If the PCs kept the sickle, then he will be miserly.

## **Encounter 9: The Seed is Forged**

When the PCs return to Loper with all four of the components of the Greenman's seed, read the following:

***You return to the meadow. Loper is chasing a butterfly, but she quickly sees that you're back and runs over to you. She is very fast.***

***"All done? I knew you could do it. Here's the next part of the quest."***

***"A growing seed forged of fruit,  
robe, cup, and wreath  
Shall bind together man,  
stone, river, and leaf."***

***"Well, we need to get you to the Smith so that he can forge the seed anew. Take all four of the parts and he will make you the seed."***

***"Follow the shore of the lake. You will come to a steep path by the waterfall that leads up into the mountains. You will know him by the symbol of four spirals bound in a ring."***

***"The Smith will show you how to return to the Flanaess."***

On one side of the meadow, there is a path that leads around the lake and up toward the mountains.

If there are any PCs who are clerics or paladins of Pelor, before they leave Loper motions for them to lean over. She then stands on her tip-toes and gives them a kiss on the cheek. She then says thank you. After that, she runs away.

### **Memory Returned**

When the PCs start to climb the trail, PCs who gave up a memory to the Three Sisters in the Geoff Regional adventure Summer's Passing and did not have the Wisdom drain restored have a special encounter.

***As you start to climb the trail leading away from the lake, you notice something moving toward you. It is small – like a pinpoint of light, or maybe a tiny glowing faerie. It's rushing toward you.***

The glowing faeries are actually the memories. The Sisters have released them for reasons of their own. The memories rushes to their originators. They circle twice and then rush into the originator's head with a splash of faerie dust.

At this point, the point wisdom that the PC lost when the memory was given away is restored. Also, the PC may chose to add a +1 inherent bonus to one of the following stats of their choice: Intelligence, Wisdom, or Charisma.

**Important note:** If the PC had his or her Wisdom restored through magic before this point, then the memory does not return. The PC must have sacrificed the point of Wisdom and kept that point of Wisdom off.

### **The Silversmith**

It takes 30 minutes to walk from the meadow to this encounter.

***You climb up the steep path into the mountains. In a small dell, you come across a smithy. There is a large silver-wrought device of four spirals bound in a circle hanging from a chestnut tree.***

***The smithy itself is a single large room with wide windows and an open door. You can see a burly man inside. He has one arm made entirely out of silver. He is dressed in colorful pants and wears an apron without a shirt. He is pounding a thin bar of silver on a small anvil into a plate sheet."***

This is the Smith. His name is Taluril. He is primarily a silversmith, but can work almost any sort of metal. Taluril smiles a lot and has a very expressive face.

Regrettably, Taluril is also deaf. He can speak poorly in Sylvan, Gnome, and Dwarven, but he can't hear a word. He cannot read and he doesn't know how to write. In order for the PCs to communicate, they must draw pictures or they can gesture and mimic what they want Taluril to do.

Taluril is actually an outsider (and not a fey) so the PCs can't take his shape using the alterable morphic ability. He is immune to any magic the PCs may use on him, and he is immune to any attack the PCs make against him.

Taluril is a smart being and has been dealing with this limitation for a long time. He can figure out most drawings or gestures. When he talks, he tends to speak loudly and with an irregular cadence. He also tends to mispronounce things.

The PCs should attempt to convey that they want him to forge the seed from the items. Once they have communicated that to Taluril (which may take some doing as described above), read the following:

***The Smith takes all the items. He puts the apple into a mortar and crushes it until it is a pulp. He scoops the pulp into the chalice. He crumbles the wreath into pieces and places them into the chalice. He then wraps the robe tightly around the golden cup. He places the lot into a crucible and heats it up to an impossible temperature.***

***As it is cools slowly, he turns to you and says "blood of heroes to temper the seed". He picks up a knife and motions as if pricking his finger. He then holds the knife out to you.***

Taluril wants the PCs to give blood to temper the seed. It only takes a drop of blood. A pin-prick does nicely. It does do a point of damage. Only one PC needs give blood, but all are welcome to do so.

If the PCs ask Taluril why he needs blood, he communicates as best he can that the seed must be tempered in the blood of heroes.

If the PCs refuse to give blood, Taluril pulls out a small vial of blood from a chest. This blood was given many years ago by Sierra Blackblade, who was a hero from the wars when Geoff fell to the giants. He uses that blood to temper the seed.

If the PCs refuse to give blood, none of their decisions in the course of this adventure influence the Greenman.

The Smith pulls the seed from the crucible with a pair of tongs. It is oval and smooth – not unlike an egg. He touches it to make sure it is cool. He then hands you the Seed of the Greenman.

***The Smith points to a cave in the side of the hill near his smithy. "Home," he says. "Go now."***

Taluril has nothing further to say to the PCs and the PCs have what they need – the Seed of the Greenman. They should leave the House of Play to return to the fading land and Gwennlian. The

way home is through the cave that Taluril pointed too.

The seed will not enter a extra-dimensional space like a bag of holding or a handy haversack. It is tied to strongly to Faerie and the Flanaess to allow itself to be cut off like that.

When the PCs enter the cave, go to **Encounter 10**.

#### **Treasure:**

**Memory Returned** (value 0 gp, frequency: adventure): The memory that you gave to the Three Sisters has returned to you. Its return has not only erased the reduction to your Wisdom score, but has given you a +1 inherent bonus to either your Intelligence, Wisdom, or Charisma (circle the ability chosen).

## **Encounter 10: Washed Clean in the River**

*The cave descends into the earth. It is dark and cramped. The walls are heavily laced with clay. After a while, you notice that the ceiling is coated with water. As you press deeper into the earth, the water starts to drip off the ceiling and slide down the sides of the tunnel. It is forming a small rivulet on the bottom of the cave, which is becoming slick and muddy.*

Allow the PCs to take any precautions they want. When they move ahead, read the following.

*You are covered in mud. The cave starts descending at a much greater pitch. The mud and water are making it nearly impossible to keep your footing.*

At the point, the PCs slip and start to slide down the cave. Unless the PCs have some sort of magic to keep their grip, they all slip and slide down the cave. If the PCs have magic to help them, that's fine. The important thing is to move the PCs along to the stream.

*You slip and slide down the cave. The descent smooths out and you see that the cave mouth ends ahead. It is covered by a gauzy veil, but you can still tell that it is night time beyond. You shoot out of the cave mouth and fall into a quickly flowing stream.*

The PCs take no damage from the fall, but need to make Swim checks (DC 15) to stay above water. The current is pushes all PCs (those above water

and those below) downstream to the pool. In addition, the fall refreshes any PCs and removes any fatigue and exhaustion.

Also, the PCs have now left Faerie. All of their equipment returns to normal and they lose the faerie gifts of the Circlet of the Honeybees, the Eyes of Amber, the Tunic of Greengrass, and the Necklace of the Sirines. They just vanish. For the bearer of the Eyes of Amber, their eyes return to normal.

The PCs can gain access to these gifts by using the favors they gained along the way. Each PC who received the gift also received that favor that can make it available and permanent in the Flanaess.

*The current of the stream is remorseless and pushes you onward. A minute later the stream widens into a pool, and the current ebbs as the stream becomes shallower. You are able to get to your feet.*

*The tranquil pool borders a glade. You remember this glade. Lilies grow all around the bank of the pool and nearby you see a door, standing all of its own accord.*

*As you emerge from the water, you see Gwenllian speaking to a handsome faerie. The faerie has reddish hair and is covered in fur. It has a fox's tail and has a thin coronet on its head.*

*The faerie gives Gwenllian two knives. One is made entirely out of glass. The other is made of silver and is curved. The faerie then notices you and bounds away into the forest so fast that it almost seems to vanish.*

As the sidhe flees, Gwenllian realizes that the PCs have returned. She waits patiently for them to approach her and she then says:

**"Welcome back, my friends. I am glad that the Maker's faith in you was not misplaced. Have you have brought the Seed?"**

Gwenllian expects the PCs to give her the seed. If the PCs are reluctant, Gwenllian asks for it. She is not impressed by extortion or hints of a reward. She tells them that the deed is its own reward and that they have a new tale to tell back at the Boar's Knuckle Tavern.

If the PCs attack her, she teaches them a lesson. She is an 18th level character and has powerful magics at her command. In addition, four elder earth elementals emerge from the earth to protect

her and 4 air elementals swoop down from the sky. She also has 2 dire bears and 2 dire badgers waiting in the bushes if she needs it. She can summon these monsters a second time if needed.

Gwenllian and her guardians all attack to subdue. When they have subdued the PCs (or the PCs surrender), she takes the Seed from them. She send them on the rest of the quest, because she has to. She leaves them with their bumps and bruises and her scorn. Hopefully, it won't come to this.

If the PCs demand proof that she is Gwenllian, she will meet any test they give to her. This is actually the archdruid, and she respects their caution.

When the PCs give her the Seed, read the following:

***"There is one last part of the prophecy that must be fulfilled for the Greenman to awaken."***

***"The hart must be brought to  
the table made of stone.  
Six will lead the way,  
but one will go alone."***

***"To the north and west of Hochoch near the village of Daufforth, there is a chalk hill. The side of the hill is carved in the likeness of a stag. There you will find the hart."***

***"You must escort the hart to the Stone Table. The hart will know the way. See that no harm befalls our sacrifice."***

***"Hurry. It is some distance to White Stag Hill and even further to the Stone Table. You must bring the hart at nightfall."***

***"The door will open a way back. It will take you to the village of Daufforth."***

Gwenllian refuses to explain who the hart is. Instead, she tells them to hurry.

The door stands on its own. When the PC opens it, they see a back road of a village. If the PCs walk through, they are plane shifted to outside of a small abandoned cottage on the edge of the village of Daufforth. If they look back through the door, they just see the inside of the cottage.

Once all the PCs have gone through the door in the glade, go to **Encounter 11**.

## **Encounter 11: A Walk with the Stag**

***You walk through the door in the glade and you find yourselves outside of the village of Daufforth. Behind you is the open door to an abandoned cottage. There is no sign of the fading land from whence you came.***

***It is nearly noon. You do not know how many days have passed.***

The number of days that have passed depends on how long they were in Faerie. For every day after the first 24 hours in Faerie, a week has passed. If this has happened, then the PCs must spend an extra TU for each additional day in Faerie.

Also, if the PCs were merciful and release Gaunt, then read the following:

***A squirrel crests the roof of the abandoned cottage. It is albino with piercing red eyes. Surprisingly, the squirrel speaks. "My debt is paid, sweetlings." The squirrel then flees.***

Gaunt has reworked the flowing time of Faerie in their favor. The TU costs for this adventure are one less than normal. This can either counter act a prolonged stay in Faerie, or reduce the number of TUs spent on the adventure.

Stag Hill is an hour's walk from Daufforth. The PCs need to hurry and the PCs need to know where Stag's Hill is. Gwenllian gave them some direction, but it's not enough. PCs know where the hill is with a successful Knowledge (Geography) check (DC 10) or a Bardic Lore check (DC 12). Otherwise, they will need to ask for directions. The villagers in Daufforth can give the PCs directions if the PCs think to ask.

Once the PCs are on their way to Stag Hill read the following.

***The late autumn day is chill, and the sky is heavy with clouds, promising a coming storm. The red and golden leaves are drifting to the ground. The last of the harvest is being collected by the folk.***

***Heading north from Daufforth, you pass by Fort Integrity. At last you come into sight of a hill with a stag carved into the side. The hill has a large amount of chalk in it, so the exposed lines gleam white in the autumn sun.***

Assuming that the PCs are on horseback, they arrive at Stag Hill around noon.

***You approach. Standing near a willow tree at the base of the hill is a man. He is barefoot and dressed in simple wool tunic. He has a cloak to protect him from the wind. The hood is pulled up obscuring his face.***

The man is His Radiance Owen the Brenin, Grand Duke of Geoff, but he is certainly not dressed like royalty. While he has not changed his facial features or is hidden behind illusion, he is not dressed as he normally is and the PCs may not recognize him at first.

In fact, it is better for the PCs not to know who he is at first. Let them learn who he is through the course of the conversation they have with him as they walk to the Stone Table.

Owen recognizes any of the PCs who have or had his favor or a point of Influence with him.

***As you come close, the bedraggled man speaks. "You arrived. Tradition requires that I have an escort of heroes. Come, we must follow the line of hills to the Stone Table. It is many miles away." His voice is rich and solemn.***

Owen starts to walk southwest along the ridge line. It is a six-hour walk from Stag Hill to the Stone Table. Tradition requires that Owen must walk barefoot the entire way. He will not ride or fly or allow magic to be cast upon him to speed his journey.

The PCs have a unique opportunity to spend six hours with the Brenin of Gyruff. He is willing to talk to the PCs as he walks. He'll even answer their questions. The most likely questions are discussed below, but the PCs may present questions not covered. If they do so, Owen dodges the question by either ignoring it, changing the subject, speaking in generalities or telling the PCs that there is some information that he cannot share.

Owen is very sad during this walk. He is going to his death, and he knows it. He is making a difficult decision, but one that he feels must be done for the good of the country. When role-playing Owen, try to bring across his vast intelligence and his sorrow.

If the PCs have not yet recognized him, as the PCs interact with Owen, give them additional checks to recognize him, as described above.

During the course of the conversation, Owen asks the PCs several questions as well. Space these out during the course of the conversation, or use

them to get things moving if they drag. Allow the PCs to steer this conversation.

- ***So tell me about yourself. What are your names? Where are you from?***
- ***What is more important: love or duty?***
- ***What would you give up to protect your home and your family?***

The questions the PCs are most likely to ask and Owen's response are as follows:

Q. Who are you?

***"I am the hart. I am the sacrifice to the land so that it may be reborn."***

Q. Aren't you Grand Duke Owen?

***"Yes, I answer to that name."***

Q. Why are you doing this?

***"The land must be renewed. Only the life's blood of the Brenin can do this deed. I am tied to the land, and the land is tied to me. I shall die so that the other might live."***

Q. Is the land dying?

***"Yes. It has been dying a decade. Ever since the giants came down. If the land is not renewed soon, it will never recover."***

Q. What does the Greenman have to do with this?

***"The Greenman is the spirit of the land. As a dryad is a faerie bound to a tree, the Greenman is bound to all of Gyruff."***

Q. Why did the Greenman die?

***"He did not die. He sleeps. A deep sleep, caused by the coming of an elder race. For us to defeat the giants, he must be reawakened."***

Q. Is this necessary? How do you know that you have to do this?

***"When I ascended, the druids bound me to a great oak tree that grows on their island. For a day and a night I hung from the tree. And there I raved. In my raving, spirits of Ehlonna and Obad-Hai came to me. They told me of the travails that awaited me. They showed me what I must do."***

Q. Does Calisse know that you are doing this?

***"Yes, she has been told."***

Q. Does she agree with this decision?

**"Her Grace is not a Gyru. She is Keoish. She tries, but their ways are different. She would not understand why I do what I must do."**

Q. Who will rule when you are gone?

**"I have left an official decree appointing Sierra Blackblade as the regent until my son comes of age. Rhys will be the next Brenin. Sierra will rule for him until he can take the Griffon Chair himself."**

Q. What if the other nobles don't accept this?

**"I have left orders with the Cadofythi Parn and Morgan to obey Sierra. With the might of the armies behind her, they will have no choice but to obey."**

Q. What if Blackblade seizes power for herself?

**"Sierra is an honorable woman. She would not do such a thing."**

Q. Are you half-fey? Is your father King Aodhan of Fiddler's Green?

**"I suppose that it no longer matters. Yes, that is true. My father was a faerie king and not the former Brenin of these lands."**

Q. Why did Queen Lhiannon put you to sleep at the Fall of Gorna?

**"So that I might survive to see this day. It is in her interests to see the Greenman restored, lest her connection with the Flanaess be severed."**

This part of the adventure can go for as long or as short as the PCs want. If the PCs don't want to talk, then skip down to the arrival at the Stone Table below. If the PCs want to speak at length with Owen, then allow them to do so, as long as you have time.

When the conversation tapers off, have the group reach the Stone Table. At this point read the following.

**You can see it from several miles away. The last hill of the ridge is set with a ring of standing stones interspersed with the totem poles, representing spirits of the land.**

**The sun sets as you approach and bonfires are lit on the hilltop. At the crest of the hill you can make out a large table made of rock.**

**You reach the foot of the hill. In the distance, a drum beats a slowly. Druids stand on the hill top.**

**"I go now to do what must be done. The nobility of Gyru is based on blood and sacrifice. I am the Brenin. This fate is mine."**

**"The druids must continue without interruption. Stay here until they are done and make sure that they are not disturbed."**

Owen does not elaborate as to who might interrupt the ceremony. If asked, he responds:

**"There are many who would seek to stop what it about their happen. There reasons are as varied as they are."**

Owen has one last request for the PCs before he heads up the hill.

**"It would be best for everyone if you do not repeat what you see and hear tonight to anyone. I make no threats and I give no orders. I am asking you for the good of the country and my infant son. There are many who would see my death as an opportunity. So, please, I ask you speak of this to no one."**

When Owen walks up the hill to the Stone Table, go to **Encounter 12**.

#### **Treasure:**

**Flowing Time of Faerie** (value 0 gp, frequency: adventure): You have been caught by the flowing time of Faerie. Upon your return to the Flanaess, you realize that you have spent \_\_ extra TUs in Faerie (this number can be negative).

## **Encounter 12: The Land is the Brenin**

**Important note:** Please read this entire encounter carefully. It has a very dramatic encounter that requires you to build tension. Pacing is crucial and you will need to bring forth the gravity of the situation.

**Owen climbs the low hill. The bonfires burn higher and brighter. The drum beats louder and stronger and rolls down the hillside and over the meadow and fields. The entire land seems to pulse in time with the rhythmic pounding. It grabs your attention and fixes it on the top of the hill.**

**The druids start to chant. Over and over, they repeat the same words. "The land is the Brenin; the Brenin is the land."**

**Two druids approach Owen the Brenin and take his cloak and tunic, leaving him bare-**



***chedsted and barefoot. They tie cords to his hands and lead him toward the great stone table that dominates the top of the hill.***

***As the druids bind Owen to the stone, Gwenllian steps forward. She is pale and worn. Her jaw is set. She is deadly in her seriousness. In her hands is a curved dagger made of silver. It gleams in the firelight, giving it a reddish cast.***

***The chant continues without stopping. "The land is the Brenin; the Brenin is the land."***

***Over the sound of the druids and the drum, you hear a new beating. Horse hooves. Several. And they are rapidly approaching.***

The arriving horses are those of Princess Calisse Skotti and her bodyguard who are members of the Chosen of Calisse.

### **A Wife's Anguish**

When the PCs first become aware of Calisse, she and her riders are 210 feet away. Adjust the distance if the PCs have taken further precautions.

It is dusk and the stars and moon are hidden by clouds, so the twilight is very shadowy. If PCs make Spot checks (DC 15), they can see the following:

Several riders are coming your way. The lead rider is a woman, dressed in a fine riding dress. She is accompanied by four men in armor.

If the PCs get a better look (Spot DC 20), they also see the following:

Three of the men in armor carry banners. One is the Griffon of Gyrudd, another is the Lion of Keoland. The third carries a banner which is blue with two red roses over two wavy gold lines.

For PCs (and players) who know heraldry, the third banner is Two Gules Roses over a Double Or Fess Wavy on a field of azure (two red roses over a double wavy line on a field of blue). PCs who make a Knowledge (nobility and royalty) check (DC 10) or a Bardic Lore check (DC 15) know that this is the personal coat of arms of Calisse Skotti, Princess of Keoland and Grand Duchess of Geoff – the wife of Grand Duke Owen.

The lead rider is Calisse herself, and she is in a fury. She has recently learned what is going to happen on the hill top and is hell bent to stop it. She loves Owen, and they have recently had a child together. She is intent on preventing the sacrifice of her husband.

At this point, the PCs have several choices. They can either talk Calisse out of interfering, physically prevent her from interfering, help her interfere with the ceremony, or do nothing.

Each of these choices is developed below. It is possible that the PCs attempt several choices at once, as different PCs take different options. If this is the case, then mix and match the responses from the below as seems reasonable to you.

The important thing is to build tension and to have the PCs become involved in the decision of whether or not the sacrifice should proceed.

### **Talking Calisse Out of Interfering**

The PCs may decide to attempt to talk Calisse out of interfering with the ceremony. There are several reasons for them to want to do so. They may be followers of the Old Faith or they may have taken Owen's charge to prevent anyone from interfering to heart.

If the PCs decide to attempt to talk Calisse out of interfering, they have a tough challenge ahead of them. Calisse is extremely angry and has no desire to allow Owen to be killed. PCs approaching her are given a cold response at first.

***"Get out of my way. I have no time to bandy words."***

Calisse truly has no interest in speaking with the PCs. She wants to get past them and up the hill as quickly as possible.

In order to convince her to stop, the PCs must give a compelling reason. Such reasons include:

- saying that they are commanded by Owen to prevent people from interfering;
- they have a message for her from Owen;
- she endangers herself and Owen if she goes up the hill;
- other reasons that seem appropriate to you as the judge.

Unless, the PCs can slow her down, they only have a few seconds to say anything, and anything they say must be shouted. In order for the PCs to have a longer conversation, they have to stop her progress somehow. Calisse does not overrun them, but she can simply ride around the PCs.

If the PCs fail to stop Calisse, she rides to the top of the hill. There she throws herself on top of Owen to protect him. The PCs must convince her to move or the ceremony is ruined. If the PCs try

to convince her, use the guidelines below to determine their success. If the PCs fail to do so, go to the **Ceremony is Stopped** below.

If the PCs give a compelling reason for her to stop, Calisse pauses for a moment and speaks with the party.

**"Speak then. But make it quick. I have a disastrous and stupid mistake to stop."**

The PCs have a limited window to present arguments to Calisse as to why she should not interfere. In order to dissuade Calisse, the PCs must make a compelling argument for her to not interfere. The value of their argument is a judgment call on your part.

While a Diplomacy check might make the argument more attractive, do not allow the PCs to resolve this issue with a die roll. The PCs must give reasons for her to allow the druids to ritually sacrifice her husband. Such reasons could include:

Explain how they had to forge the seed of the Greenman;

- That the fate of the land is based on Owen's sacrifice;
- That the nobility of Geoff and the land of Geoff are intertwined;
- other reasons that seem appropriate to you as the judge.

At first she is very angry and tries to force the PCs to agree with her. When this does not work, Calisse switches to persuasion and pleas for sympathy. Calisse brings up the following counter-arguments. Feel free to add more, as seems to fit the conversation.

- **"This is foolishness. The land does not need him to be killed. The seasons do not turn because the druids kill someone."**
- **"This Greenman matters not. The country is not dependant upon some nature spirit. It is built on its people, and his people need him."**
- **"We cannot allow this for the sake of the country. He is the leader of so many. Without him, the country will be lost and leaderless. We will lose the war!"**

- **"He left me a note. A note! He went of to allow these crows to kill him and left me a note! How could he do this to me? He is leaving me forever and he left me a note!"**
- **"I am his wife. I have born him a son. Why he would widow me and deny our son a father? Is there no sympathy in you? Stop this madness!"**

If the PCs are unable to convince Calisse, read the following:

**Calisse urges her horse forward. She is a talented rider. She reaches the top of the hill. There she quickly dismounts from her horse and flings herself across her husband.**

Go to **The Ritual is Stopped** below.

If the PCs manage to calm Calisse down, read the following.

**"I would at least say good-bye. You cannot deny a woman a last moment with her husband. Please, I beg of you. Let me pass so that I may talk to him one last time"**

Calisse wishes to go up and talk with Owen. If the PC make a Knowledge (Religion) check (DC 15), they know that they only need to keep the druids free of interference. Anyone can approach the standing stones and the table. As long as they do not interfere with the druids, they do not disturb the ceremony.

Assuming the PCs allow Calisse to go to the top of the hill, read the following.

**She runs to the table. "Owen. My love. Why must you do this? Why did you not tell me? Why did you leave me a note?"**

**"It was a letter. It was more than five pages long. I explained why I must do this."**

**"Why did you not tell me yourself?"**

**"I could not do it. I knew that if I tried to say these words to you, they would fail me. So I left the letter, for this is something that I must do."**

**"Oh, my love. Please, reconsider. Don't do this."**

**"Cariad, there is no other way. The land must live again."**

**Tears well in Calisse's eyes. "My heart will break without you."**

***"I do this not out of choice, but because I must. If I do not make this sacrifice for the land, the Circle will be broken. That, I cannot allow."***

***"Your subjects at the foot of the hill said as much. Oh, Owen, where will I find the strength to carry on?"***

***"In our son, in this land, and in yourself. You are strong, Calisse. You have the will." Owen looks down as Gwenllian approaches, holding a curved knife in her hand. "The druids are ready. I must do what I must do. I love you, Cariad."***

***Calisse runs away from the Stone Table. She buries her head in her hands and starts to cry.***

Go to **The Ritual Continues** below.

### **Preventing Calisse from Interfering**

The PCs may use physical or magical force to prevent Calisse from interfering. If they do so (and don't harm her), Calisse orders them to desist and insists that any grapples, enchantments, or other restrictions on her are removed.

Calisse uses the full weight of her position as a princess and Grand Duchess. She gives them royal commands to unhand her and release her.

If that does not work, Calisse plays upon the PCs sympathy with her grief. She asks for their help in stopping Owen from killing himself. She uses every wile she can to make the PCs let her go.

If the PCs promise to let her go if she stays and talks with them and then goes let her go, she calms down enough to talk. Go to **Talking Calisse Out of Interfering** above.

If the PCs cannot calm her down, but keep her from interfering, go to **The Ritual Continues** below.

If the PCs cannot calm her down, but cannot keep her from interfering, go to **The Ritual Is Stopped** below.

### **Harming Calisse**

In the course of this encounter, the PCs may physically harm Calisse. This is very bad for them. Causing any physical harm to the Grand Duchess is a death sentence. All PCs would know this. In this instance physical harm is defined as any action that does at least one point of damage to Calisse.

If a PC is about to injure Calisse, tell the PC in no uncertain terms that they know that the punishment for causing injury to royalty carries a death sentence. And the execution will be done with Dusk, Grand Duke Owen's personal sword which prevents raising, resurrection, or reincarnate. Only True Resurrection will work, and that spell is not available in Geoff.

Mind-affecting or other non-damaging spells that cause her to make a saving throw and subdual damage do not carry the death sentence, but still provoke strong punishments. The punishment is a fine of 1,000 gp per level of the character and 1 TU per level of the character spent in menial service to the Grand Duchess. The PCs can avoid this punishment if they remove the magic quickly (or heal the subdual damage) and apologize profusely. If the PCs appear unconcerned about harming the Calisse, then they should get the fine.

The PCs can affect Calisse's horse without incurring the penalties (as long as their actions don't harm her). Calisse and all of her Chosen are on light warhorses.

If the PCs openly attack Calisse, her Chosen move to protect her, while Calisse takes steps to protect herself. Calisse uses her bracelet of friends to bring another four of her Chosen to her defense. For your ease, these four are duplicates of the original four with Calisse.

### **All APLs (EL 14)**

**Calisse Skotti**, Wiz(Div)3/Ari2: hp 25, see **Appendix A**.

**Chosen of Calisse**, Clr10: hp 68, see *Dungeon Master's Guide*, p. 115.

**Chosen of Calisse**, Ftr10: hp 79, see *Dungeon Master's Guide*, p. 117.

**Chosen of Calisse**, Pal10: hp 69, see *Dungeon Master's Guide*, p. 110.

**Chosen of Calisse**, Rgr10: hp 59, see *Dungeon Master's Guide*, p. 122.

### **Helping Calisse Stop the Sacrifice**

The PCs may to help Calisse to stop the ceremony. If so, the druids can do little keep the ceremony going as Gwenllian cannot fend off their attack while maintaining the energies necessary to conduct the ritual.

Calisse rides to the top of the high along with you and her Chosen. Calisse flings herself across

Owen and cries out "Stop their chanting. Silence the drum! If we can break their concentration, then the ritual is undone. Please, for my sake and the sake of Geoff. Hurry!"

If the PCs stop the druids from chanting and silence the drum, then the ritual is ruined. Go to The Ritual is Stopped below.

Owen tries to talk Calisse. The PCs can participate as they see fit. In the end, Owen relents and is not sacrificed. Go to The Ritual is Stopped below.

If the PCs switch sides and try to help Owen talk Calisse out of interfering., go to the relevant portions of Talking Calisse Out of Interfering above.

If the PCs physically attack the druids, Gwenllian and the other druids drop their efforts to maintain the ritual and defend themselves. They use all their abilities to crush the PCs and ensure that their remains are never found.

### **All APLs (EL 20)**

**Gwenllian the Eglantine**, Drd18: hp 102, see *Dungeon Master's Guide*, p. 116.

**Ceinlys the Briar's Rose**, Drd15: hp 69, see *Dungeon Master's Guide*, p. 116.

**Rhianeth**, Drd15: hp 69, see *Dungeon Master's Guide*, p. 116.

**Tavan**, Drd15: hp 69, see *Dungeon Master's Guide*, p. 116.

**Maelor**, Drd15: hp 69, see *Dungeon Master's Guide*, p. 116.

### **Doing Nothing**

The PCs may decide to do nothing and let Calisse and Owen argue it out. If so, then Calisse rides to the top of the hill and interrupts the ritual. Owen is unable to convince her to not interfere.

Go to **The Ritual is Stopped** below.

### **The Ritual Is Stopped**

If the PCs or Calisse interfere, the ceremony is ruined.

***The beating of the drum stops, and the energy escapes as if the land stopped holding its breath. You feel that something that was once here has been lost.***

***Owen says "I cannot do it. I knew that my words would fail me. Alas, I cannot leave you, Calisse. I love you."***

***"And I you. I knew you would see reason. Come let us leave this place. It holds nothing but death."***

***"Geoff will bleed for this," Gwenllian warns. "The land must be renewed."***

***"We will find another way," Calisse replies.***

***"It won't be our way. This is the way of the Old Faith. The way of the Gyri. You would betray your heritage and your ancestors. The Greenman must be awakened."***

***"I am truly sorry, my sister. But I cannot do this," Owen says and walks away.***

Go to **Conclusion – Owen survives.**

### **The Ritual Continues**

If the PCs stop Calisse from interfering and the ritual reaches its conclusion, read the following:

***Gwenllian stands over her brother with the silver dagger in one hand. "Owen ap Lluth. You are the hart whose blood will renew the land. You lie before us willingly to shed your blood so that the land may live. Your death is the ransom for a new spring for the Greenman."***

***"Makers of All. Ehlonna of Spring, Obad-Hai of Summer, Beory of Autumn, Nerull of Winter, and Pelor of the Sunwheel, accept this sacrifice so that the seed of the Greenman may sprout anew. We do this at your command."***

***"Let it be so," Owen replies.***

***Gwenllian walks to Owen's right side and splits his arm from wrist to elbow. Blood wells from the wound in deep thick gushes. She walks to the other side and cuts his left arm to match the right. She turns her back to the table so that she does not have to watch her own brother's death.***

***"Sister, look at me!" Owen cries.***

***Gwenllian faces him. Unwillingly and slowly.***

***Owen's skin is rapidly losing color. The Stone Table is coated in red, red blood. "I understand. I understand and forgive. I love you, sister-mine. Please, know that."***

Read the following paragraph, if the PCs prevent Calisse from disrupting the ceremony and she is not present on the hilltop.

***"And tell Calisse that she is the light of my soul. I just could not face her and say the words that I must say. Please tell her that I love her."***

If Calisse is nearby and Owen knows that she is there, read this paragraph instead.

***Owen looks at Calisse. "Cariad, you are the light of my soul." She weeps in response.***

Either way, continue below.

***Owen's last words are weak. He is shaking, as if he is terribly cold. He is horribly, sickly white. The last of his life's blood flows forth and covers the Seed of the Greenman which sits at the foot of the table. Moments later, Owen stops to move at all.***

***Gwenllian flings the dagger down in the dirt next to the table. She raises her hands to the sky and calls out in a cracked sorrow-filled voice. "Owen ap Lluth has answered the calling. He has given his life's blood so that the Greenman may live. Let the Makers bless this ritual and accept his sacrifice. For the sake of the land and of the ffolk and all of those who live in nature's embrace."***

Go to **Conclusion – Owen is Sacrificed**.

## Conclusion

There are two important conclusions to this adventure, depending on whether or not Owen is sacrificed.

### **Conclusion – Owen Survives**

Owen and Calisse mount her horse together. They ride off with the Chosen at their heels. The druids watch in silence and disapproval.

***"I did not chose this fate for you, my brother," Gwenllian says. "And you cannot escape those who did so easily."***

***Gwenllian walks toward a dolmen on the edge of the hill. As she approaches, a mist springs up in the space between the stones. She walks into the mist and disappears.***

***The other druids follow her into the mists. One by one, they disappear, leaving you alone on the hill of the Stone Table.***

***Something cold touches your check. You look up to see that a light snow is starting to fall.***

***Winter has come.***

Owen survives, but the Greenman is not awakened. Winter comes and will not relent until the ransom is met for the Greenman. The land could very well die if no further actions are taken.

### **Conclusion – Owen Is Sacrificed**

***With a final beat of the drum, the ritual concludes. The chanting ceases, leaving you in sudden silence, broken only by the sobbing of Calisse.***

***With a heavy heart, Gwenllian picks up the egg-shaped seed of the Greenman. It is still a brilliant white even though it was drenched in Owen's blood moments before.***

***Two other druids step forward and drape a white cloth over the body. The cloth is soon soaked and sticky with blood. The two pick up Owen's body.***

***Gwenllian walks toward a dolmen on the edge of the hill. As she approaches, a mist springs up in the space between the stones. She walks into the mist and disappears.***

***The other druids follow into the mists. One by one, they disappear, taking the body of Owen with them.***

***Calisse stands and calls for her Chosen and her horse. She mounts, but before she rides away she speaks to you again.***

***"I hope you have the sense to keep this to yourselves. Owen kept this country together. We will pretend that he has departed for a while. On a quest. And that he will be back at some point. With luck, this charade will hold for a time. By then Rhys will no longer be an infant."***

***"If certain people learn of Owen's death, there will be civil war. So speak of this to no one, or Geoff will bleed."***

***Calisse rides away in silence and anguish.***

If the PCs try to stop her, she shakes her head and says:

***"No words. Please, no more words."***

If the PCs have prevented her from saying good-bye to Owen, they receive her ire, as she is quite upset with them.

The adventure concludes with:

***You are left alone on the hill of the Stone Table. The blood of Owen has already sunk deep into the ground. Only the dagger Gwennlian used remains – left where she flung it.***

***Something cold touches your check. You look up to see that a light snow is starting to fall.***

***Winter has come.***

The seed of the Greenman has been reformed. It has been fertilized by the life's blood of the Brenin. It will be planted on the Isle of Rhun and will grow. The Greenman will live again and with him a new spring. But first, Geoff must survive the winter.

#### **Treasure:**

APL 4: L: 0 gp; C: 0 gp; M: Dagger of Sacrifice (830 gp).

APL 6: L: 0 gp; C: 0 gp; M: Dagger of Sacrifice (830 gp).

APL 8: L: 0 gp; C: 0 gp; M: Dagger of Sacrifice (830 gp).

APL 10: L: 0 gp; C: 0 gp; M: Dagger of Sacrifice (830 gp).

**Dagger of Sacrifice** (value 8,502 gp, frequency: regional): This mithril +1 dagger allows the wielder to use a dismissal effect (as per the spell, save DC 23 minus creature's HD) upon a creature struck by the blade once per day. The wielder can decide to use the power after he has struck. Doing so is a free action, but the dismissal effect must be invoked in the same round that the dagger strikes. This item may be upgraded with the wounding and keen enhancements. Faint abjuration; CL 7th; Craft Magic Arms and Armor, dismissal; Price 8,502 gp.

**Ire of Princess Calisse Skotti.** (value 0 gp, frequency: adventure): You have earned the ire of Calisse Skotti, the Grand Duchess of Geoff and the Princess of Keoland. You may not use any favor higher than Favor Level C during Geoff regional adventures.

**The End**

## **Experience Point Summary**

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

value (objectives plus roleplaying) to each character.

### **Encounter Two:**

Defeating or befriending the satyrs

APL4 – 180 xp.

APL6 – 240 xp.

APL8 – 300 xp.

APL10 – 360 xp.

Defeating the Will-o'-Wisps

None.

### **Encounter Five:**

Defeating the poison mushroom puzzle

APL4 – 60 xp.

APL6 – 120 xp.

APL8 – 180 xp.

APL10 – 240 xp.

Defeating or negotiating with the ants

APL4 – 180 xp.

APL6 – 240 xp.

APL8 – 300 xp.

APL10 – 360 xp.

### **Encounter Six:**

Defeating or deactivating the clockwork horrors

APL4 – 180 xp.

APL6 – 240 xp.

APL8 – 300 xp.

APL10 – 360 xp.

Defeating the trap on the safe

APL4 – 90 xp.

APL6 – 150 xp.

APL8 – 210 xp.

APL10 – 270 xp.

### **Encounter Seven:**

Defeating or avoiding the basilisk

APL4 – 210 xp.

APL6 – 270 xp.

APL8 – 330 xp.

APL10 – 390 xp.

### Encounter Nine:

Recovering the Greenman's Seed

APL4 – 150 xp.

APL6 – 200 xp.

APL8 – 275 xp.

APL10 – 350 xp.

### Encounter Twelve:

Choosing sides at the Stone Table

APL4 – 120 xp.

APL6 – 160 xp.

APL8 – 175 xp.

APL10 – 190 xp.

### Total possible experience:

APL4 – 1,320 xp.

APL6 – 1,800 xp.

APL8 – 2,250 xp.

APL10 – 2,700 xp.

## Treasure Summary

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

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

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

pass up this treasure, the coin total is subtracted from the encounter totals given below.

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

### Encounter Two:

Equipment carried by the satyrs

APL 4: L: 0 gp; C: 0 gp; M: *potion of expeditious retreat* (10 gp).

APL 6: L: 0 gp; C: 0 gp; M: *wand of detect magic* (37 gp).

APL 8: L: 0 gp; C: 0 gp; M: *wand of detect secret doors* (75 gp) or *wand of enlarge person* (75 gp).

APL 10: L: 0 gp; C: 0 gp; M: *wand of invisibility* or *wand of mirror image* (450 gp).

### Encounter Six:

Gems from the clockwork horrors.

APL 4: L: 0 gp; C: 150 gp; M: 0 gp.

APL 6: L: 0 gp; C: 400 gp; M: 0 gp.

APL 8: L: 0 gp; C: 950 gp; M: 0 gp.

APL 10: L: 0 gp; C: 2,490 gp; M: 0 gp.

### Encounter Seven:

Ring of Climbing from the Basilisk

APL 4: L: 50 gp; C: 0 gp; M: *ring of climbing* (500 gp).

APL 6: L: 100 gp; C: 0 gp; M: *ring of climbing* (500 gp).

APL 8: L: 250 gp; C: 0 gp; M: *ring of climbing* (500 gp).

APL 10: L: 500 gp; C: 0 gp; M: *ring of climbing* (500 gp).

### Encounter Eight:

Silver Sickle from the Sirines

APL 4: L: 0 gp; C: 0 gp; M: *silver sickle* +1 (233 gp).

APL 6: L: 0 gp; C: 0 gp; M: *silver sickle* +1 (233 gp).

APL 8: L: 0 gp; C: 0 gp; M: *silver sickle* +1 (233 gp).

APL 10: L: 0 gp; C: 0 gp; M: *silver sickle* +1 (233 gp).

### Encounter Twelve:

Dagger of Sacrifice

APL 4: L: 0 gp; C: 0 gp; M: *dagger of sacrifice* (830 gp).

APL 6: L: 0 gp; C: 0 gp; M: *dagger of sacrifice* (830 gp).

APL 8: L: 0 gp; C: 0 gp; M: *dagger of sacrifice* (830 gp).

APL 10: L: 0 gp; C: 0 gp; M: *dagger of sacrifice* (830 gp).

### Total Possible Treasure (Maximum Reward Allowed):

APL 4: L: 50 gp; C: 150 gp; M: 1,573 gp – Total: 1,773 gp (1,200 gp);

APL 6: L: 100 gp; C: 400 gp; M: 1,600 gp – Total: 2,100 gp (1,600 gp);

APL 8: L: 250 gp; C: 950 gp; M: 1,638 gp – Total: 2,838gp (2,500 gp);

APL 10: L: 500 gp; C: 2,490 gp; M: 2,013 gp – Total: 5,003 gp (4,200 gp).

### Special

*Dagger of Sacrifice*

This mithril +1 dagger allows the wielder to use a dismissal effect (as per the spell, save DC 23 minus creature's HD) upon a creature struck by the blade once per day. The wielder can decide to use the power after he has struck. Doing so is a free action, but the dismissal effect must be invoked in the same round that the dagger strikes. This item may be upgraded with the wounding and keen enhancements.

Faint abjuration; CL 7th; Craft Magic Arms and Armor, dismissal; Price 8,502 gp; *Weight*: 1 lbs.

### *Flowing Time of Faerie*

You have been caught by the flowing time of Faerie. Upon your return to the Flanaess, you realize that you have spent \_\_ extra TUs in Faerie (this number can be negative).

### *Favor of Gwenllian the Archdruid of Gyrruff*

You have assisted Gwenllian on a mission of extreme importance for the Old Faith. She remembers your efforts on her behalf (Favor Level A).

### *Ire of Princess Calisse Skotti*

You have earned the ire of Calisse Skotti, the Grand Duchess of Geoff and Princess of Keoland. You may not use any favor higher than Favor Level C during Geoff regional adventures.

### *Memory Returned*

The memory that you gave to the Three Sisters has returned to you. Its return has not only erased the reduction to your Wisdom score, but has given you a +1 inherent bonus to either your Intelligence, Wisdom, or Charisma (circle the ability chosen).

### *Sacrifice to the Summer Tree*

You have willingly bled to pay the price of the Summer Tree. Your maximum hit point total is reduced by \_\_\_\_ points.

### *Favor of Riebe*

You may exchange this favor through the Old Faith after any Geoff regional adventure for access to the *tunic of greengrass*.

### *Tunic of Greengrass*

When first donned, this tunic permanently bonds with its wearer, blending into the character's skin and turning it a light green. The tunic providing the wearer with life-sustaining nourishment. The tunic also refreshes the body and mind, so that its wearer needs only sleep 2 hours per day to gain



the benefit of 8 hours of sleep. The wearer must be outdoors or otherwise in direct sunlight for at least 8 hours a day. If this condition is not met, the wearer must meet the condition for a full week for the tunic to reattune itself and provide any benefit. Once bonded, the tunic may not be removed and does not occupy a body slot. The wearer is slightly feytouched.

Faint conjuration; CL 5th; Craft Wondrous item, create food and water; Price 4,500 gp; *Weight*: 1 lbs.

#### *Favor of Lone Han*

You may exchange this favor through the Old Faith after any Geoff regional adventure for access to the *circlet of the honeybees*.

#### *Circlet of the Honeybees*

Seemingly made out of soft pliable wax, this circlet is malleable but returns to its original shape of a honeycombed circlet. When first donned, the circlet melds into the wearer's scalp and causes two insectoid antennae to form from the wearer's head. The circlet grants the ability to know direction (3/day) and locate object (3/day) as per the spells. Once bonded, the circlet may not be removed. It occupies the head slot. The wearer is slightly feytouched.

Faint divination; CL 3rd; Craft Wondrous item, know direction, locate object; Price 4,819 gp; *Weight*: 1 lbs.

#### *Favor of Runell*

You may exchange this favor through the Old Faith after any Geoff regional adventure for access to the *eyes of amber*.

#### *Eyes of Amber*

Appearing as two pieces of amber about the size of a marble, the Eyes of Amber only function when they replace the wearer's normal eyes. The normal eyes are destroyed in the process, but can be restored with a regeneration spell. While the gems are in place, the wearer can see normally (including low-light and darkvision) and gains the ability to see invisibility (3/day) and can cast detect scrying (1/day) as per the spells. The eyes also glow slightly giving a -2 circumstance penalty to Hide checks. The eyes occupy the eye, lenses, or goggles slot. The wearer is slightly feytouched.

Moderate divination; CL 7th; Craft Wondrous item, see invisibility, detect scrying; Price 10,458 gp; *Weight*: 1 lbs.

#### *Favor of Adoibah*

You may exchange this favor through the Old Faith after any Geoff regional adventure for access to the *necklace of the sirines*.

#### *Necklace of the Sirines*

When first donned, this necklace permanently bonds with its wearer, causing gills to sprout from the sides of the character's throat. The necklace of seashells grants the wearer ability of water breathing (2/day) as per the spell. Once bonded, the necklace cannot be removed. The necklace occupies the amulet and necklace slot. The wearer is slightly feytouched.

Moderate transmutation; CL 5th; Craft Wondrous item, water breathing; Price 7,560 gp; *Weight*: 1 lbs.

## Items for the Adventure Record

### Item Access

#### **APL 4:**

- ❖ *dagger of sacrifice* (regional, see above)
- ❖ *potion of expeditious retreat* (adventure, DMG)
- ❖ *ring of climbing* (adventure, DMG)
- ❖ *silver sickle +1* (adventure, DMG)

#### **APL 6** (all items from APL 4 plus):

- ❖ *wand of detect magic* (adventure, DMG)
- ❖ *ITEM* (adventure, DMG)

#### **APL 8** (all items from APL 6, 8 plus):

- ❖ *wand of detect secret doors* (adventure, DMG)
- ❖ *wand of enlarge person* (adventure, DMG)

#### **APL 10** (all items from APL 6, 8, 10 plus):

- ❖ *wand of invisibility* (adventure, DMG)
- ❖ *wand of mirror image* (adventure, DMG)

## Appendix A – Encounters

### Encounter 2

#### **APL 4 (EL 6)**

**Jasper and Topaz** (2): Male Satyr, hp 26; see *Monster Manual*, p. 219.

#### **APL 6 (EL 8)**

**Jasper and Topaz** (2), Male Satyr Brd2: CR6; Medium Fey; HD 5d6+2d6; hp 31; Init +3 (Dex); Spd 40 ft; AC 22 (+3 Dex, +4 natural, +5 chain shirt), touch 13, flat-footed 19; Base Atk +3; Grap: +3; Atks +3 melee (1d6/x2, head butt) or +7 ranged (1d6+1/x3, short bow); Full Atk +3 melee (1d6/x2, head butt) and -1 melee (1d6/18-20, rapier) or +7 ranged (1d6+1/x3, short bow); SA pipes, bardic spells; SQ damage reduction 5/cold iron, low-light vision, bardic lore; bardic music; AL CN; SV Fort +3, Ref +10, Will +10; Str 10, Dex 16, Con 10, Int 15, Wis 14, Cha 17.

*Skills and Feats:* Bluff +11, Concentration +5, Diplomacy +5, Disguise +8 (+10 acting), Gather Information +8, Hide +15, Intimidate +5, Knowledge (History) +7, Knowledge (Local) +7, Knowledge (Nature) +10, Listen +14, Move Silently +16, Perform (Dance) +6, Perform (Wind Instruments) +16, Perform (Percussion) +6, Sense Motive +5, Spot +16, Tumble +4, Survival +1, Alertness, Dodge, Mobility, Spell Focus (Enchantment).

*Languages:* Common, Elven, Sylvan.

*Spells Known* (3/1, save DC 13 [14 for enchantment] + spell level): 0—*ghost sound*, *light*, *message*, *prestidigitation*, *summon instrument*; 1st—*grease*, *Tasha's hideous laughter*.

*Possessions:* +1 short bow, +1 chain shirt, satyr pipes, cloak of resistance +1, potion of expeditious retreat, wand of detect magic.

*Pipes* (Su): Satyrs can play a variety of magical tunes on their pan pipes. When it plays, all creatures within a 60-foot spread (except satyrs) must succeed on a Will Save (DC 10 + 1/2 satyr's Hit Dice + the satyr's Charisma modifier [DC 16]) or be affected by charm person, sleep, or fear (caster level 10th; the satyr chooses the tune and its effect). In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes for 24 hours. The save is Charisma-based.

*Bardic Knowledge:* Jasper and Topaz may make bardic lore checks with a +6 bonus as per the bardic knowledge skill on page 28 of the Player's Handbook.

*Bardic Music:* Jasper and Topaz may make use of the following bardic music effects as described on page 29 of the Player's Handbook: countersong, fascinate, and inspire courage (+1 bonus).

#### **APL 8 (EL 10)**

**Jasper and Topaz** (2), Male Satyr Brd4: CR8; Medium Fey; HD 5d6+4d6; hp 40; Init +3 (Dex); Spd 40 ft; AC 22 (+3 Dex, +4 natural, +5 chain shirt), touch 13, flat-footed 19; Base Atk +6/+1; Grap: +6; Atks +6 melee (1d6/x2, head butt) or +9 ranged (1d6+1/x3, short bow); Full Atk +6/+1 melee (1d6/x2, head butt) and +2 melee (1d6/18-20, rapier) or +9/+4 ranged (1d6+1/x3, short bow); SA pipes, bardic spells; SQ damage reduction 5/cold iron, low-light vision, bardic lore; bardic music; AL CN; SV Fort +4, Ref +11, Will +11; Str 10, Dex 16, Con 10, Int 15, Wis 14, Cha 18.

*Skills and Feats:* Bluff +12, Concentration +7, Diplomacy +12, Disguise +11 (+13 acting), Gather Information +11, Hide +15, Intimidate +6, Knowledge (History) +7, Knowledge (Local) +7, Knowledge (Nature) +10, Listen +14, Move Silently +15, Perform (Dance) +7, Perform (Wind Instruments) +19, Perform (Percussion) +7, Sense Motive +9, Speak Language +2, Spellcraft +4, Spot +16, Tumble +6, Survival +1, Alertness, Dodge, Mobility, Persuasive, Spell Focus (Enchantment).

*Languages:* Common, Elven, Flan, Gnome, Sylvan.

*Spells Known* (3/3/1, save DC 15 [16 for enchantment] + spell level): 0—*ghost sound, light, message, prestidigitation, summon instrument*; 1st—*disguise self, grease, Tasha's hideous laughter*; 2nd—*eagle's splendor, suggestion*.

*Possessions*: +1 short bow, +1 chain shirt, satyr pipes, cloak of resistance +1, potion of expeditious retreat, Quaal's feather token (whip), wand of enlarge person (possessed by Topaz) or wand of detect magic (possessed by Jasper).

*Pipes* (Su): Satyrs can play a variety of magical tunes on their pan pipes. When it plays, all creatures within a 60-foot spread (except satyrs) must succeed on a Will Save (DC 10 + 1/2 satyr's Hit Dice + the satyr's Charisma modifier [DC 18]) or be affected by charm person, sleep, or fear (caster level 10th; the satyr chooses the tune and its effect). In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes for 24 hours. The save is Charisma-based.

*Bardic Knowledge*: Jasper and Topaz may make bardic lore checks with a +8 bonus as per the bardic knowledge skill on page 28 of the Player's Handbook.

*Bardic Music*: Jasper and Topaz may make use of the following bardic music effects as described on page 29 of the Player's Handbook: countersong, fascinate, and inspire courage (+1 bonus).

## **APL 10 (EL 11)**

**Jasper and Topaz** (2), Male Satyr Brd6: CR10; Medium Fey; HD 5d6+6d6; hp 49; Init +3 (Dex); Spd 40 ft; AC 22 (+3 Dex, +4 natural, +5 chain shirt), touch 13, flat-footed 19; Base Atk +6; Grap: +6; Atks +6 melee (1D6/x2, head butt) or +10 ranged (1d6+1/x3, short bow); Full Atk +6/+1 melee (1d6/x2, head butt) and +2 melee (1d6/18-20, rapier) or +10/+5 ranged (1d6+1/x3, short bow); SA pipes, bardic spells; SQ damage reduction 5/cold iron, low-light vision, bardic lore; bardic music; AL CN; SV Fort +5, Ref +16, Will +12; Str 10, Dex 16, Con 10, Int 15, Wis 14, Cha 18.

*Skills and Feats*: Bluff +12, Concentration +9, Diplomacy +12, Disguise +13 (+15 acting), Gather Information +11, Hide +15, Intimidate +6, Knowledge (Arcana) +7, Knowledge (Geography) +7, Knowledge (History) +7, Knowledge (Local) +7, Knowledge (Nature) +10, Listen +16, Move Silently +15, Perform (Dance) +7, Perform (Wind Instruments) +21, Perform (Percussion) +7, Sense Motive +9, Speak Language +2, Spellcraft +6, Spot +16, Tumble +6, Survival +1 (+3 above ground), Alertness, Dodge, Mobility, Negotiator, Persuasive, Spell Focus (Enchantment).

*Languages*: Common, Elven, Flan, Gnome, Sylvan.

*Spells Known* (3/4/3, save DC 14 [15 for enchantment] + spell level): 0—*ghost sound, light, message, prestidigitation, summon instrument*; 1st—*cure light wounds, disguise self, grease, Tasha's hideous laughter*; 2nd—*calm emotions, eagle's splendor, suggestion*.

*Possessions*: +1 short bow, +1 chain shirt, satyr pipes, potion of expeditious retreat, wand of invisibility (possessed by Topaz) or wand of mirror image (possessed by Jasper), cloak of resistance +1, Quaal's feather token (whip).

*Pipes* (Su): Satyrs can play a variety of magical tunes on their pan pipes. When it plays, all creatures within a 60-foot spread (except satyrs) must succeed on a Will Save (DC 10 + 1/2 satyr's Hit Dice + the satyr's Charisma modifier [DC 19]) or be affected by charm person, sleep, or fear (caster level 10th; the satyr chooses the tune and its effect). In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes for 24 hours. The save is Charisma-based.

*Bardic Knowledge*: Jasper and Topaz may make bardic lore checks with a +10 bonus as per the bardic knowledge skill on page 28 of the Player's Handbook.

*Bardic Music*: Jasper and Topaz may make use of the following bardic music effects as described on page 29 of the Player's Handbook: countersong, fascinate, inspire courage (+1 bonus), and suggestion.

## **Encounter 5**

### **APL 4 (EL 7)**

Notes on the EL: Basilisk (CR 5) with Monster of Legend Template (+2 to CR)

**Basilisk of Legend:** CR7; Medium Magical Beast; HD 6d10+42; hp 76; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft.; AC 24 (+2 Dex, +12 natural) touch 12, flat-footed 22; Base Atk +6; Grap +13; Atk +13 melee (1d8+10/x2, bite); Full Atk +13 melee (1d8+10/x2, bite); SA Petrifying Gaze, Frightful Presence; SQ Darkvision 60 ft. low-light vision, immune to mind-affecting effects, Fast Healing 5; AL NE; SV Fort +17, Ref +10, Will +7; Str 25, Dex 14, Con 25, Int 4, Wis 14, Cha 15;

*Skills and Feats:* Climb +12, Hide +3 (+7 in natural settings), Listen +8, Spot +8, Alertness, Blind-fight, Great Fortitude, Improved Initiative, Power Attack.

*Petrifying Gaze* (Su): Turn to stone permanently, range 30 ft.; Fortitude DC 15 negates. The save DC is Charisma Based.

*Frightful Presence* (Ex): When a monster of legend makes a loud sound (a roar, growl, or other sound appropriate to its form), it inspires terror in all creatures within 20 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a Will save (DC 10 + 1/2 monster of legend's Hit Dice + the monster of legend's Constitution modifier [DC 20]) or become shaken – a condition that lasts until the opponent is out of range. A successful save leaves that opponent immune to that monster of legend's frightful presence for 24 hours.

*Fast Healing* (Ex): A monster of legend regains lost hit points at hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the monster of legend to restore lost body parts.

*Immunities* (Ex): The monster of legend is immune to mind-affecting effects.

*Possessions:* ring of climbing.

**Tactics:** The basilisk is not a smart creature and is relatively lazy to boot. If disturbed, it attacks the source of the disturbance or goes off to hunt for it. The creature roars to evoke its frightful presence early in the combat and then charges in. It power attacks often, especially if it seems to be hitting easily. It keeps on the PC presenting the greatest threat, until the threat runs away or the basilisk is dead. The creature does not use its gaze attack on its initiative. Instead, it relies on the PCs to have to make saves on their initiative.

If the PCs flee past the hedge, the basilisk does not follow them. It does not follow them into the top floor of the tower either. If at any time it can't see the PCs (because they are hiding or the rain obscures them), the basilisk goes back to sleep. If all the PCs flee beyond the hedge, the basilisk goes back to its ledge and goes to sleep. It is legendarily lazy too.

### **APL 6 (EL 9)**

Notes on the EL: Basilisk (CR 5) with Monster of Legend (+2 to CR), Based on the Elite Array (+1 to CR); and Advanced by 3 HD (+1 to CR).

**Advanced Basilisk of Legend:** CR9; Medium Magical Beast; HD 9d10+81; hp 128; Init +7 (+3 Dex, +4 Improved Initiative); Spd 20 ft.; AC 25 (+3 Dex, +12 natural) touch 13, flat-footed 22; Base Atk +9; Grap +18; Atk +18 melee (1d8+13/x2, bite); Full Atk +18 melee (1d8+13/x2, bite); SA Petrifying Gaze, Frightful Presence; SQ Darkvision 60 ft. low-light vision, immune to mind-affecting effects, Fast Healing 5; AL NE; SV Fort +20, Ref +12, Will +9; Str 29, Dex 16, Con 28, Int 4, Wis 12, Cha 17;

*Skills and Feats:* Climb +17, Hide +4 (+8 in natural settings), Listen +8, Spot +8, Alertness, Blind-fight, Great Fortitude, Improved Initiative, Iron Will, Power Attack.

*Petrifying Gaze* (Su): Turn to stone permanently, range 30 ft.; Fortitude DC 17 negates. The save DC is Charisma Based.

**Frightful Presence (Ex):** When a monster of legend makes a loud sound (a roar, growl, or other sound appropriate to its form), it inspires terror in all creatures within 20 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a Will save (DC 10 + 1/2 monster of legend's Hit Dice + the monster of legend's Constitution modifier [DC 22]) or become shaken – a condition that lasts until the opponent is out of range. A successful save leaves that opponent immune to that monster of legend's frightful presence for 24 hours.

**Fast Healing (Ex):** A monster of legend regains lost hit points at hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the monster of legend to restore lost body parts.

**Immunities (Ex):** The monster of legend is immune to mind-affecting affects.

**Possessions:** *ring of climbing.*

**Tactics:** See APL 4.

### APL 8 (EL 11)

Notes on the EL: Basilisk (CR 5) with Monster of Legend Template (+2 to CR), Based on the Elite Array (+1 to CR), Advanced by 6 HD (+2 to CR), and Increased to Large Size (+1 to CR).

**Advanced Basilisk of Legend:** CR11; Large Magical Beast; HD 12d10+132; hp 189; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft.; AC 25 (-1 size, +2 Dex, +14 natural) touch 11, flat-footed 23; Base Atk +12; Grap +29; Atk +25 melee (2d6+19/x2, bite); Full Atk +25 melee (2d6+19/x2, bite); SA Petrifying Gaze, Frightful Presence; SQ Darkvision 60 ft. low-light vision, immune to mind-affecting effects, Fast Healing 5; Size/Reach 10 ft./10 ft.; AL NE; SV Fort +24, Ref +15, Will +10; Str 37, Dex 14, Con 32, Int 4, Wis 12, Cha 17;

**Skills and Feats:** Climb +18, Hide +4 (+8 in natural settings), Listen +8, Spot +8, Alertness, Blind-fight, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack.

**Petrifying Gaze (Su):** Turn to stone permanently, range 30 ft.; Fortitude DC 19 negates. The save DC is Charisma Based.

**Frightful Presence (Ex):** When a monster of legend makes a loud sound (a roar, growl, or other sound appropriate to its form), it inspires terror in all creatures within 20 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a Will save (DC 10 + 1/2 monster of legend's Hit Dice + the monster of legend's Constitution modifier [DC 22]) or become shaken – a condition that lasts until the opponent is out of range. A successful save leaves that opponent immune to that monster of legend's frightful presence for 24 hours.

**Fast Healing (Ex):** A monster of legend regains lost hit points at hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the monster of legend to restore lost body parts.

**Immunities (Ex):** The monster of legend is immune to mind-affecting affects.

**Possessions:** *ring of climbing.*

**Tactics:** See APL 4.

### APL 10 (EL 13)

Notes on the EL: Basilisk (CR 5) with Monster of Legend template (+2 to CR), based on the Elite Array (+1 to CR) advanced by 6 HD (+2 to CR), increased to Large size (+1 to CR), and with the Multi-headed template (+2 to CR).

**Advanced Two-Headed Basilisk of Legend:** CR13; Large Magical Beast; HD 14d10+170; hp 232; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft.; AC 25 (-1 size, +2 Dex, +15 natural) touch 11, flat-footed 24; Base Atk +14; Grap +31; Atk 2 bites +27 melee (3d6+19/x2); Full Atk 2 bites +27 melee (3d6+19/x2); SA Petrifying Gaze, Frightful Presence; SQ Darkvision 90 ft. low-light vision, immune to mind-affecting effects, Fast Healing 5; Size/Reach 10 ft./ 10 ft.; AL NE; SV Fort +24, Ref +16, Will +10; Str 37, Dex 14, Con 34, Int 4, Wis 12, Cha 17;

**Skills and Feats:** Climb +23, Hide +4 (+8 in natural settings), Listen +11, Search +2, Spot +11, Ability Focus (Petrifying Gaze), Alertness, Blind-fight, Combat Reflexes, Improved Initiative, Improved Multiattack, Improved Natural Attack, Iron Will, Lightning Reflexes, Power Attack.

**Petrifying Gaze (Su):** Turn to stone permanently, range 30 ft.; Fortitude DC 22 negates (includes enhanced attributes bonus). The save DC is Charisma Based.

**Frightful Presence (Ex):** When a monster of legend makes a loud sound (a roar, growl, or other sound appropriate to its form), it inspires terror in all creatures within 20 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a Will save (DC 10 + 1/2 the monster of legend's Hit Dice + the monster of legend's Constitution modifier [DC 29] or become shaken – a condition that lasts until the opponent is out of range. A successful save leaves that opponent immune to that monster of legend's frightful presence for 24 hours.

**Fast Healing (Ex):** A monster of legend regains lost hit points at hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the monster of legend to restore lost body parts.

**Immunities (Ex):** The monster of legend is immune to mind-affecting affects.

**Superior Two-Weapon Fighting or Superior Multiweapon Fighting (Ex):** Because each head controls one arm (or analogous weapon-using limb), a multiheaded creature has no penalty on attack rolls, for attacking with multiple weapons, and the number of attacks and damage bonus for each weapon are calculated as though the weapon were held in a primary head.

**Possessions:** *ring of climbing.*

**Tactics:** The basilisk is not a smart creature and is relatively lazy to boot. If disturbed, it attacks the source of the disturbance or goes off to hunt for it. The creature uses one head to roar any time there are PCs near who have not had to save against its effects. It then uses that same head to try its gaze attack on PCs. It can only make one gaze attack per round and can only roar once per round. So the other head snaps away at anything the creature considers at threat. It power attacks often, especially if it seems to be hitting easily. It keeps on the PC presenting the greatest threat, until the threat runs away or the basilisk is dead. The creature does not use its gaze attack on its initiative. Instead, it relies on the PCs to have to make saves on their initiative.

If the PCs flee past the hedge, the basilisk does not follow them. It does not follow them into the top floor of the tower either. If at any time it can't see the PCs (because they are hiding or the rain obscures them), the basilisk goes back to sleep. If all the PCs flee beyond the hedge, the basilisk goes back to its ledge and goes to sleep. It is legendarily lazy too.

## **Encounter 12**

### **All APLs**

**Calisse Skotti**, female human, Wiz3/Ari2: CR 5; Medium Humanoid; HD 3d4+2d8+5; hp 25; Init +5; Spd 30 ft.; AC 15 (+1 dex, +4 mage armor), touch 15, flat-footed 14; BAB +2; Grap +1; Atk/Full Atk +1 melee (1d4-1, 19-20/x2, dagger); SA Wizard spells; Space/Reach 5 ft./5 ft.; AL LG; SV Fort +6, Ref +6, Will +13; Str 8, Dex 12, Con 12, Int 16, Wis 13, Cha 19.

**Skills and Feats:** Bluff +9, Concentration +9, Diplomacy +16, Forgery +5, Gather Information +9, Knowledge (arcana) +6, Knowledge (geography) +4, Knowledge (history) +5, Knowledge (local) +5, Knowledge (nobility & royalty) +8, Ride +9, Sense Motive +9, Spellcraft +11, Improved Familiar, Improved Initiative, Iron Will.

**Languages:** Common, Ancient Suel, Elven, Flan, Keoish, Old Oeridian.

**Spellbook:** 0—*acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance*; 1st level—*alarm, charm person, comprehend languages, detect secret doors, disguise self, expeditious retreat, feather fall, identify, mage armor, mount, obscuring mist, protection from chaos, protection from evil, shield, silent image, sleep, unseen servant*; 2nd level—*detect thoughts, eagle's*

*splendor, fox's cunning, invisibility, locate object, minor image, mirror image, protection from arrows, see invisibility.*

*Spells Prepared (5/4/3, base DC = 3+spell level): 0—detect poison (divination), light, mage hand, mending, message; 1st level—comprehend languages (divination), expeditious retreat, mage armor, shield, unseen servant; 2nd level—detect thoughts (divination), protection from arrows, see invisibility.*

*Possessions: amulet of health +2, bag of holding (type I), bracelet of friends, circlet of persuasion, cloak of charisma +4, feather token (bird), meta-magic rod of lesser silence, ring of freedom of movement, 2 pearls of power (1st level), pearl of power (2nd level), potion of remove blindness, ring of evasion, scroll of fly, scroll of invisibility, vest of resistance +4, wand of magic missiles (9th level).*

## Appendix B

### The Plane of Faerie

Faerie has the following traits as defined by the *Manual of the Planes*, p. 210-211.

**Light Gravity:** The gravity of this plane is less intense than on the Material Plane. Characters suffer -2 circumstance penalty on attack rolls, and Balance, Ride, Swim, and Tumble checks. All items weigh half as much. Weapon ranges double, and characters gain a +2 circumstance bonus on Climb and Jump checks. Falling characters take 1d4 points of damage for each 10 feet of the fall, to a maximum of 20d4 points of damage.

**Infinite Size:** At the very least, the Plane of Faerie is as large as the Material Plane.

**Alterable Morphic:** Objects remain where they are unless affected by physical force or magic.

**No Elemental or Energy Traits:** Sections of the plane may have minor positive-dominant or minor negative dominant trait, but Faerie as a whole does not.

**Mildly Neutral-Aligned:** A mildly neutral aligned plane does not apply a circumstance penalty to anyone.

**Enhanced Magic:** The Plane of Faerie is highly magical and a place where illusions are a way of life. All living creatures may change their form to that of any fey in the Monster Manual or fey present in the House of Play at will while within the realm of the House of Play in the Plane of Faerie with a Concentration check (DC 10). Creatures cannot change their gender. Women cannot take the form of a satyr. Men cannot take the form of a nymph or a dryad. When changing shape, creatures gain all the physical attributes of the new form (such as size, natural armor, a flying speed, waterbreathing, and a swim speed) but do not gain any extraordinary, supernatural, or spell-like abilities, and they don't gain special items like pixie arrows or a satyr's pipes. (NOTE: This is a change from the Manual of the Planes version of the Plane of Faerie.)

**Flowing Time:** For every day spent on the Plane of Faerie, a week passes on the Material Plane.

The Plane of Faerie is coexistent with the Material Plane and can be reached without passing through the Astral Plane. It is a separate plane from the Transitive, Inner, and Outer Planes.

Portals to the Plane of Faerie only appear at certain times, such as during a new moon, at equinoxes, or once every ninety days. Such portals often exist within standing stones or pools on the Material Plane.

Because the Plane of Faerie doesn't connect to the Astral Plane, the Ethereal Plane, or the Plane of Shadow, spells that use those planes do not function on the Plane of Faerie. These spells include, but are not limited to: *astral projection*, *blink*, *dimensional anchor*, *dimension door*, *ethereal jaunt*, *etherealness*, *greater shadow conjuration*, *greater shadow evocation*, *Leomund's secret chest*, *shades*, *shadow conjuration*, *shadow evocation*, *shadow walk*, *summon monster (i-ix)*, *summon nature's ally (i-ix)*, *summon swarm*, *teleport*, *teleportation circle*, *teleport without error*, and *vanish*.



# Appendix C

## Rule Changes

### New Monsters

#### Electrum Clockwork Horror

##### Small Construct

<b>Hit Dice:</b>	4d10+10 (32 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	30 ft.
<b>AC:</b>	19 (+1 size, +1 Dex, +7 natural), touch 12, flat-footed 18
<b>Attacks:</b>	Razor saw +5 melee, or pressure dart +5 ranged
<b>Damage:</b>	Razor saw 1d8+1, pressure dart 2d4+1
<b>Face/Reach:</b>	5 ft. by 5 ft./5 ft.
<b>Special Attacks:</b>	--
<b>Special Qualities:</b>	Construct traits, electricity immunity, linked mind, spell vulnerability, SR 17
<b>Saves:</b>	Fort +1, Ref +2, Will +3
<b>Abilities:</b>	Str 12, Dex 13, Con --, Int 5, Wis 14, Cha 5
<b>Feats:</b>	Point Blank Shot (B), Precise Shot (B)
<b>Climate/Terrain:</b>	Any land and underground
<b>Organization:</b>	Pair or component (3-8)
<b>Challenge Rating:</b>	4
<b>Treasure:</b>	50% coins, 50% goods (gems only)
<b>Alignment:</b>	Always lawful evil
<b>Advancement:</b>	--

**Construct Traits:** A clockwork horror is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clockwork horror has darkvision (60-foot darkvision).

**Linked Mind (Ex):** All clockwork horrors within 10 miles of a gold, platinum, or adamantite horrors are in constant communication. If one is aware of a particular danger, they all are. If one is a particular group is not flat-footed, none of them are. No clockwork horrors in such a group are considered flanked unless they all are.

**Spell Vulnerability (Ex):** A clockwork horror is susceptible to the *shatter* spell, which blinds it for 1d4+1 rounds.

#### Gold Clockwork Horror

##### Small Construct

<b>Hit Dice:</b>	8d10+10 (54 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	30 ft.
<b>AC:</b>	22 (+1 size, +2 Dex, +9 natural), touch 13, flat-footed 20
<b>Attacks:</b>	Razor saw +9 melee
<b>Damage:</b>	Razor saw 1d10+3
<b>Face/Reach:</b>	5 ft. by 5 ft./5 ft.
<b>Special Attacks:</b>	<i>Lightning bolt</i>
<b>Special Qualities:</b>	Construct traits, electricity immunity, linked mind, spell vulnerability, SR 18
<b>Saves:</b>	Fort +2, Ref +4, Will +5
<b>Abilities:</b>	Str 14, Dex 15, Con --, Int 9, Wis 16, Cha 11
<b>Feats:</b>	Cleave (B), Power Attack (B), Sunder (B)
<b>Climate/Terrain:</b>	Any land and underground
<b>Organization:</b>	Module (1-2 plus 3-12 electrum horrors)
<b>Challenge Rating:</b>	5
<b>Treasure:</b>	50% coins, 50% goods (gems only)
<b>Alignment:</b>	Always lawful evil
<b>Advancement:</b>	--

**Construct Traits:** A clockwork horror is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clockwork horror has darkvision (60-foot darkvision).

**Lightning Bolt (Sp):** Once every 2 rounds, the monster can generate a *lightning bolt* 5 feet wide and 40 feet long that deals 6d6 points of damage. A successful Reflex save (DC 13) halves the damage.

**Linked Mind (Ex):** All clockwork horrors within 10 miles of a gold, platinum, or adamantite horrors are in constant communication. If one is aware of a particular danger, they all are. If one is a particular group is not flat-footed, none of them are. No clockwork horrors in such a group are considered flanked unless they all are.

**Spell Vulnerability (Ex):** A clockwork horror is susceptible to the *shatter* spell, which blinds it for 1d4+1 rounds.

## Platinum Clockwork Horror

### Small Construct

<b>Hit Dice:</b>	12d10+10 (76 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	40 ft.
<b>AC:</b>	25 (+1 size, +3 Dex, +11 natural), touch 14, flat-footed 22
<b>Attacks:</b>	Razor saw +13 melee

**Damage:** Razor saw 1d12+4

**Face/Reach:** 5 ft. by 5 ft./5 ft.

**Special Attacks:** *Lightning bolt*

**Special Qualities:** Construct traits, electricity immunity, linked mind, spell vulnerability, SR 20

**Saves:** Fort +4, Ref +7, Will +9

**Abilities:** Str 16, Dex 17, Con --, Int 13, Wis 20, Cha 15

**Feats:** Cleave (B), Great Cleave (B), Power Attack (B), Sunder (B)

**Climate/Terrain:** Any land and underground

**Organization:** Series (1 plus 1-2 gold horror and 4-12 electrum horrors)

**Challenge Rating:** 7

**Treasure:** 50% coins, 50% goods (gems only)

**Alignment:** Always lawful evil

**Advancement:** --

**Construct Traits:** A clockwork horror is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clockwork horror has darkvision (60-foot darkvision).

**Lightning Bolt (Sp):** Once every 2 rounds, the monster can generate a *lightning bolt* 5 feet wide and 80 feet long that deals 12d6 points of damage. A successful Reflex save (DC 15) halves the damage.

**Linked Mind (Ex):** All clockwork horrors within 10 miles of a gold, platinum, or adamantite horrors are in constant communication. If one is aware of a particular danger, they all are. If one is a particular group is not flat-footed, none of them are. No clockwork horrors in such a group are considered flanked unless they all are.

**Spell Vulnerability (Ex):** A clockwork horror is susceptible to the *shatter* spell, which blinds it for 1d4+1 rounds.

## Monster of Legend

Monster of legend is a template added to any animal, beast, magical beast, or monstrous humanoid (hereafter referred to as the base creature). The creature's type changes to outsider, though the monster of legend's home plane is the Material Plane. It has all the base creature's attributes, except as noted here.

**Hit Dice:** All base creature's Hit Dice increase to d8s (if smaller than d8, otherwise same as base creature).

**Speed:** Same as base creature.

**AC:** Base creature's natural armor bonus improves by +5.

**Attacks:** Same as base creature.

**Damage:** Same as base creature or as indicated on the table below, whichever is greater.

<i>Size</i>	<i>Slam</i>	<i>Bite</i>	<i>Claw</i>	<i>Gore</i>
Fine	1	1	--	--

Diminutive	1d2	1d2	1	--
Tiny	1d3	1d3	1d2	1
Small	1d4	1d4	1d3	1d2
Medium-size	1d6	1d6	1d4	1d3
Large	1d8	1d8	1d6	1d4
Huge	2d6	2d6	2d4	1d6
Gargantuan	2d8	2d8	2d6	1d8
Colossal	4d6	4d6	2d8	2d6

**Special Attacks:** A monster of legend retains the base creature's extraordinary, supernatural, and spell-like abilities. In addition it gains the following special attack.

*Frightful Presence (Ex):* When a monster of legend makes a loud sound (a roar, growl, or other sound appropriate to its form), it inspires terror in all creatures within 20 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a Will save (DC 10 + 1/2 the monster of legend's Hit Dice + the monster of legend's Constitution modifier [DC 33 (includes enhanced attributes bonus)] or become shaken – a condition that lasts until the opponent is out of range. A successful save leaves that opponent immune to that monster of legend's frightful presence for 24 hours.

**Special Qualities:** A monster of legend retains the base creature's extraordinary, supernatural, and spell-like abilities. In addition it gains two of the following special qualities.

*Fast Healing (Ex):* A monster of legend regains lost hit points at the rate of 5 per round. Fast healing does not restore hit points from starvation, thirst, or suffocation, and it does not allow the monster of legend to regrow or reattach lost body parts.

*Immunities (Ex):* The monster of legend is immune to mind-affecting affects.

**Saves:** Each of the base creature's base saves increase by +3.

**Abilities:** Increase from the base creature as follows: Str +10, Dex +6, Con +10, Int +2, Wis +2, Chr +4.

**Skills:** A monster of legend has skill points as the base of creature, adjusted for its increased Intelligence score. Its class skills are as the base creature.

**Feats:** A monster of legend gains Improved Initiative and Multiattack as bonus feats.

**Climate/Terrain:** Same as base creature.

**Organization:** Same as base creature.

**Challenge Rating:** Same as base creature +2.

**Treasure:** Same as base creature.

**Alignment:** Same as base creature.

**Advancement:** Same as base creature.

## Multi-Headed Creature

Multiheaded is an inherited template that can be added to any corporeal creature that has a discernible head (hereinafter referred to as the base creature). A multiheaded creature has all the base creature's characteristics except as noted here. A multiheaded creature speaks any languages as the base creature does.

**Size and Type:** Animals that have this template become magical beasts, but otherwise type is unchanged. All additional heads are like that of the base creatures.

**Limit on Additional Heads:** The number of heads possible for a multiheaded creature is based on the base creature's size.

<i>Base Creature Size</i>	<i>Maximum Additional Heads</i>
Up to Medium-size	1
Large	3
Huge	11
Gargantuan	19
Colossal	29

**Hit Dice:** Each additional head adds 2 HD to the base creature's total.

**AC:** Natural armor bonus increases by +1 per additional head.

**Attacks:** A base creature with a bit, gore, or tongue attack gains one additional attack for each additional head. The additional attack has the same attack bonus as its counterpart in the base creature. The base attack bonus increases for additional Hit Dice as appropriate for the creature's type.

**Damage:** The damage bonus for an extra natural attack gained by the addition of a head is the Strength modifier for a primary attack, or 1/2 the Strength modifier for a secondary attack.

**Special Attacks:** If the base creature has a breath weapon, the extra heads also have breath weapons. All weapons activate on the same round but can aim in different directions. This rule also applies if the base creature has a spit, spray, ray, or cone attack, so long as that attack comes from the head. A multiheaded creature does not gain extra gaze attacks, fear auras, and the like for its additional heads.

A multiheaded creature that can use weapons gains the Superior Two-Weapon Fighting or Superior Multiweapon Fighting ability, as applicable. A multiheaded creature that has only natural attacks instead gains the Improved Multiattack feat as a bonus feat if it has any secondary attacks available at all, even if it does not have three or more natural weapons.

*Superior Two-Weapon Fighting or Superior Multiweapon Fighting (Ex):* Because each head controls one arm (or analogous weapon-using limb), a multiheaded creature has no penalty on attack rolls, for attacking with multiple weapons, and the number of attacks and damage bonus for each weapon are calculated as though the weapon were held in a primary head.

**Special Qualities:** Multiheaded creatures have darkvision to a range of 90 feet. Having a redundant head makes a creature more available to survive otherwise lethal attacks. Thus, a vorpal blade would have to remove all heads to have its usual effect.

**Abilities:** Con +2 per additional head.

**Skills:** Each additional head a creature has gives it a cumulative +2 racial bonus on Listen, Search, or Spot checks. The creature gains additional skill points for its extra Hit Dice as appropriate for its type.

**Feats:** A multiheaded creature gains Improved Initiative and Combat Reflexes as bonus feats, provided that it does not already have them. The creature also gains additional feats for its extra Hit Dice as appropriate for its type.

**Organization:** Solitary.

**Challenge Rating:** The multiheaded creature's Challenge Rating depends upon how many additional heads it has and any head-based special attacks, as given on the table below.

<i>Number of Additional Heads</i>	<i>CR Adjustments</i>
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1	+2
2-4	+3
5-7	+4
8-10	+5
11-15	+6
16-20	+7
21-25	+8
26-29	+9

Adjust the CR by an additional +1 for every head-based special attack of the base creature, such as a breath weapon or a gaze attack.

## Sirine

### Medium-size Fey (Aquatic)

<b>Hit Dice:</b>	4d6 (14 hp)
<b>Initiative:</b>	+4
<b>Speed:</b>	30 ft., swim 60 ft.
<b>AC:</b>	17 (+4 Dex, +3 deflection), touch 17, flat-footed 13
<b>Attacks:</b>	Short sword +2 melee, or touch +2 melee touch
<b>Damage:</b>	Short sword 1d6/19-20, touch 1d4 Int
<b>Face/Reach:</b>	5 ft. by 5 ft./5 ft.
<b>Special Attacks:</b>	<i>Charming song</i> , Intelligence damage, spell-like abilities
<b>Special Qualities:</b>	Deflection, low-light vision, soothing touch
<b>Saves:</b>	Fort +1, Ref +8, Will +7
<b>Abilities:</b>	Str 10, Dex 18, Con 11, Int 13, Wis 16, Cha 17
<b>Skills:</b>	Animal Empathy +10, Concentration +7, Heal +10, Hide +11, Perform (dancing, singing, plus one other), Swim +15, Wilderness Lore +10
<b>Feats:</b>	Dodge, Combat Expertise
<b>Climate/Terrain:</b>	Temperate or warm aquatic
<b>Organization:</b>	Solitary or family (3-8)
<b>Challenge Rating:</b>	5
<b>Treasure:</b>	Standard
<b>Alignment:</b>	Usually chaotic neutral
<b>Advancement:</b>	5-8 HD (Medium-size)

**Charming Song (Sp):** At will, a sirine can sing a special song that functions like a charm person spell (caster level 2nd; save DC 14, except that it lasts for 11 hours and affects every creature that hears it).

**Intelligence Damage (Su):** Any creature hit by a sirine's touch attack takes 1d4 points of Intelligence damage (of 2d4 points on a critical hit).

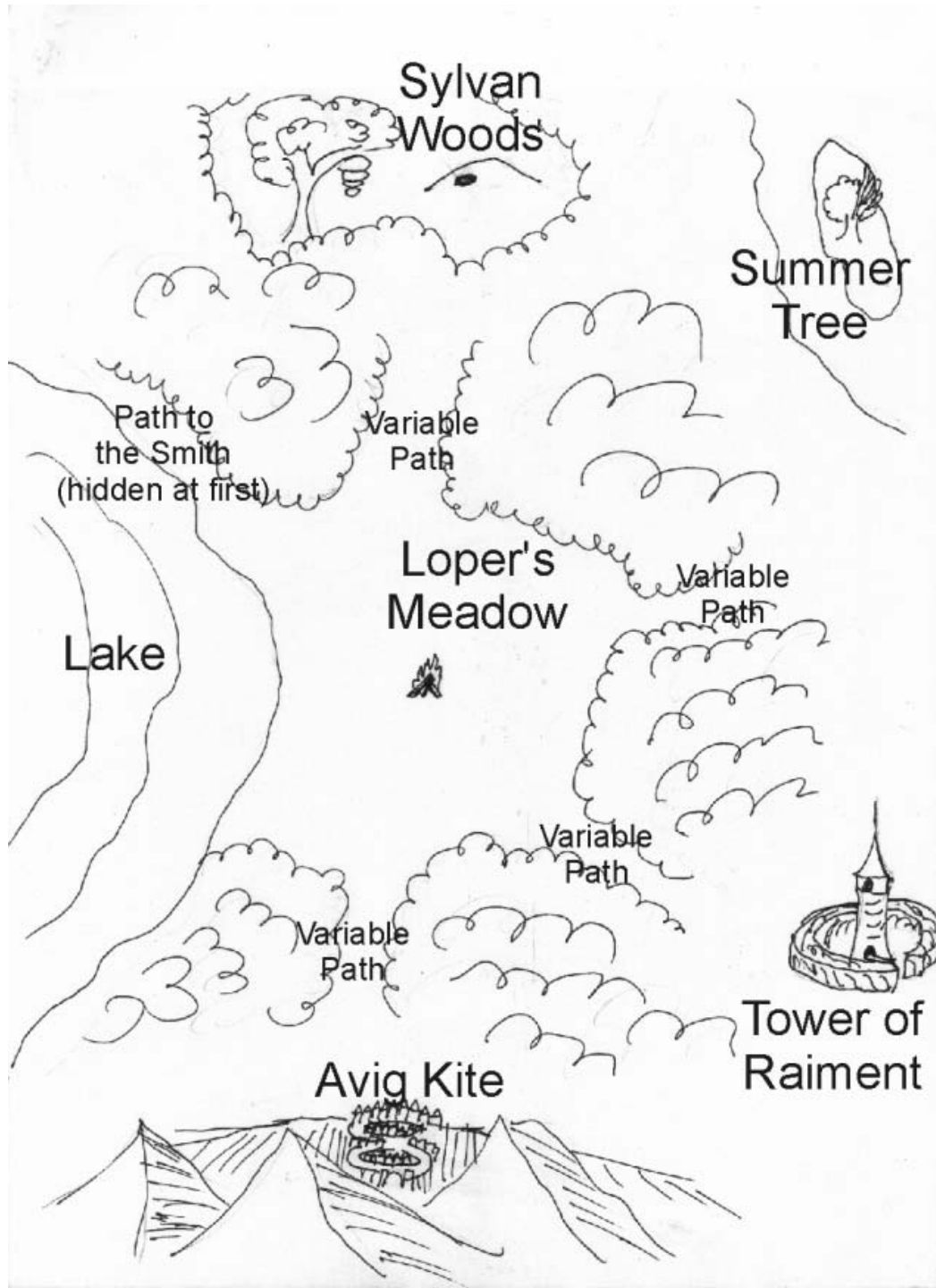
**Spell-like Abilities:** 1/day—fog cloud, improved invisibility, polymorph self. Caster level 11th; save DC 13 + spell level.

**Deflection (Su):** A sirine is surrounded by an aura that grants it a deflection bonus to AC equal to its Charisma bonus.

**Soothing Touch (Su):** A sirine, if it desires, can use its touch to restore 1d6 points of Intelligence damage caused by any sirine.

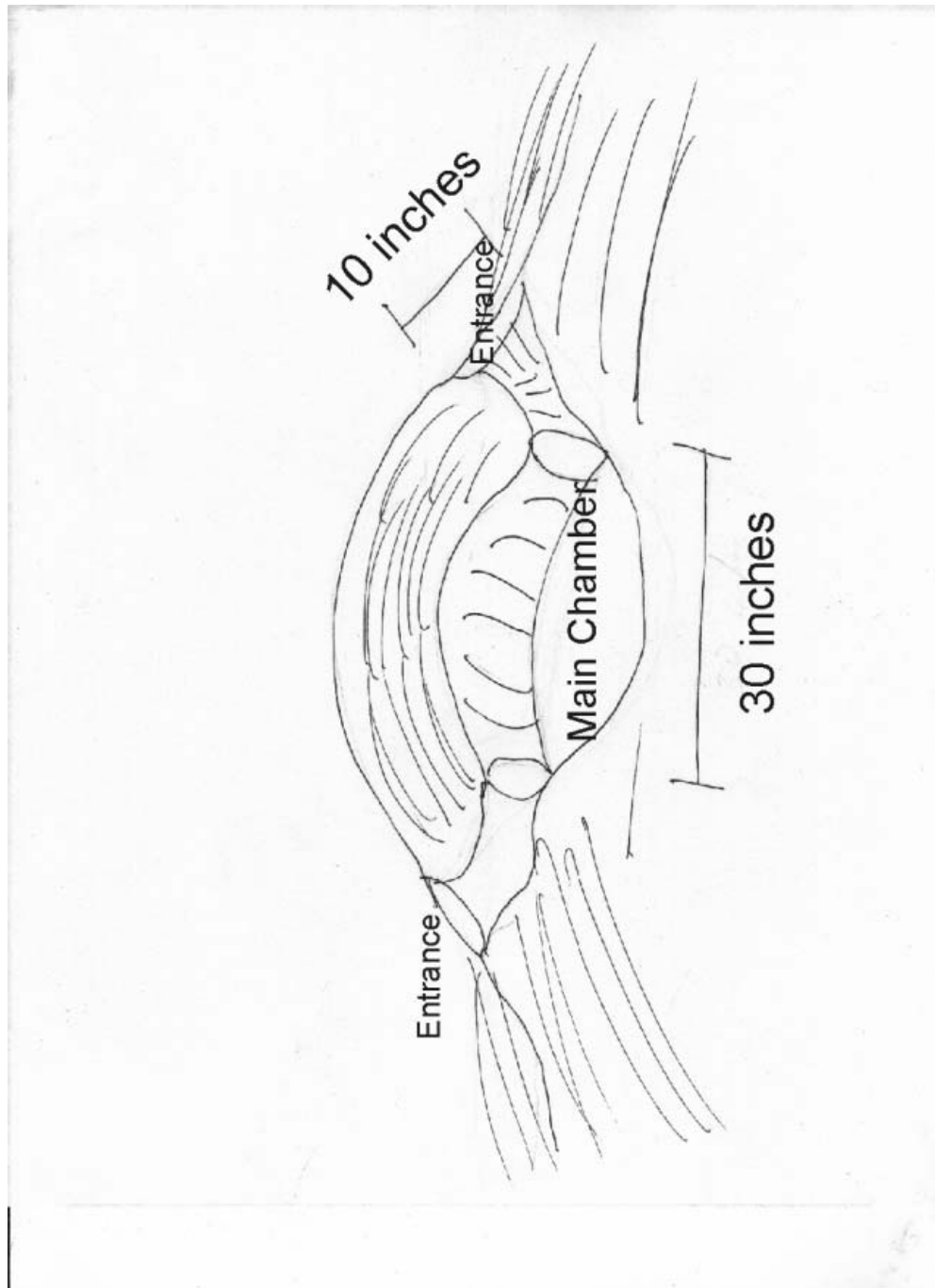
**Skills:** A sirine receives a +8 racial bonus on Perform checks.

## DM Aid: Map #1 – The House of Play

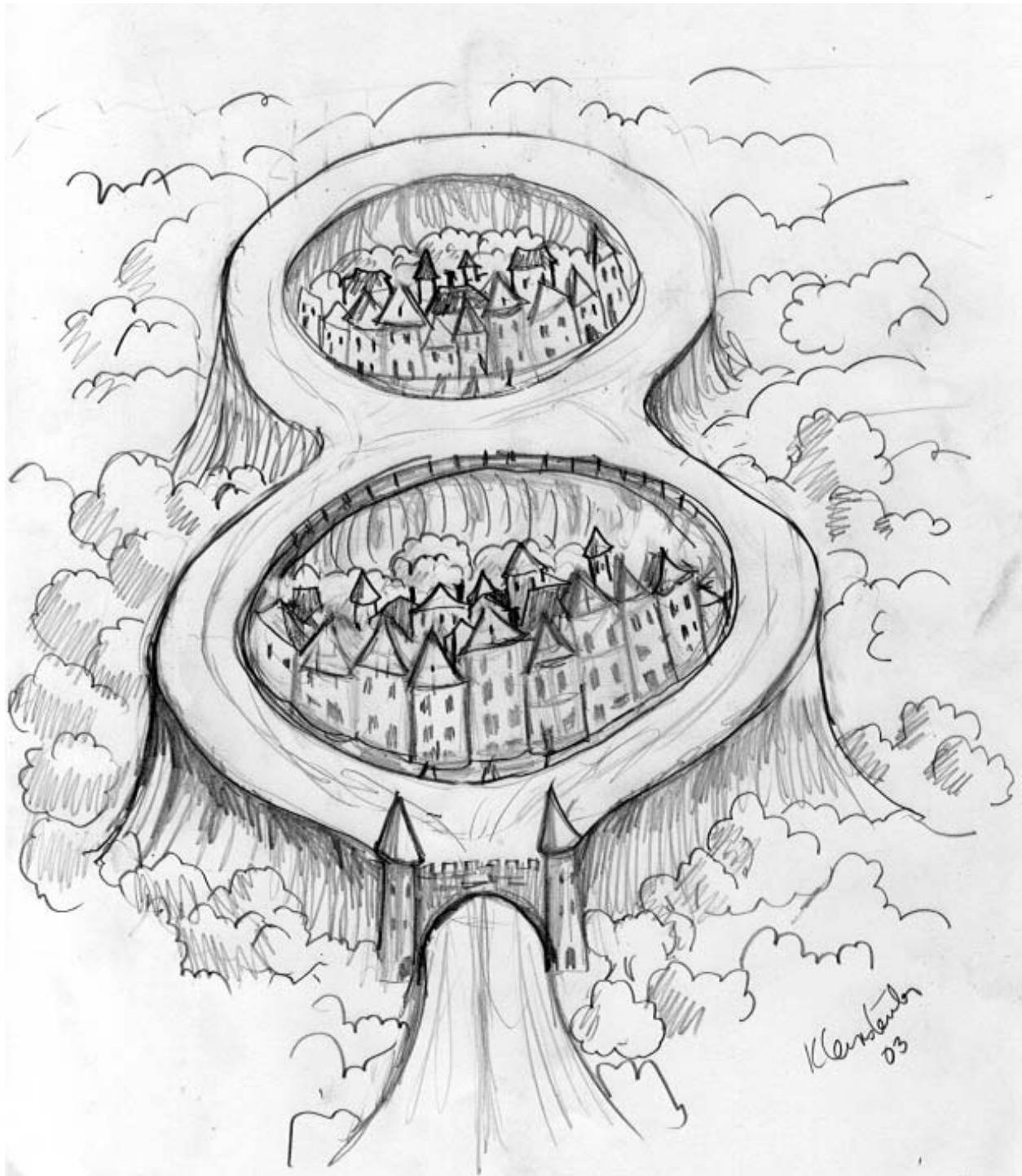




## DM Aid: Map #2 – The Ant Hill



## DM Aid: Map #3 – The Village of Avig Kite

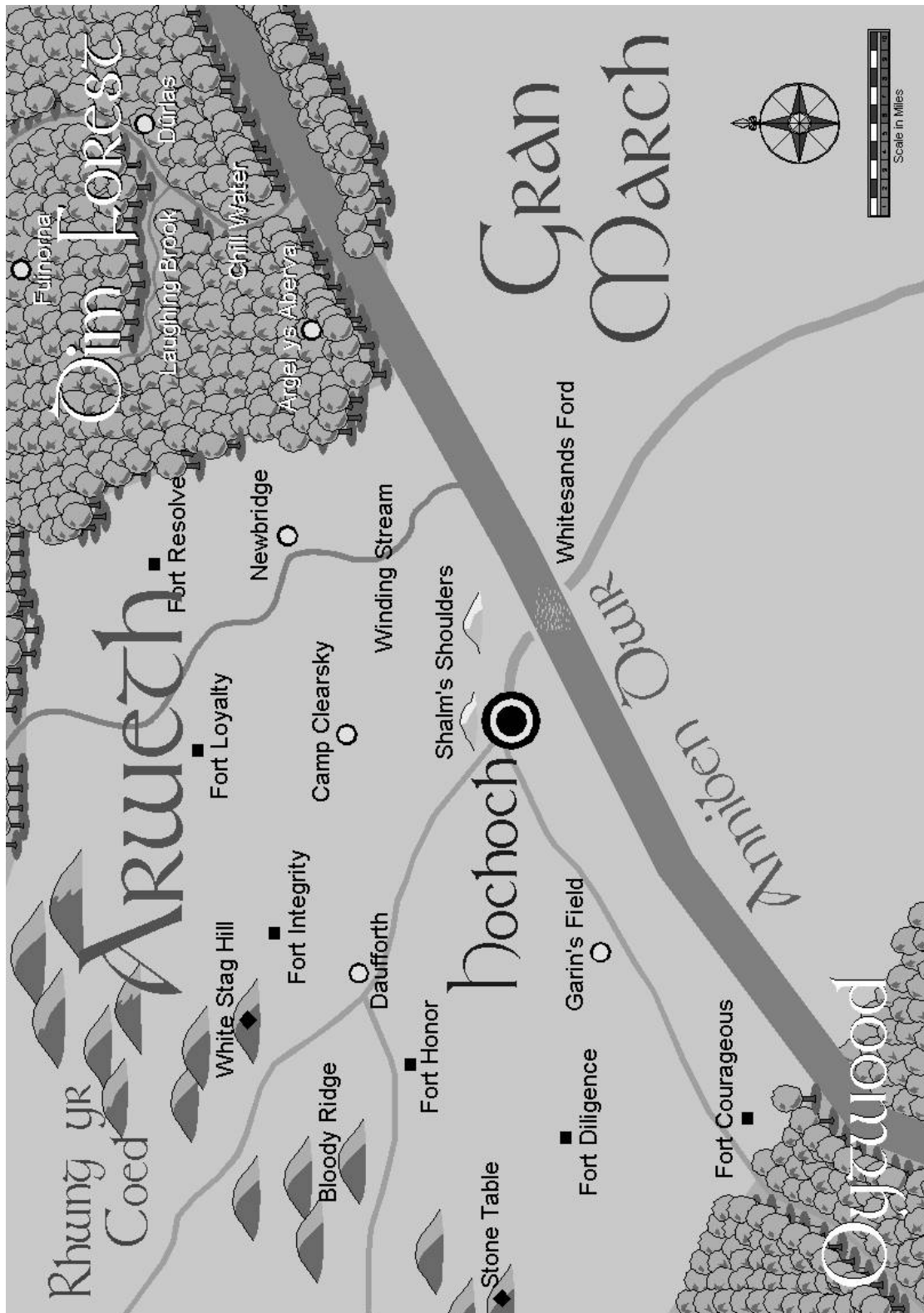


## DM Aid: Map #4 – The Tower of Raiment



This map is a slightly modified version of the High Mountain Wizard's Tower from the Wizards of the Coast Map-a-Week archive. <http://www.wizards.com/dnd/article.asp?x=dnd/mw/mw20020725x2001>.

## DM Aid: Map #5 – The Cantrev of Arweth

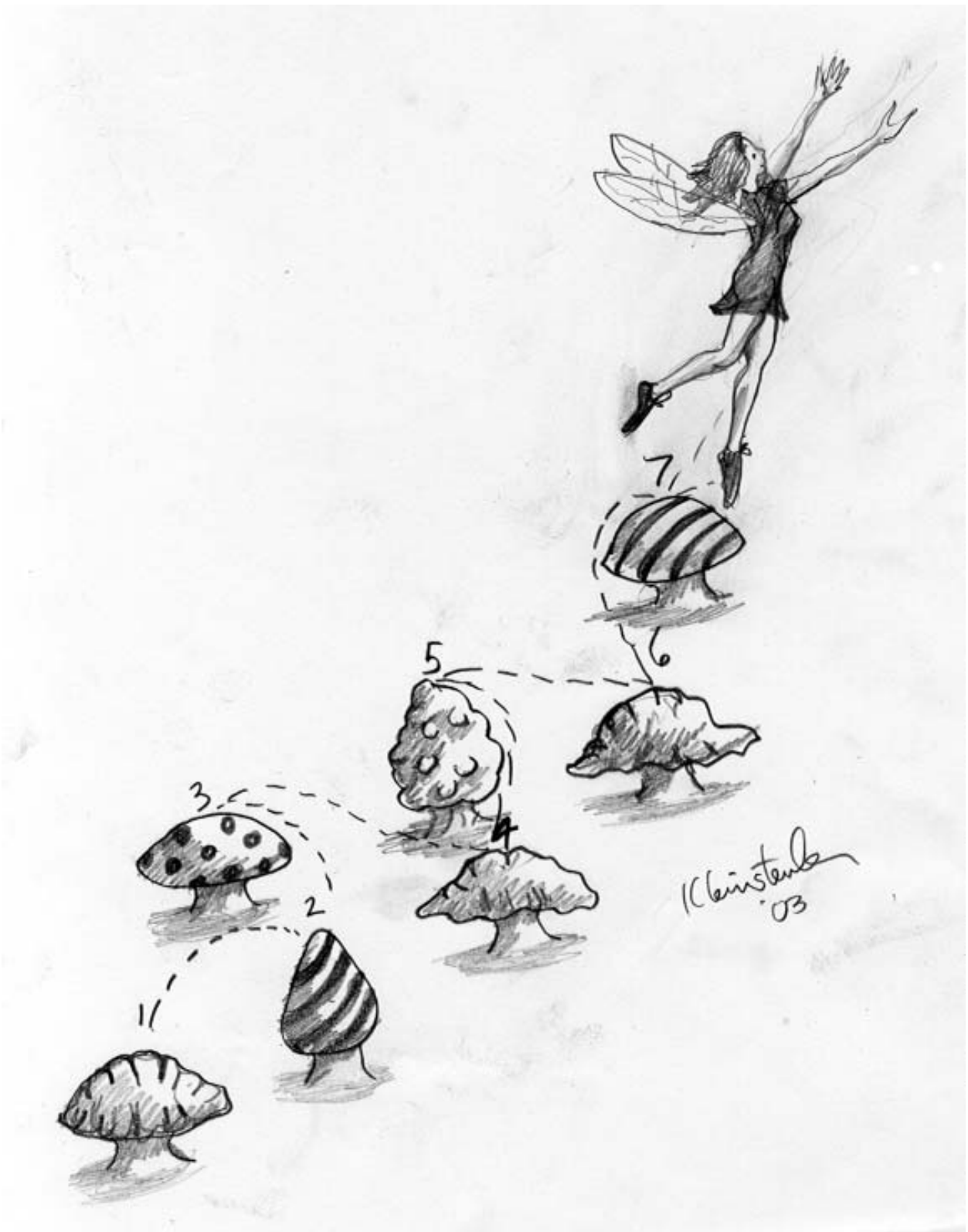


## Player Handout #1

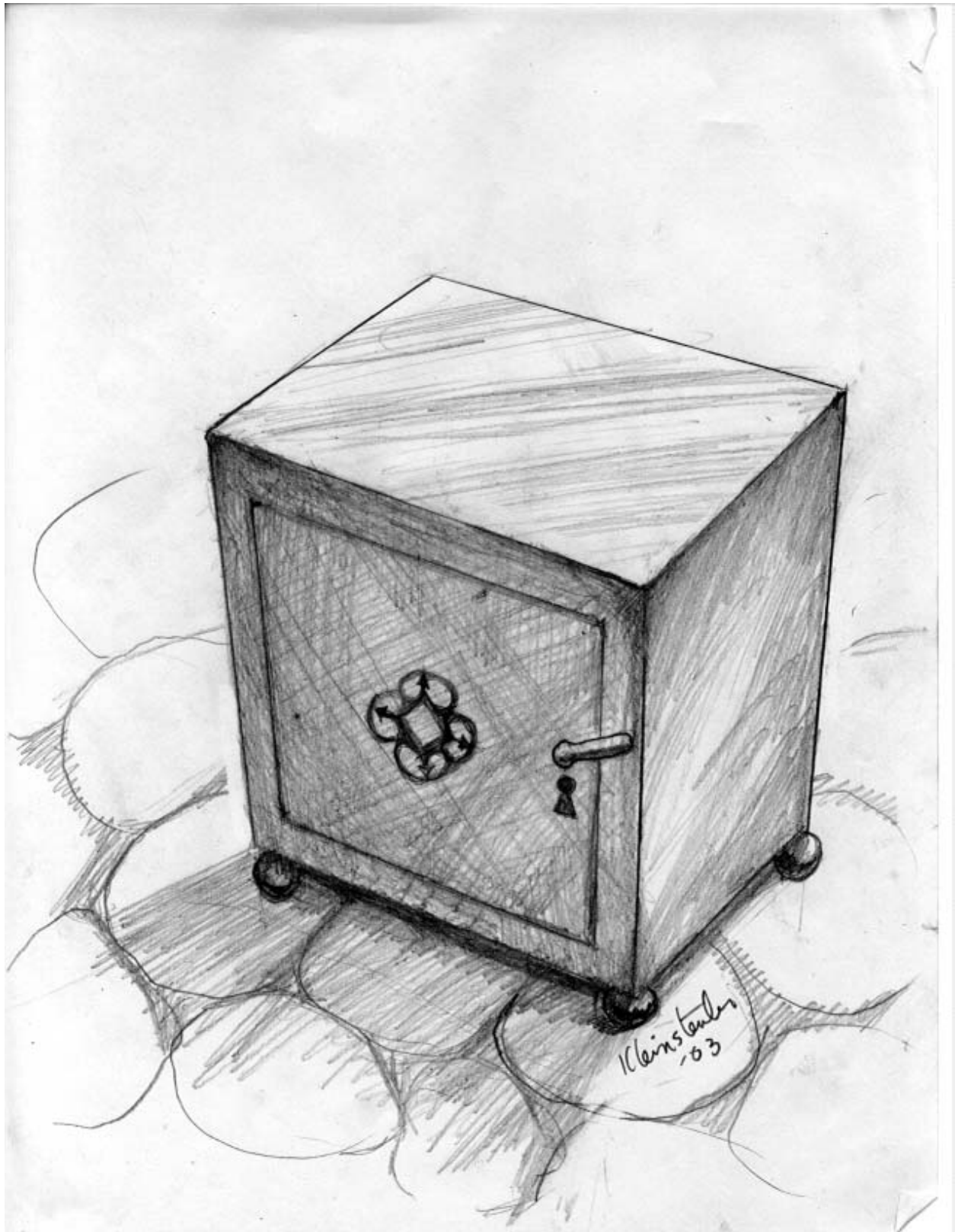




## Player Handout #2



### Player Handout #3










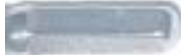








## Player Handout #4

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<p>D.</p> 	<p>K.</p> 
<p>E.</p> 	<p>L.</p> 
<p>F.</p> 	<p>M.</p> 
<p>G.</p> 	



## Player Handout #5

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## Player Handout #6



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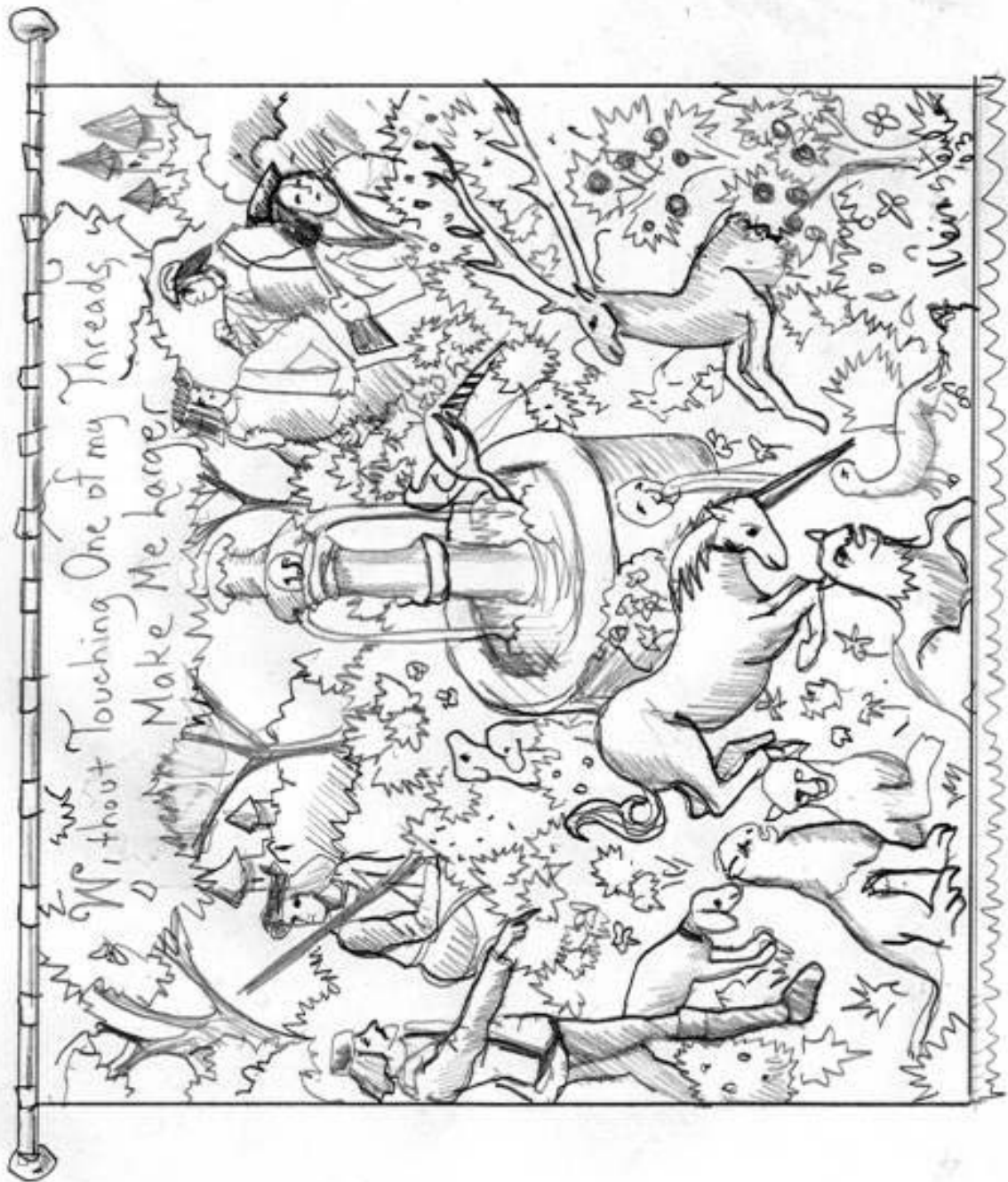


O.



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## Player Handout #7



## Player Handout #8

