

GEO3-02

Mourning of a Risen Sun

A One-Round D&D LIVING GREYHAWK[®] Geoff Regional Adventure

Version 1.0

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The Ranger Lord Darlon Lea has turned his back on the powers of Geoff and pledged himself to the sylvan elves of the Dim Forest. The Army of Retribution and the Knights of the Watch wish to see justice done and his execution carried out, while Grand Duke Owen wants him to bend knee in fealty. But the outlaw lord hides in the Dim Forest, where powerful forces are at work. The Fades are spreading from Derelion and a mysterious falling star plunged into the Javan River last year. The key to Darlon's past and the forest's future resides with himself, the elusive Darlon Lea. A Geoff regional adventure for APLs 4-10 and Verse Three of the Song of Fading Shadows.

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

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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 scoring packet, 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 three 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.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

| 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 |

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

face 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. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. 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 free 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 one-round Regional adventure, set in 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.

Is It a Full Moon?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Adventure Background

This adventure is set in the late spring of CY 593. At this time, Grand Duke Owen and his aligned armies are planning the assault on Gorna, the former capital of Geoff. Grand Duke Owen resides in Hochoch where he is consolidating his power over his nobles.

In this adventure, the PCs determine the future of the Dim Forest. They continue to unravel the mystery surrounding the Fallen Star. At the same time they must confront the past of Darlon Lea, an outlawed ranger lord.

Four years ago, in CY 589, Darlon Lea was the highest-ranking Gyric noble in Geoff. He worked with the Gran March military, in particular Knight Field Marshal Dispatcher Alicia Helanasdotter, to rebuild Hochoch after the giant occupation, but disagreed with many of their methods. In particular, he strongly disapproved of the timbering in the Oytwood and Dim Forest to build the border keeps.

At the time, the giants bribed an unseelie faerie to enchant the provisional governor of Hochoch. The faerie dominated Karl Neumann, the provisional governor, and forced him to issue a series of decrees that were intended to cause dissent and distrust between the Marchers and the native Gyri.

Darlon Lea proved an obstacle to the faerie's plan, so he framed Darlon for treason. The faerie organized a group of saboteurs to cause accidents. It then helped the Oytwood elves ambush logging parties in the Oytwood. The faerie left enough evidence to incriminate Darlon Lea.

Darlon Lea was arrested by Helanasdotter for treason and cast into the dungeon under Caer Dwr Gwyldy to await trial. There, Neumann, under the control of the faerie, met with Darlon Lea and convinced him to flee.

Helanasdotter held the trial in his absence. Without Darlon there to defend himself and with the added evidence of his flight, he was pronounced guilty and sentenced to die by beheading. An enormous bounty was

placed on his head. Darlon Lea has remained in the Dim Forest ever since.

Two years ago in CY 591, a shooting star arced across the heavens above Geoff. The star plunged into the Javan River many miles deep into the Dim Forest. A strange vortex of positive energy formed where it landed. Forces of evil and shadow have tried to corrupt the vortex once, but heroes fended off the attempt. Since then the sylvan elves have kept a careful watch on the vortex.

Last year in CY 592, several tribes of sylvan elves accepted Darlon Lea as the Kánotaurë (*kah-no-taur-eh*, tr. forest commander) of the Dim Forest because of his long experience fighting the giants and his acceptance of the ways of the wood elves. Since their unification under his leadership, the elves have beaten back the giants from their villages.

In addition, Darlon Lea has learned of the straffern plant, which produces spores that are deadly to giants. Darlon has spread seedlings of the plants throughout the Dim Forest. The plant dies in direct sunlight so its growth is limited to the shadowy gloom of the Dim Forest.

A few weeks before this adventure begins, Lorindoriel, an elven cleric of Ehlenestra, has a vision from her goddess that the remains of Alexander Stonehouse have returned to Oerth (they've appeared in his ancestral tomb) and that the remains are crucial to the future of the Dim Forest. Alexander Stonehouse was a powerful elven druid and prince who was in Derelion when the Shadow Rift opened. He fought the Shadow Dragon and he and several companions entered the Shadow Rift to stem the tide of creatures flowing through.

Stonehouse and his companions were lost in Shadow and were slain one by one. Stonehouse himself finally perished and his remains returned to his family tomb. This was due to a powerful spell that returns the mortal remains of all Stonehouses to a specially prepared tomb.

The Stonehouses are fire genasi and the blood of the efreet flow through their veins. Because of their ancestry, they could not live in the tree houses of the elves. Instead, they had to live in buildings made of stone, hence their name. For the same reason, they could not be safely buried in the Dim Forest. Therefore, they constructed a tomb on the Elemental Plane of Fire to house their mortal remains.

Lorindoriel told Darlon Lea about her vision and he agreed to go to Tir-en-Mortem, where the Stonehouse tomb is located. Unfortunately, the elven city has been overrun by shadows and the way is perilous. After Darlon leaves, divinations show that he is in grave

danger. Lorindoriel begins to look for some way to help Darlon.

At the same time, both Vilina Lea and Cuthalion Cuern are looking for messengers to find Darlon Lea. Vilina Lea is a cousin of Darlon and a Knight of the Watch. She is attempting to clear his name or see that justice is done. She wishes to meet with Darlon and learn his side of the story.

Cuthalion Cuern is the High Seneschal of Geoff. Owen has asked Cuthalion to summon Darlon to the court so that Darlon can swear fealty. Three times, Cuthalion has attempted to summon Darlon, but each time the ranger lord has eluded him.

Adventure Summary

Introduction

The PCs are brought into the adventure in one of two ways.

PCs who are not tied to the Knights of the Watch or Army of Retribution are hired by Cuthalion Cuern to deliver a message to Darlon Lea in the Dim Forest. The message is a summons from Owen to Darlon. He is commanded to come to *Caer Dwr Gwyldy*. Cuthalion suggests that they start at Fort Resolve.

PCs who are tied to the Knights of the Watch or Army of Retribution are hired by Vilina Lea to find the location of Darlon Lea and deliver a message. She wants to meet with him and talk. She has learned some new information about what happened two years ago. The message is proposing a meeting place and time. She is not out to arrest Darlon. Vilina suggests that they start at Fort Resolve.

Encounter One: On the Trail of an Outlaw Lord

In this encounter, the PCs travel to Fort Resolve and meet with Gerwyn ap Henig to see if he knows where Darlon Lea is. After some persuasion, Gerwyn agrees to help them. He likes both Vilina Lea and Cuthalion Cuern.

Encounter Two: The Sylvan Village of Fuinorna

Gerwyn leads the PCs into the Dim Forest to a Gyrlic/Wood Elf village. At the village, the PCs check around and find out that Darlon was at this village, but left in a hurry not long ago. Eventually, the PCs will meet with the elven cleric of Ehlenestra who knows where Darlon has gone.

The cleric tells the PCs that Darlon Lea has gone to the north, seeking the body of Alexander Stonehouse in a set

of elven ruins some distance from Derelion. Auguries have since turned ugly and they ask that the PCs go to aid Darlon Lea and help him return the body of Alexander Stonehouse to them.

Encounter Three: Journey through Shadow

Kinkaid guides the PCs through the forest, but only if they promise that they will not arrest Darlon or cause him any harm.

Along the way, the PCs run into followers of Arbrozgar, the frost giant wizard.

Encounter Four: Death of the Kánotaurë

Kinkaid leads the PCs to the elven ruins where they find Darlon Lea fighting off a fade blackguard. The PCs join the battle, but Darlon is slain and the leader of the blackguard carries off Darlon's head. The remaining shadows are weak enough for the PCs to defeat them. When the PCs are done fighting off the fades, they are able to retrieve Darlon's body. Without a head, he cannot be raised. He must be resurrected.

Encounter Five: Where a Prince Rests in State

The PCs can explore the ruins and find the entrance to the tomb of the Stonehouses. The tomb is actually on the Elemental Plane of Fire, near the edge with the Positive Energy Plane. The PCs must overcome traps and figure out which tomb is Alexander's. When they open the right crypt they find that the body of Alexander Stonehouse has changed into a large crystal formation.

Encounter Six: Leaving Tir-en-Mortum

PCs encounter a dangerous bridge. They must avoid the bridge, fix the bridge, or survive a chaotic tumble down the waterfall.

The PCs have found Darlon's body and have choices of what to do with Darlon's body. He cannot be raised, because he has no head. Kinkaid does not want him reincarnated, because of the dangers that he might come back as something else. The elves do not have any priests that can cast *resurrection*. Therefore, the PCs must take Darlon's body back to Hochoch.

Or the PCs can leave Darlon's body at the ruins. If they take that option, Kinkaid is furious with the PCs. She personally carries her uncle back to the elven village and leaves the PCs in the lurch. If she gets back to the village before the PCs, the PCs face a cool reception there as well.

Encounter Seven: In Pursuit of a Miracle

When the PCs return the body to Hochoch, they must be careful about how they do so. The Knights of the Watch

and the Army of Retribution both want Darlon for treason. The PCs must sneak Darlon through the gates, across, town and up to the temple of Pelor. If the PCs get Darlon to the temple, Rhodri Morningmist resurrects Darlon.

Encounter Eight: The Fate of Darlon Lea

A junior priest of Pelor with Army of Retribution/Knights of the Watch loyalties reports Darlon's presence to Gundar Kevitz, who brings a bunch of the Knights of the Watch to the temple. He has the temple surrounded by Knights and enters to arrest Darlon. The priests of Pelor claim that this place is a place of sanctuary and refuse to hand over Darlon. Kevitz then stations guards at each of the doors out of the temple.

The PCs have many options. They can give Darlon to the Knights of the Watch, try to help him escape yet again or they can try to reason their way out using diplomacy.

Conclusion

Either Kinkaid or Gerwyn lead the PCs to the vortex where they cast Alexander Stonehouse's body into it. This leads to good things in the future.

Introduction

This adventure has two different introductions based upon party composition. If any member of the group is a member of the Knights of the Watch or the Army of Retribution, then use Introduction A. If none of the party members have this connection, use Introduction B.

Introduction A

The adventure begins in the town of Hochoch. Have each of the PCs explain what has brought them to the town. Once they have done so, read the following:

Each of you receives a summons by Watcher Vilina Lea, Ever Alert Wolverine. It gives the location of Northkeep and requests your presence an hour past noon on the next day.

Vilina Lea is a member of Knights of the Watch. Vilina Lea has obtained the rank of Creature of the Earth, which is a low ranking officer in the Knights of the Watch. Northkeep is the massive Knights of the Watch fortress located just north of Hochoch.

You arrive at the castle of the Knights of the Watch. A massive keep sits on the top of the hill and two concentric walls guard an approach. Higher towers cover the lower towers and the walls are high and

thick. The castle is an impressive bastion of defense, even though work continues on the outer wall.

Shortly after your arrival at Northkeep, Watcher Vilina Lea meets you. She is a solidly built woman who has lost some of her femininity to long hours of martial training, but the force of her personality is palpable.

She starts speaking without preamble. "I need a message delivered to my cousin Darlon Lea. Before I go further I ask each one of you to look into your hearts and determine if you can do this task with honor. If you cannot do this task with honor there is no shame in leaving now and reporting back to your assigned duties in your unit."

The PCs are likely to ask what this means. Vilina tells them that they must conduct themselves as if they were following the precepts of the Knights of the Watch. She will not explain the precepts to non-members. Instead, she instructs them that they must keep their word, fight with honor, show bravery and valor in the face of danger, and seek to protect the innocent. Vilina Lea is paladin of Mayaheine as well as a Knight of the Watch.

After a few moments of quiet reflection Watcher Vilina Lea continues. "I have asked my superiors to allow me to be an advocate in the defense of my cousin Darlon Lea. Although he was tried in absentia and found guilty, I have found some new information of what happened three years ago. As such I need a message delivered to Darlon Lea that proposes a meeting place and time between my cousin and myself. You are not under orders to arrest Darlon Lea at this time. In fact, I am discouraging any such attempts."

If the PCs are unfamiliar with the recent history of Darlon Lea, Vilina gives them a quick summary. The information that Vilina knows is identical to the Alicia Helanasdotter's Background Knowledge in the Important NPCs section of Encounter Eight.

If the PCs ask why she summoned them, she says that Darlon has been avoiding her messages and attempts to contact him. As an unknown third party, the PCs have a chance. Vilina will not offer any reward until the PCs deliver the message. Once delivered, she is willing to instruct the PC or provide some support in the future. See the Treasure Summary for more details.

Vilina Lea does not know exactly where her cousin is. He has been hiding in the Dim Forest for the past several years. She suggests that they go to Fort Resolve, which is a border keep on the southern edge of the Dim Forest. She has a friend who lives there whose name is Gerwyn

ap Henig. He is a priest of Pelor and has contacts inside the Dim Forest.

If the PCs open the letter (which requires them to break the seal), they find it to be a letter from Vilina to Darlon. The letter proposes meeting to discuss the crimes alleged against him. She promises safe conduct throughout the meeting and is willing to meet with him at a place of his choosing.

🐉 **Watcher Vilina Lea:** female human Pal7.

The PCs may want to gather information about Darlon Lea, Gerwyn, and the Dim Forest. If they do, go to the Looking into Things in Hochoch section below. If the PCs head straight to Fort Resolve, go to Encounter One.

Introduction B

The adventure begins in the town of Hochoch. Have each of the PCs explain what has brought them to the town. Once they have done so, read the following.

Each of you receives a summons from Cuthalion Cuern, High Seneschal of the Brenin. It requests your presence an hour past noon on the next day at Caer Dwr Gwyldy (kigh-er door gwill-dee), the Grand Duke's castle in Hochoch.

Caer Dwr Gwyldy sits on the top of the hill on which Hochoch is built. It's extremely easy to find. PCs that enter the castle must surrender any weapons of medium size or larger.

Shortly after your arrival at Caer Dwr Gwyldy, Cuthalion Cuern meets with you. After a few minutes of small talk, he states why he summoned you. "I require a group of heroes that are capable of completing a task for the good of my liege. Specifically, I need you to deliver a message from Owen the Brenin to an old friend of mine. You may have heard of him – his name is Darlon Lea. Unfortunately, he has been out of touch for a while and I don't quite know where he is."

If the PCs are unfamiliar with the recent history of Darlon Lea, Cuthalion gives them a quick summary. The information that Cuthalion knows is identical to the Alicia Helanasdotter's Background Knowledge in the Important NPCs section of Encounter Eight.

If the PCs ask why he summoned them, Cuthalion says that Darlon has been avoiding his messages and attempts to contact him. As an unknown third party, the PCs have a chance. Cuthalion will not offer any reward until the PCs deliver the message. Once the message is delivered, Cuthalion can make weapon upgrades available or

provide support to the PC at some future time. See the Treasure Summary for more details.

Cuthalion Cuern does not know where Darlon is. He has been hiding in the Dim Forest for the past several years. Cuthalion suggests that they go to Fort Resolve, which is a border keep on the southern edge of the Dim Forest. Cuthalion has a friend who lives at Fort Resolve, whose name is Gerwyn ap Henig. He is a priest of Pelor and has contacts inside the Dim Forest.

If the PCs open the letter (which requires breaking the seal), they find it to be a summons addressed to Darlon Lea from Owen the Brenin. It commands him to appear before Owen at his castle in Hochoch.

🐉 **High Seneschal Cuthalion Cuern:** male half-elf Ftr4/Rng1/Clr9 of Ehlonna.

The PCs may want to gather information about Darlon Lea, Gerwyn, and the Dim Forest. If they do, go to the Looking into Things in Hochoch section below. If the PCs head straight to Fort Resolve, go to Encounter One.

Looking into Things in Hochoch.

If the PCs decide to check things out in Hochoch, they can learn a few bits of background information.

If the PCs ask about the Dim Forest, they learn the following with a successful Gather Information, Knowledge (local – Geoff), or Bardic Knowledge check:

- **DC 10:** While the sylvan elves have long called the Dim Forest home, the forest is being overrun by Fades. The Fades are controlled or led by an ancient shadow dragon.
- **DC 12:** Fades are horrible creatures that have spread from the Dark Heart of the Wood that used to be the elven city of Derelion. No one goes near that cursed place. The elves now live in small villages in the southern parts of the Dim Forest.
- **DC 14:** The Fades have the ability to fade in the light and blend with shadows. Weapons must be *blessed* or magical to strike them.
- **DC 16:** The Fades first appeared through a rift to another plane. The rift appeared when Derelion fell to the giants. The fades attacked both the giants and the elves.

If the PCs ask about Darlon Lea, they learn the following with a successful Gather Information, Knowledge (local – Geoff), or Bardic Knowledge check:

- **DC 10:** Darlon Lea was once a Gyrlic noble and head of the rangers. But now he is an outlaw.
- **DC 12:** Darlon Lea now lives in the Dim Forest. He moves about constantly, battling giants and Fades.
- **DC 14:** There is a significant reward offered by the Army of Retribution and the Knights of the Watch for capturing Darlon Lea. Word has it that the reward has risen to 5,000 gp for each person involved in his capture.
- **DC 16:** Many of the wood elves follow Darlon Lea in battle against the giants and fades.
- **DC 20:** Darlon Lea betrayed the Army of Retribution by passing sensitive information to the Oytwood elves, sabotaging the border keeps, and helping the elves set up ambushes of loggers and Army of Retribution patrols.

If the PCs ask about Gerwyn ap Henig, they learn the following with a successful Gather Information, Knowledge (local – Geoff), or Bardic Knowledge check:

- **DC 10:** Gerwyn is an older man and a priest of Pelor.
- **DC 12:** Gerwyn is a member of the Order of the Shining Beacons. They strive to fight against the fades in the Dim Forest.
- **DC 14:** The Shining Beacons have a chapter house inside of Fort Resolve. Gerwyn often stays there.

If the PCs ask about the Shining Beacons, they learn the following with a successful Gather Information, Knowledge (local – Geoff), or Bardic Knowledge check:

- **DC 10:** The Order of the Shining Beacons is a recent addition to Geoff. They are a multi-faith organization created to combat the invasion of undead and shadow creatures in the Dim Forest.
- **DC 12:** The main sponsors of this organization are the Churches of Pelor and Ehlonna.
- **DC 14:** The Shining Beacons have chapter houses inside and outside the Dim Forest.
- **DC 16:** The symbol of the Shining Beacons is unicorn's horn imposed on a golden sunburst.

When the PCs head to Fort Resolve, go to Encounter One. A map of the Arweth cantrev is provided (**DM Aid: Map #1**).

Encounter One: On the Trail of an Outlaw Lord

You travel through the cantrev of Arweth, heading north and east toward Fort Resolve. The rolling countryside rises from the Anniben Dwr (on-eh-ben door) and is dotted with small farms. Freshly plowed fields are everywhere and the trail twists and winds its way between them. With the exception of a brief rain shower, the trip is uneventful.

Fort Resolve is a full day's walk or a half-day's ride north northeast of Hochoch.

Fort Resolve sits on a hill overlooking the countryside around it. The walls are actually earthen ramparts with tree trunks set into the earth to provide a protective skin. Giant boulders would make short work of thin stonewalls, but these walls cannot be broken down so easily. The banner of Gran March flaps in the spring breeze.

At the foot of the hill from Fort Resolve is a small thorp. The tiny village consists of a dozen or so buildings grouped around the road that leads to the gates.

The thorp is unnamed and exists solely to provide services to the soldiers at the fort. There is an unnamed tavern, a blacksmith, a mercer, an open farmer's market and a chapter house for the Shining Beacons. The rest are the homes of the villagers, who are mostly farmers or shepherds.

The PCs can ask around the village to find out information about the Dim Forest, Darlon Lea, or Gerwyn ap Henig. The soldiers in the tavern prefer to be left alone so that they can drink. The best place to find information is the farmer's market. The villagers love to gossip and talk.

The PCs can gain the same information as was listed in the Introduction. If the PCs are willing to share news from Hochoch or further away, give a +2 circumstance bonus to any Gather Information checks.

In addition, if the PCs ask the villagers or the soldiers where they can find Gerwyn, they quickly learn that he is at the chapter house. The chapter house is not named. Instead there is a banner hanging outside with a unicorn's horn imposed on a golden sunburst.

The PCs may go directly to the chapter house or stop elsewhere in the village and learn that Gerwyn ap Henig is at the chapter house of the Order of the Shining Beacons.

You find Gerwyn ap Henig at a chapter house on the road through the thorp leading to Fort Resolve. The chapter house is tiny and only a single room. The far wall is painted with a unicorn's horn imposed on a golden sunburst.

Gerwyn is a middle-aged man with large bushy eyebrows. Both his hair and beard are a mixture of brown and gray. Gerwyn carries himself like a man accustomed to danger. His dark eyes have obviously seen much horror, but they still shine with the fires of hope.

Gerwyn greets the PCs and makes small talk with them for a while. After some time (which he spends sizing the PCs up) he asks them what brings them to see him.

Assuming that the PCs tell him that they are looking for Darlon Lea, he first pleads that he has no knowledge of where the Outlaw Lord is. The PCs must convince Gerwyn to trust them. In particular, the PCs must assure Gerwyn that they do not seek to harm Darlon Lea. If the PCs mention that they have a letter for him from Cuthalion Cuern or are looking for him on behalf of Vilina Lea, this goes a long way to assuage Gerwyn.

Role-play out this encounter. Gerwyn is an experienced veteran and is not easily cowed. Attempts to intimidate him are met with requests that the PCs leave the Chapter House. The best strategy for the PCs is to be honest with Shining Beacon and assure him that they mean Darlon no harm.

Assuming that the PCs convince Gerwyn to help them, read the following.

"As to where Darlon is at this time I honestly do not know. I will offer my help. However, know this. When Darlon tells you that he will not come back you must give me your word that you will accept this and leave him be. You will have to tell who sent you that Darlon chooses not to come back."

Gerwyn refuses to help the players unless they make this promise. In Gerwyn's mind this is to prevent harm on the PCs, as the elves will have great enmity for any who would harm their leader.

"Darlon moves constantly through the Dim Forest, fighting incursions by the fades and the giants. He rarely sleeps in the same place two nights in a row to prevent bounty hunters from learning his location and bringing harm to the elves and Gyri who live there."

"I suppose we can try the village of Fuinorna. It's as good a place to begin as any. Find sleeping

arrangements in the thorp or here in the fort. We'll head into the Dim tomorrow."

There are no inns in the thorp. The PCs must find a place to sleep with one of the families in town. With a Diplomacy check (DC 10), a villager gives the PCs a spare bed or a space on the floor of one of the houses. Half-orcs are made to sleep in the barn. Knights of the Watch or members of the Army of Retribution can spend the night in the barracks in the fort.

🐉 **Gerwyn ap Henig:** male human Rgr1/Clr5 of Pelor.

When the PCs enter the Dim Forest, go to Encounter 2. A map of the Dim Forest is provided (**DM Aid: Map #2**).

Encounter Two: The Sylvan Village of Fuinorna

Gerwyn leads you into the Dim Forest. The trees of this ancient wood are massive and the canopy is so thick that it blocks the sun, leaving the forest floor forever cloaked in shadow.

The lack of sunlight has prevented shrubs or ground growth, leaving nothing but a blanket of leaves that stretches in every direction. Gerwyn obviously knows the way as he leads you through the cathedral of great trees.

Have the PCs make Spot Checks (DC 20 + the APL), if any of them make it, they notice that they are being watched from a distance by unknown humans or elves. If the PCs ask Gerwyn about the figures, he says that they are either rangers or wood elves and that as long as the PCs are with him, they are safe.

After several days, you reach the village of Fuinorna. The village is built on two levels. The Gyri live in wooden houses on the forest floor, while the elves live on flets in the trees overhead. Stairways curl around tree trunks, linking the Gyric village with the elven one.

At this point, have the PCs make Spot checks (DC 15). If they succeed, the PCs notice, that there are many freshly planted ferns all over the place. PCs who have played **A Flower for a Giant's Grave** recognize the plants as strafferns.

Not a Warm Welcome

Use this portion of the encounter of Fuinorna if either of the below apply:

- The party has no wood elves, half-elves, Olwythi gan Gyrudd, prydythi, Old Faith druids, or members of related organizations.
- The party has one or more Knights of the Watch or member of the Gran March military, regardless of whether the party has elves, rangers, druids, or other people listed above.

If neither of the above apply, use the Warmer Welcome section below.

Gerwyn guides you through the worn paths of Fuinorna. Many of the woodsmen watch you carefully as you go by, studying you carefully, as if not quite sure what to make of you.

Eventually, Gerwyn leads you to a larger building near the center of the village. It seems to be a tavern of some sort, but it has no sign or other marking. "Wait here at Eben's," Gerwyn, says. "I need to make a few inquiries and it may take a while. No one will mess with you too much if you stay here." Gerwyn then heads up a stairway on a tree opposite Eben's place.

The PCs can follow Gerwyn, wander off on their own, or go to Eben's.

If the PCs follow Gerwyn and he spots them, he tells them to go back to Eben's and wait for him there. Under no circumstances does he allow the PCs to accompany them. He explains that he must speak with some sensitive contacts that will not be forthcoming if the PCs are present.

If the PCs follow Gerwyn and he does not spot them, they watch him visit several different houses and talk to people. Eventually, he meets with Kinkaid, a young wood elf ranger. They talk for a bit and the two go to the temple of Ehlenestra. There, they meet with a cleric of Ehlenestra for a while before heading back to Eben's.

The PCs are not able to get close enough to hear conversations without being spotted. If a PC has ranks in Read Lips and can make a DC 20 check (or has magical means of listening), they can learn that Gerwyn is asking about Darlon Lea and that some trustworthy individuals have a message for him. Kinkaid tells Gerwyn that he needs to talk to the cleric of Ehlenestra, who knows where Darlon is. The cleric is worried about Darlon and fears that he is in danger. He asks Gerwyn to bring the PCs to him.

If the PCs wander off on their own, they can wander around the village. It is small and rustic. People look at them with suspicion and not a little bit of fear. They will not really come across anything of interest.

If the PCs seek out a store, they can find a small trading post. The trading post has all equipment from Table 7-7 on page 108 of the *PH* that costs less than 50 gp, all simple and martial weapons from Table 7-4, and all light armor from table 7-5. The trading post prefers to work on the barter system. If the PCs have something to trade, the store gives them full value for it. If the PCs pay in coin, the costs double.

If the PCs enter Eben's place, read the following:

Eben's place is a dark and smoky taproom. The floor is packed dirt and the entire building is made out of timber. Straw has been tossed on the floor to soak spilled drinks.

There is no bar in the place. Instead, there are tables and chairs spaced out about the room. Some of the patron's look up at you as you enter. They glower for a second and return to their drinks.

A lanky bearded man with a bit of a limp comes over to you. "I'm Eben. You must be the outsiders who came in with Gerwyn. Yes, word gets around pretty quick. Have a seat and I'll getcha somethin' to drink."

There are half a dozen patrons in the inn. They are all Gyrlic woodsmen who live in the village. The initial attitude of the other patrons of the bar to the PCs is Unfriendly. They refuse to talk with the PCs and ignore attempts to bring them into conversation until their reaction is improved. Please see the *DMG* (pg. 149) for rules on improving NPC reactions.

If there are any bards in the party, they can offer to entertain the patrons. A superb performance (Perform DC 20) causes the reaction of the patrons to improve by one step.

If any of the PCs have Influence with Darlon Lea, they may use this influence to improve the reactions of the patrons by one step. Multiple uses of Influence with Darlon Lea have no effect.

If the PCs can improve the patron's reactions to Friendly and the PCs make a successful Gather Information check (DC 20), the patrons tell the PCs that Darlon was in the village not too long ago. If they want to find him, they should talk to his niece Kinkaid.

If the PCs cannot improve the patron's reaction to Friendly, one of the patrons slips out and warns Kinkaid that people are asking about Darlon.

Eventually, Gerwyn returns. Go to the Getting the News section below.

Warmer Welcome

Gerwyn guides you through the worn paths of Fuinorna. Many of the woodsmen nod to you as you go by. The village has a rustic charm to it, accentuated by the influence of the elves living above.

Eventually, Gerwyn leads you to a larger building near the center of the village. It seems to be a tavern of some sort, but it has no sign or other marking. "Wait here at Eben's," Gerwyn, says. "I need to make a few inquiries and it may take a while. While I'm gone, you can get a drink and off your feet." Gerwyn then heads up a stairway on a tree opposite Eben's place.

The PCs can follow Gerwyn, wander off on their own, or go to Eben's. If the PCs follow Gerwyn or wander off on their own, the same events unfold as described in the Not a Warm Welcome section above.

If the PCs enter Eben's place, read the following:

Eben's place is a dark and smoky taproom. The floor is packed dirt and the entire building is made out of timber. Straw has been tossed on the floor to soak spilled drinks.

There is no bar in the place. Instead, there are tables and chairs spaced out about the room. Some of the patron's look up at you as you enter. They nod in acknowledgement and return to their drinks.

A lanky bearded man with a bit of a limp comes over to you. "I'm Eben. You must be the ones who came in with Gerwyn. Yes, word gets around pretty quick. Have a seat and I'll getcha somethin' to drink."

There are half a dozen patrons in the inn. They are all Gyrlic woodsmen who live in the village. The initial attitude of the other patrons of the bar to the PCs is Indifferent. They refuse to talk with the PCs and ignore attempts to bring them into conversation until their reaction is improved. Please see the DMG (pg. 149) for rules on improving NPC reactions.

If there are any bards in the party, they can offer to entertain the patrons. A superb performance (Perform DC 20) causes the reaction of the patrons to improve by one step.

If any of the PCs have Influence with Darlon Lea, they may use this influence to improve the reactions of the patrons by one step. Multiple uses of Influence with Darlon Lea have no effect.

If the PCs can improve the patron's reactions to Friendly and the PCs make a successful Gather Information check

(DC 20), the patrons tell the PCs that Darlon was in the village not too long ago. If they want to find him, they should talk to his niece Kinkaid.

If the PCs cannot improve the patron's reaction to Friendly, one of the patrons slips out and warns Kinkaid that people are asking about Darlon.

Eventually, Gerwyn returns. Go to the Getting the News section below.

Getting the News

Gerwyn steps through the open door into the taproom. He sees you and heads over your way. Behind him is a female wood elf. She has long curling dark hair and bright green eyes. She walks with a spry step and is incredibly graceful in her movements.

If the PCs have played **A Flower for a Giant's Grave**, they recognize the elf as Kinkaid. If not Gerwyn introduces her to the party.

"Well, we're in luck," Gerwyn says. "Darlon was here not too long ago, but he left in a big hurry yesterday on some errand to the north."

Kinkaid says, "But something has developed since then. The Huntress of Ehlenestra wishes to speak with you at once. Please, would you come with me?"

If the party says no, this effectively ends the adventure. They are unable to meet with Darlon and deliver their message.

If the party says yes, go to the Meeting with Lorindoriel section below.

Meeting with Lorindoriel

You climb the stairs to the elven part of Fuinorna. The grace and beauty of the elven woodworking is astounding. Kinkaid leads you across bridges that arc between the flets and homes of the elves to a beautiful structure that is built in the one of the largest trees in the village.

The temple to Ehlenestra is series of flets built on different levels and overlapping each other. Sweeping stairs connect the levels, and tall slender arches support a sharply sloping roof.

The interior of the temple is open and airy. Statues of elven maidens hold bowls in which silver flames flicker and dance. Birds cluster in the eaves over your head. Unicorns are worked throughout the decorations.

At the heart of the temple is a statue of the goddess herself. She is depicted as a golden-haired princess, clad in light green. The statue is balanced on a promontory that juts out from an upper flet and seems to soar over the lower flet of the temple.

Standing at the foot of a curving set of stairs near the statue is a beautiful elven cleric. She must be high elven, because she has honey blonde hair instead of the dark brown of the wood elves.

Kinkaid and Gerwyn lead the PCs to the elven cleric. They introduce her as Lorindoriel, the huntress of Ehlenestra. She is the keeper of the temple in Fuinorna. Gerwyn then suggests that the PCs introduce themselves. Once the PCs have done so, Lorindoriel says the following:

"Gerwyn has explained to me that you are seeking the Kánotaurë. As Gerwyn has no doubt passed on, he is not here. He has traveled north with a few of his best to Tir-en-Mortum to complete an important task for the future of the Dim Forest."

"The divinations have darkened since the Kánotaurë has left our village. They portend great danger and evil. I fear for the life of our war leader."

"I ask that you go north to the aid of our Kánotaurë. We have no one to send to his aid. Our warriors and scouts are needed here to combat the fades and giant thralls that threaten us. Also, the Dim Forest is not a tame forest. There are many dangers here other than giant or fade."

"I also ask that you help the Kánotaurë complete his mission in Tir-en-Mortum. His task was the recovery of the body of a Prince of the Dim Forest. It has come to our attention that recently that our Prince's body has returned back to his family's resting place from the land of shadow."

"Ehlenestra has seen fit to reveal to me that the body of our Prince will aid us in our fight against the fades and the shadow dragon that dwells at the Dark Heart of the Forest."

"If you would do these things, you will be able to deliver your message to the Kánotaurë and strike a blow against the fades that threaten the Dim Forest."

The PCs likely have questions for Lorindoriel. The most common questions are listed below with their answers. If the PCs ask a question not on the list, extrapolate as best you can.

- How long ago did Darlon Lea leave?

He left yesterday.

- How many people are with Darlon Lea?

He took three of his trusted companions. They were two rangers – an elf and a human – and a cleric of Ehlonna.

- What is Tir-en-Mortum?

Tir-en-Mortum was a wood-elven village. It means "Watcher of the Dark Valley". It guards the entrance to the tombs of the elven houses of the Dim Forest. It was overrun by fades not long after Derelion fell.

- Where is Tir-en-Mortum?

It is about 40 miles north and west of here, on the other side of the Taura Ridge.

- Where is the tomb?

The tomb is located along with many others to the northeast of the village. There is a trail that will lead you to it.

- How do we know which tomb is his?

The entrance to the tombs only appears when the moon shines upon it. Look for a symbol of a flame wrapped around a tree sitting inside a decorated semicircle.

- How do we open the tomb?

You need only speak the name of his family in elven – Gondibar.

- Will the tomb be trapped?

Most certainly. You must overcome them and gain entrance. I caution you to not disturb any bodies but Alexander Stonehouse. Elven curses are terrible things, and I will not be able to protect you from them. Alexander's body should not be warded by curses, as he was never set to rest with an appropriate ceremony.

- Who is the Prince?

Alexander Stonehouse. He was a blood relative of the High Lord of the Dim Forest who once lived at Derelion.

- Where has the Prince been?

He entered the rift to the Shadow Plane during the Fall of Derelion. He has not been seen since. We believe that he has wandered the elsewhere.

- Why is the Prince's body special?

The Stonehouse family has long been defenders of the Dim Forest. They are genasi. The blood of

a genie from the Plane of Fire flows through their veins. Beyond that, Ehlenestra has not revealed its importance to me.

- Will we get paid for this?

Aid the Kánotaurë, bring back the body of Alexander Stonehouse, and the Forest Maiden will grant you her benefice.

☞ **Lorindoriel:** female high elf Clr7 of Ehlenestra.

If the players accept the quest, Kinkaid offers to guide them to Tir-en-Mortum. She knows the Dim Forest well and can get them to the ruined village.

For Kinkaid's stats, see Appendix I.

Gerwyn takes his leave of the party at this point and wishes them well on their question. He does have a final piece of advice.

The Dim Forest is a dangerous place, my friends – especially where you are going. It's overrun with fades that have been creeping out of Derelion ever since the Shadow Rift opened. These fades are nasty creatures, but they aren't undead. So don't bother trying to turn them. Unfortunately, they are infused with shadow stuff so you will need enchanted weapons to strike them. Fire and acid and things like that work well too. They are not incorporeal.

With that, Gerwyn heads back to Fort Resolve. When the PCs head north toward Tir-en-Mortum, go to Encounter Three.

Encounter Three: Journey Through Shadow

Tir-en-Mortum is about 40 miles north, northwest of Fuinorna. Like most of the Dim Forest, the land in between is trackless wood. The speed of all movement through the Dim Forest is halved.

Kinkaid is eager to catch up with her uncle and pushes the PCs to walk 12 hours a day. She says that the divinations reveal great danger, and they need to catch up to him as quickly as possible.

A forced march of 12 hours increases the amount of distance covered in a day by 50 percent but will do subdual damage to the PCs if they do not make their Constitution checks.

The PCs can also hustle, but hustling for days on end is even more dangerous than a forced march. See page 143 of the *PH* for information on forced march and hustling for extended periods.

The amount of time it takes to get to Tir-en-Mortum depends on the PCs speed and whether or not they forced marched.

| Speed | Normal Walk | Forced March |
|--------|-------------|--------------|
| 20 ft. | 5 days | 3 1/3 days |
| 30 ft. | 3 1/3 days | 2 1/4 days |
| 40 ft. | 2 1/2 days | 1 2/3 days |
| 50 ft. | 2 days | 1 1/3 days |

The PCs are welcome to think of other ways to increase their speed to get to Tir-en-Mortum. Speed is important because the combat in Encounter Four happens on day three. If the PCs arrive after day three, then they miss the combat and are left to pick up the pieces.

Flying is problematic, as the thick tree cover prevents easy navigation. If the PCs fly, they must make a Knowledge (geography) check (DC 25) or a Wilderness Lore check (DC 25) to find the town. A PC who makes a successful Intuit Direction check (DC 15) or has a Stone of Ehlonna gets a +2 synergy bonus to the Knowledge or Wilderness Lore check to find Tir-en-Mortum.

If the PCs are flying, they miss the encounter with the non-flying ogres described below. The flying ogres, however, do attack the PCs.

The PCs may also decide to teleport. Kinkaid warns them against this. She says that the planar energies are too unstable in the area because of the Shadow Rift. If the PCs teleport anyway, they are caught in the maelstrom of the planar rift and end up on the Plane of Shadow. They can try to work their way back to the Flanaess. If they arrive at Tir-en-Mortum more than three days after their meeting with Lorindoriel, they miss the combat in Encounter 4.

Also, the PCs entrance into the woods may be noticed by several other interested entities. The PCs may have the Wrath of Dorindel, Attention of the Shadow, or the Enmity of Arbrozzar. For each PC and each antagonist, there is a 50% chance that the antagonist scrys on the PCs while they are in the forest. Roll separately for each PC and for each antagonist.

Arbrozzar has received divinations from Thyrm, so he has dispatched his minions to intercept the PCs separate from his scrying attempts.

Giant's Attack

Just after the PCs begin their day's march between Fuinorna and Tir-en-Mortum, ogre servants of Arbrozzar the Frost Giant wizard attack them. Arbrozzar has sent these ogres to inflict a little punishment on those who killed his familiar if any of the PCs have the Enmity of

Arbrozzar. If none of the PCs have the Enmity, the ogres attempt to capture PCs to fill Arbrozzar's larder. Bread tastes better with fresh adventurer bones added to the flour.

The ogres focus their attacks on any PCs with the Enmity of Arbrozzar. The ogres attempt to subdue the PCs first so that they can carry them back to Arbrozzar for proper torture and execution.

The PCs can make Listen checks (DC 12 + the APL) to hear the ogres coming. If they succeed, they hear the buzzing of the wings of the spider eaters and can warn their fellows. Roll initiative normally. If all the PCs fail their listen checks, they are surprised.

The trees are approximately 5 feet in diameter and spaced 10 to 20 feet apart. The lowest branches are 20 feet up the tree, but the canopy does not interfere with the flying ogres until 40 feet above the ground.

Tactics: Any ogres in the encounter have already consumed their *potions of blur* before they attack the PCs (and any ogre mages are invisible and have consumed their *potions of endurance*). On the first round of combat, any ogres in the encounter drink their *potions of haste* and close with the party as fast as they can. Any ogre mages drink their *potions of haste* and circle the party by flying invisibly.

Ogre flyers will fly over the PCs and attempt to attack spellcasters with their long spears while their spider eaters attempt to sting the spellcasters. Ogre hunters will charge any archers to draw them into melee. An ogre mage will use its *cone of cold* ability to catch as many of the PCs at once as possible. It particularly aims for heavily armored warriors who likely have poor Reflex saves.

If any of the PCs have Arbrozzar's Enmity, the ogres attempt to finish that PC off with subdual damage, after using regular attacks to weaken the PC.

Note: The statistics for the barbarians in this encounter include the rage adjustments.

APL 4 (EL 6)

🐉 **Ogre Flyer:** hp 51; see Appendix II.

🐉 **Spider Eater Mount:** hp 45; see *Monster Manual*.

APL 6 (EL 8)

🐉 **Ogre Mage:** hp 52; see Appendix II.

APL 8 (EL 10)

🐉 **Ogre Hunters (2):** hp 73 each; see Appendix II.

🐉 **Ogre Flyer:** hp 51; see Appendix II.

🐉 **Spider Eater Mount:** hp 45; see *Monster Manual*.

🐉 **Ogre Mage:** hp 52; see Appendix II.

APL 10 (EL 12)

🐉 **Ogre Hunters (4):** hp 73 each; see Appendix II.

🐉 **Ogre Flyers (2):** hp 51 each; see Appendix II.

🐉 **Spider Eater Mounts (2):** hp 45 each; see *Monster Manual*.

🐉 **Ogre Mages (2):** hp 52 each; see Appendix II.

If any of the PCs have the Wrath of Dorindel, the animals finally catch up with the PCs the same night that the ogres attack. In fact, they launch their attack at the top of the third round of combat with the ogres.

Treasure: If the PCs defeat the ogres, they may gather their gear as spoils of battle.

APL 4: L: 102 gp; C: 0 gp; M: 0 gp.

APL 6: L: 50 gp; C: 0 gp; M: +1 *huge glaive* (194 gp), +1 *large chain shirt* (113 gp), *cloak of resistance* +1 (83 gp), *potion of haste* (63 gp).

APL 8: L: 360 gp; C: 0 gp; M: +1 *huge glaive* (194 gp), +1 *large chain shirt* (113 gp), *cloak of resistance* +1 (83 gp), 3 *potions of haste* (63 gp each), 2 *potions of cure moderate wounds* (25 gp each).

APL 10: L: 720 gp; C: 0 gp; M: 2 +1 *huge glaives* (194 gp each), 2 +1 *large chain shirts* (113 gp each), 2 *cloaks of resistance* +1 (83 gp each), 6 *potions of haste* (63 gp each), 4 *potions of cure moderate wounds* (25 gp each).

Encounter Four: Death of the Kánotaurë

This encounter depends upon whether or not the party arrives after the third day since they talked to Lorindoriel. If the PCs arrive within three days, they see the combat unfold before them. Go to the Arriving Just in Time section. If the PCs arrive later than that, the battle is already over. Go to the Arriving a Bit Late section.

Arriving Just in Time

If the PCs have made the journey to Tir-en-Mortum in less than three days, then they arrive in time to join the battle between Darlon Lea's coterie and a group of fades (and possibly a young shadow dragon).

After several days of travel, you reach the outskirts of Tir-en-Mortum. The forest has a darker feel to it here

and gloom lurks and gathers in the folds of hills and around the base of the trees. The shadows are thick and long. What little sunlight creeps through the forest canopy is weak and feeble.

Tir-en-Mortum is in not built in the trees like Fuinorna. Instead, the elves built the village on the side of an entrance of a steep valley. The homes are perched on promontories overlooking the vale. Galleries and arcades connect the buildings.

At one time, the graceful walkways must have been pleasant. Now, all that is left is ruins. The hollow emptiness of the place is palatable. The fine woodsmanship is rapidly falling into disrepair. Several of the buildings have collapsed or have fallen down the steep hillside.

Have the PCs make Listen checks. If they make DC 15, they hear the sound of battle coming from the heart of the village. If the PCs fail the Listen check, they make another check at DC 10, when they get closer.

If the PCs make the first Listen check, they can prepare for battle as long as they please. If they make the second Listen check, they can prepare for one round before the battle envelopes them. If they fail both Listen checks, they enter the battle without any time to prepare.

If the PCs have someone or something scouting ahead, they can be warned about the battle and prepare accordingly. However, that person or creature (likely a familiar or animal friend) is caught up in the battle while the other PCs prepare.

When the PCs reach the village plaza of Tir-en-Mortum, read the following:

You emerge on the edge of a small plaza that overlooks a spectacular view of the valley. A stream tumbles down the hill on the far side where a stairway climbs out over the waterfall to a rocky overlook. Porticos bound the plaza, which is dotted with pillars draped with vines. An empty marble fountain sits at the center of it all.

The stillness of the ruins is broken by the raging combat that fills this plaza. A pair of rangers (one Gyric and one elven) fights against a half dozen fades. The rangers seem to be losing the battle, as several of their animal companions lie dead and a fade wolf is gnawing on the body of a cleric of Ehlonna.

The rangers have made the fades pay dearly for their kills. Many bodies of fade elves are strewn about the plaza. They are gradually dissolving away into dark inky mist.

Across the far side of the plaza on the stairway leading to the overlook, you can see Darlon Lea. He is fighting with his sword and axe against a fade knight in full plate, wielding a massive two-handed sword. The fade knight is forcing the ranger lord backwards up the stairs to the promontory overlooking the falls.

(Only read the next two paragraphs if the party is APL 6 or higher.)

And above it all, a dragon, seemingly made of gloom and darkness, crouches on the rooftop a large building overlooking the plaza. It inhales and breathes a cloud of billowing smoky shadows.

Both of the rangers are caught in the cloud and look weak and sick. The fades converge on them, obviously intending to end the combat quickly.

The locations of the combatants are marked on the map provided (DM Aid: Map #3). The dragon is perched on the roof of a building, so PCs need some way to fly or climb up there to engage it in combat. Also, there is no direct path between the rocky outcropping where Darlon Lea is and the plaza. PCs must run down the far path from where they enter, cross the bridge and come back up to the outcropping. From the time the PC leaves the edge of Map #3, it takes two rounds of hustling at speed 30 ft. to reach the rocky outcropping.

Assuming that the PCs join in the fight, they enter the combat at the top of the initiative sequence. Kinkaid joins the fight alongside the PCs.

The two surviving rangers are both down to less than 10 hit points. The fade scouts continue concentrating on finishing them off before turning on the PCs. The fades kill one of the rangers a round. If the PCs really hammer the fades when they join the combat in the first round, have both of the rangers drop in the first round so that the scouts move against the PCs.

On the second round (or first if the PCs are moving quickly and threatening the blackguard) after the PCs join the fight, the blackguard crits with his *vorpal greatsword* and cuts off Darlon's head.

Your attention is drawn away from the fight for your lives against the fades. In a massively powerful swing, the greatsword of the faded knight slices cleanly through the Ranger Lord's neck. Lea's eyes blink once in astonishment and then his head slides from his neck and bounces down the steps like an ill-formed fruit. Darlon Lea's body slumps lifeless to the ground.

Darlon's head lands at the blackguard's feet. It picks the head up as his move action. The next round the blackguard fades into the Shadow Plane on its action.

Important Note: Darlon Lea must die in this encounter. Allow the PCs to fight their way across the battle, but before they can rescue the Ranger Lord, the blackguard uses his vorpal sword to decapitate Darlon Lea. Make sure the blackguard escapes the encounter no matter what the PCs do.

If the PCs are closing in on the blackguard in the first round, he crits in that round. If the PCs manage to get some sort of obstacle between the blackguard and Darlon (like a wall of force) the blackguard uses a *cape of the mountebank* and *dimension doors* next to Darlon. He crits the following round. If all else fails, a fade assassin emerges behind Darlon and death attacks him and Darlon fails the save. The fades then cut off his head and carry it off as described above.

None of the villains fighting Darlon attack the PCs. They concentrate entirely on the ranger lord.

☛ **Fade Human Blackguard:** Ftr5/Blk7, Init +5, AC 42, hp 136.

Tactics: When the PCs join the battle, the fades and the shadow dragon have the following spells, potions, or scrolls affecting them:

APL 4

Druid – *barkskin, speak with animals, spikes, scroll of protection from elements (fire), potion of endurance.*

Archer – *potion of cat's grace.*

Scout – *potion of bull's strength, barkskin.*

Dire Wolf – *magic fang.*

APL 6

Dragon – *expeditious retreat, mage armor, scroll of bull's strength, scroll of eagle's splendor.*

Druid – *barkskin, speak with animals, spikes, scroll of protection from elements (fire), potion of endurance.*

Archer – *potion of cat's grace.*

Scout – *potion of bull's strength, barkskin.*

Dire Wolf – *magic fang.*

APL 8

Dragon – *expeditious retreat, mage armor, protection from good, scroll of bull's strength, scroll of eagle's splendor.*

Druid – *barkskin, scroll of speak with animals, spikes, scroll of protection from elements (fire), potion of endurance.*

Archer – *potion of cat's grace.*

Scouts – *barkskin, potion of bull's strength.*

Dire Wolf – *magic fang.*

APL 10

Dragon – *expeditious retreat, mage armor, protection from good, scroll of bull's strength, scroll of eagle's splendor.*

Druid – *barkskin, protection from elements (acid), speak with animals, spikes, scroll of protection from elements (fire), potion of endurance.*

Archer – *barkskin, potion of cat's grace.*

Scouts – *barkskin, potion of bull's strength.*

Dire Panther – *greater magic fang, magic fang (2).*

If the shadow dragon is present, it has just breathed on the rangers, so it must wait 1d4 rounds to breathe again. On the first round, the dragon uses its spell-like ability to *mirror image* itself. It then spring attacks the PC it determines to be the greatest threat. It uses its enormous movement to leap from the rooftop, attack the PC and then retreat back to the rooftop. The shadow dragon uses its breath weapon as often as possible, without regard to the fades because fades are immune to its negative energy. If it proves advantageous, the dragon uses its *wand of magic missiles*. The dragon flees if all the fades are slain or it takes more than half its hit points in damage.

Important Note: Dragons are highly intelligent creatures with a strong sense of self-preservation. They can usually sense when a combat is going against them and will not risk their lives if there is nothing to be gained by it.

On the first round, the druid drinks her *potion of haste*. She then summons an animal with either a spell or her wand. Each round, she summons another animal and casts one offensive spell. If she has *live oak* as one of her prayers, the druid casts that on one of the big trees in the plaza and turns it into a treant. She attempts to dominate any of the PCs animals if they have them, or at least calm them. The druid's goal is to get as many animals and obstacles between her and the party as possible.

The archer concentrates its fire on any spellcasters, in an attempt to bring them down quickly. The scout(s) flanks PCs who charge it and attempts to make as many sneak attacks as possible. If necessary, it will spend a round fading to shadow and hiding. It then sneak attacks a PC the next round.

Note: The base EL has been reduced because Kinkaid fights with the PCs, the rangers distract the fade scout(s) for a round or two, and the dragon flies away if it is reduced to half hit points or all the fades are dead.

The shadowed battlefield of Tir-en-Mortum negates the advantage of the PCs joining the fight in progress and thus starting at the top of the initiative order. In addition, the blackguard attacking Darlon is not considered in the EL, as he does not attack the PCs.

APL 4 (EL 7)

- ☛ **Fade Druid:** hp 47; see Appendix II.
- ☛ **Fade Archer:** hp 27; see Appendix II.
- ☛ **Fade Scout:** hp 22; see Appendix II.
- ☛ **Fade Dire Wolf:** hp 50; see Appendix II.

APL 6 (EL 9)

- ☛ **Shadow Dragon:** hp 137; see Appendix II.
- ☛ **Fade Druid:** hp 47; see Appendix II.
- ☛ **Fade Archer:** hp 45; see Appendix II.
- ☛ **Fade Scout:** hp 22; see Appendix II.
- ☛ **Fade Dire Wolf:** hp 50; see Appendix II.

APL 8 (EL 11)

- ☛ **Shadow Dragon:** hp 184; see Appendix II.
- ☛ **Fade Druid:** hp 53; see Appendix II.
- ☛ **Fade Archer:** hp 45; see Appendix II.
- ☛ **Fade Scouts (2):** hp 33 each; see Appendix II.
- ☛ **Fade Dire Wolf:** hp 50; see Appendix II.

APL 10 (EL 13)

- ☛ **Shadow Dragon:** hp 233; see Appendix II.
- ☛ **Fade Druid:** hp 97; see Appendix II.
- ☛ **Fade Archer:** hp 63; see Appendix II.
- ☛ **Fade Scouts (2):** hp 33 each; see Appendix II.
- ☛ **Fade Dire Panther:** hp 66; see Appendix II.

When the fades have been dispatched, go to the Picking up the Pieces section below.

Treasure: If the PCs defeat the fades, they may gather their gear as spoils of battle. All non-magical gear evaporates along with the fade, when it is slain. Magical gear remains behind, however. If the PCs are lucky enough to slay the dragon before it flees, they may collect its gear as treasure as well.

APL 4: L: 0 gp; C: 0 gp; M: +1 *hide armor* (97 gp), *potion of haste* (63 gp), *scroll of cure serious wounds* (31 gp),

scroll of flaming sphere (13 gp), *scroll of obscuring mist* (2 gp), *scroll of warp wood* (13 gp), *Quaal's feather token (tree)* (8 gp), *wand of summon nature's ally I* (3rd level caster) (188 gp), +1 *chain shirt* (104 gp), *potion of sneaking* (13 gp), *potion of hiding* (13 gp), *potion of cure serious wounds* (63 gp), 2 *potions of invisibility* (25 gp each).

APL 6: L: 0 gp; C: 0 gp; M: *bag of holding (bag 1)* (208 gp), 2 *potions of cure serious wounds* (63 gp each), *wand of magic missile* (3rd level caster) (188 gp), +1 *hide armor* (97 gp), *potion of haste* (63 gp), *scroll of cure serious wounds* (31 gp), *scroll of flaming sphere* (13 gp), *scroll of obscuring mist* (2 gp), *scroll of warp wood* (13 gp), *Quaal's feather token (tree)* (8 gp), *wand of summon nature's ally I* (3rd level caster) (188 gp), +1 *mighty composite longbow (+3 Str bonus)* (225 gp), +1 *chain shirt* (104 gp), *potion of sneaking* (13 gp), *potion of hiding* (13 gp), 2 *potions of invisibility* (25 gp each).

APL 8: L: 0 gp; C: 0 gp; M: *bag of holding (bag 1)* (208 gp), *bracers of health +2* (333 gp), 2 *potions of cure serious wounds* (63 gp each), *wand of magic missile* (5th level caster) (313 gp), +1 *hide armor* (97 gp), *potion of haste* (63 gp), *scroll of cure serious wounds* (31 gp), *scroll of flaming sphere* (13 gp), *scroll of obscuring mist* (2 gp), *scroll of warp wood* (13 gp), *Quaal's feather token (tree)* (8 gp), *wand of summon nature's ally I* (3rd level caster) (188 gp), +1 *mighty composite longbow (+3 Str bonus)* (225 gp), +1 *chain shirt* (104 gp), *potion of sneaking* (13 gp), *potion of hiding* (13 gp), 4 *potions of invisibility* (25 gp each), 2 *cloaks of elvenkind* (167 gp each).

APL 10: L: 0 gp; C: 0 gp; M: *bag of holding (bag 1)* (208 gp), *ioun stone (dusty rose prism)* (333 gp), *bracers of health +2* (333 gp), *potion of cure serious wounds* (63 gp), *wand of magic missile* (7th level caster) (438 gp), +1 *large wooden shield* (96 gp), +1 *hide armor* (97 gp), *periapt of wisdom +2* (333 gp), *potion of haste* (63 gp), *potion of fly* (63 gp), 2 *scrolls of cure serious wounds* (31 gp each), *scroll of flaming sphere* (13 gp), *scroll of obscuring mist* (2 gp), *scroll of summon nature's ally III* (31 gp), *scroll of warp wood* (13 gp), 2 *Quaal's feather tokens (tree)* (8 gp each), *wand of summon nature's ally II* (3rd level caster) (375 gp), +1 *mighty composite longbow (+3 Str bonus)* (225 gp), +1 *chain shirt* (104 gp), +1 *cloak of resistance* (83 gp), *potion of sneaking* (13 gp), *potion of hiding* (13 gp), 2 *potions of cure light wounds* (4 gp each), 4 *potions of invisibility* (25 gp each), 2 *cloaks of elvenkind* (167 gp each).

Arriving a Bit Late

If the PCs have made the journey to Tir-en-Mortum in more than three days, then they arrive too late to

participate in the battle. Darlon Lea and his friends are dead and their equipment has been stripped.

After several days of travel, you reach the outskirts of Tir-en-Mortum. The forest has a darker feel to it and gloom lurks and gathers in the folds of hills and around the base of the trees. The shadows are thick and long here. What little sunlight creeps through the forest canopy is weak and feeble.

Tir-en-Mortum is in not built in the trees like elven part of Fuinorna. Instead, the elves built the village on the side of an entrance of a steep valley. The homes are perched on promontories overlooking the valley. Galleries and arcades connect the buildings.

At one time, the graceful walkways must have been pleasant. Now, all that is left is ruins. The hollow emptiness of the place is palatable. The fine woodsman ship is rapidly falling into disrepair. Several of the buildings have collapsed or have fallen down the steep hillside.

Have the PCs make a Spot Check (DC 10). If successful, they see vultures circling over the center of the village. When they get there, read the following.

You emerge on the edge of a small plaza that overlooks a spectacular view of the Valley. A stream tumbles down the hill on the far side where a stairway climbs out over the waterfall to a rocky overlook. Porticos bound the plaza, and portions of the plaza are covered with a trellis draped with vines. An empty marble fountain sits at the center of it all.

The stillness of the ruins is broken by the beatings of vulture wings as the bird fly way as you approach. Dead bodies litter the ground. They appear to be Gyric and wood elven rangers. One has the vestments of a cleric of Ehlonna. On the steps to the rocky overlook is a decapitated corpse.

When the PCs start searching the plaza, go to the Picking up the Pieces section below.

Picking up the Pieces

Once the fades have been dispatched (or once the PCs arrive too late), the PCs can search the plaza. There are three bodies of the companions of Darlon Lea as well as the Kánotaurë himself.

If the PCs have arrived after the battle, Kinkaid is able to identify the decapitated body as Darlon Lea. All of the magical equipment from Darlon Lea and the rangers has been taken by the fades.

If the PCs arrived in time to drive away all of the fades, Darlon Lea and the rangers have all of their equipment. In particular, Darlon Lea has some very nice equipment. While the PCs could profit from this, there are some drawbacks to looting his body.

Should the PCs start to loot the bodies, Kinkaid asks them to stop. She says that she knows these people and they are good folk and deserve better than to have their bodies pillaged. There is little that she can do to stop the PCs, but Kinkaid asks kindly and then begs and pleads with them not to loot the bodies.

If the PCs say they are going to "hold onto the good stuff for a while", Kinkaid reluctantly relents. She makes sure she knows who has what items so that it can be returned. She refuses to allow the PCs to take armor, as it would involve actually stripping the body. The PCs are free to ignore her, but she is extremely upset with them.

Should the PCs take the gear and not return it to the rangers when the PC return to Fuinorna in Encounter Seven, Kinkaid warns the rangers and the wood elves about the PCs lack of respect for the dead. The PCs receive the Scorn of the Dim Forest Elves (see Treasure Summary). In no case do the PCs receive any reward in the Treasure Summary for keeping the gear of Darlon Lea and his rangers (and so no details are provided on what they carry; the judge is free to improvise these details).

Kinkaid does not care if the PCs take the possessions of the fades.

What to do with the bodies of the fallen is covered in Encounter Six.

The PCs still have the quest from Lorindoriel to retrieve the body of Alexander Stonehouse. When the PCs start looking for the tomb, go to Encounter Five.

Encounter Five: Where a Prince Rests in State

Kinkaid knows that the elven tombs are kept to the northeast of town, along the walls of the valley. PCs can know this same information with a successful Knowledge (local – Dim Forest) check (DC 10), a successful Knowledge (local – Geoff) check (DC 15), a successful Knowledge (local) check (DC 20), or a successful Bardic Knowledge check (DC 15).

There is a path that leads northeast of town to the tombs. The PCs can find the path without problems. The path causes the PCs to use the bridge across the waterfall. Nothing happens when the PCs cross this time, but when the PCs come back from the tomb, they will encounter difficulty as described in Encounter Six.

As Lorindoriel told the party, the entrances to the tombs are only available when the moonlight shines on them. The PCs must wait until after dark to gain entrance to the tombs. When the time is right, read the following:

Through a break in the clouds, the moonlight shines down on the valley. The silver light washes across the rocky slopes. The stones respond and faintly glowing blue tracery appears on the rock. Here and there, throughout the valley, the tracery grows stronger as the moon shines brightly on them, revealing the doors to the tombs of elves.

The PCs can easily find the tomb with the symbol of a stylized flame wrapped around a tree over a decorated semi-circle. When the PCs say the word Gondibar, read the following:

The rock face with the glowing blue tracery splits open and with the rumbling of stone on stone pulls apart to reveal a perfectly rippling curtain of red and yellow sparks about 10 feet down a worked stone hall.

The curtain is not hot to the touch and does not harm the PCs. However, it is a portal to the Plane of Fire. The portal leads to the tomb of the Stonehouses. A successful Knowledge (arcana) check (DC 20) reveals that the curtain is a planar portal. A successful Knowledge (the Planes) check (DC 15) reveals that the portal leads to the Plane of Elemental Fire. A successful Bardic Knowledge check (DC 25) reveals the same information.

Before passing through the curtain, Kinkaid takes all of her weapons and leaves them outside the door. She tells the party that it is the custom of the Dim Forest elves not to bring weapons into a tomb. Any elves from the Dim Forest are aware of this custom. Kinkaid does not know about the trap inside the tomb.

Other PCs, not from the Dim Forest, may know of this custom with a successful Knowledge (local – Dim Forest) check (DC 10), a successful Knowledge (local – Geoff) check (DC 15), a successful Knowledge (local) check (DC 20), or a successful Bardic Knowledge check (DC 15).

Inside the Tomb of the Stonehouses

A map of the tomb is provided (DM Aid: Map #4). Once the PCs step through the curtain, they are in a protected pocket in the Plane of Elemental Fire, near the edge with the Plane of Positive Energy. As long as the PCs stay within the tomb, they are safe from the heat effects of being on the Plane of Elemental Fire. If they should leave the tomb while they are still on the Plane of Elemental Fire, the PCs immediately begin taking 3d10 points of fire damage each round.

As you step through the shimmering curtain, you find yourself at the end of a long corridor that opens up into a larger room some distance away.

Ogee arches support the corridor. The tops of the arches are engraved with clouds and moons, which the piers are carved to resemble pillars of fire. Several niches are placed in regular staggered intervals on both walls. In the niches, are statues of elves holding carved representations of flames.

As the PCs might imagine, the corridor is trapped. The elves have enspelled the second arch down from the curtain of flames to release a spell targeted on any person bearing a weapon or any one of orcish blood passing underneath of it. The exact spell depends upon the APL and is listed below.

The spell resets automatically so each time a target that meets the criteria steps through the arch, the spell is released. It is possible to slide weapons through first and then step under the arch and pick up the weapons. Those of orcish blood are just out of luck.

The elves set the trigger to weapons and orcish blood because it is against elven custom to bring weapons into a tomb and orcs are the ancestral enemies of the elves.

Note: Half-orcs are of orcish blood and always set off the trap.

APL 4 (EL 3)

✦ **Inflict Moderate Wounds Trap:** CR 3; magic device; proximity trigger (*alarm* covering the corridor), automatic reset; spell effect (*inflict moderate wounds*, 3rd level cleric, Will save [DC 13] half damage, 2d8+3 damage; Search (DC 27); Disable Device (DC 27).

APL 6 (EL 4)

✦ **Inflict Serious Wounds Trap:** CR 4; magic device; proximity trigger (*alarm* covering the corridor), automatic reset; spell effect (*inflict serious wounds*, 5th level cleric, Will save [DC 14] half damage, 3d8+5 damage; Search (DC 28); Disable Device (DC 28).

APL 8 (EL 5)

✦ **Phantasmal Killer Trap:** CR 5; magic device; proximity trigger (*alarm* covering the corridor); automatic reset; spell effect (*phantasmal killer*, 7th level wizard, Will save [DC 16] for disbelief and Fortitude save [DC 16] partial); Search (DC 29); Disable Device (DC 29).

APL 10 (EL 6)

🔮 **Slay Living Trap:** CR 6; magic device; proximity trigger (alarm covering the corridor); automatic reset; spell effect (*slay living*, 9th level cleric, Fort save [DC 17] for partial); Search (DC 30); Disable Device (DC 30).

Once past the arch, the PCs can walk down the corridor unimpeded.

The hall ends in a large oval chamber. The far wall is a series of rounded arches overlooking a sea of flame and lava. Spurts of fire erupt for the rolling sea, shooting hundreds of feet into the air. The air shimmers with heat and blends into radiance in the distance.

Statues line the walls. Two of them that flank the hallway from which you entered catch your eye. The first is a kind-looking genie, completely bald and with horns. The other is a comely elven woman whose hair seems to be nothing but flames. The bases of both of the statues have script engraved into it.

In addition to the two statues, there are nearly twenty sarcophagi around the room. The sarcophagi are made out of basalt and are elaborately carved on the sides with scenes of the life of the occupant. Looking down over each sarcophagus is a statue of the occupant in life. Someone cares greatly for this family and has honored them in their death.

A successful Knowledge (arcana) check (DC 20), a successful Knowledge (the Planes) check (DC 15), or a successful Bardic Knowledge check (DC 25) reveals that the genie is an efreeti. A separate roll at the same DC reveals that the woman is a genasi. Close study of the statues reveals that she has some of the same features as the efreeti.

The script is written in Ignan. The inscription at the base of the efreeti's statue reads "Radwan the Gracious". The base of the woman's statue reads "Narfiniel Stonehouse". If the PCs cannot read Ignan and do not have access to *comprehend languages* or similar magic, Kinkaid has a scroll.

The PCs can also read the inscriptions on the other 18 sarcophagi. Everything is written in Ignan. All of the sarcophagi are named except for one. None of the names is Alexander.

Every other sarcophagus except for Alexander's are warded. The wards prevent the PCs from opening them, regardless of the methods used.

The one unnamed sarcophagi has no decoration at all and there is no statue looking down on this burial pier. This

is Alexander's resting place. His body returned here though magic. As a consequence, his sarcophagus is not decorated and is not warded.

If the PCs open the sarcophagi, they find an odd formation of crystal about three feet long and a foot wide. The crystal shines as if there is a fire deep inside of it. Druids are unable to identify it, as it is not a natural rock. This is the physical remains of Stonehouse and what the PCs must bring back to Lorindoriel. The crystal formation weighs about 50 pounds. It is warm to the touch and prolonged contact will start to burn flesh. It can be wrapped in cloth safely.

Should the PCs intentionally defile the tomb (this includes intentionally opening additional sarcophagi once they've found Alexander's or causing unnecessary damage to the tomb), Kinkaid warns the wood elves about the PCs lack of respect for the dead. The PCs receive the Scorn of the Dim Forest Elves (see Treasure Summary).

When the PCs decide that it is time to leave the tomb, go to Encounter Six.

Encounter Six: Leaving Tir-en-Mortum

The PCs can leave the tomb without incident, assuming they can avoid the trapped arch. When they are all out of the tomb, the moon passes behind a cloud and the doors close behind them.

The PCs need to backtrack down the path to the plaza in Tir-en-Mortum. The path leads back over the waterfall near the plaza. Unfortunately, the recent combat and the presence of so many fades has weakened the bridge and it is now on the point of collapsing, which it will do when the PCs walk across it.

There is a chance that the PCs notice the weakened state of the bridge. The PCs notice that something is odd with the bridge with a successful Spot check (DC 16 + the APL). PCs with ranks in Craft (carpentry) or Knowledge (architecture and engineering) get a +2 circumstance bonus to their Spot checks.

Once the PCs have notice something is odd with the bridge, they can make Search checks to find out exactly what. With a successful Search check (DC 16 + the APL) they learn that the wooden supports are rotting badly and are likely to break when weight is put on them. PCs with ranks in Craft (carpentry) or Knowledge (architecture and engineering) get a +2 circumstance bonus to their Search rolls as well.

PCs can fix the bridge with a few hours of work and a successful Craft (carpentry) roll (DC 15). If the PC has Knowledge (architecture and engineering) she gets a +2 circumstance bonus to the repair checks. A Craft (carpentry) check can be made untrained.

If the PCs try to cross the bridge without fixing it, the bridge collapses when all of the PCs are on the bridge. The bridge is about 50 feet long but only 5 feet wide. As the PCs are crossing the bridge get the party marching order. All of the PCs are on the bridge, including Kinkaid, unless they said they were scouting ahead or behind.

The waterfall beneath the bridge is not vertical. Rather, the water is flowing down a steep angle (about 75 degrees) of slippery rock.

You hear the cracking of wood and the bridge violently sinks down and to the side. You are suddenly aware of the steepness of the waterfall beneath you and the long slide to the bottom. There is another crack of wood splitting and the bridge gives way.

All the PCs must make a Reflex Save (DC 12 + the APL). Those at the front and back of the party can jump off the bridge as it gives way. Those who make their save can jump off the bridge onto the slick rock of the waterfall. There, they have to make a Balance check (DC 22 – severely slippery slope with 2-6 inch wide protrusions) or a Climb check (DC 30 – very slippery uneven surface) to cling to the surface. Otherwise, they slide down the waterfall too.

PCs who have *feather fall* or can fly avoid the damage from the fall. The water is moving too quickly for *spider climb* to function.

PCs that fail their Reflex save take damage from tumbling head over heels down the waterfall. Those that make their Reflex save but failed the Climb or Balance check slide the same distance down the waterfall but damage from the fall is halved.

PCs who reach the bottom of the waterfall plunge into a deep pool. The water is extremely cold. If the PCs do not get out of the water and warm themselves within 10 minutes, they start to take subdual damage from cold exposure, as listed on p. 86 of the *DMG*.

In addition, PCs must make Swim checks. The pool is considered rough water (DC 15) because of the disturbance from the waterfall. PCs with heavy gear or armor have armor check penalties to their Swim checks. PCs who fail their swim checks may hold their breath as per the rules on p. 85 in the *DMG*. Because of the rough waters, PCs cannot walk along the bottom.

Finally, pieces of wood from the bridge start landing on PCs in the pool. For every round a PC is in the pool, there is a chance that a large piece of wood hits him (see below). This continues each round until the PC escapes the pool or three rounds pass.

APL 4 (EL 3)

↗ **Collapsing Bridge and Waterfall Trap:** CR 3; natural; location trigger; Reflex save (DC 16) avoids or halves; 40 ft fall (4d6, fall); Atk +10 ranged (2d6, large chunk of wood); Search (DC 20); Disable Device (DC 22).

APL 6 (EL 4)

↗ **Collapsing Bridge and Waterfall Trap:** CR 4; natural; location trigger; Reflex save (DC 18) avoids or halves; 60 ft fall (6d6, fall); Atk +12 ranged (2d6, large chunk of wood); Search (DC 22); Disable Device (DC 22).

APL 8 (EL 5)

↗ **Collapsing Bridge and Waterfall Trap:** CR 5; natural; location trigger; Reflex save (DC 20) avoids or halves; 80 ft fall (8d6, fall); Atk +14 ranged (2d6, large chunk of wood); Search (DC 24); Disable Device (DC 24).

APL 10 (EL 6)

↗ **Collapsing Bridge and Waterfall Trap:** CR 6; natural; location trigger; Reflex save (DC 22) avoids or halves; 80 ft fall (8d6, fall); Atk +14 melee (2d6, large chunk of wood); Search (DC 26); Disable Device (DC 24).

Even after the PCs are out of danger of the collapsing bridge, they still need to get across the waterfall. A PC can cross the waterfall if he makes two Balance checks (DC 22 – severely slippery slope with 2-6 inch wide protrusions) or Climb checks (DC 30 – very slippery uneven surface) to cling to the surface. Otherwise, he slides down the waterfall and takes damage as above.

The waterfall is about 40 feet wide (the bridge was a little longer than the width of the water). Probably the easiest way to get around the waterfall is to climb up or down the hillside. The climb up or down is DC 10 and the PCs may take 10. Eventually, they either get to the top of the hill or to the bottom. Then they can cross the stream easily.

Returning Darlon Lea to Life

The PCs are now faced with a choice as to what to do with the bodies of Darlon Lea and his rangers. In particular, the PCs may wish to consider getting Darlon Lea returned to life. If the PCs do not think of it themselves,

Kinkaid suggests that they take the rangers' bodies back to Fuinorna and look into having Darlon Lea restored to life. Darlon is missing his head, so a *raise dead* is ineffective at restoring him to life.

The PCs have the following choices:

- They can leave Darlon's body at the ruins. If they take that option, Kinkaid is furious with the PCs. She personally carries her uncle back to Fuinorna and leaves the PCs in the lurch. If she gets back to Fuinorna before the PCs, the PCs face a cool reception there.
- The PCs can take Darlon Lea to one of the druids in Endéryn or Fuinorna and try to have him *reincarnated*. Kinkaid is strongly opposed to this, as it could result in Darlon coming back as an animal. If the PCs do this over her objections, the druids refuse to cast *reincarnate* because of that danger as well, which means the PCs have to choose another option. If the PCs can cast *reincarnate*, Darlon refuses the spell, as he does not know the PCs.
- The PCs may consider taking Darlon Lea to Gwenllian the Eglantine and have her cast *true reincarnation* cast on him. This will involve a perilous journey across the giant-held lands. Kinkaid does not suggest nor does she recommend this path. She believes that the journey will be too dangerous. She is right. If the PCs attempt to do this, throw as many giants as you need at them to drive them back into the Dim Forest.
- The PCs can take Darlon Lea to Rhodri Morningmist in Hochoch and have him cast *resurrection*. Kinkaid believes that this is the safest route and strongly encourages the PCs to take this route. However, there is the small matter that Darlon Lea is wanted for treason and has a death sentence on his head. But the PCs should be able to sneak him into town. As Kinkaid points out, it is hard to identify him without his head. No other priest in Geoff is capable of casting *resurrection*. This includes Lorindoriel in Fuinorna.

The PCs are not attacked on the way back from Tir-en-Mortum. They can return to Fuinorna at their leisure. When the PCs return, they can meet with Lorindoriel. She takes Stonehouse's remains and rewards the PCs with her Favor (see Treasure Summary). She also can take the bodies of the rangers and see that they are returned to their kin. Lorindoriel urges the PCs to take Darlon Lea to Hochoch so that he can be *resurrected*.

Kinkaid takes her leave of the party at Fuinorna. Although she has many misgivings about leaving her

uncle's body, she is afraid that she may be recognized in town, which would jeopardize the mission. Before the PCs depart, she makes them promise not to turn the body over to the Knights of the Watch.

If the PCs borrowed any equipment from Darlon Lea and his rangers, Kinkaid asks that they return it before they leave. The party has no encounters on the way to Hochoch from Fuinorna.

If the PCs decide to take Darlon Lea to Hochoch to get raised, go to Encounter Seven. Otherwise, go to the Conclusion A.

Encounter Seven: In Pursuit of a Miracle

When the PCs approach Hochoch, they PCs have many options: (1) they can take the body openly to the commanders of the Knights of the Watch, (2) they can take the body covertly to Vilina Lea, (3) they can take the body to Grand Duke Owen's castle, or (4) they can take the body directly to the Temple of Pelor.

All of these options have their advantages and disadvantages. Both the Knights of the Watch and the Army of Retribution want Darlon for treason. If the PCs are not careful, Darlon Lea's body will be seized and buried if he is still dead, or he will be arrested and executed if he has been returned to life.

Taking Darlon's Body to the Watch

If the PCs decide to take Darlon Lea's body to the commanders of the Knights of the Watch, they need to take his body to Northkeep just north of Hochoch.

If any of the PCs are members of the Knights of the Watch, they are waved through the gates without question. The dead body does not provoke much questioning. Geoff is at war and dead bodies being brought back to the keep for proper burial is not uncommon.

A PC Knight can get all the way to the great keep before they need to ask for assistance. If the PC knight tells the other knights that they have Darlon Lea's body, they are quickly shown to a small room where the commander of the Knights of the Watch sees them shortly.

Non-knight PCs are stopped at the gates by a sentry and asked their business. Assuming that the PCs inform the Knights that they have the body of Darlon Lea, they are taken to the keep at the top of the hill and shown to a small room where the commander of the Knights of the Watch seems them shortly.

The current commander of the Knights of the Watch is Unrelenting Sphinx Gundar Kevitz. Kevitz's stats can be found in Appendix I.

When Kevitz sees the PCs, he brings with him a cleric of Heironeous. Kevitz talks to the PCs about where they found Darlon Lea and the circumstances of his death. The cleric casts some divinations over the body to ensure that it is Darlon Lea. When this is done, read the following.

"Fine work," Gundar Kevitz says. "You have brought the traitor to justice. We've been trying to catch him for years, but he kept slipping through our fingers. The Knights of the Watch will remember your service. As you are no doubt aware, there was a sizeable reward for him, dead or alive."

Treasure: Kevitz gives each PC enough gold to reach the maximum gp reward allowed for their APL (if they haven't already reached it; otherwise he gives them each a pouch of gold whose amount is unimportant since the PCs have already reached the maximum gp reward) and his Favor as well (see the Treasure Summary). However, the PCs also receive the Scorn of the Dim Forest Elves (see the Treasure Summary) for their actions.

Darlon Lea's body is then taken and burned according to Flan burial rites. Resurrection is impossible. The Knights of the Watch confiscate all of Darlon Lea's gear. The Knights are inflexible on this point. The body of the traitor must be surrendered to them and his gear forfeited.

After the PCs receive their reward, go to Conclusion A.

Taking Darlon's Body to Vilina Lea

If the PCs decide to take Darlon Lea's body to Vilina Lea, they need to take his body to Northkeep just north of Hochoch.

If any of the PCs are members of the Knights of the Watch, they are waved through the gates without question. The dead body does not provoke much questioning. Geoff is at war and dead bodies being brought back to the keep for proper burial is not uncommon. Knightly PCs can get all the way to the keep, where they can ask for Vilina Lea. After a while Vilina comes down to the bailey and meets the PCs.

Non-knight PCs are stopped at the gates by a sentry and asked their business. Assuming that the PCs inform the knights that they are looking for Vilina Lea, they are escorted to the inner bailey in front of the keep. After a while Vilina comes down to the bailey and meets the PCs.

When Vilina Lea finds out that the PCs have Darlon Lea's body with them, she tries to keep the news quiet and away from the other knights. She explains her thoughts to the PCs as follows:

"The best thing in the interests of Darlon and for justice would be to take him to the Temple of Pelor, as it is doubtful that Darlon will return to life for a priest that he does not know. Once he is resurrected, he can explain his actions and he can either clear his name or suffer the penalties for his deeds."

But I want him to answer the charges against him. Many of my fellow knights believe that he has admitted to all the charges when he fled Hochoch. They believe that the martial tribunal ruled correctly by finding him guilty and sentencing him to death. I would have an explanation from my cousin rather than assume guilt."

Come, we should go to the temple now before there is a chance the identity of my cousin's body is somehow discovered."

If the PCs go with Vilina to the temple of Pelor, go to the Taking Darlon's Body to the Temple section below.

If the PCs let any other knight besides Vilina Lea know about Darlon's body, go to the Taking Darlon's Body to the Watch section above.

Taking Darlon's Body to Owen's Castle

The PCs may decide to take Darlon Lea's body to Caer Dwr Gwyldy – Grand Duke Owen's castle. There are many important persons here that would cause the PCs to decide on this course of action.

The castle is on top of the hill on the south side of Hochoch. The PCs have no trouble reaching the castle. The dead body does not provoke much questioning at the gates of Hochoch. Geoff is at war and dead bodies being brought back to the various temples for proper burial or for raising is not uncommon.

The guards stop the PCs at the gatehouse of Caer Dwr Gwyldy. Security at the castle has tightened since the events in **Return of the Grand Duke**. In order to get past this point, the PCs must either use an Influence Point with one of the members of the High Court of Gyrudd or give the guards specific reasons for entry.

If a PC spends an Influence Point, the party is permitted into the castle after they surrender their weapons at the gate. If no PC is willing to spend an Influence Point but they give the guards specific reasons for entry (such as, we need to speak with Cuthalion Cuern about the

mission he sent us on), the guards send runners inside to get instructions from higher authorities.

The most likely person that the PCs ask to speak to is Cuthalion Cuern, since he may have sent the PCs on the mission. If the PCs send word with them, Cuthalion meets with them immediately. Upon seeing the state of Darlon Lea, he asks the PCs to take the body to the Temple of Pelor as quickly as possible. Cuthalion then goes and attempts to reach Owen the Brenin.

If the PCs ask to see Owen the Brenin, they quickly learn that he is not in the castle. He is in Preston with Cadofyth Parn preparing for the campaign to retake Gorna.

The PCs may ask to speak with Grand Duchess Calisse. She is in the final stages of her pregnancy and not really inclined to meet with the PCs. The only way they are able to meet with Calisse is if they spend an Influence Point with her. The meeting is very short and the PCs get the impression that she does not want to be there. She is unaware of the history of Darlon Lea. If given the facts, she instinctively sides with the Knights of the Watch. She recommends that the PCs take his body to them and claim the reward. .

The PCs may ask to speak with Briallen the Heatherdown. Briallen is willing to meet with them. She recommends that the PCs take Darlon's body to the Temple of Pelor. She suggests that they keep his presence very secret from both the Knights of the Watch and the other members of the Brenin's High Court.

Taking Darlon's Body to the Temple

If the PCs take Darlon's body to the Temple of Pelor in Hochoch, they need to enter Hochoch and go to the Hilltop, which is on the southside of the town.

It is possible that the PCs send a messenger into the temple and ask for Rhodri to come to them outside of the city. Rhodri is very old and would rather not leave the temple. The PCs must bring the body to the temple if he is to perform the resurrection.

The PCs have no trouble reaching the temple. The dead body does not provoke much questioning at the gates of Hochoch. Geoff is at war and dead bodies being brought back to the various temples for proper burial or for raising is not uncommon.

If the PCs get Darlon to the temple, Rhodri Morningmist resurrects Darlon Lea.

You reach the Temple of Pelor with the body of Darlon Lea. The temple is built on the east side of Old Oak Square, where the Old Oak itself still grows.

The temple is a large round domed structure with four short transepts at each of the cardinal directions.

You pass through the smaller pass doors in the larger ceremonial doors. The interior of the temple radiates holiness and serenity. The decorations of the temple are subdued and understated, but the lines of the temple draw ones eyes upward to the mosaic interior of the dome.

Aisles from each of the transepts lead down and meet at the altar under the middle of the dome. The altar is built on a raised dais and is bathed in sunlight that pours down from a hole at the center of the dome.

A priest of Pelor named Cador Lanternlight meets the PCs. If the PCs show him Darlon's body, he looks over the body and informs the PCs that a *raise dead* is impossible and to return this person to life requires a *resurrection*. The Pelorites only perform *resurrections* in the most extreme of circumstances. The priest suggests that the PCs allow the deceased to enjoy their eternal reward.

The PCs can either tell Cador who Darlon is or try to convince him that a resurrection is necessary. If the PCs tell the priest who Darlon is, he immediately agrees to speak with Rhodri. Rhodri agrees to resurrect Darlon Lea without charge to the PCs.

If the PCs do not inform Cador who Darlon really is, a successful Diplomacy check (DC 15 + the APL) convinces him to ask Rhodri to perform the resurrection. Rhodri performs the resurrection if Cador is satisfied.

Cador Lanternlight asks for a donation to the temple to cover the cost of the *resurrection*. If one of the PCs is a member of the Church of Pelor, the recommended donation is the price listed in the *PH*. If no PC is a member of the Church of Pelor, increase the donation requested by 50 percent.

If the PCs quibble about the cost, the priest informs them that the Temple of Pelor asks for donations according to a person's affluence. Obviously wealthy people, like the PCs, are asked to donate more to cover the costs of those who are poor. The priest is more than willing to explain all the good works that the Temple of Pelor does (and they are extensive).

Acolytes carry the body to a small chamber off the main sanctuary of the temple. There, they bathe the body, anoint it with oil, and prepare it for resurrection.

Shortly after they are done, Rhodri Morningmist arrives. He is an old man and leans heavily on a staff.

His hair is wispy white, and he is so thin that a strong wind could blow him away.

You are shown out of the room so that Father Morningmist can perform his miracle without distraction.

Long minutes pass before Morningmist emerges from the room. "It is done," he says in a soft, fragile voice. "He is disoriented and weak, but he has returned to us. You may see him briefly, but he must rest."

If the PCs go into the chamber, they find Darlon still lying down on the table. His head has been restored and his wounds healed. He looks weak and pale and falls asleep easily. He is not in a condition to sit up, walk, or even have a conversation. Attempts to communicate with him are met with his lips moving and his eye's blinking faster. PCs who have been restored to life know that this is not the common state of a person after a *resurrection*, but Darlon was missing his head, and that probably played a factor.

Ordinarily, a *resurrection* restores a person to full health and vigor immediately. However, Darlon's head was chopped off and he is not a young man. It takes Darlon Lea two hours of bed rest to recover enough to speak. He is "disabled" as per the *PH* and is unwilling to move from his bed. He can talk at a slow rate.

After four hours of bed rest, he can sit up and move about slowly. He is "exhausted" as per the *PH* with the following exceptions. He can carry on a conversation at a normal rate, but he moves at half speed and cannot hustle or run.

After six hours of bed rest, he recovers enough to be "fatigued" as per the *PH*. If he gets eight hours of consecutive bed rest, he fully recovers and can act normally. Light activity (as listed in the Heal skill) doubles the amount of time needed. Strenuous activity prevents any sort of recovery.

After Darlon is resurrected, one of the acolytes recognizes him. The acolyte has strong Knights of the Watch leanings, as his brother is a squire. The acolyte slips out of the temple and goes to the Knights of the Watch's chapter house in the Old City of Hochoch. The chapter house is not the same place as Northkeep outside of town. The chapter house is the old headquarters for the Knights, before they built Northkeep.

Once the acolyte's brother learns that Darlon Lea is at the Temple of Pelor, he passes this information to his superiors. It quickly reaches Gundar Kevitz. It takes two hours after Rhodri resurrects Darlon Lea for the information to reach Kevitz.

Kevitz immediately sends a messenger to Alicia Helanasdotter that Darlon Lea is in Hochoch. Helanasdotter is at Fort Diligence. The rider reaches the fort after two hours of hard riding. Alicia Helanasdotter immediately rides for Hochoch. It takes her three hours to return to Hochoch. She arrives in the town seven hours after Rhodri resurrects Darlon Lea.

Meanwhile, Kevitz gathers a few of his most trusted knights and heads for the Temple of Pelor to bring Darlon Lea into custody. He arrives at the Temple three hours after Rhodri resurrects Darlon Lea. When he arrives, go to Encounter Eight.

Encounter Eight: The Fate of Darlon Lea

The western pass door opens and three Knights of the Watch step through. They start walking down the aisle toward the altar. Cador Lanternlight walks over to them.

PCs can recognize the leader of the three knights as Gundar Kevitz with a successful Knowledge (local – Geoff) check (DC 10), a successful Knowledge (local) check (DC 15), or a successful Bardic Knowledge check (DC 10).

The PCs can wander over and listen to the conversation. Neither side is trying to remain unheard. Have the PCs make a Listen check (DC 10) or a Read Lips check (DC 15). If they succeed, they can overhear the conversation without being obvious about it. If they fail, they must either move closer (and be noticed by the participants) or not hear the conversation. The conversation is as follows:

Kevitz: *"I understand that you have a wanted criminal here. I've come to take him into custody."*

Cador: *"This is a place of healing and sanctuary. We cannot permit any arrests within the Temple."*

Kevitz: *"So Darlon Lea is here then?"*

Cador: *"Yes, he is recovering. He has undergone some harsh travails and needs to rest."*

Kevitz: *"I have this writ for his arrest. As you can see, he is a convicted traitor." Kevitz holds out a piece of parchment covered in writing and signed and sealed at the bottom.*

Cador: *"I can still not allow him to be arrested inside the temple."*

Kevitz: *"Then I ask that you escort him to the door and let me take him into custody. Do not let a convict hide behind the shield of sanctuary."*

Cador: *"In five hours, he will be sufficiently recovered to leave our care. We will see that he leaves the temple at that time."*

Kevitz is satisfied with this answer. He leaves the temple with the other two knights. However, he does not trust Darlon Lea not to run away. He summons more knights and has them keep watch around the temple. The details of the Watcher's vigilance are discussed below under the Helping Darlon Lea Escape section.

The PCs can break into this conversation at any point in time. Kevitz is happy to talk with the PCs about his purpose here. Refer to the Important NPCs section below for Kevitz's take on the situation.

If the PCs ask to see the warrant for Darlon Lea, Kevitz shows it to them. He does not allow them to keep it.

Once Kevitz leaves, the PCs are faced with a choice. They can either (1) allow Cador to hand Darlon Lea over to the Knights of the Watch, (2) help Darlon escape, (3) call upon Owen for aid, or (4) try to find a legal solution. The details of each of these options are discussed in the Choices section below.

There are a good number of NPCs that can have a role to play in this encounter, depending upon what the PCs do. Information about each of the NPCs is discussed in the Important NPCs section below.

Important NPCs

In order to resolve the situation at the temple, the PCs must deal with a number of NPCs. Each of these PCs has different motivations and perspectives, which are described in alphabetical order below.

Alicia Helanasdotter

Motivation: Alicia Helanasdotter is furious with Darlon Lea. She liked and respected him, and then he sold lives of her soldiers to the elves. When he was caught, he fled, which to Helanasdotter was an admission of guilt. She is the one who signed his death warrant. If she can be convinced of Darlon's innocence, she reverses her position and becomes his advocate. See the Choices section on how the PCs can convince Helanasdotter.

Background Knowledge: Helanasdotter was the commander of the Army of Retribution when Darlon Lea was the highest-ranking Gyric noble in Geoff, four years ago. He worked with her to rebuild Hochoch after the giant occupation. He strongly disagreed with the timbering in the Oytwood and Dim Forest to build the border keeps.

In CY 589, a rash of accidents plagued the construction of the border keeps and the elves began ambushing the loggers on the edges of the Oytwood. Investigation revealed that it was the work of saboteurs and that information on the loggers was being passed to the elves. Helanasdotter began an investigation to root out the traitors.

In CY 590, after months of following clues and leads, the investigators found that the saboteurs were part of a larger group, whose goal was to force the Gran March to stop timbering the forests and to stop construction of the border keeps. The investigators raided the saboteur's headquarters and found documents that showed that Darlon Lea had a major role in orchestrating the organization.

Upon receiving word of this information, Helanasdotter had Darlon arrested and cast into the dungeon under Caer Dwr Gwyldy to await trial. The next day, Lea's cell was empty, and he was gone. Several people spotted him on a horse, riding east toward the Dim Forest.

Helanasdotter held the trial in his absence. Without Darlon there to defend himself, the evidence was very convincing. He was pronounced guilty and sentence to die by beheading.

Cador Lanternlight

Motivation: Like Rhodri Morningmist, Cador wishes to keep the peace inside the temple and maintain its sanctuary. He refers all major questions of temple policy to Father Morningmist. Cador believes that Darlon Lea was a traitor. He fled, didn't he? That just proves his guilt.

Background Knowledge: Cador knows that Darlon Lea is a Gyric noble and the former First Ward of the Olwythi gan Gyrudd. He was accused of treason against the Gran March army and he fled to the Dim Forest.

Darlon Lea

Motivation: Darlon Lea wants to get out of Hochoch and return to the Dim Forest. He was never very comfortable in towns and his recent experiences in Hochoch have not been pleasant. See Darlon's description in Appendix I for more information about him.

Background Knowledge: Darlon Lea was never part of the plots of which he is accused. Karl Neumann, who was under the control of an Unseelie Puck, manipulated him. He is not aware of the ghost's story that Vilina Lea and Owen the Brenin know. For more information about what Darlon knows, see his description in the Finding a Legal Solution section below.

Gundar Kevitz

Motivation: Gundar Kevitz wants to see justice done. He believes that Darlon Lea is guilty of treason and must face proper punishment for his actions. He does not have any personal vendetta against Darlon Lea. However, because Darlon fled, Kevitz is convinced of his guilt. He disregards any further evidence.

Background Knowledge: Kevitz was in Geoff since Hochoch was freed. He knows all the same information as Helanasdotter.

Owen the Brenin

Motivation: Owen wants either Darlon Lea as one of his nobles helping the liberation or Darlon's lands so that he can distribute it to heroes from this war.

Background Knowledge: Owen was not in Geoff during CY 589 and 590, but he does have an extensive spy network. Therefore, assume that he has all of the same information as Helanasdotter. In addition, he has heard the same tale about the ghost as Vilina Lea, so he has that information as well.

Rhodri Morningmist

Motivation: Rhodri Morningmist wishes to keep the peace inside the temple and maintain its sanctuary. He dislikes getting involved in politics and will carefully stay neutral in this encounter.

Background Knowledge: Father Morningmist has living in Hochoch most of his life. He returned to the town shortly after the Knights of the Watch freed it from the giants in CY 586. He saw most of the troubles through the late 580s so he knows of the accusations against Darlon, his flight, and the trial without him. Beyond that, Morningmist has little to add.

Vilina Lea

Motivation: Vilina Lea wants to know the true about her cousin and find out what happened four years ago that made him flee. If he is truly guilty, then he must answer for his crimes. In particular, Vilina Lea wants to verify a story that she heard from adventurers last year.

Background Knowledge: Vilina Lea was in Geoff since Hochoch was freed. She knows all the same information as Helanasdotter. In addition, she has gained additional knowledge. Last year, several heroes encountered the ghost of the jailor at Caer Dwr Gwyldy. The ghost told them a tale that Karl Neumann, the provisional governor of Hochoch, met with Darlon Lea when he was imprisoned and encouraged him to flee and gave him the means to do so. The governor's halfling scribe saw the

jailer and killed her later that night. He hid her body in a hedgerow outside of town.

Choices

The choices of the PCs determine how this encounter unfolds. As a consequence, the encounter can go in many different directions. We have attempted to cover each of the possible solutions that the PCs come up with below. If the PCs react in a way that is not covered, extrapolate from the information given here.

Also, it is possible that the PCs attempt multiple choices at once. For example, they might call upon Owen the Brenin, while they try to work through the legal solution. This is perfectly acceptable as long as it is feasible. For example, if the PCs helped Darlon Lea escape, it is difficult for them to have him meet with Grand Duke Owen.

Handing Darlon Lea over to the Knights

If the PCs decide to do nothing and allow events to unfold around them, time passes without incident and Darlon Lea eventually recovers. Seven hours after his resurrection, Alicia Helanasdotter arrives at the temple. If the PCs continue to do nothing, she gets into an argument with Darlon Lea and leaves the temple. After eight hours, the clerics escort Darlon from the temple. He is taken by the Knights to Northkeep and executed. His body is burned and the ashes strew into the Realstream in accordance with Flan tradition.

The PCs may take an active role in encouraging the clerics to make Darlon Lea leave the temple early or release Darlon Lea into their custody. If the PCs decide to do this, they must make a Diplomacy check (DC 15). If successful, the priests give Darlon over to the PCs' care.

The PCs can easily take Darlon Lea out of the temple and give him to the Knights. Darlon feebly protests and asks them not to do this. But he is so weak that he cannot stop them.

The Knights gladly accept Darlon Lea from the PCs. They summon Gundar Kevitz who says the following.

"Fine work," Gundar Kevitz says. "You have brought the traitor to justice. We've been trying to catch him for years, but he kept slipping through our fingers. The Knights of the Watch will remember your service. As you are no doubt aware, there was a sizeable reward for him, dead or alive."

Kevitz gives each PC enough gold to reach the maximum gp reward allowed for their APL (if they haven't already reached it; otherwise he gives them each a pouch of gold whose amount is unimportant since the PCs have already

reached the maximum gp reward) and his Favor as well (see the Treasure Summary). However, the PCs also receive the Scorn of the Dim Forest Elves (see the Treasure Summary) for their actions.

The Knights take Darlon back to Northkeep where they will execute him at dawn. His body is then taken and burned according to Flan burial rites. *Resurrection* is impossible. The Knights of the Watch confiscate all of Darlon Lea's gear. The Knights are inflexible on these points. The body of the traitor must be surrendered to them and his gear forfeited.

After the PCs receive their reward, go to Conclusion A.

Helping Darlon Lea Escape

The PCs can attempt to sneak Darlon Lea out of the temple and avoid the Knights of the Watch. This has the advantage of getting Darlon out without fighting the Knights of the Watch. However, it leaves Darlon a wanted criminal, and if the PCs can be identified, they share become criminals as well.

It best for the PCs to leave after six hours. Darlon has recovered enough to walk and the PCs still have two hours. Also, it will be late at night, which makes it easier for the PCs to sneak away. If the PCs do not think of this, then Darlon suggests it to them.

There are many doors from the temple. The complex is quite large. The layout of the temple is provided (**DM Aid: Map #6**). Please note that the entire temple is protected by a *hallow* spell with a *dimensional anchor* spell tied to it (caster level 17th). This prevents all methods of teleportation in and out of the temple.

There are quite a few priests and lay members here, but this is not a fortress. The doors are not guarded. Any reasonable attempts to leave the temple will succeed. Possible plans to sneak Darlon Lea out include disguising Darlon, creating a distraction, or using stealth to slip past any clergy.

Once out of the temple, the PCs must contend with the watch that the Knights are keeping on the temple. Gundar Kevitz has no intention of allowing Darlon Lea to slip away again. There is a patrol of knights at each of the doors to the temple. This includes the main doors and the two side doors.

In addition, there are two roaming patrols that move slowly in a circle around the outside of the temple. They are watching the roof and second story of the temple, as well as the surrounding streets. The wandering patrols are moving at a standard move. They pass any particular point every two minutes.

The PCs' best bet is climb to the second floor and out onto one of the balconies. They can then scramble down over the side and away from the temple. To determine if a patrol is in sight when the PCs first come out, roll a die. On an even number, a wandering patrol is within sight.

Tactics: The Knights attempt to capture and detain the PCs and Darlon Lea. They strike to subdue and use immobilizing spells. One of the knights always shouts for assistance on the first round, bringing another patrol in 4 rounds. Another patrol arrives every four rounds after that, until all six patrols are present. If the PCs are fighting these six patrols to a standstill, Watcher Kevitz arrives with a seventh patrol. Kevitz's stats are in Appendix I.

All APLs (EL 12)

👤 **Watch Patrol Leader:** Pal9, hp 76, use standard NPC paladin stats from p. 54 of the *DMG*.

👤 **Watch Patrol Cleric:** Clr5, hp 38, use standard NPC cleric stats from p. 51 of the *DMG*.

👤 **Watch Patrol Knights (2):** Ftr6, hp 52 each, use standard NPC fighter stats from p. 53 of the *DMG*.

Any PC who resists arrest and is captured by the Knights of the Watch is tried and convicted of aiding and abetting a traitor. The character is sentence to life imprisonment and hard labor. The character is retired from play.

Once the PCs have managed to escape the Knight's encirclement of the temple, they have to get Darlon Lea out of Hochoch. Traveling through the streets of Hochoch is not a problem if the PCs disguise or hide Darlon's features. A map of Hochoch is provided (**DM Aid: Map #5**).

If the PCs make no effort to disguise or hide Darlon's features, some of the commoners recognize him. They are excited to have Darlon Lea back in town and shout to their friends. Soon a large crowd full of commoners gathers around the PCs and Darlon, wanting see the outlaw ranger lord. If the PCs do not duck the mob quickly, a Watcher patrol is drawn by the commotion and come over. If they find Darlon Lea, they arrest him and the players.

The Town Watch of Hochoch respects the Knights of the Watch. Watchmen assist the Knights and give them any authority needed.

By the time the PCs can sneak Darlon out of the temple, night has fallen. The gates of Hochoch close at sunset and are only opened for good reason. The PC can either climb the walls, fly over the wall, convince a guard that the PCs should be allowed out, bribe the guards, or fight

all the guards and open the gates themselves. There are no sewers in Hochoch so the PCs cannot sneak out that way.

The town wall is about 20 feet tall. The towers are another 10 feet taller. There are two guards at each of the towers. In addition, there are patrols that walk the top of the wall. A patrol passes every two minutes. The walls count as a vertical rough surface (DC 25 to climb).

The PCs can attempt to convince the guards to allow them out of town through a small postern gate door. The PCs can get the guards to let them out. A successful Diplomacy check (DC 25) talks the guards into letting the PCs and Darlon out. The PCs can also use bluff, but the story had better be good. A successful opposed Bluff check (the guards have +5 to their Sense Motive checks, and they get a +5 circumstance bonus because the guards are not supposed to do this) gets them out.

The PCs can bribe their way out. The cost to bribe the guards is 100 gp times the APL.

Each of the gates has four guards awake throughout the night. There are another 16 guards asleep in the barracks within the gatehouses. If the PCs attack the guards, they attempt to sound the alarm and rouse their fellows. A patrol of the Knights of the Watch arrives two rounds after the alarm is sounded. Additional patrols arrive every two rounds after that until there are 5 patrols at the gate.

All of the soldiers guarding the walls and the gates are members of the Army of Liberation.

Gate and Wall Guards: War2.

If the PCs get away, but the Knights of the Watch can identify them as helping Darlon Lea escape, the Knights spread word that the PCs are accomplices to a traitor. The PCs each receive Outlaw! (see the Treasure Summary).

The Knights are able to identify the PCs as helping Darlon Lea if any knight sees the PCs in the act of helping Darlon Lea escape or if the Kevitz noticed the PCs in the presence of Darlon Lea at the temple and they disappear from the temple at the same time the ranger lord does.

If the PCs get Darlon out, go to Conclusion B.

Calling Upon Owen for Aid

The PCs can use their influence with Grand Duke Owen and bring him into the adventure. Alternatively, the PCs may try to use Cuthalion Cuern to bring Owen to the temple. Cuthalion attempts to do this anyway if he finds out that the PCs have brought Darlon Lea back to town,

but let the PCs' desires determine whether or not he is successful. If the PCs want Owen to come, then Cuthalion can locate him. Otherwise, he cannot be found until after the 8 hours deadline expires.

If Cuthalion is successful, Owen arrives six hours after Darlon is resurrected.

The western pass door opens and two of the Griffon Guard enter. They step to each side and Owen the Brenin walks into the temple. His chain mail and surcoat are dirty and his boots are caked in mud.

Since it is the PCs who brought this matter to his attention, Owen talks with them first and meets with Darlon Lea only after he speaks with the PCs.

If the PCs ask Owen why he never pardoned Darlon Lea, he says that he would gladly do so if Darlon had answered any of his summonses to the court in Hochoch. He wanted to speak with Darlon and get answers as to what happened four years ago.

If the PCs ask Darlon why he never answered the summons, he says that his experiences in Hochoch were not good. It was not his place. His place was in the forest. He then adds that he heard that Owen was requiring Oaths of Fealty. Darlon says that he cannot take that oath as he has accepted the role as Kánotaurë of the sylvan elves of the Dim Forest.

Any meeting between Darlon and Owen is strained with many uncomfortable pauses. Owen starts off by asking how Darlon is feeling and wishing him a quick recovery. He then launches into the matter at hand.

Owen: "You have ignored my summons, Darlon. I've repeatedly called you to my court and you never appeared."

Darlon: "I knew what you wanted. And I wasn't prepared to give it. If I came, I would have to give you an answer. I was hoping that in time I'd find some sort of fix to the situation. But it didn't work out that way."

Owen: "I still mean to have your Oath of Fealty. You can either do that, or you can abdicate."

Darlon: "I can't swear. I'm the Kánotaurë now. If I swear an oath to you, the sylvan elves will think that I've betrayed them."

Owen: "Then choose. Which is it going to be? Are you a noble of Gyruff or a sylvan elf prince. You cannot be both."

Darlon doesn't answer. Instead, he closes his eyes and sinks back into the bed.

Owen: *"Until you swear this oath, you are a rogue baron and I will not protect you from the sentence on your head. I will not pardon a noble who defies my authority. So you can swear and live, abdicate and live, or do neither and die."*

The meeting quickly ends after this. Owen leaves Cuthalion Cuern and two writs at the temple. One is an Oath of Fealty to Owen. The other is an abdication of Darlon's lands and titles for himself and all of his heirs. Cuthalion takes a seat in the main sanctuary and awaits Darlon's response.

If Darlon signs either one of the writs, Cuthalion presents a pardon for Darlon. The pardon negates the death sentence on the ranger lord's head and he is free to leave. Once the Knights have seen the pardon, they disperse and return to helping keep the peace and law. Cuthalion does not tell Darlon or the PCs that he has the pardon before Darlon signs a writ.

The PCs can talk to Darlon about the choice. He is uncertain what to do, and the PCs can influence his decisions. Darlon refuses to swear fealty, as his wife is a sylvan elf. He feels strongly that she and her elven kin would consider this a betrayal.

If the PCs argue strongly for abdication, Darlon asks them what about his children? He is essentially disinheriting them from their birthright. If the PCs can come up with a good answer for this, Darlon abdicates.

If the PCs argue strongly for signing neither, Darlon asks the PCs if some things are worth dying for. He then asks them what they would die for. If the PCs come up with good answers, Darlon agrees to sign neither writ and go to his death.

If Darlon decides to do neither, after 8 hours he is escorted to the gates of the temple by the clerics. Just as he is about to be turned over, Cuthalion Cuern interrupts and presents Darlon Lea with a full pardon. Once the Knights have seen the pardon, they disperse and return to helping keep the peace and law.

Ultimately, Grand Duke Owen is unwilling to send Darlon Lea to his death regardless of whether he swears fealty or not. Go to Conclusion B.

Finding a Legal Solution

The PCs can try to work a legal solution to get the conviction overturned. The PCs have more information than the earlier trial. They have Darlon Lea and his side of the story.

The PCs can begin work on finding a legal solution right away. Darlon recovers enough to provide information after the second hour.

Darlon's Story

Darlon insists that he is innocent of the crimes of which he is accused. Unfortunately, he has no proof or alibi. He is willing to swear under oath, a *zone of truthfulness*, or a *discern lies* spell.

If the PCs ask for his side of the story he relates the following. Try to break this up into a conversation. Darlon's narrative jumps around as the PCs ask questions.

"I didn't give secrets to the elves, and I didn't organize saboteurs. The first I knew about the whole thing was when the Knights of the Watch arrested me. They read the charges against me and then escorted me to the dungeons. And there I sat awaiting trial by a Gran March magistrate.

On the second night there, Neumann came and told me that I would stand before a military tribunal the next day. I told him that I was a Gyrlic lord and that I did not have to stand trial in front of a military tribunal like a commoner. He chuckled at that. I suppose he knew that I was naïve. The tribunal can and did try me, but I wasn't around to see it.

Anyway, Neumann said that the evidence against me was damning. They had letters to me from the saboteurs, witnesses that saw me with them, and letters in my own handwriting confirming everything.

I told him that these were lies and that I would swear under oath and spell. He said that courts would find the oath of a suspected traitor to be meaningless and spells can be fooled.

Neumann offered to help me, but he needed time to put a defense together. He gave me a potion of gaseous form to leave the jail and suggested that I ride to the Dim Forest until he could straighten things out.

I did so. Damn stupidest mistake I ever made. That liar never sent word. Instead, I was tried without even being there, and Neumann was one of the chief advocates against me. Helanasdotter sentenced me to die.

So I've stayed in the Dim Forest and done what I could against the fades and the giants. I had no desire to die for something I didn't do. If I was going to die, it was going to be with a sword in my hand defending the forest and my family."

The Trial Record

The Knights of the Watch have kept records of the trial at their Chapter House in the Old City. It is a short 15-minute walk there. The PCs must have an influence point with the Knights of the Watch, be a member of the Knights, or have Vilina Lea with them to gain access to the records.

After four hours of searching and a successful Search check (DC 14 + the APL), the PCs are able to find the following:

- The amount of evidence against Darlon Lea is compelling. There are dozens of letters in Darlon's hand, directing the saboteurs to destroy certain buildings, recruiting new agents, and getting supplies to support the operation. A successful Forgery check (DC 20 + the APL) reveals that these notes are forgeries.
- The Knights also have messages from Darlon to the Oytwood elves that they intercepted. These tell the elves where the loggers would be and to kill all the "Peacocks". A successful Forgery check (DC 20 + the APL) reveals that these notes are forgeries.
- Also, the Knights have all the evidence from a search of Darlon's quarters at the time. The search turned up numerous notes from the saboteurs as well as several magical elven arrows with a note saying that this was from the Oytwood elves as a thank you.
- Saboteurs testified that Darlon Lea worked with them and met with them. The saboteurs have all been exiled so they are not available for the PCs to check their stories.

Priests of Allitur and PCs with Knowledge (law) or similar skills can tell that the evidence is extremely convincing. Without Darlon there to defend himself, Helanasdotter had no choice but to find him guilty.

Collaborating Evidence

The PCs can find other sources of collaborating evidence.

Both Grand Duke Owen and Vilina Lea know the story of the jailor's ghost as described under Vilina's entry in the Important NPCs section above. If the PCs have played the mini-mission "The Tale Untold," then they know it too. The testimony of ghosts is extremely suspect, but it does collaborate Darlon's story.

If the PCs have played **The Return of the Grand Duke**, they know that an unseelie puck dominated Karl Neumann. His actions for the last three years of his governorship were completely dictated by the faerie. Neumann has returned to the Gran March and is not reachable by the PCs.

However, Alicia Helanasdotter and Gundar Kevitz know that the unseelie puck dominated Neumann. They do not tell the PCs the story, as it is embarrassing to the provisional government. When Neumann was freed from his enchantment, he did not mention the role he played in Darlon's downfall. In addition, Neumann did not know that the evidence against Darlon Lea was faked. His part of the plan was only to get Darlon to leave town. Therefore, Helanasdotter and Kevitz both believe that the forged letters are real.

Convincing Helanasdotter

When Helanasdotter arrives after the seventh hour, the PCs can meet with her and try to convince her that Darlon is innocent. She issued the sentence so she has the authority to rescind it.

The PCs can convince Helanasdotter of Darlon's innocence if they can accomplish three of the following five criteria.

1. Darlon swears he is innocent under oath and spell.
2. PCs can show that the letters in the evidence against Darlon are forgeries.
3. PCs tell Helanasdotter the story about the ghost of the jailor.
4. PCs explain that Neumann was under the control of an Unseelie Puck and his actions at the dungeon showed that this was a set-up.
5. PCs make a passionate legal argument on Darlon's behalf (Diplomacy check – DC 20 + the APL).

If the PCs succeed, Helanasdotter is convinced that Darlon Lea is innocent and rescinds the sentence. The Knights disperse and return to helping keep the peace and law. Go to Conclusion B.

Conclusion

Once the PCs have resolved matters with Darlon Lea, either Gerwyn or Kinkaid approaches them. If Darlon Lea was executed or was not *resurrected*, use Conclusion A. If Darlon Lea was *resurrected* and either pardoned or escaped, use Conclusion B.

Conclusion A

The day is coated in a wet, chilly rain, when Gerwyn finds you. He asks you to come with him again to Fuinorna. Lorindoriel has received guidance from Ehlenestra and wishes your presence.

Gerwyn guides the PCs to Fuinorna. There, they meet with Lorindoriel. Ehlenestra has directed her to cast the

crystal formation that is the remains of Alexander Stonehouse into the vortex in the Javan River. Lorindoriel does not know what will result from this, but she is sure that this is the will of Ehlenestra. She has asked the PCs to come, as they may have an interest in what transpires.

Gerwyn, Lorindoriel and several other wood elves and Gyric rangers walk with you through the Dim Forest. Near the elven village of Endéryn, you cross the Javan River in canoes. Soon, you find yourself next to a cove in the river. The cove is dominated by a swirling vortex of water and energy.

If any of the PCs look particularly strong (Str 16 or better) Lorindoriel asks the PC to throw the crystal formation that was Alexander Stonehouse into the vortex. The PC must make a ranged touch attack against AC 10 with a range penalty of -4.

You toss the crystal formation into the swirl of water and energy. The crystal spins around at a fantastic speed and then is sucked down into the heart of the vortex. The swirling mass pulses with light. Then the light diffuses throughout the vortex. It is still a swirling mass in the water, but not its sparkles and gleams.

Lorindoriel says that she must study what has happened. She will commune with Ehlenestra for guidance. She expects the effort to take several weeks if not months. Go to the Rewards section below.

Conclusion B

The day is coated in a wet, chilly rain, when Kinkaid finds you. She asks you to come with her again to Fuinorna. Lorindoriel has received guidance from Ehlenestra and wishes your presence.

Kinkaid guides the PCs to Fuinorna. There, they meet with Lorindoriel. Ehlenestra has directed her to cast the crystal formation that is the remains of Alexander Stonehouse into the vortex in the Javan River. Lorindoriel does not know what will result from this, but she is sure that this is the will of Ehlenestra. She has asked the PCs to come, as they may have an interest in what transpires.

Kinkaid, Lorindoriel and several other wood elves and Gyric rangers walk with you through the Dim Forest. Near the elven village of Endéryn, you cross the Javan River in canoes. Soon, you find yourself next to a cove in the river. The cove is dominated by a swirling vortex of water and energy.

Gerwyn, Lorindoriel and several other wood elves and Gyric rangers walk with you through the Dim Forest. Near the elven village of Endéryn, you cross the Javan River in canoes. Soon, you find yourself next to a cove in the river. The cove is dominated by a swirling vortex of water and energy.

If any of the PCs look particularly strong (Str 16 or better) Lorindoriel asks the PC to throw the crystal formation that was Alexander Stonehouse into the vortex. The PC must make a ranged touch attack against AC 10 with a range penalty of -4.

You toss the crystal formation into the swirl of water and energy. The crystal spins around at a fantastic speed and then is sucked down into the heart of the vortex. The swirling mass pulses with light. Then the light diffuses throughout the vortex. It is still a swirling mass of water, but now it sparkles and gleams.

Lorindoriel says that she must study what has happened. She will commune with Ehlenestra for guidance. She expects the effort to take several weeks if not months. Go to the Rewards section below.

Rewards

If the PCs were hired by Cuthalion Cuern and they delivered his message to Darlon Lea, they receive the Favor of Cuthalion Cuern. See the Treasure Summary for details.

If the PCs were hired by Vilina Lea and they delivered her message to Darlon Lea, they receive the Favor of Vilina Lea. See the Treasure Summary for details.

If the PCs gave Darlon Lea to the Knights of the Watch, they receive the bounty on Darlon's head, which automatically places them at the maximum gp reward for their APL. In addition, they receive the Favor of Gundar Kevitz. See the Treasure Summary for details. PCs cannot receive this favor, if they receive the Favor of Darlon Lea.

If the PCs help Darlon Lea return to life, they receive the Favor of Darlon Lea. See the Treasure Summary for details. PCs cannot receive this favor, if they receive the Favor of Gundar Kevitz.

If the PCs returned Alexander Stonehouse's body to Lorindoriel, they received the Favor of Lorindoriel. See the Treasure Summary for details.

If the PCs turned Darlon Lea over to the Knights of the Watch or were disrespectful to elven bodies in Encounter Four or Five, they received the Scorn of the Dim Forest Elves. See the Treasure Summary for details.

If the PCs got Darlon out of Hochoch, but the Knights of the Watch identified them as helping Darlon Lea escape, the Knights spread word that PCs are accomplices to a traitor. The PCs each receive Outlaw! See the Treasure Summary for details.

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. **Only include the optional encounter xp awards if the PCs paid the additional TUs to partake in those encounters.**

Encounter One: On the Trail of an Outlaw Lord

Gaining the trust of Gerywn

- APL 4 – 20 xp;
- APL 6 – 30 xp;
- APL 8 – 40 xp;
- APL 10 – 50 xp.

Encounter Two: The Sylvan Village of Fuinorna

Meeting with Kinkaid and Lorindoriel

- APL 4 – 20 xp;
- APL 6 – 30 xp;
- APL 8 – 40 xp;
- APL 10 – 50 xp.

Encounter Three: Journey Through Shadow

Defeating Arbrozar's minions

- APL 4 – 180 xp;
- APL 6 – 240 xp;
- APL 8 – 300 xp;
- APL 10 – 360 xp.

Encounter Four: Death of the Kánotaurë

Defeating the Fades and the Dragon

- APL 4 – 210 xp;
- APL 6 – 270 xp;
- APL 8 – 330 xp;
- APL 10 – 390 xp.

Encounter Five: Where a Prince Rests in State

Disarm or survive the trap

- APL 4 – 90 xp;
- APL 6 – 120 xp;
- APL 8 – 150 xp;
- APL 10 – 180 xp.

Encounter Six: Leaving Tir-en-Mortum

Repair or survive the bridge

- APL 4 – 90 xp;
- APL 6 – 120 xp;
- APL 8 – 150 xp;
- APL 10 – 180 xp.

Encounter Seven: In Pursuit of a Miracle

Getting Darlon's body to the temple successfully

- APL 4 – 30 xp;
- APL 6 – 40 xp;
- APL 8 – 50 xp;
- APL 10 – 60 xp.

Encounter Eight: The Fate of Darlon Lea

Helping to resolve Darlon's warrant

- APL 4 – 65 xp;
- APL 6 – 80 xp;
- APL 8 – 95 xp;
- APL 10 – 110 xp.

Total possible experience (maximum reward allowed):

- APL 4 – 705 xp (675 xp);
- APL 6 – 930 xp (900 xp);
- APL 8 – 1,155 xp (1,125 xp);
- APL 10 – 1,380 xp (1,350 xp).

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. 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 Three: Journey Through Shadow

APL 4: L: 102 gp; C: 0 gp; M: 0 gp;
 APL 6: L: 50 gp; C: 0 gp; M: 453 gp;
 APL 8: L: 360 gp; C: 0 gp; M: 629 gp;
 APL 10: L: 720 gp; C: 0 gp; M: 1,258 gp.

Encounter Four: Death of the Kánotaure

APL 4: L: 0 gp; C: 0 gp; M: 658 gp;
 APL 6: L: 0 gp; C: 0 gp; M: 1,342 gp;
 APL 8: L: 0 gp; C: 0 gp; M: 2,184 gp;
 APL 10: L: 0 gp; C: 0 gp; M: 3,902 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 102 gp; C: 0 gp; M: 658 gp; Total: 760 gp (600 gp);
 APL 6: L: 50 gp; C: 0 gp; M: 1,795 gp; Total: 1,845 gp (800 gp);
 APL 8: L: 360 gp; C: 0 gp; M: 2,813 gp; Total: 3,173 gp (1,250 gp);
 APL 10: L: 720 gp; C: 0 gp; M: 5,160 gp; Total: 5,880 gp (2,100 gp).

Special

Darlon Lea's Handaxe

This +1 *handaxe* of ancient Gyrlic design is decorated by swirling Flan tribal markings and adorned with feathers. When wielded in the off-hand, the handaxe grants the wielder the ability to fight with two weapons as if the wielder had the Two Weapon Fighting feat. If the

wielder already has the Two-Weapon Fighting feat, the handaxe grants the Improved Two-Weapon Fighting feat instead. If the wielder already has the Improved Two-Weapon Fighting feat, the handaxe grants the Greater Two-Weapon Fighting feat from *Masters of the Wild*. You may only gain access to this item through the Favor of Darlon Lea.

Market Price: 17,306 gp; *Weight:* 5 lbs.

Favor of Cuthalion Cuern

For successfully delivering the message to Darlon Lea, Cuthalion pledges to assist you at some point in the future. You may exchange this Favor for access to purchase an upgrade to your armor/shields, choosing one of the following upgrades (circle the one selected at the time the Favor is used): *light fortification*, *bashing*, *silent moves*, or a +1 to +2 enhancement upgrade. The cost of upgrading is the difference between the cost of the final item and the cost of the initial item. (Favor Level C)

Favor of Darlon Lea

For getting him *resurrected* and out of Hochoch alive, Darlon Lea offers to assist you at some point in the future. You may exchange this favor for access to purchase Darlon Lea's Handaxe. (Favor Level C)

Favor of Gundar Kevitz

You have brought the traitor Darlon Lea to justice. The Knights are grateful for your service and are willing to assist you in the future. You may exchange this Favor for access to purchase an upgrade to your weapons, choosing one of the following upgrades (circle the one selected at the time the Favor is used): *defending*, *distance*, *mighty cleaving*, or a +1 to +2 enhancement upgrade. The cost of upgrading is the difference between the cost of the final item and the cost of the initial item. Alternatively you may request access to the Knights' stables thereby gaining access to acquire a celestial heavy warhorse. (Favor Level B)

Favor of Lorindoriel

For assisting the Elves of the Dim Forest with the disposition of one of their own, Lorindoriel, an elven cleric of Ehlenestra, pledges to assist the PC in the future. You may exchange this Favor for access to purchase one of the following with Frequency of Regional: *quiver of Ehlonna* or *scroll of heal*. (Favor Level D)

Favor of Vilina Lea

For successfully delivering the message to Darlon Lea, Vilina offers to assist you in the future. You may exchange this Favor for access to acquire one of the following feats at the next opportunity you can acquire a feat: improved shield bash or sacred spell. (Favor Level D)

☛ *Outlaw!*

You have been accused of helping the notorious traitor Darlon Lea escape justice. Until your name is cleared, you may not participate in any Geoff regional adventures that are set or begin in Hochoch.

☛ *Scorn of the Dim Forest Elves*

You have turned the Kánotaurë Darlon Lea over to the Knights of the Watch and he was executed and/or you have been utterly disrespectful towards the elven dead. In either case, the elves of the Dim Forest are wroth with your actions. All your future encounters with any NPC sylvan elf of the Dim Forest starts at Hostile in any adventure set in Geoff. This may also apply to encounters with NPC sylvan elves of the Dim Forest in other adventures set in the Sheldomar Valley meta-region at the discretion of the judge.

☛ *Scroll of Obscuring Mist*

Caster Level: 1st; *Prerequisites:* Scribe Scroll, *obscuring mist*; *Market Price:* 25 gp; *Weight:* - lbs.

☛ *Scroll of Warp Wood*

Caster Level: 3rd; *Prerequisites:* Scribe Scroll, *warp wood*; *Market Price:* 150 gp; *Weight:* - lbs.

☛ *Wand of Summon Nature's Ally I*

Caster Level: 3rd; *Prerequisites:* Craft Wand, *summon nature's ally I*; *Market Price:* 2,250 gp; *Weight:* - lbs.

☛ *Wand of Summon Nature's Ally II*

Caster Level: 3rd; *Prerequisites:* Craft Wand, *summon nature's ally I*; *Market Price:* 4,500 gp; *Weight:* - lbs.

❖ *+1 Large Chain Shirt (Adventure; DMG)*

❖ *+1 Mighty Composite Longbow (+3 Str Bonus) (Adventure; DMG)*

❖ *Bag of Holding (Bag 1) (Adventure; DMG)*

❖ *Wand of Magic Missile (Adventure; 3rd level caster; DMG)*

APL 8 (APL 4 & 6 Items plus):

❖ *Bracers of Health +2 (Adventure; DMG)*

❖ *Wand of Magic Missile (Adventure; 5th level caster; DMG)*

❖ *Cloak of Elvenkind (Adventure; DMG)*

APL 10 (APL 4 & 6 & 8 Items plus):

❖ *Ioun Stone (Dusty Rose Prism) (Adventure; DMG)*

❖ *Wand of Magic Missile (Adventure; 7th level caster; DMG)*

❖ *Periapt of Wisdom +2 (Adventure; DMG)*

❖ *Potion of Fly (Adventure; DMG)*

❖ *Wand of Summon Nature's Ally II (Adventure; 3rd level caster; see above)*

Items for the Adventure Record

Item Access

APL 4:

❖ *Potion of Haste (Adventure; DMG)*

❖ *Potion of Cure Serious Wounds (Adventure; DMG)*

❖ *Scroll of Obscuring Mist (Adventure; 1st level caster; see above)*

❖ *Scroll of Warp Wood (Adventure; 3rd level caster; see above)*

❖ *Wand of Summon Nature's Ally I (Adventure; 3rd level caster; see above)*

❖ *Quaal's Feather Token (Tree) (Adventure; DMG)*

APL 6 (APL 4 Items plus):

❖ *+1 Huge Glaive (Adventure; DMG)*

Appendix I: Major NPC Notes

Kinkaid

Role-playing notes: Kinkaid is playful and rather mischievous. She is also very cocky and takes foolish risks. Her green eyes are extremely expressive, and her long brown hair hangs in ringlets that always seem to get in her face.

She is the niece of Darlon Lea. Players can know of this fact with a successful Knowledge (nobility - Geoff) check (DC 15), a successful Knowledge (local - Geoff) check (DC 20), or a successful Bardic Knowledge check (DC 25). Kinkaid speaks Common, Elven, and Flan.

APL 4

Kinkaid: Female Wood Elf Rog4/Rng1/ThfAcrbt1; CR 6; Medium Humanoid (Elf); HD 1d10+5d6+6; hp 34; Init +3 (Dex); Spd 30 ft.; AC 16 (touch 13, flat-footed 16) [+3 Dex, +3 armor]; Atk +5 melee (1d8+2/19-20, longsword) and +5 melee (1d4+2/19-20, dagger) or +9 ranged (1d8+2/x3, composite longbow); SA ranger two weapon fighting, sneak attack +2d6, favored enemy (giants); SQ elven traits, evasion, uncanny dodge (Dex bonus to AC), kip up, unbounded leap; AL CG; SV Fort +4, Ref +9; Will +1; Str 14, Dex 17, Con 12, Int 14, Wis 10, Chr 12.

Skills and Feats: Balance +12, Bluff +6, Climb +11, Hide +22, Intuit Direction +1, Jump +11, Knowledge (nature) +2, Listen +8, Move Silently +11, Sense Motive +2, Spot +7, Tumble +12, Wilderness Lore +3; Far Shot, Point Blank Shot, Track, Weapon Focus (composite longbow).

Kip Up (Ex): A thief-acrobat can stand up from a prone position as a free action.

Unbounded Leap (Ex): A thief-acrobat's height does not limit his jumping distance (horizontal or vertical).

Possessions: *cloak of elvenkind*, *ring of jumping*, *2 potions of cure light wounds*, *potion of hiding*, masterwork mighty composite longbow (+2 Str bonus), masterwork longsword, masterwork dagger, masterwork studded leather armor, 20 arrows, 13 gp, *scroll of comprehend languages*.

APL 6

Kinkaid: Female Wood Elf Rog4/Rng1/ThfAcrbt2/DpwdSnpr1; CR 8; Medium Humanoid (Elf); HD 1d10+1d8+6d6+8; hp 45; Init +4 (Dex); Spd 30 ft.; AC 17 (touch 14, flat-footed 17) [+4 Dex, +3 armor]; Atk +7/+2 melee (1d8+2/19-20, longsword) and +7 melee (1d4+2/19-20, dagger) or +12/+7 ranged (1d8+2/19-20/x3, composite longbow); SA ranger two

weapon fighting, sneak attack +2d6, favored enemy (giants), keen arrows, range increment bonus +10 ft./level; SQ elven traits, evasion, uncanny dodge (Dex bonus to AC), kip up, unbounded leap, fast balance; AL CG; SV Fort +4, Ref +13; Will +1; Str 14, Dex 18, Con 12, Int 14, Wis 10, Chr 12.

Skills and Feats: Balance +14, Bluff +6, Climb +12, Hide +23, Intuit Direction +1, Jump +12, Knowledge (nature) +2, Listen +8, Move Silently +14, Sense Motive +3, Spot +7, Tumble +14, Use Rope +6, Wilderness Lore +5; Far Shot, Improved Trip, Point Blank Shot, Track, Weapon Focus (composite longbow).

Kip Up (Ex): A thief-acrobat can stand up from a prone position as a free action.

Unbounded Leap (Ex): A thief-acrobat's height does not limit his jumping distance (horizontal or vertical).

Fast Balance (Ex): The thief-acrobat gains the ability to balance on a precarious surface. A successful Balance check allows her to move her speed rather than half her speed under such conditions.

Keen Arrows (Ex): All projectiles the deepwood sniper fires behave as if they were keen weapons. This effect does not stack with any other keen effect.

Range Increment Bonus (Ex): The range increment of projectile weapons the deepwood sniper fires increase by +10 feet per level of deepwood sniper.

Possessions: *cloak of elvenkind*, *boots of striding and springing*, *2 potions of cure light wounds*, *potion of hiding*, masterwork mighty composite longbow (+2 Str bonus), masterwork longsword, masterwork dagger, masterwork studded leather armor, 20 arrows, 13 gp, *scroll of comprehend languages*.

APL 8

Kinkaid: Female Wood Elf Rog5/Rng1/ThfAcrbt2/DpwdSnpr2; CR 10; Medium Humanoid (Elf); HD 1d10+2d8+7d6+10; hp 56; Init +8 (Dex, Improved Init.); Spd 30 ft.; AC 18 (touch 14, flat-footed 18) [+4 Dex, +4 armor]; Atk +8/+3 melee (1d8+2/19-20, longsword) and +8 melee (1d4+2/19-20, dagger) or +13/+8 ranged (1d8+3/19-20/x4, composite longbow); SA ranger two weapon fighting, sneak attack +3d6, favored enemy (giants), keen arrows, range increment bonus +10 ft./level, concealment reduction 10%, magic weapon, projectile improved critical +1; SQ elven traits, evasion, uncanny dodge (Dex bonus to AC), kip up, unbounded leap, fast balance; AL CG; SV Fort +4, Ref +14; Will +1; Str 14, Dex 18, Con 12, Int 14, Wis 10, Chr 12.

Skills and Feats: Balance +14, Bluff +6, Climb +15, Hide +26, Intuit Direction +1, Jump +15, Knowledge (nature) +2, Listen +8, Move Silently +16, Sense Motive +3, Spot +8, Tumble +14, Use Rope +8, Wilderness Lore +7; Far Shot, Improved Initiative, Improved Trip, Point Blank Shot, Track, Weapon Focus (composite longbow).

Kip Up (Ex): A thief-acrobat can stand up from a prone position as a free action.

Unbounded Leap (Ex): A thief-acrobat's height does not limit his jumping distance (horizontal or vertical).

Fast Balance (Ex): The thief-acrobat gains the ability to balance on a precarious surface. A successful Balance check allows her to move her speed rather than half her speed under such conditions.

Keen Arrows (Ex): All projectiles the deepwood sniper fires behave as if they were keen weapons. This effect does not stack with any other keen effect.

Range Increment Bonus (Ex): The range increment of projectile weapons the deepwood sniper fires increase by +10 feet per level of deepwood sniper.

Concealment Reduction (Ex): The deepwood sniper's miss chance against opponents with concealment drops by 10%. This ability never reduces her miss chance against any opponent below 0%.

Magic Weapon (Sp): The character can produce an effect identical to that of a *magic weapon* spell cast by a cleric of her deepwood sniper level. This ability is usable once per day on projectile weapons only.

Projectile Improved Critical (Ex): The critical damage multipliers of all the deepwood sniper's projectile weapons increase by +1.

Possessions: cloak of elvenkind, boots of striding and springing, 4 potions of cure light wounds, potion of cat's grace, potion of invisibility, potion of gaseous form, potion of bull's strength, +1 mighty composite longbow (+4 Str bonus), masterwork longsword, masterwork dagger, +1 studded leather armor, 20 arrows, 155 gp, scroll of comprehend languages.

APL 10

Kinkaid: Female Wood Elf
Rog5/Rng1/ThfAcrbt4/DpwdSnpr2; CR 12; Medium Humanoid (Elf); HD 1d10+2d8+9d6+12; hp 66; Init +8 (Dex, Improved Init.); Spd 30 ft.; AC 20 (touch 15, flat-footed 20) [+4 Dex, +5 armor, +1 ring]; Atk +10/+5 melee (1d8+2/19-20, longsword) and +10 melee (1d4+2/19-20, dagger) or +16/+11 ranged (1d8+4/19-20/x4, composite longbow); SA ranger two weapon fighting, sneak attack +4d6, favored enemy (giants), keen arrows, range increment bonus +10 ft./level, concealment reduction 10%, magic weapon, projectile improved critical +1; SQ elven traits, evasion, uncanny dodge (Dex bonus to AC),

kip up, unbounded leap, fast balance, improved evasion (see rogue in *PH*), slow fall 20 ft. (see monk in *PH*), defensive fighting bonus; AL CG; SV Fort +5, Ref +15; Will +2; Str 14, Dex 19, Con 12, Int 14, Wis 10, Chr 12.

Skills and Feats: Balance +15, Bluff +6, Climb +16, Hide +28, Intuit Direction +1, Jump +16, Knowledge (nature) +2, Listen +11, Move Silently +18, Search +6, Sense Motive +3, Spot +10, Tumble +14, Use Rope +8, Wilderness Lore +7; Far Shot, Improved Initiative, Improved Trip, Point Blank Shot, Rapid Shot, Track, Weapon Focus (composite longbow).

Kip Up (Ex): A thief-acrobat can stand up from a prone position as a free action.

Unbounded Leap (Ex): A thief-acrobat's height does not limit his jumping distance (horizontal or vertical).

Fast Balance (Ex): The thief-acrobat gains the ability to balance on a precarious surface. A successful Balance check allows her to move her speed rather than half her speed under such conditions.

Keen Arrows (Ex): All projectiles the deepwood sniper fires behave as if they were keen weapons. This effect does not stack with any other keen effect.

Range Increment Bonus (Ex): The range increment of projectile weapons the deepwood sniper fires increase by +10 feet per level of deepwood sniper.

Concealment Reduction (Ex): The deepwood sniper's miss chance against opponents with concealment drops by 10%. This ability never reduces her miss chance against any opponent below 0%.

Magic Weapon (Sp): The character can produce an effect identical to that of a *magic weapon* spell cast by a cleric of her deepwood sniper level. This ability is usable once per day on projectile weapons only.

Projectile Improved Critical (Ex): The critical damage multipliers of all the deepwood sniper's projectile weapons increase by +1.

Defensive Fighting Bonus (Ex): The fact that a thief-acrobat is perpetually whirling and spinning makes her a difficult target to hit. When fighting defensively, she gains a +4 dodge bonus to AC rather than the normal +2 bonus or the +3 bonus for having 5 or more ranks of Tumble. When executing the total defense standard action, she gains a +8 dodge bonus to AC rather than the usual +4 bonus or the +6 bonus for having 5 or more ranks of Tumble.

Possessions: cloak of elvenkind, boots of striding and springing, 4 potions of cure light wounds, potion of cat's grace, potion of bull's strength, +2 mighty composite longbow (+4 Str bonus), masterwork longsword, masterwork dagger, +2 studded leather armor, ring of protection +1, dust of disappearance, 20 arrows, 155 gp, scroll of comprehend languages.

Darlon Lea

Darlon Lea has filled many roles during his life. He is arglwyth of Ffwythlon Dol, he was First Warder of Olwythi gan Gyrudd, and lately he is a traitor and outlaw. Before the invasion, Darlon was a barrel-chested man who was an easy-going and affable. The intervening years has been hard on Darlon, and he is much leaner and grimmer. He has short brown hair and brown eyes. Since the invasion, he rarely wears anything other than his armor or his traveling clothes.

Darlon is a man of few words but plenty of action. Life has been grim since the fall of Geoff and it has left his mark upon him. He broods often and rarely laughs. He dreams of a day when he can leave war behind him and settle down and enjoy his remaining years with his sylvan elf wife and their four children.

Darlon Lea: Male Human
Rng1/Ftr2/Clr7/Tmplr1/VrdrLrd3.

Alicia Helanasdotter

Dispatcher Alicia Helanasdotter, Most Indominatable Minotaur, is a commander of the Army of Retribution – the Gran March army stationed in Geoff. She is from Gran March and is of mixed Flan-Oeridian heritage.

Alicia Helanasdotter has sworn her life to the liberation of Geoff from the giants. She pursues this goal with a single-minded determination. She has no time for other distractions, such as a husband, children, or even friends. Her every waking moment is spent working to remove the threat of the giants.

Alicia Helanasdotter: Female Human Pal11/Hsptlr3.

Gundar Kevitz

Watcher Gundar Kevitz, Unrelenting Sphinx, is a high-ranking commander in the Knights of the Watch. He is from the cantrev of Arweth in Gyrudd and shows a mixed Flan-Oeridian heritage. He cuts an impressive figure and is strong and hardy from the years in the saddle. He is never without his sword at his side, and he is either in his armor or the uniform of the Knights of the Watch. Kevitz has three large scars that slash diagonally across his face.

Kevitz is a powerful man, both as a warrior and as the leader of the Knights of the Watch in Gyrudd. He has hundreds of knights under his command, and he is overseeing the construction of a castle for the Knights of the Watch just to the north of Hochoch. Kevitz loves horses and hunting. He is out in the fields with his falcon every chance he can get, which is not often, as he has many responsibilities.

Gundar Kevitz: Male Human Pal1/Ftr6/Clr1/Tmplr4;
hp 125.

Use the stats for a 12th level NPC paladin on page 53 of the *DMG* if Gundar gets involved in combat.

Appendix II: NPCS

Encounter 3

Stats for this encounter already include rage bonuses/penalties and armor check penalties where applicable.

Ogre Flyer: Male Ogre Bbn1; CR 3; Large Giant; HD 4d8+1d12+20; hp 51; Init +2 (Dex); Spd 40 ft.; AC 19 (touch 9, flatfooted 17) [-1 size, +2 Dex, +5 natural, +5 armor, -2 rage]; Atk +12 melee (2d6+10/x3, huge masterwork longspear) or +11 melee (2d6+10/19-20, masterwork greatsword); Face/Reach 5 ft. x 5 ft./10 ft.; SA rage 1/day; SQ fast movement; AL CE; SV Fort +10, Ref +2, Will +3; Str 21 (25), Dex 14, Con 15 (19), Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +7, Intuit Direction +1, Listen +2, Ride (airborne) +8, Spot +2, Wilderness Lore +1; Quick Draw, Weapon Focus (longspear).

Possessions: Huge masterwork longspear, masterwork large breastplate, masterwork greatsword, ~~*potion of blur*~~.

Ogre Hunter: Male Ogre Bbn1/War2; CR 4; Large Giant; HD 4d8+1d12+2d10+28; hp 73; Init +2 (Dex); Spd 40 ft.; AC 19 (touch 9, flatfooted 17) [-1 size, +2 Dex, +5 natural, +5 armor, -2 rage]; Atk +12/+7 melee (2d6+7/19-20, masterwork greatsword) and +12 melee (2d6+3/19-20, masterwork greatsword); Face/Reach 5 ft. x 5 ft./10 ft.; SA rage 1/day; SQ fast movement; AL CE; SV Fort +13, Ref +2, Will +3; Str 21 (25), Dex 14, Con 15 (19), Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +7, Intuit Direction +3, Listen +2, Spot +2, Swim +4, Wilderness Lore +5; Ambidexterity, Two Weapon Fighting, Weapon Focus (longspear).

Possessions: masterwork large breastplate, 2 masterwork greatswords, ~~*potion of blur*~~, *potion of haste*, *potion of cure moderate wounds*.

Ogre Mage: CR 8; Large Giant; HD 5d8+25; hp 52; Init +4 (Improved Init.); Spd 30 ft., Fly 40 ft. (good); AC 19 (touch 9, flatfooted 19) [-1 size, +5 natural, +5 armor]; Atk +8 melee (2d6+8/x3, +1 *huge glaive*) and +3 ranged (2d6/x3, masterwork huge longbow); Face/Reach 5 ft. x 5 ft./10 ft.; SA spell-like abilities; SQ flight, regeneration 2; SR 18; AL LE; SV Fort +10, Ref +2, Will +4; Str 21, Dex 10, Con 17 (20), Int 14, Wis 14, Cha 17.

Skills and Feats: Concentration +8, Listen +5, Spellcraft +4, Spot +5; Improved Initiative.

Spell-Like Abilities (Sp): At will – *darkness* and *invisibility*; 1/day – *charm person*, *cone of cold*, *gaseous*

form, *polymorph self*, and *sleep*. As 9th level sorcerer (save DC 13 + spell level).

Flight (Su): An ogre mage can cease or resume flight as a free action. While in *gaseous form*, it can fly at normal speed and has perfect maneuverability.

Regeneration (Ex): Ogre mages take normal damage from fire and acid. An ogre mage that loses a body part can reattach it after 1 minute. If the head or a vital organ is severed, it must be reattached within 10 minutes or the creature dies. Ogre mages cannot regrow lost body parts.

Possessions: +1 *huge glaive*, masterwork huge longbow, +1 *large chain shirt*, *potion of haste*, *cloak of resistance* +1, ~~*potion of endurance*~~.

Encounter 4

APL4

Fade Druid: Female Shadow Wood Elf Drd6; CR 7; Medium Magical Beast (Extraplanar); HD 6d8+12; hp 47; Init +3 (Dex); Spd 30 ft.; AC 23 (touch 13, flat-footed 20) [+3 Dex, +4 armor, +2 shield, +4 *barkskin*]; Atk +6 melee (1d6+6/19-20, club with *spikes* spell) and +7 ranged (1d4, sling); SA spells, wild shape (2/day); SQ elven traits, nature sense, animal companion, woodland stride, trackless step, resist nature's lure, cold resistance 11, darkvision 60 ft., low-light vision, shadow blend, damage reduction 5/+1; AL NE; SV Fort +7, Ref +5, Will +8; Str 10, Dex 16, Con 12 (15), Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +11, Handle Animal +9, Knowledge (nature) +9, Move Silently +9, Wilderness Lore +12; Animal Control, Animal Defiance, Dodge.

Animal Control (from Masters of the Wild): You can channel the power of nature to gain mastery over animal creatures. You can rebuke or command animals as an evil cleric rebukes undead. To command an animal, you must be able to speak with it via a *speak with animals* effect, though you may issue your commands mentally as desired. The number of times per day that you can use this ability is equal to 3 + your Charisma modifier. Your highest divine caster level is the level at which you rebuke animals. Animals you command through this ability count against the HD limit of animals you can befriend through *animal friendship*.

Animal Defiance (from Masters of the Wild): You can channel the power of nature to drive off animals. You can turn (but not destroy) animals as a good cleric turns undead. The number of times per day that you can use this ability is equal to 3 + your Charisma modifier. Your highest divine caster level is the level at which you rebuke animals.

Shadow Blend (Su): During any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Spells Prepared (5/4/4/3; base DC = 13 + spell level):
0—[*cure minor wounds* x2, *resistance*, *scarecrow*, *virtue*];
1st—[*calm animals*, *entangle*, *faerie fire*, ~~*magic fang*~~];
2nd—[~~*barkskin* x2~~, *briar web*, ~~*speak with animals*~~]; 3rd—[*dominate animal* x2, ~~*spikes*~~].

Possessions: large wooden shield, masterwork club, sling, 10 sling bullets, +1 *hide armor*, *potion of haste*, *scroll of cure serious wounds*, *scroll of flaming sphere*, *scroll of obscuring mist*, *scroll of warp wood*, *Quaal's feather token (tree)*, *wand of summon nature's ally I* (3rd level caster), ~~*scroll of protection from elements (fire)*~~, ~~*potion of endurance*~~.

Fade Dire Wolf: Shadow Dire Wolf; CR 4; Large Magical Beast (Extraplanar); HD 6d8+18; hp 50; Init +2 (Dex); Spd 75 ft.; AC 14 (touch 11, flat-footed 12) [-1 size, +2 Dex, +3 natural]; Atk +11 melee (1d8+11, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA trip; SQ scent, cold resistance 11, darkvision 60 ft., low-light vision, shadow blend, damage reduction 5/+1; AL N; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +5, Listen +6, Move Silently +11, Spot +6, Wilderness Lore +1 (+5 by Scent).

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Shadow Blend (Su): During any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Fade Archer: Male Shadow Wood Elf Rgr1/Ftr2; CR 4; Medium Magical Beast (Extraplanar); HD 3d10+6; hp 27; Init +4 (Dex); Spd 45 ft.; AC 19 (touch 14, flat-footed 15) [+4 Dex, +5 armor]; Atk +7 melee (1d8+4/19-20, masterwork longsword) or +9 ranged (1d8+3/x3, masterwork mighty composite longbow); SA ranger two weapon fighting, favored enemy (animals); SQ elven traits, cold resistance 8, darkvision 60 ft., low-light vision, shadow blend, *mirror image* 1/day (as 3rd level caster); AL CE; SV Fort +7, Ref +4, Will +0; Str 16, Dex 16 (19), Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +5, Hide +8, Move Silently +14, Spot +4; Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (composite longbow).

Shadow Blend (Su): During any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Possessions: masterwork longsword, masterwork mighty composite longbow (+3 Str bonus), +1 *chain shirt*, *potion of sneaking*, *potion of hiding*, *potion of cure serious wounds*, 20 arrows, dagger, ~~*potion of cat's grace*~~.

Fade Scout: Male Shadow Wood Elf Rog1/Ftr2; CR 4; Medium Magical Beast (Extraplanar); HD 1d6+2d10+3; hp 22; Init +3 (Dex); Spd 45 ft.; AC 22 (touch 13, flat-footed 19) [+3 Dex, +3 armor, +2 shield, +4 *barkskin*]; Atk +8 melee (1d8+6/19-20, masterwork longsword) or +6 ranged (1d8+3/x3, masterwork mighty composite longbow); SA sneak attack +1d6; SQ elven traits, cold resistance 8, darkvision 60 ft., low-light vision, shadow blend, damage reduction 5/+1; AL CE; SV Fort +4, Ref +5, Will +1; Str 16 (19), Dex 16, Con 12, Int 14, Wis 12, Cha 6.

Skills and Feats: Balance +7, Bluff +2, Climb +8, Escape Artist +7, Hide +7, Jump +8, Listen +5, Move Silently +13, Sense Motive +5, Search +6, Spot +5, Tumble +7; Dodge, Mobility, Spring Attack, Weapon Focus (longsword).

Shadow Blend (Su): During any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Possessions: masterwork studded leather, masterwork large wooden shield, masterwork longsword, masterwork mighty composite longbow (+3 Str bonus), 2 *potions of invisibility*, 20 arrows, dagger, ~~*potion of bull's strength*~~.

APL 6

Fade Druid: Female Shadow Wood Elf Drd6; CR 7; Medium Magical Beast (Extraplanar); HD 6d8+12; hp 47; Init +3 (Dex); Spd 30 ft.; AC 23 (touch 13, flat-footed 20) [+3 Dex, +4 armor, +2 shield, +4 *barkskin*]; Atk +6 melee (1d6+6/19-20, club with *spikes* spell) and +7 ranged (1d4, sling); SA spells, wild shape (2/day); SQ elven traits, nature sense, animal companion, woodland stride, trackless step, resist nature's lure, cold resistance 11, darkvision 60 ft., low-light vision, shadow blend, damage reduction 5/+1; AL NE; SV Fort +7, Ref +5, Will +8; Str 10, Dex 16, Con 12 (15), Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +11, Handle Animal +9, Knowledge (nature) +9, Move Silently +9, Wilderness Lore +12; Animal Control, Animal Defiance, Dodge.

Animal Control (from Masters of the Wild): You can channel the power of nature to gain mastery over animal creatures. You can rebuke or command animals as a evil cleric rebukes undead. To command an animal, you must be able to speak with it via a *peak with animals* effect, though you may issue your commands mentally as desired. The number of times per day that you can use this ability is equal to 3 + your Charisma modifier. Your highest divine caster level is the level at which you rebuke animals. Animals you command through this ability count against the HD limit of animals you can befriend through *animal friendship*.

Animal Defiance (from Masters of the Wild): You can channel the power of nature to drive off animals. You can turn (but not destroy) animals as a good cleric turns undead. The number of times per day that you can use this ability is equal to 3 + your Charisma modifier. Your highest divine caster level is the level at which you rebuke animals.

Shadow Blend (Su): During any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Spells Prepared (5/4/4/3; base DC = 13 + spell level):
0—[*cure minor wounds* x2, *resistance*, *scarecrow*, *virtue*];
1st—[*calm animals*, *entangle*, *faerie fire*, ~~*magic fang*~~];
2nd—[~~*barkskin* x2~~, *briar web*, ~~*peak with animals*~~]; 3rd—[*dominate animal* x2, ~~*spikes*~~].

Possessions: large wooden shield, masterwork club, sling, 10 sling bullets, +1 *hide armor*, *potion of haste*, *scroll of cure serious wounds*, *scroll of flaming sphere*, *scroll of obscuring mist*, *scroll of warp wood*, *Quaal's feather token (tree)*, *wand of summon nature's ally I* (3rd level caster), ~~*scroll of protection from elements (fire)*~~, ~~*potion of endurance*~~.

Fade Dire Wolf: Shadow Dire Wolf; CR 4; Large Magical Beast (Extraplanar); HD 6d8+18; hp 50; Init +2 (Dex); Spd 75 ft.; AC 14 (touch 11, flat-footed 12) [-1 size, +2 Dex, +3 natural]; Atk +11 melee (1d8+11, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA trip; SQ scent, cold resistance 11, darkvision 60 ft., low-light vision, shadow blend, damage reduction 5/+1; AL N; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +5, Listen +6, Move Silently +11, Spot +6, Wilderness Lore +1 (+5 by Scent).

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Shadow Blend (Su): During any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Fade Archer: Male Shadow Wood Elf Rgr1/Ftr4; CR 6; Medium Magical Beast (Extraplanar); HD 5d10+10; hp 45; Init +4 (Dex); Spd 45 ft.; AC 19 (touch 14, flat-footed 15) [+4 Dex, +5 armor]; Atk +9 melee (1d8+4/19-20, masterwork longsword) or +11 ranged (1d8+6/x3, +1 *mighty composite longbow*); SA ranger two weapon fighting, favored enemy (animals); SQ elven traits, cold resistance 10, darkvision 60 ft., low-light vision, shadow blend, *mirror image* 1/day (as 5th level caster); AL CE; SV Fort +8, Ref +5, Will +1; Str 17, Dex 16 (19), Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +7, Hide +8, Move Silently +14, Spot +4; Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

Shadow Blend (Su): During any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Possessions: masterwork longsword, +1 *mighty composite longbow* (+3 Str bonus), +1 *chain shirt*, *potion of sneaking*, *potion of hiding*, *potion of cure serious wounds*, 20 arrows, dagger, ~~*potion of cat's grace*~~.

Fade Scout: Male Shadow Wood Elf Rog1/Ftr2; CR 4; Medium Magical Beast (Extraplanar); HD 1d6+2d10+3; hp 22; Init +3 (Dex); Spd 45 ft.; AC 22 (touch 13, flat-footed 19) [+3 Dex, +3 armor, +2 shield, +4 *barkskin*]; Atk +8 melee (1d8+6/19-20, masterwork longsword) or +6 ranged (1d8+3/x3, masterwork *mighty composite longbow*); SA sneak attack +1d6; SQ elven traits, cold resistance 8, darkvision 60 ft., low-light vision, shadow blend, damage reduction 5/+1; AL CE; SV Fort +4, Ref +5, Will +1; Str 16 (19), Dex 16, Con 12, Int 14, Wis 12, Cha 6.

Skills and Feats: Balance +7, Bluff +2, Climb +8, Escape Artist +7, Hide +7, Jump +8, Listen +5, Move Silently +13, Sense Motive +5, Search +6, Spot +5, Tumble +7; Dodge, Mobility, Spring Attack, Weapon Focus (longsword).

Shadow Blend (Su): During any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Possessions: masterwork studded leather, masterwork large wooden shield, masterwork longsword, masterwork mighty composite longbow (+3 Str bonus), 2 *potions of invisibility*, 20 arrows, dagger, ~~*potion of bull's strength*~~.

Shadow Dragon: Male Juvenile Shadow Dragon; CR 7; Medium Dragon; HD 13d12+26; hp 137; Init +1 (Dex); Spd 80 ft., Fly 150 ft. (poor); AC 31 (touch 11, flat-footed 30) [+16 natural, +1 Dex, +4 *mage armor*]; Atk +17 melee (1d8+4, bite) and +12 melee (1d6+2, 2 claws) and +12 melee (1d4+2, 2 wings); Face/Reach 5 ft. x 5 ft./5 ft.; SA breath weapon, spells; SQ immune to sleep and paralysis effects, energy drain immunity, shadow blend, spell-like abilities, keen senses; SR 17; AL CE; SV Fort +10, Ref +9, Will +12; Str 15 (18), Dex 13, Con 15, Int 18, Wis 18, Cha 19 (21).

Skills and Feats: Appraise +9, Bluff +10, Concentration +15, Diplomacy +10, Escape Artist +6, Hide +7, Jump +17, Knowledge (arcana) +10, Knowledge (the Planes) +10, Listen +17, Move Silently +14, Scry +9, Search +17, Sense Motive +10, Speak Languages 6 ranks, Spellcraft +17, Spot +17, Tumble +11; Dodge, Mobility, Power Attack, Spring Attack.

Spell-Like Abilities (Sp): 3/day – *mirror image*. As 4th level sorcerer (save DC 15 + spell level).

Breath Weapon (Su): Using a breath weapon is a standard action. Once a dragon breathes, it can't breathe again for 1d4 rounds. A shadow dragon's breath weapon is a 30-foot cone of billowing, smoky shadows with an energy drain effect. Creatures within the cone gain 2 negative levels; the saving throw to remove the negative levels is Fort DC 21. A successful Ref save DC 21 reduces the negative energy levels by half (round down).

Shadow Blend (Su): During any conditions other than full daylight, a shadow dragon can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Keen Senses (Ex): A dragon can see four times as well as a human in low-light conditions and twice as well in normal light. It also has darkvision 400 ft. and blindsight 120 ft.

Spells Known (5/42; base DC = 15 + spell level): 0—[*arcane mark*, *detect magic*, *mage hand*, *read magic*]; 1st—[*expeditious retreat*, *mage armor*].

Languages: Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Orc, Sylvan, Undercommon.

Possessions: *bag of holding* (bag 1), *potion of cure serious wounds*, *wand of magic missile* (3rd level caster), ~~*scroll of bull's strength*~~, ~~*scroll of eagle's splendor*~~.

APL 8

Fade Druid: Female Shadow Wood Elf Drd6; CR 7; Medium Magical Beast (Extraplanar); HD 6d8+12; hp 47; Init +3 (Dex); Spd 30 ft.; AC 23 (touch 13, flat-footed 20) [+3 Dex, +4 armor, +2 shield, +4 *barkskin*]; Atk +6 melee (1d6+6/19-20, club with *spikes* spell) and +7 ranged (1d4, sling); SA spells, wild shape (2/day); SQ elven traits, nature sense, animal companion, woodland stride, trackless step, resist nature's lure, cold resistance 11, darkvision 60 ft., low-light vision, shadow blend, damage reduction 5/+1; AL NE; SV Fort +7, Ref +5, Will +8; Str 10, Dex 16, Con 12 (15), Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +11, Handle Animal +9, Knowledge (nature) +9, Move Silently +9, Wilderness Lore +12; Animal Control, Animal Defiance, Dodge.

Animal Control (from Masters of the Wild): You can channel the power of nature to gain mastery over animal creatures. You can rebuke or command animals as a evil cleric rebukes undead. To command an animal, you must be able to speak with it via a *speak with animals* effect, though you may issue your commands mentally as desired. The number of times per day that you can use this ability is equal to 3 + your Charisma modifier. Your highest divine caster level is the level at which you rebuke animals. Animals you command through this ability count against the HD limit of animals you can befriend through *animal friendship*.

Animal Defiance (from Masters of the Wild): You can channel the power of nature to drive off animals. You can turn (but not destroy) animals as a good cleric turns undead. The number of times per day that you can use this ability is equal to 3 + your Charisma modifier. Your highest divine caster level is the level at which you rebuke animals.

Shadow Blend (Su): During any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Spells Prepared (5/4/4/3; base DC = 13 + spell level): 0—[*cure minor wounds* x2, *resistance*, *scarecrow*, *virtue*]; 1st—[*calm animals*, *entangle*, *faerie fire*, ~~*magic fang*~~]; 2nd—[~~*barkskin*~~ x3, *briar web*]; 3rd—[*dominate animal* x2, ~~*spikes*~~].

Possessions: large wooden shield, masterwork club, sling, 10 sling bullets, +1 *hide armor*, *potion of haste*, *scroll of cure serious wounds*, *scroll of flaming sphere*, *scroll of obscuring mist*, *scroll of warp wood*, *Quaal's feather token* (tree), *wand of summon nature's ally I* (3rd level caster), ~~*scroll of speak with animals*~~, ~~*scroll of protection from elements*~~ (fire), ~~*potion of endurance*~~.

Fade Dire Wolf: Shadow Dire Wolf; CR 4; Large Magical Beast (Extraplanar); HD 6d8+18; hp 50; Init +2 (Dex); Spd 75 ft.; AC 14 (touch 11, flat-footed 12) [-1 size, +2 Dex, +3 natural]; Atk +11 melee (1d8+11, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA trip; SQ scent, cold resistance 11, darkvision 60 ft., low-light vision, shadow blend, damage reduction 5/+1; AL N; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +5, Listen +6, Move Silently +11, Spot +6, Wilderness Lore +1 (+5 by Scent).

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Shadow Blend (Su): During any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Fade Archer: Male Shadow Wood Elf Rgr1/Ftr4; CR 6; Medium Magical Beast (Extraplanar); HD 5d10+10; hp 45; Init +4 (Dex); Spd 45 ft.; AC 19 (touch 14, flat-footed 15) [+4 Dex, +5 armor]; Atk +9 melee (1d8+4/19-20, masterwork longsword) or +11 ranged (1d8+6/x3, +1 *mighty composite longbow*); SA ranger two weapon fighting, favored enemy (animals); SQ elven traits, cold resistance 10, darkvision 60 ft., low-light vision, shadow blend, *mirror image* 1/day (as 5th level caster); AL CE; SV Fort +8, Ref +5, Will +1; Str 17, Dex 16 (19), Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +7, Hide +8, Move Silently +14, Spot +4; Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

Shadow Blend (Su): During any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Possessions: masterwork longsword, +1 *mighty composite longbow* (+3 Str bonus), +1 *chain shirt*, *potion of sneaking*, *potion of hiding*, *potion of cure serious wounds*, 20 arrows, dagger, ~~*potion of cat's grace*~~.

Fade Scout: Male Shadow Wood Elf Rog3/Ftr2; CR 6; Medium Magical Beast (Extraplanar); HD 3d6+2d10+5; hp 33; Init +3 (Dex); Spd 45 ft.; AC 22 (touch 13, flat-footed 22) [+3 Dex, +3 armor, +2 shield, +4 *barkskin*]; Atk +10 melee (1d8+6/19-20, masterwork longsword) or +8 ranged (1d8+3/x3, masterwork *mighty composite longbow*); SA sneak attack +2d6; SQ elven traits, evasion,

uncanny dodge (Dex bonus to AC), cold resistance 10, darkvision 60 ft., low-light vision, shadow blend, damage reduction 5/+1; AL CE; SV Fort +5, Ref +6, Will +2; Str 16 (19), Dex 16, Con 13, Int 14, Wis 12, Cha 6.

Skills and Feats: Balance +9, Bluff +4, Climb +8, Escape Artist +9, Hide +19, Jump +8, Listen +7, Move Silently +15, Sense Motive +7, Search +8, Spot +7, Tumble +9; Dodge, Mobility, Spring Attack, Weapon Focus (longsword).

Shadow Blend (Su): During any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Possessions: masterwork studded leather, masterwork large wooden shield, masterwork longsword, masterwork mighty composite longbow (+3 Str bonus), 2 *potions of invisibility*, *cloak of elvenkind*, 20 arrows, dagger, ~~*potion of bull's strength*~~.

Shadow Dragon: Male Young Adult Shadow Dragon; CR 10; Medium Dragon; HD 16d12+48; hp 184; Init +1 (Dex); Spd 80 ft., Fly 150 ft. (poor); AC 34 (touch 11, flat-footed 33) [+19 natural, +1 Dex, +4 *mage armor*]; Atk +21 melee (1d8+5, bite) and +16 melee (1d6+2, 2 claws) and +16 melee (1d4+2, 2 wings); Face/Reach 5 ft. x 5 ft./5 ft.; SA breath weapon, spells; SQ immune to sleep and paralysis effects, energy drain immunity, shadow blend, spell-like abilities, keen senses, damage reduction 5/+1; SR 20; AL CE; SV Fort +13, Ref +11, Will +14; Str 17 (20), Dex 13, Con 15 (17), Int 18, Wis 18, Cha 19 (22).

Skills and Feats: Appraise +10, Bluff +12, Concentration +19, Diplomacy +12, Escape Artist +7, Hide +7, Jump +21, Knowledge (arcana) +10, Knowledge (the Planes) +10, Listen +20, Move Silently +17, Scry +10, Search +20, Sense Motive +11, Speak Languages 9 ranks, Spellcraft +20, Spot +20, Tumble +17; Cleave, Dodge, Mobility, Power Attack, Spring Attack.

Spell-Like Abilities (Sp): 3/day – *mirror image*. As 5th level sorcerer (save DC 16 + spell level).

Breath Weapon (Su): Using a breath weapon is a standard action. Once a dragon breathes, it can't breathe again for 1d4 rounds. A shadow dragon's breath weapon is a 30-foot cone of billowing, smoky shadows with an energy drain effect. Creatures within the cone gain 2 negative levels; the saving throw to remove the negative levels is Fort DC 24. A successful Ref save DC 24 reduces the negative energy levels by half (round down).

Shadow Blend (Su): During any conditions other than full daylight, a shadow dragon can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame*

spell, does not negate this ability. A *daylight* spell, however, will.

Keen Senses (Ex): A dragon can see four times as well as a human in low-light conditions and twice as well in normal light. It also has darkvision 500 ft. and blindsight 150 ft.

Frightful Presence (Ex): A dragon can unsettle its foes with its mere presence. This ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 150 feet are subject to this effect if they have fewer HD than the dragon. A potentially effected creature that succeeds at a Will save DC 24 remains immune to the dragon's frightful presence for one day. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Spells Known (6/63; base DC = 16 + spell level): 0—[*arcane mark*, *detect magic*, *ghost sound*, *mage hand*, *read magic*]; 1st—[*expeditious retreat*, *mage armor*, *protection from good*].

Languages: Abyssal, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Infernal, Orc, Sylvan, Undercommon.

Possessions: *bag of holding* (bag 1), *bracers of health* +2, *potion of cure serious wounds*, *wand of magic missile* (5th level caster), ~~*scroll of bull's strength*~~, ~~*scroll of eagle's splendor*~~.

APL 10

Fade Druid: Female Shadow Wood Elf Drd11; CR 12; Medium Magical Beast (Extraplanar); HD 11d8+33; hp 97; Init +3 (Dex); Spd 30 ft.; AC 24 (touch 13, flat-footed 21) [+3 Dex, +4 armor, +3 shield, +4 *barkskin*]; Atk +10/+5 melee (1d6+10/19-20, club with *spikes* spell) and +11/+6 ranged (1d4, sling); SA spells, wild shape (5/day, large and tiny); SQ elven traits, nature sense, animal companion, woodland stride, trackless step, resist nature's lure, venom immunity, cold resistance 16, darkvision 60 ft., low-light vision, shadow blend, damage reduction 5/+1, regeneration 2; AL NE; SV Fort +10, Ref +6, Will +12; Str 10, Dex 16, Con 12 (16), Int 10, Wis 18 (20), Cha 10.

Skills and Feats: Concentration +17, Handle Animal +14, Knowledge (nature) +14, Move Silently +9, Wilderness Lore +19; Animal Control, Animal Defiance, Combat Casting, Dodge.

Animal Control (from Masters of the Wild): You can channel the power of nature to gain mastery over animal creatures. You can rebuke or command animals as a evil cleric rebukes undead. To command an animal, you must be able to speak with it via a *speak with animals* effect, though you may issue your commands mentally as

desired. The number of times per day that you can use this ability is equal to 3 + your Charisma modifier. Your highest divine caster level is the level at which you rebuke animals. Animals you command through this ability count against the HD limit of animals you can befriend through *animal friendship*.

Animal Defiance (from Masters of the Wild): You can channel the power of nature to drive off animals. You can turn (but not destroy) animals as a good cleric turns undead. The number of times per day that you can use this ability is equal to 3 + your Charisma modifier. Your highest divine caster level is the level at which you rebuke animals.

Shadow Blend (Su): During any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Spells Prepared (6/7/5/5/4/3/1; base DC = 15 + spell level): 0—[*cure minor wounds* x2, *resistance*, *scarecrow* x2, *virtue*]; 1st—[*calm animals*, *entangle* x2, *faerie fire* x2, ~~*magic fang* x2~~]; 2nd—[~~*barkskin* x4~~, *briar web*]; 3rd—[*dominate animal*, ~~*greater magic fang*~~, *poison*, ~~*protection from elements (acid)*~~, *spikes*]; 4th—[*dispel magic*, *flame strike*, *languor*, *spike stones*]; 5th—[*cure critical wounds*, *summon nature's ally V*, *wall of thorns*]; 6th—[*liveoak*].

Possessions: +1 large wooden shield, masterwork club, sling, 10 sling bullets, +1 *hide armor*, *potion of haste*, *potion of fly*, 2 *scrolls of cure serious wounds*, *scroll of flaming sphere*, *scroll of obscuring mist*, *scroll of warp wood*, 2 *Quaal's feather tokens (tree)*, *wand of summon nature's ally II* (3rd level caster), *druid's vestment*, *periapt of wisdom* +2, *potion of fly*, *scroll of summon nature's ally III*, *scroll of speak with animals*, ~~*scroll of protection from elements (fire)*~~, ~~*potion of endurance*~~.

Fade Dire Panther: Shadow Dire Lion; CR 6; Large Magical Beast (Extraplanar); HD 8d8+24; hp 66; Init +2 (Dex); Spd 60 ft.; AC 15 (touch 11, flat-footed 13) [-1 size, +2 Dex, +4 natural]; Atk +13 melee (1d6+8, 2 claws) and +10 melee (1d8+6, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA pounce, improved grab, rake 1d6+4; SQ scent, cold resistance 13, darkvision 60 ft., low-light vision, shadow blend, damage reduction 5/+1, evasion; AL N; SV Fort +9, Ref +8, Will +7; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +5 (+9 in heavy undergrowth or tall grass), Jump +10, Listen +4, Move Silently +15, Spot +4.

Pounce (Ex): If a dire lion leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the dire lion must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A dire lion can make two rake attacks (+13 melee) against a held creature with its hind legs for 1d6+4 damage each. If the dire lion pounces on an opponent, it can also rake.

Shadow Blend (Su): During any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Fade Archer: Male Shadow Wood Elf Rgr1/Ftr4/DpwdSnpr2; CR 8; Medium Magical Beast (Extraplanar); HD 7d10+14; hp 63; Init +5 (Dex); Spd 45 ft.; AC 24 (touch 15, flat-footed 19) [+5 Dex, +5 armor, +4 barkskin]; Atk +11/+6 melee (1d8+4/19-20, masterwork longsword) or +14/+9 ranged (1d8+6/19-20/x4, +1 *mighty composite longbow*); SA ranger two weapon fighting, favored enemy (animals), keen arrows, range increment bonus +10 ft./level, concealment reduction 10%, magic weapon, projectile improved critical +1; SQ elven traits, cold resistance 12, darkvision 60 ft., low-light vision, shadow blend, *mirror image* 1/day (as 7th level caster); AL CE; SV Fort +9, Ref +10, Will +2; Str 17, Dex 16 (20), Con 14, Int 8, Wis 10, Cha 6.

Skills and Feats: Climb +7, Hide +9, Move Silently +15, Spot +4, Wilderness Lore +6; Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (composite longbow), Weapon Specialization (composite longbow).

Shadow Blend (Su): During any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Keen Arrows (Ex): All projectiles the deepwood sniper fires behave as if they were keen weapons. This effect does not stack with any other keen effect.

Range Increment Bonus (Ex): The range increment of projectile weapons the deepwood sniper fires increase by +10 feet per level of deepwood sniper.

Concealment Reduction (Ex): The deepwood sniper's miss chance against opponents with concealment drops by 10%. This ability never reduces her miss chance against any opponent below 0%.

Magic Weapon (Sp): The character can produce an effect identical to that of a *magic weapon* spell cast by a cleric of her deepwood sniper level. This ability is usable once per day on projectile weapons only.

Projectile Improved Critical (Ex): The critical damage multipliers of all the deepwood sniper's projectile weapons increase by +1.

Possessions: masterwork longsword, +1 *mighty composite longbow* (+3 Str bonus), +1 *chain shirt*, *cloak of resistance* +1, *potion of sneaking*, *potion of hiding*, 2 *potions of cure light wounds*, 20 arrows, dagger, ~~*potion of cat's grace*~~.

Fade Scout: Male Shadow Wood Elf Rog3/Ftr2; CR 6; Medium Magical Beast (Extraplanar); HD 3d6+2d10+5; hp 33; Init +3 (Dex); Spd 45 ft.; AC 22 (touch 13, flat-footed 22) [+3 Dex, +3 armor, +2 shield, +4 *barkskin*]; Atk +10 melee (1d8+6/19-20, masterwork longsword) or +8 ranged (1d8+3/x3, masterwork *mighty composite longbow*); SA sneak attack +2d6; SQ elven traits, evasion, uncanny dodge (Dex bonus to AC), cold resistance 10, darkvision 60 ft., low-light vision, shadow blend, damage reduction 5/+1; AL CE; SV Fort +5, Ref +6, Will +2; Str 16 (19), Dex 16, Con 13, Int 14, Wis 12, Cha 6.

Skills and Feats: Balance +9, Bluff +4, Climb +8, Escape Artist +9, Hide +19, Jump +8, Listen +7, Move Silently +15, Sense Motive +7, Search +8, Spot +7, Tumble +9; Dodge, Mobility, Spring Attack, Weapon Focus (longsword).

Shadow Blend (Su): During any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Possessions: masterwork studded leather, masterwork large wooden shield, masterwork longsword, masterwork *mighty composite longbow* (+3 Str bonus), 2 *potions of invisibility*, *cloak of elvenkind*, 20 arrows, dagger, ~~*potion of bull's strength*~~.

Shadow Dragon: Male Adult Shadow Dragon; CR 12; Large Dragon; HD 19d12+76; hp 233; Init +1 (Dex); Spd 80 ft., Fly 150 ft. (poor); AC 37 (touch 11, flat-footed 36) [-1 size, +22 natural, +1 Dex, +1 deflection, +4 *mage armor*]; Atk +28 melee (2d6+6, bite) and +23 melee (1d8+3, 2 claws) and +23 melee (1d6+3, 2 wings) and +23 melee (1d8+9, tail slap); Face/Reach 5 ft. x 20 ft./10 ft.; SA breath weapon, spells; SQ immune to sleep and paralysis effects, energy drain immunity, shadow blend, spell-like abilities, keen senses, damage reduction 5/+1; SR 22; AL CE; SV Fort +15, Ref +12, Will +16; Str 19 (22), Dex 13, Con 17 (19), Int 20, Wis 20, Cha 21 (23).

Skills and Feats: Appraise +12, Bluff +13, Concentration +23, Diplomacy +13, Escape Artist +8, Hide +8, Jump +25, Knowledge (arcana) +13, Knowledge (the Planes) +13, Listen +24, Move Silently +20, Scry +13, Search +24, Sense Motive +12, Speak Languages 13 ranks,

Spellcraft +24, Spot +24, Tumble +20; Cleave, Dodge, Mobility, Power Attack, Spring Attack.

Spell-Like Abilities (Sp): 3/day – *mirror image*, 2/day – *dimension door*. As 6th level sorcerer (save DC 16 + spell level).

Breath Weapon (Su): Using a breath weapon is a standard action. Once a dragon breathes, it can't breathe again for 1d4 rounds. A shadow dragon's breath weapon is a 40-foot cone of billowing, smoky shadows with an energy drain effect. Creatures within the cone gain 3 negative levels; the saving throw to remove the negative levels is Fort DC 25. A successful Ref save DC 25 reduces the negative energy levels by half (round down).

Shadow Blend (Su): During any conditions other than full daylight, a shadow dragon can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Keen Senses (Ex): A dragon can see four times as well as a human in low-light conditions and twice as well in normal light. It also has darkvision 600 ft. and blindsight 180 ft.

Frightful Presence (Ex): A dragon can unsettle its foes with its mere presence. This ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 180 feet are subject to this effect if they have fewer HD than the dragon. A potentially effected creature that succeeds at a Will save DC 25 remains immune to the dragon's frightful presence for one day. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Spells Known (6/85/5; base DC = 16 + spell level): 0—[*arcane mark*, *detect magic*, *ghost sound*, *mage hand*, *mending*, *read magic*]; 1st—[*expeditious retreat*, *mage armor*, *protection from good*, *true strike*]; 2nd—[*darkness*, *minor image*].

Languages: Abyssal, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Ignan, Infernal, Orc, Sylvan, Terran, Undercommon.

Possessions: *bag of holding (bag 1)*, *ioun stone (dusty rose prism)*, *bracers of health +2*, *potion of cure serious wounds*, *wand of magic missile (7th level caster)*, ~~*scroll of bull's strength*~~, ~~*scroll of eagle's splendor*~~.

Appendix III: New Spells

Briar Web

Transmutation

Level: Drd 2, Rgr 2

Components: V, S, DF

Casting Time: 1 action

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

Targets: Plants in a 40-ft.-radius spread

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: No

This spell causes grasses, weeds, bushes, and even trees to grow thorns and then wrap, twist, and entwine about creatures in the area, holding them fast. Creatures that stand still are entangled but experience no other effects and take no damage. A creature attempting an action (attack, cast a spell with a somatic component, move, or the like) takes thorn damage of 1d4 points +1 additional point per caster level and must make a Reflex save or be entangled (-2 penalty to attack rolls, -4 penalty to effective Dexterity, and unable to move). Anyone trying to cast a spell with the area must also make a Concentration check (DC 15 + spell level + damage taken) or lose the spell.

An entangled creature can try to break free and move at half normal speed by using a full-round action to make a Strength check or Escape Artist check (DC 20). A nonentangled creature can move through the area at half speed, taking damage as described above. Each round nonentangled creatures remain in the area, the plants attempt to entangle them.

The plants provide one-quarter cover for every 5 feet of substance between a creature in the area and an opponent – one-half for 10 feet of briar web, three-quarters for 15 feet, and total cover for 20 feet or more.

The DM may alter the effects of the spell somewhat, based on the nature of the available plants.

Eagle's Splendor

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Targets: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants an enhancement bonus to Charisma of 1d4+1 points, adding the usual benefits to Charisma-based skills. Sorcerers and bards who receive *eagle's splendor* do not gain extra spells, but the save DCs for their spells increase.

Arcane Material Component: A few feathers or a pinch of droppings from an eagle.

Languor

Transmutation

Level: Drd 4

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes creatures it hits to become weak and slow. A subject who fails a Will save is *slowed* as the spell and suffers a cumulative enhancement penalty to Strength equal to 1d6-1 per two caster levels (minimum additional

penalty of 0, maximum of –10) each round. If the subject's Strength drops below 1, it is helpless. This spell does not counter *haste* nor is it countered by it, but a *hasted* creature can be brought to normal speed by *languor*, and a creature affected by *languor* can be brought to normal speed by *haste*.

Scarecrow

Necromancy [Fear, Mind-Affecting]

Level: Drd 0

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One animal

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The subject becomes shaken, suffering a –2 morale penalty on attack rolls, saves, and checks for the duration of the spell.

Spikes

Transmutation

Level: Clr 3, Drd 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Targets: Wooden weapon touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

As *brambles*, except that the affected weapon gains a +2 enhancement bonus on its attacks, and its threat range is doubled.

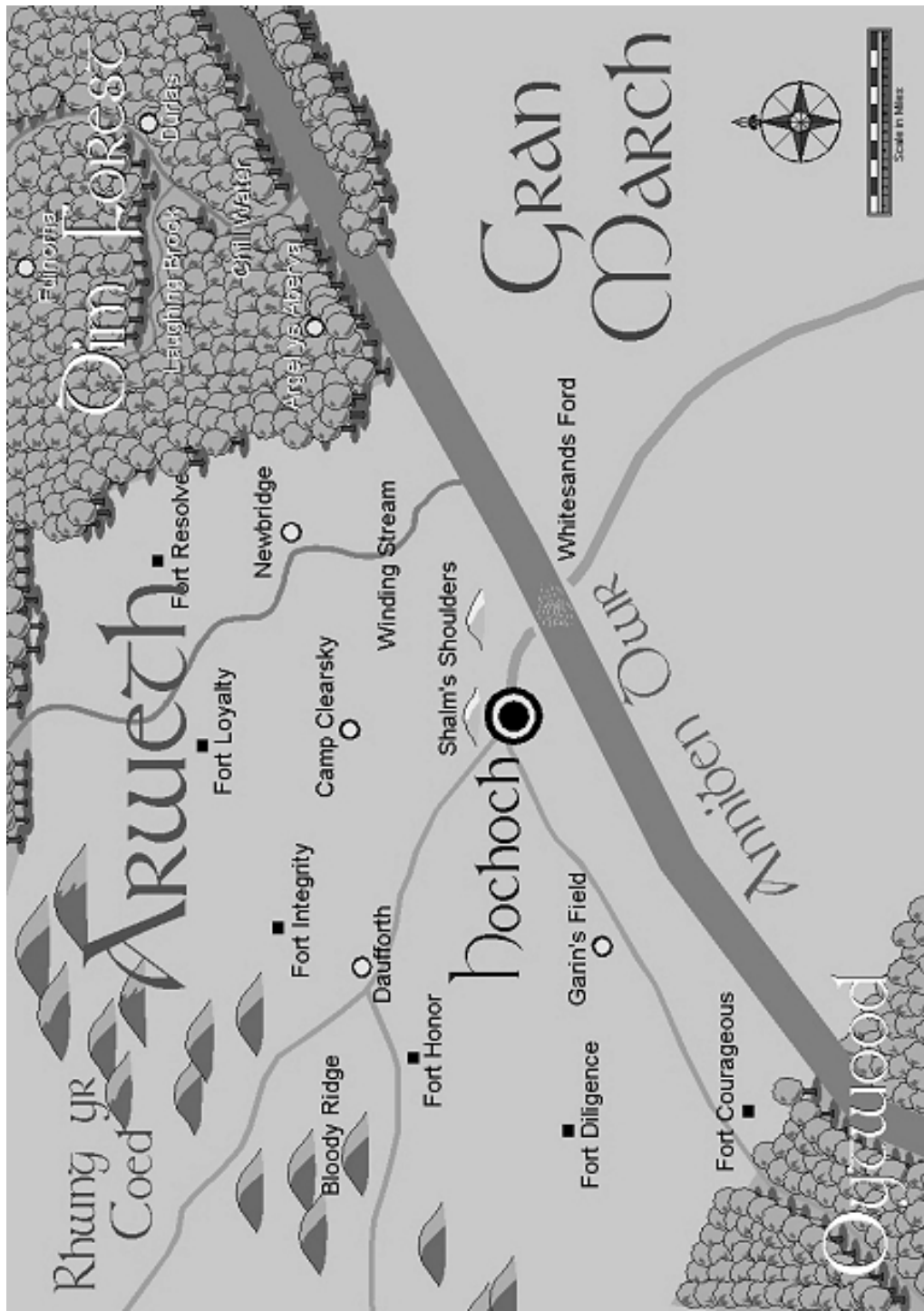
From *brambles*:

Small magical thorns or spikes protrude from the surface of a wooden weapon, such as a club, greatclub, nunchaku, or quarterstaff. For the duration of the spell, the weapon deals both piercing and bludgeoning damage. It gains a +1 enhancement bonus on its attacks and deals an additional +1 point of damage per caster level (maximum +10). This spell works only on melee weapons with wooden striking surfaces. For instance, it does not work on a bow, an arrow, or a metal mace.

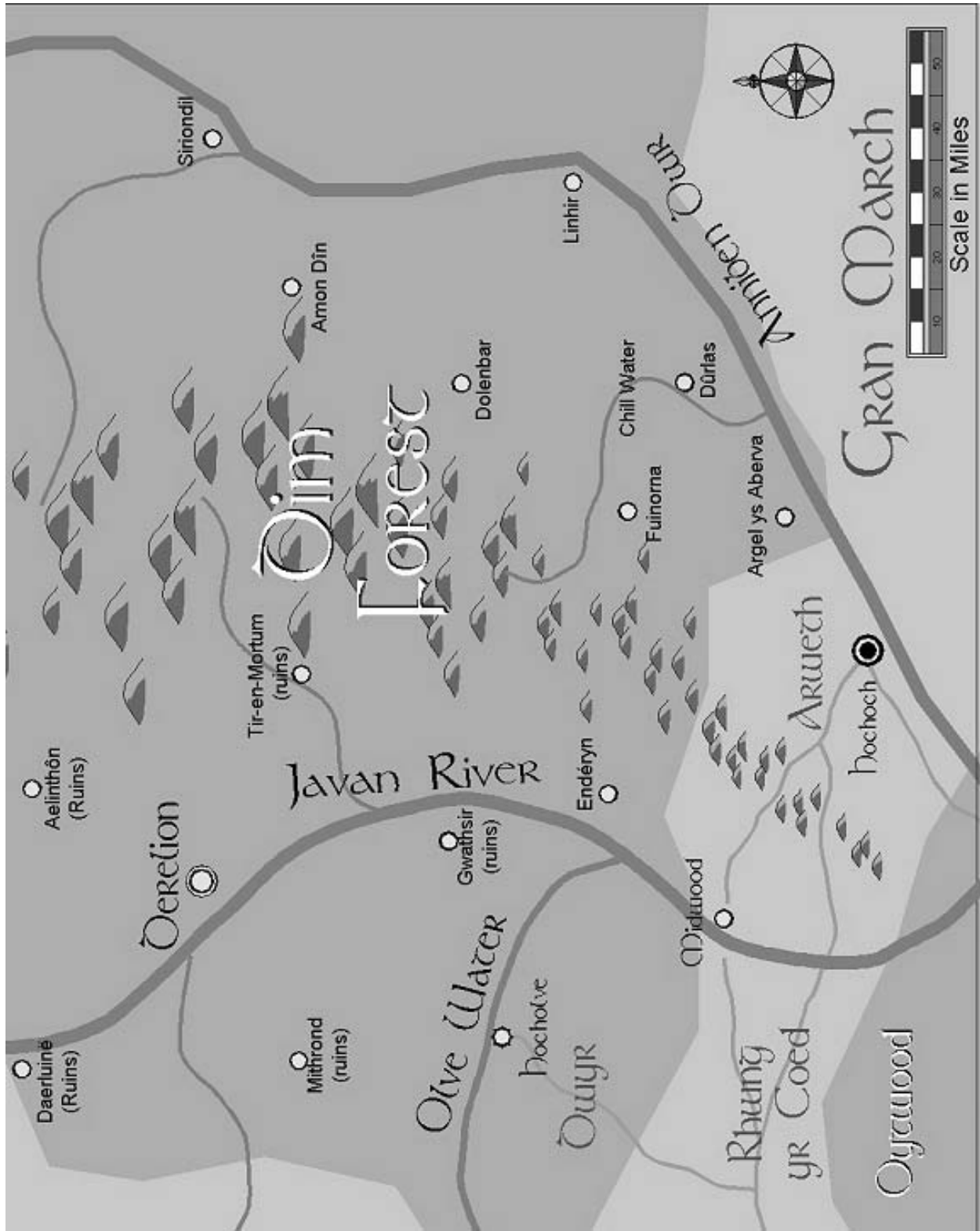
Material Component: A small thorn.

DM Aid: Maps

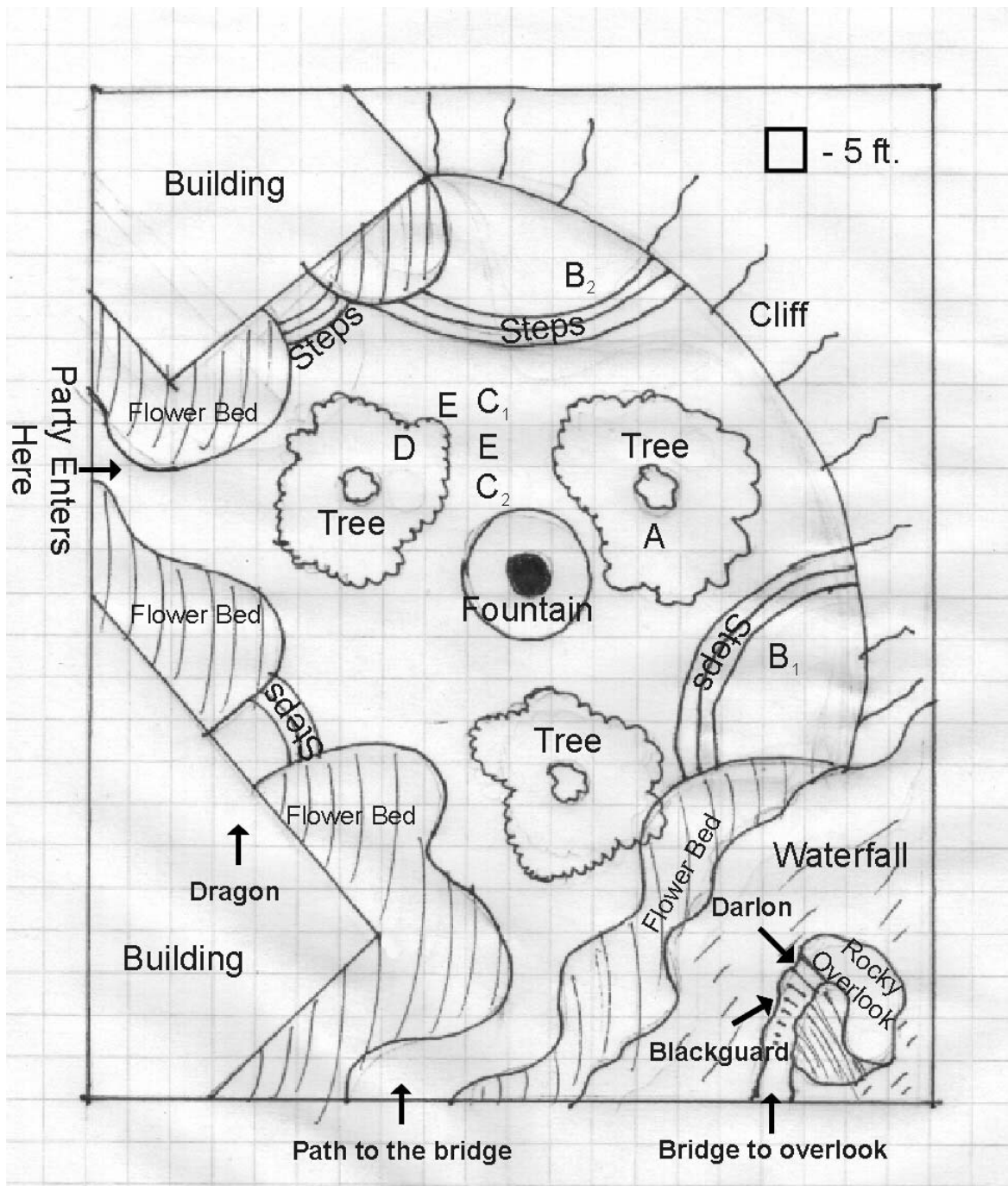
Map #1 – Arweth



Map #2 – Dim Forest

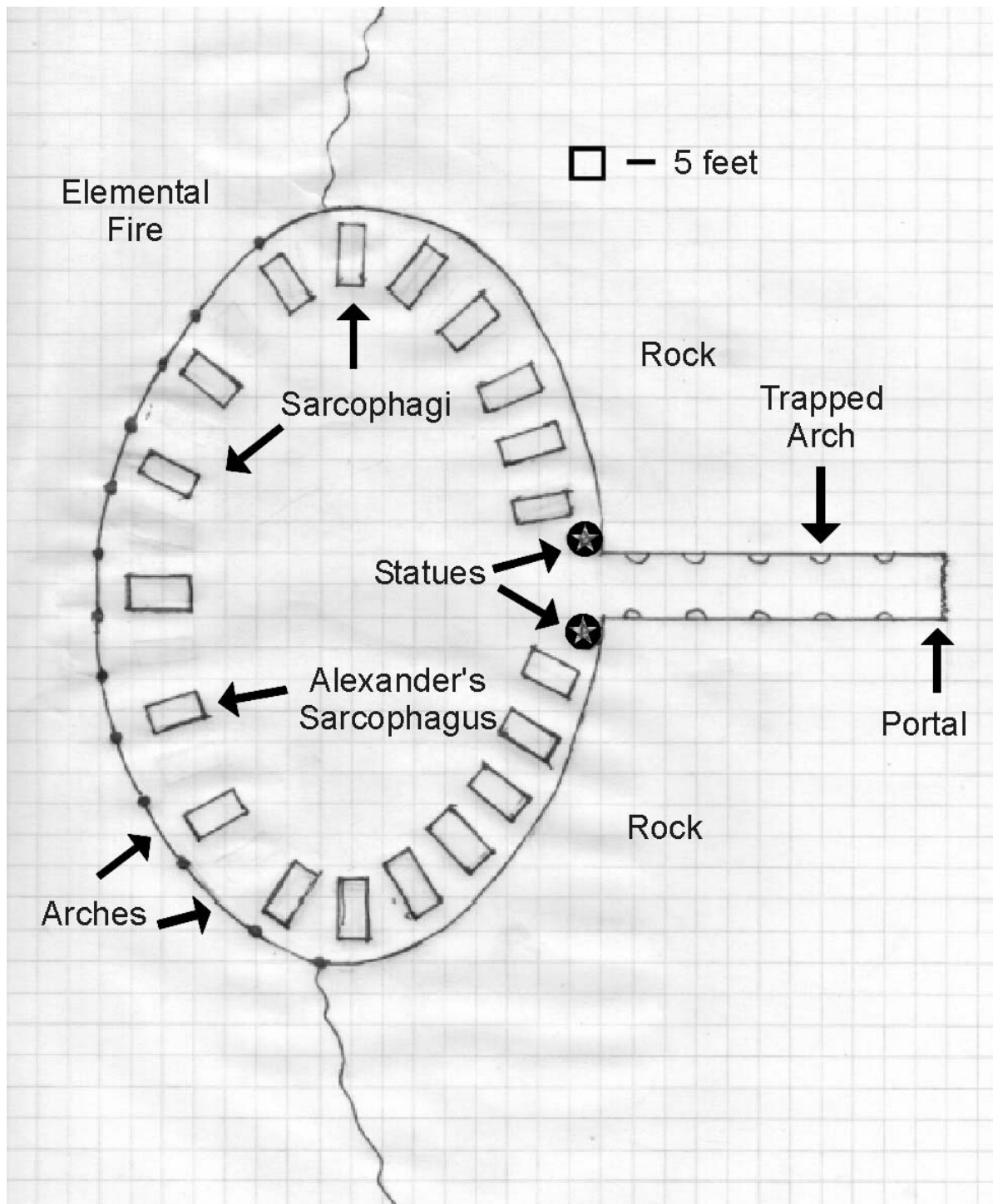


Map #3 – Village Plaza of Tir-en-Mortum

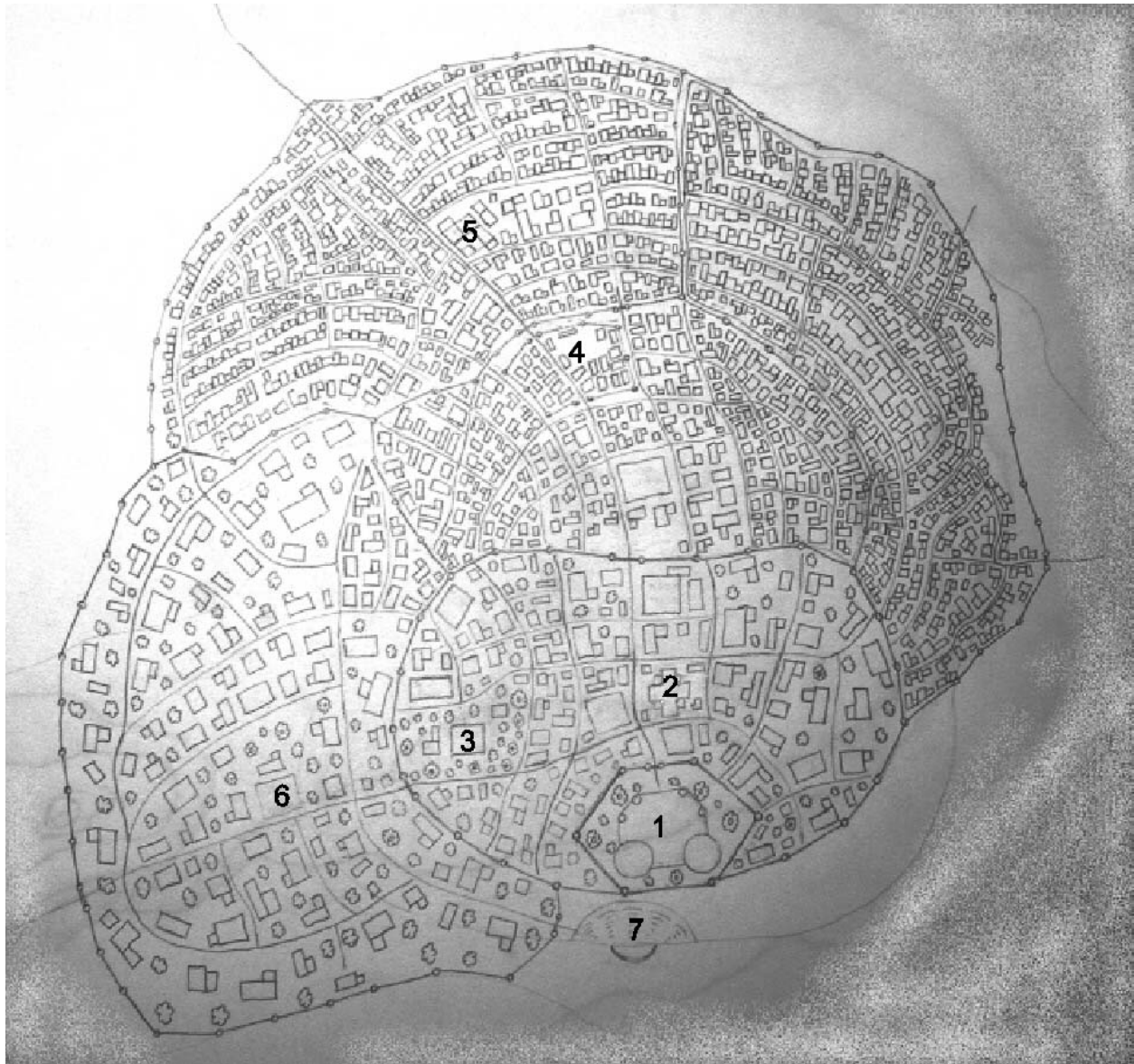


- A Fade Druid
- B₁ 1st Fade Archer
- B₂ 2nd Fade Archer (if present)
- C₁ 1st Fade Scout
- C₂ 2nd Fade Scout (if present)
- D Fade Animal Companion
- E Rangers

Map #4 – The Tomb of the Stonehouses



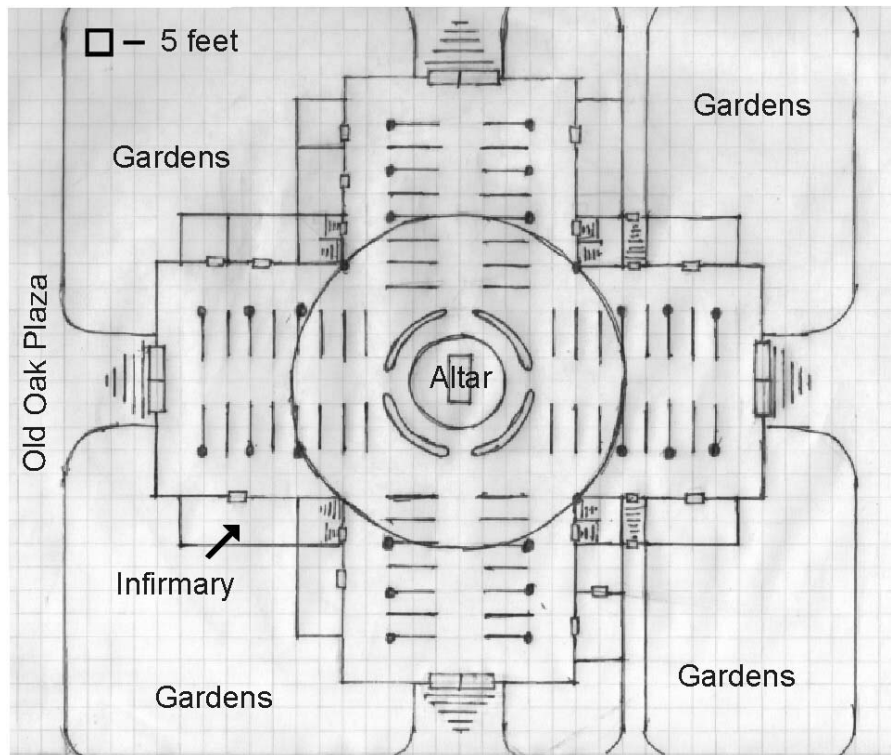
Map #5 – Hochoch



- 1 – Caer Dwr Gwyldy
- 2 – Temple of Pelor
- 3 – Temple of Ehlonna
- 4 – Marketplace
- 5 – Boar's Knuckle Tavern
- 6 – Knights of the Watch Chapter House
- 7 – Amphitheatre

Map #6 – Temple of Pelor

Level 1



Level 2

