

GEO5-02

# Love as Bright as Blood

## A One-Round D&D<sup>®</sup> LIVING GREYHAWK<sup>™</sup> Grand Duchy of Geoff Regional Adventure

Version 1.2

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Borne aloft by dreams, where clouds and sunbeams play,  
Calisse ventures ever deeper into the lands of Fey  
To find three precious things and what was lost regain.  
Grace she has found, but love and sorrow remain.  
She seeks the Biting Mountain and Bad King Tor,  
Who listens to the wind, hearing secrets by the score.  
But Tor's frozen heart is as merciless as ice,  
And those who climb the mountain will bleed a fearsome price.  
A Grand Duchy of Geoff regional adventure for APLs 2-10, and Verse Two of the Song of Three Summonings.

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

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For rules questions specific to this document and the LIVING GREYHAWK campaign email [rpgahq@wizards.com](mailto:rpgahq@wizards.com).

## 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 record-keeping 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

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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.

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

### Playing the Game

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

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 judge) 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 judge 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 bold italics. 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.

### Tracking

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After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

### LIVING GREYHAWK

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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 discussed in the Preparation section above 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. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
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.

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 and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the

PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1<sup>st</sup>-level characters may

find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are two things that the group can do to help even the score.

1. Attempt to create a table of six 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.
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 move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

## Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Grand Duchy of Geoff. Characters native to Grand Duchy of 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell

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

component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

## Adventure Background

This adventure occurs in the spring of CY 594. At this time, Owen has "left" Geoff to find new allies. Sierra Blackblade is ruling Geoff as regent until either Owen returns or a new Brenin is chosen.

Calisse Skotti, wife of Owen the Brenin and Princess of Keoland, is on a quest. She learned from Gwenllian the Eglantine, Archdruoid of Gyrudd, that Owen is not dead. Although Owen gave up his life when he was sacrificed, he did not give up his soul. However, his soul is now divided. Gwenllian collected Owen's mortal soul into a set of crystals, but his faerie half was banished to Faerie. The Weirds of Rhun told Calisse that in order to find her husband, she must find "grace as pure as snow; love as bright as blood; sorrow as deep as night."

Gwenllian has given Calisse a necklace set with the crystals holding Owen's mortal soul and has sent Calisse into Faerie to find Owen's faerie half. When she finds him, she must reunite his faerie and mortal halves. To help her, Gwenllian has given Calisse the delicate knife, a glass knife that can summon heroes to her three times.

Calisse entered Faerie along with her guild, Pwyll of the Verdant Ivy, an Old Lore Bard. Together, the two journeyed to the "Home Beneath the Snowy Boughs," a Seelie realm in Dark Winter. There, Calisse used the delicate knife to call a group of heroes to her aid. With their help, she overcame the challenges of the Home and won

the assistance of the unicorn Snowmantle. These events are covered in the Geoff regional adventure *GEO4-03 Grace as Pure as Snow*.

After leaving the Home Beneath the Snowy Boughs, Snowmantle recommended that Calisse speak with King Tor of the Biting Mountain, which is an Unseelie realm of Bright Winter. King Tor knows much and has previously had dealings with the Brenins of Geoff. He may know where Calisse could find love as bright as blood.

Calisse and her two companions journeyed to the Arbor Harbor to find passage to the Biting Mountain. Along the way, Pwyll was captured by the forces of the Unseelie Hollow Prince, a rising threat in the lands of Faerie. Calisse and Snowmantle reached the tree port and booked passage on a dreamship. The dreamship carried them for several days, before Haggard, a powerful lieutenant of the Hollow Prince, attacked it.

Haggard's forces, which were flying on griffonback, captured many of the sailors before a powerful wizard drove them off. Unfortunately, the wizard was the dreamer for the dreamship, and his dreams had been keeping the ship afloat. Now that he is awake, the ship is starting to fall from the sky. With the destruction of the dreamship imminent, Calisse summons the PCs.

## Adventure Summary

### Introduction:

The PCs are going about their business, when an opening to Faerie appears. The PCs are pulled through the gate into Faerie.

### Encounter One:

The PCs find themselves on a flying ship. Unfortunately, the ship's dream balloon was punctured in the fight with the griffons. Since the dreamer who keeps the balloon filled has awakened, no new dreams are entering the bag as the old dreams leak out.

The PCs must find a way to resolve the situation. There are several. (1) They can patch the tear in the dream balloon. This requires the PCs to get additional material from the hold, climb the rigging, cover the tear, and then seal the patch to the tear. (2) They can put the dreamer back to sleep by preparing a special cup of sleepy tea for him. The PCs must locate the special tealeaves, boil the water, and then steep the leaves. (3) Or they can abandon the ship and get everyone off safely. The PCs have a limited time to do this. The ship is

sinking slowly, although its fall is picking up speed as more dreams leak out.

If the PCs do (1) or (2) but not both, then the ship slowly sinks to the ground unharmed. However, they must repair the ship and find new rats for the tread wheels that turn the ship's propellers before they can be on their way. This will take days. The PCs probably do not want to wait that long so they will walk to the mountain on foot. If the PCs do (1) and (2), the ship stays aloft; however, someone must spin the tread wheels to make the propellers move. If the PCs do (3), they then must hike to the Biting Mountain on foot. If the PCs do none of the above, and do not stop the ship's fall, then Calisse sends them back to the Flanaess using the knife. She and Snowmantle are horribly hurt in the fall, but they survive. Eventually, they make it to the Biting Mountain on their own, and the adventure happens without the PCs.

### **Encounter Two:**

The PCs arrive at the Biting Mountain, where they find the gate to King Tor's palace. The gate resembles gritted teeth formed of icicles. The guard is an enormous ice spider.

Élan, a Seelie sidhe who has helped Calisse in the past, shows up and catches the spider's attention. The spider chases after Élan, and he leads it away, freeing the PCs to approach the gate unchallenged.

### **Encounter Three:**

The PCs find King Tor in his throne room at the center of his palace. King Tor refuses to grant them the gift of audience and bids them to leave his realm. Snowmantle reminds Tor that he is still owed a gift and insists that Tor grant an audience to Calisse in exchange for this gift.

Tor angrily relents and agrees to the audience. When he finds out that Calisse is seeking information about Owen, he refuses to help her. He tells Calisse and the PCs that he is only bound to help the Brenin, and Calisse is not the Radiance.

The PCs must convince King Tor to help Calisse in her quest. They can do so by showing him a letter addressed to Calisse from Owen. Calisse can also show Tor her necklace containing the echoes of Owen's soul.

If shown these two things, King Tor reluctantly agrees to give Calisse a chance to prove herself. She must "light the mountain."

### **Encounter Four:**

The PCs and Calisse begin their ascent up the mountain. Along the way, they must overcome the mountain's natural obstacles.

### **Encounter Five:**

Eventually they reach the summit and find a wide ledge on which an ancient gnarled oak tree stands. The tree is bare of any leaves and thick ropes hang from its branches. At this point Tor appears again and tells the PCs that Calisse must hang from the tree for a day and a night if she wants to light the mountain.

Calisse, while hung, sees visions and raves. The PCs have to stay and watch after her, and they share her ravings. Calisse has a wide variety of ravings that test her to see if she is capable of becoming the Radiance.

After the last raving, lightning strikes the tree and the tree catches fire. The PCs must take steps to keep Calisse alive or she will burn to death on the tree. Assuming the PCs keep Calisse alive, the storm passes on, but the leaves glow enough to light the mountain. Calisse herself is aglow, as she has accepted the Radiance.

### **Encounter Six:**

King Tor arrives again to see if Calisse is dead. He is rather disappointed when she is not. King Tor now accepts Calisse as the Radiance. He gives her the torc and tells her she can find Owen in the Pits of Sharpest Frost.

### **Conclusion:**

Calisse sends the PCs back to the Flanaess. If they were successful, she has the torc from King Tor, as well as information about Owen's location. If not, then Calisse does not have the item or the information. Calisse and Snowmantle prepare to embark on the final leg of their journey to find sorrow as deep as night.

## **Preparation for Play**

It is strongly suggested that all PCs play GEO4-03 *Grace as Pure as Snow* or the Geoff Introductory adventure of the same name if the full adventure has retired. This adventure builds on the events that transpire in *Grace as Pure as Snow*.

**Lost in Faerie:** PCs may have earned the "Lost in Faerie" reward from GEO4-03 *Grace as Pure as Snow*. If so, they can play this adventure. The Delicate Knife pulls them to Calisse. At the end of

the adventure, Calisse sends them back to the Flanaess. The PC can spend no more than 26 Time Units in Faerie from being lost.

**Ire of Calisse Skotti:** If a PC has the Ire of Calisse Skotti from GEO3-06 *Rite of Eternal Spring* that character may play this adventure. Calisse says that this is their opportunity to make it up to her. If the PC receives Calisse's favor in this adventure, they must use it to cancel out the Ire.

**Hatred of Calisse Skotti:** If a PC has the Hatred of Calisse Skotti from GEO4-02 *Stormy Night in Hochoch*, that character cannot play this adventure.

**Box Text:** This adventure contains a fair amount of box text for descriptions and presenting dialogue. The box text is designed as a guide for you as the judge. Feel free to vary the box text and the dialogue to fit your interaction with the players.

**Spellcasting:** If the PCs begin or end this adventure in Geoff, there is a druid available to cast spells such as *reincarnate*.

## Introduction

The adventure begins wherever the PCs are. It does not matter where the PCs are or even if they are all together. They will be together soon enough.

***Spring has come once again. The seasonal rains have passed. Everywhere, the trees and bushes have robed themselves in green. Nature is abloom.***

Ask each of the PCs where they would be on a sunny late spring day. Each of the PCs would be dressed and equipped for adventure, because the *delicate knife* only picks heroes who are ready for adventure. If the PCs have a familiar or animal companion, they are with them at the time. Non-bonded mounts and other pets are not summoned.

The DM needs to tailor the summoning to each PC, but the basic theme is the same.

***You are going about your daily business when something odd catches your eye. A nearby mirror is not showing a reflection. Instead, you can see the wooden deck of a ship with a brilliant blue sky behind it.***

The reflective surface does not have to be a mirror. It can be anything that would reflect, such as a piece of metal, a window, or even a pool of

water. Size does not matter. The PC can be looking into a spoon and get pulled through.

Once the PCs have seen the image, regardless of what they do, they are pulled into the image and into Faerie.

***The surface of the reflection sweeps over you with a strange, thrilling chill. You feel giddy and disoriented for a moment. Then that too passes.***

Calisse has called PCs to her, and the PCs have now entered Faerie. Go to **Encounter One**.

## Encounter One: The Sinking of the Dreamtreader

***You are standing on the deck of the elaborately carved ship that you saw in the reflection. This ship is not sailing on water; it is floating in the air! The ship looks like it has just weathered a vicious assault. Debris is scattered across the deck, and many of the catfolk sailors are wounded.***

***The ship is hanging from a large cocoon made of intricately laced rope. Swirling colors fill the inside of the cocoon, except near a large tear in the ropes. The colors are spilling out of the hole and dispersing into the air.***

Give the players **Player Handout #1**.

***Before you is a finely dressed young woman. She is quite attractive and has a regal bearing about her. She too looks as if she has been in a fight. A small shivering ermine is hiding in her arms. Beside her is a beautiful unicorn with a silver mane and a horn made of ivory.***

***Nearby are other people who look like they have arrived in a similar fashion as you.***

The other people mentioned above are the other PCs. The woman is none other than Calisse Skotti, Princess of Keoland and Grand Duchess of Geoff. PCs who have played *GEO 3-06 Rite of Eternal Spring*, *GEO4-01 Stormy Night in Hochoch*, or *GEO4-03 Grace as Pure as Snow* recognize her. PCs also recognize her with a successful Knowledge (local - Sheldomar) check (DC 15), a successful Knowledge (nobility & royalty) check (DC 10), or a successful Bardic Lore check (DC 15).

When roleplaying Calisse, depict her as well mannered and well spoken. She was tutored at the royal court in Niole Dra, Keoland where she

learned the art of rulership and nobility. She is a smart and charming young woman with a kind heart. She is not quite 20-years-old, but the last year has been rough on her. In that time, she has lost her husband, then her social standing in Geoff, then even her home at Caer Dwr Gwyldy. She is now on a quest that she does not really understand, but she is determined to see it through to its conclusion and rescue her lost husband. Calisse's stats can be found in **Appendix 2**.

The ermine is Llelo. He does not say anything at this point. In fact, he prefers to play dumb and pretend to be a normal ermine.

The unicorn Snowmantle has promised to help Calisse in her quest and is currently escorting her. When roleplaying Snowmantle, depict him as gentle and kind. He does not speak much, but his voice is soft and lilting. Snowmantle's stats can be found in **Appendix 2**.

In *Grace as Pure as Snow*, Calisse's third companion was an Old Lore bard by the name of Pwyll of the Verdant Ivy. The Hollow Prince's forces have captured him. If Calisse is asked about him, her reaction is detailed below

Calisse has called the PCs to her in Faerie using the *delicate knife*. The *delicate knife* can call heroes to her three times. Each use allows her to bring up to six heroes. As per the spell *planar binding*, Calisse must bargain with the PCs to solicit their help. This is Calisse's second use of the knife.

If the PCs have never met her before, Calisse addresses them as written below. If Calisse has met them before, alter the text to include the PCs' names and personalize her plea for help. Calisse has a good memory.

***The woman speaks. "Forgive the lack of formalities, good sirs and ladies. I am Grand Duchess Calisse Skotti. I need your assistance, and I need it now. The Dreamtreader is sinking, and I must reach the Biting Mountain. Will you please help me?"***

If the PCs look around, they notice that the ship is losing altitude. If the PCs do not do something quickly, the ship will crash onto the ground. If the PCs refuse to help Calisse, she sends them back to the Flanaess using the *delicate knife*. Go to **Conclusion A**.

If the PCs demand payment, Calisse bargains with them. She cannot give them anything now, but she

promises the PCs rewards when she returns to Geoff.

Assuming the PCs agree, they will probably have a few questions. The most likely questions deal with the situation at hand.

Q. What happened to the Dreamtreader?

***Calisse says, "We were attacked by forces of the Hollow Prince. He sent one of his lieutenants and a flock of griffons. The griffons tore into the dreamweave and carried off several of the sailors. They would have taken me, but for the intervention of the dreamer."***

Q. Who is the dreamer?

***Calisse says, "He is the elf over there by the door to the cabins who is pacing back and forth."***

Q. So how do you need our help?

***Calisse gestures to the slowly sinking ship. "The Dreamtreader is leaking dream and will crash if something is not done soon!"***

Q. What needs to be done to stop the Dreamtreader from crashing?

***Calisse says, "You need to patch the dreamweave to stop the dreams from leaking, and you need to put the dreamer back to sleep so that he can refill the weave."***

***"I do not know how to patch the dreamweave, talk to Captain Haze. He's the felinaeros standing on the aft deck."***

***"You will have to ask the dreamer how he can go back to sleep. I did not even know he was on board until a few minutes ago. He is the elf pacing over there by the aftcastle."***

From the moment that the PCs finish being appraised of the situation, they have 20 rounds minus the APL (e.g., 18 rounds at APL 2, 16 rounds at APL 4, and so forth) to fix the Dreamtreader or it will crash. Add back 2 rounds for each player under 6 at the table (so a 4-player table has an additional 4 rounds). In order to heighten the tension, have each player give you their actions round by round. **Judge Aid #1** is given for your convenience to keep track.

The PCs have several options at this point. They can help patch the tear in the cocoon or help put the dreamer back to sleep. It is likely that the PCs intersperse talking with Calisse throughout the other two tasks. All of Calisse's responses are grouped under one heading for convenience, even

though the dialog is unlikely to happen this way or it will happen after the PCs have stopped the fall of the Dreamtreader.

## **Talking to Calisse**

Calisse talks with the PCs concerning her quest and what happened to the Dreamtreader. The likely questions the PCs will ask and her answers are below.

Q. What is your quest?

**Calisse says with a determined voice, “I seek my husband, Grand Duke Owen of Geoff. As you may have heard, Owen is lost in Faerie and I must find him.”**

Q. Owen? Is not Owen seeking allies for us?

Calisse’s answer depends upon whether all the PCs at the table have played *GEO3-06 Rite of Eternal Spring* or are part of the Chosen of Calisse, the Griffon Guard, or are a Peer of the Realm.

If the players have not all played *GEO3-06 Rite of Eternal Spring* and are not part of the meta-orgs listed above, she says.

**Calisse looks troubled and purses her lips together. Finally, she says, “His quest to find new allies has not gone well. I only know this much because of the words of the Weirds on the Isle of Rhun.”**

PCs can make a Sense Motive check opposed by Calisse’s bluff. If they succeed, they get the hunch that she is not telling them the entire story. If they ask her about this, Calisse does her level best to keep Owen’s recent death a secret.

Q. How did Owen get lost?

**Calisse shakes her head sadly. “I do not know. The druids said that his fate is in my hands and set this quest before me.”**

Q. Owen? Is not Owen dead?

If the PCs have played *GEO3-06 Rite of Eternal Spring* or are part of the Chosen of Calisse, the Griffon Guard, or are a Peer, Calisse tells them something very different from the answer stated above.

**Calisse says in a voice strained to keep emotion out of it, “I seek my husband, Grand Duke Owen of Geoff. I have recently learned that my husband is half-fey. When the druids sacrificed him, they did so using a very special**

**knife. This knife dismissed his fey half to Faerie.”**

**“I must find his fey half. I carry with me this necklace. It contains the last echoes of Owen’s mortal half. It will make him whole again.” Calisse smiles warmly at the thought.**

The PCs may then ask if she knows what his fey half looks like or if the fey half remembers anything.

**Calisse says, “I do not know what his fey half looks like. That is why I must follow this quest to find him. The Weirds said that his fey half would know nothing of the mortal world.”**

Q. How do you expect to find Owen?

**Calisse says, “The Weirds of the Isle of Rhun said that I must find grace as pure as snow, love as bright as blood, and sorrow as deep as night in order to find Owen. I have found the first of the three, but I still have two to go.**

**“The Weirds also said that if I did not find Owen, no one would. I will not fail at this quest.”**

Q. What are the Weirds?

**Calisse says, “Pwyll said that the Weirds are elemental essences that have a connection to Oerth itself and might be sparks of consciousness of Beory. They dwell on the Isle of Rhun.”**

Q. Where is Pwyll?

**A sad and concerned look crosses Calisse’s face. “He was captured by the forces of the Hollow Prince.”**

Calisse, Pwyll, and Snowmantle were ambushed several days ago by a force of trolls, goblins, and redcaps, lead by Gaunt, an Unseelie sidhe. Snowmantle escaped carrying Calisse. Pwyll was captured.

Q. Did you know that your father is dead?

**“My father is dead? Are you sure? Please do not jest with me. This is crushing news. How did it happen? When?”**

Calisse will want to know everything that the PCs can tell her about the death of King Kimbertos Skotti. She is quite distraught at the news.

Q. What about your son Rhys?

**Calisse has a pained expression. “Rhys is with the druids at Kindler’s Isle. I do not like being**



***away from him, but Faerie is especially dangerous for an infant. I had to leave him behind."***

If the PCs have news of Rhys, Calisse wants to know it. She is eager for any news of Geoff and Keoland.

Q. Where are we?

***Calisse says, "You are in Faerie -- the Lands of Bright Winter. We were traveling to the Biting Mountain."***

Q. Why are you going there?

***Calisse says, "The ruler of the Biting Mountain is King Tor. He may be an Unseelie faerie lord, but he knows much, according to Snowmantle. He can listen to the wind and hear everything that is said. Snowmantle believes that Tor will be able to tell me where Owen is."***

### **Fixing the Dreamtreader**

The PCs must do two things to keep the Dreamtreader from crashing. Because of the time restriction, the PCs must split up in order to accomplish both goals before the ship strikes ground.

- (1) They can patch the tear in the dream balloon, as described in Patching the Tear below.
- (2) They must put the dreamer back to sleep, as described in Putting the Dreamer Back to Sleep below.

If the PCs do (1) or (2) but not both, then the ship sinks to the ground at a slower rate. The PCs are unharmed, but the felinaeros must repair the ship and find new rats for the tread wheels that move the wings before they can be on their way. This takes several days. The PCs probably do not want to wait that long so they must walk to the mountain on foot.

If the PCs do (1) and (2), then the ship stays aloft and the rats return.

The PCs can also choose to abandon the ship and get everyone off safely. This is described in Abandoning the Dreamtreader below. If the PCs abandon the ship, they then must hike to the Biting Mountain on foot.

If the PCs do none of the above, and do not stop the ship's fall, then the ship crashes to the ground with the PCs, Calisse, and Snowmantle on it. This is described in the Long Fall below.

### **Patching the Tear**

To know how to patch the tear in the cocoon, the PCs must speak with Captain Nimbus Haze. Captain Haze is a felinaeros, a cat-like elfin race of fey who delight in keeping to tree branches and other high locations. All the other sailors are felinaeros as well.

When the PCs approach Captain Haze, read the following:

***The captain of the Dreamtreader is vaguely elfin in appearance but with prominent cat-like features. His dark skin is covered in short hair and his ears are tufted. He is dressed in short-legged pants that are tied just beneath the knee with a loose blouse that is open around his neck. His feet are bare, letting his claws grip the deck, and his head is adorned with a tricorn hat that sports an enormous ostrich feather.***

***He is currently leaning over the side rail cursing a blue streak. His anger is directed at a little rowboat with a propeller on the back is floating away from the ship. It is full of large anthropomorphic rats.***

Captain Haze is venting his frustration at the treadmill runners, who stole the rowboat and left the sinking Dreamtreader. The rowboat is made of liftwood, which floats on air like driftwood floats on water. The rowboat is only within range of long-range spells. Projectile weapons shot at the rowboat are caught in the wind and blown to the side.

The rats normally turn the tread wheels that move the wings. They took the only lifeboat without telling anyone else, as they instinctively know when it is time to flee a ship.

When roleplaying Captain Haze, depict him as a seasoned sailor who is used to being in charge of his vessel. He constantly gives small commands to his crew. He is extremely concerned about his ship and does everything to keep her in one piece. His voice is clipped, and his verb construction is odd. See the box text with his dialog for an example.

Give the players **Player Handout #2**.

**Captain Nimbus Haze:** male felinaeros  
Exp5/Rog3; hp 38; Bluff +11, Climb +12,  
Profession (sailor) +14, Sense Motive +8, Use  
Rope +10.

If the PCs ask him how they can help (or some variation of that), Haze responds:

***“The dreamweave done been torn, landwalkers. Look, it’s spillin’ dream all over the sky, and I do have not enough sailors to fix the tear afore we do hit ground.”***

If the PCs agree to help, Captain Haze tells them the following:

***“I do be needin’ you to go below into the hold and get more phase spidersilk. Do bring it up here as quickly as you can.”***

***“When you get back, you do need to go up into rigging and weave the new strands in with the old. You do need to do this quickly afore we strike ground.”***

After giving the PCs their orders, Captain Haze returns to the aft deck to take the rudder to keep the ship level as it falls. It takes two rounds to get the information from Captain Haze on how to fix the cocoon.

***The hold is filled with crates, barrels, and a mixture of exotic scents, including nutmeg and honey, as well as other unidentifiable, musky smells. Built into one wall is a large metal barred cage containing an enormous and angry wolf spider. Thick cable-like webbing fills the inside of the cage***

***The cage is locked. Fortunately, the key hangs from a nail on the wall over top a barrel of pungent rubbing alcohol.***

The PCs must go down into the hold and get some more phase spidersilk. It takes one round to get down into the hold. They find out that the silk comes from a caged phase spider. Because the ethereal plane is not coterminous with Faerie, the spider cannot shift to ethereal. It is trapped inside the cage.

The spider has spun webbing all around the inside of its cage. The PCs can drive the spider away from their side of the cage with an Intimidate check (DC 10+APL) or they can distract it with a Bluff check (DC 10+APL).

Once the PCs have distracted or pushed the spider back, they can reach in with a successful Sleight of Hand check (DC 10). PCs can also reach in with a pole arm, but this requires a melee touch attack against an AC 9 to collect some webbing. If either check is successful, the PCs collect enough webbing to fix the cocoon.

The phase spider attacks PCs that fail the Sleight of Hand check. Give the PC a +4 cover bonus to AC. If the PCs are using a polearm and miss, the pole arm is attacked by the phase spider. Two attacks break the pole arm (unless it is magical which adds another round for each plus of the weapon.).

If the PCs kill the phase spider, Captain Haze is very upset and holds back some of the reward at the end. He needs the spider to make more silk for the cocoon.

Be sure to keep track of the number of rounds that the PCs are collecting webbing. A PC can collect enough webbing in one round to fix five cords.

#### **All APLs (EL 5)**

**Phase Spider:** large magical beast; CR 5; hp 49; see *Monster Manual* p. 207.

Once the PCs have the spidersilk from the cage, they need to wash it in alcohol to get the stickiness off. Fortunately, a small cast of rubbing alcohol and a pan are nearby. PCs who make a successful Knowledge (nature) check (DC 10) or a successful Craft (Weaving) check (DC 10) know what to do. It takes one round to wash off the webbing that will fix five cords.

The silk is already in thick cables so it does not need to be spun. Once the PCs wash off the webbing, they need to go back to the deck, which takes another round. Then they must climb the rigging and weave the new strands into the old to seal the tear.

The sailors are already in the rigging to fix the dreamweave, but there are not enough of them to fix the weave before too many of the dreams escape. The PCs need to help. The felinaeros sailors show the PCs what they need to do to fix the dreamweave.

PCs must climb up the rigging with a chance of falling with a successful climb check DC 10. PCs must then climb up onto the weavework to reach the rip, with a chance of falling. This requires a second Climb check (DC 10). The PCs are under pressure so they cannot take 10 on this check.

If a PC fails a check by less than 5, they are stuck on the rigging and can try again. However, if they fail a climb check by more than 5, they fall from the rigging. If any PC falls from the rigging, they must make a Reflex save (DC 5+APL). If successful, the PCs land on the deck of the ship and only take 2d4 points of damage (falling damage is less in Faerie, see **Appendix 3**). If

unsuccessful, the PC gets one last chance to catch the side of the boat with a Climb check (DC 35). A PC that misses this check falls all the way to the ground, taking 12d4 points of damage.

A strong wind is blowing, as per the *DMG* p. 95. This causes problems for flying and climbing creatures. The DC of the Climb check has been increased to account for the wind. Flying creatures of small size or smaller are blown away to the port side of the boat at 1d6x10 ft. per round. Medium-sized flying creatures are blown that direction at 1d6x10 ft. per round. The wind is obvious; the DM should warn the PCs to secure themselves to the ship.

Once the PCs are up in the dreamweave, they must make a Use Rope check (DC 15) to splice the webbing cord into the cocoon. It is a full round action to splice the webbing in.

If none of the PCs can do this, then the ship begins to fall faster after 5 rounds. The speed of the fall continues to increase until the ship hits the ground. See the Long Fall for more details.

For each cord that is added to the cocoon, add another round to the number of rounds before the ship hits ground. Multiple PCs working at once can add multiple rounds to the descent rate in a single round of action. Once the PCs have woven a number of cords equal to three-times their APL into the dreamweave, the Dreamtreader ceases to fall and begins to float toward the ground.

### Putting the Dreamer Back to Sleep

Patching the tear in the dreamweave is only half the challenge. The PCs must also put the dreamer back to sleep and refill the dreamweave.

When the PCs approach the Dreamer, read the following:

***The dreamer is a handsome gray elf. He is tall and lithe and moves with an unconscious grace. His violet eyes dance with worry, and he paces back and forth furiously.***

The dreamer is Maedolas, the consort of Queen Yolande of Celene, who entered the Moonarch in that land. His journey beyond the Moonarch is too vast to be detailed here, and this is but a small part of his journey. Maedolas does not speak of other events that have befallen him.

PCs may recognize Maedolas with a successful Knowledge (local - Sheldomar) check (DC 15), a successful Knowledge (nobility & royalty) check (DC 20), or a successful Bardic Lore check (DC

25). Elves gain a +2 circumstance bonus to this roll.

**Maedolas:** male elf Ftr4/Wiz3/Bldsngr1; hp 42; see Living Greyhawk Gazetteer p. 40.

When roleplaying Maedolas, depict him as an intelligent gray elven noble. He is a proud elf but maintains a very strict sense of propriety and manners. In addition, he learned Common over a century ago. As a consequence, his language is formal and rather archaic. Try to mimic the speech patterns of a noble in a book by Charles Dickens or Jane Austen. He is a bladesinger and well known in Celene.

If the PCs ask how they can help the Dreamer (or something similar), the Dreamer tells them the following:

***"I am the Dreamer. 'Tis my dreams that hold our vessel aloft. Alas, I had to awaken to fend off those Unseelie, and now my blood courses and I cannot return to my repose."***

Maedolas has spent most of his useful spells fighting off Haggard and the griffons and is currently too excited to go to sleep without help.

If the PCs ask if there is any way for him to calm down and go back to sleep, the dreamer does have one idea.

***"The cook on this vessel makes a fine cup of tea that would bring slumber to me. It is our misfortune that he was carried away by the griffons, and I am hopeless in the kitchen."***

Maedolas is an elf and is immune to sleep magic. However, a cup of dreamytime tea will do the trick. Unfortunately, as Maedolas said, the cook was carried away by the griffons and is not available to make the tea. Maedolas is hopeless in the kitchen, so it is up to the PCs to make the tea. It takes two rounds to talk to Maedolas and learn this information.

PCs must find the galley, which is in the front of the boat. Maedolas knows where it is, as does Calisse, Captain Haze, and the sailors. It takes one round to reach the galley.

***The galley is a cramped room of cabinets, counters, and cooking utensils. A firebox fills the middle of the room. The coals are still hot, and stones line the inside to keep the fire from spreading.***

***On the counter beneath a spice rack is a large well-worn cookbook***

Once inside the galley, the PCs must find the recipe for dreamytime tea. With one round of searching, the PCs can find the cookbook with the recipe for dreamytime tea. The recipe is a puzzle, which requires the PCs to find and mix several ingredients. Give the players **Player Handout #3**, which shows the recipe.

The PCs need to find the ingredients to make the tea. Some of the ingredients are mundane, while others are magical. Most of the items can be found on the cook's spice rack. Diced teardrop is onion. If the PCs ask, the onion on the rack is diced. None of the other ingredients are diced. Give the PCs **Player Handout #4**, which is a picture of the spice rack.

Four of the ingredients are not on the spice rack. These are: (1) sugarplums, (2) a dash of rock (powdered by time), (3) a bit of cloud, and (4) a lightweight tickler.

The sugarplums are in a cabinet in the galley. The dash of rock is sand. It can be found in the bottom of the ship as ballast. Wizards might also have it as a spell component. If no PC has it, Calisse has it.

A bit of cloud is harder to find, but let the PCs be inventive. If all else fails, Calisse can cast fog cloud, which the PCs can capture for use in the recipe. It takes one round to get to Calisse, one round for her to cast the spell, and one round to get back.

The lightweight tickler is a feather. The PCs can find feathers in the pillows in the captain's cabin. Also, Captain Haze has a big feather on his hat. It takes one round to get to the cabin and one round back; the same to get to Captain Haze.

Also, the page that holds the tea blend can come from any book that the PCs consider dull, including this cookbook. The sticky residue from the phase spider webbing works well to hold the pouch together. It's one round to the hold and one round back.

It takes one PC one round to prepare and add each ingredient to the tea blend. Multiple PCs can each add a single ingredient to the blend in a single round.

Once the PCs have made the blend of dreamytime tealeaves, they must boil the water and steep the leaves. There is a firebox with some burning coals in it in the galley. It takes 10 rounds for the PCs to boil enough water to make tea. This can be shortened to 5 rounds, if the PCs use magical flame. However, the water does not boil as long as

the PCs are watching the pot. They must specifically declare they are not looking at the pot. You should give them a hint such as "You watch the pot carefully and it's just not boiling."

The tea bag needs to steep for 5 rounds (one to put it in, one to pull it out, one to put it in, one to shake it all about, and one to let it steep while the PCs turn themselves about).

It should be entertaining for you, as the judge, to mention that the ship is starting to fall faster from the sky as the PCs work. Try to draw forth the inherent contradiction of saving a sinking ship and the relaxing action of making tea.

After the tea is made, the PCs can give the tea to Maedolas. It takes one round to reach him on the deck, unless the PCs thought to bring him down. The dreamer falls fast asleep the round after drinking the tea. The same applies to any PC who drinks more than a teaspoon of the tea, assuming that they fail a DC 12 Fortitude save. The dreamer willingly fails his save. The tea overcomes the elven immunity to sleep magic.

As soon as Maedolas falls asleep, the ship's descent slows by half. Double the number of remaining rounds before the ship hits the ground.

## **Abandoning the Ship**

The PCs can abandon ship with Calisse and Snowmantle. Nothing is preventing the PCs from leaving the ship, assuming that they can fly or have similar capabilities. Calisse does not have any flying magic memorized, and Maedolas used all of his spells to drive off the griffons.

In addition to Calisse and Snowmantle, the dreamer, Captain Haze, and three sailors are aboard the Dreamtreader. If the PCs abandon ship and leave any of these behind, they are killed when the ship strikes the ground. If the PCs rescue Captain Haze, his crew, and the dreamer, they are rewarded for their efforts, as described below.

Assuming the PCs can safely escape the ship with Calisse and Snowmantle, they land on the ground without incident.

## **The Long Fall**

From the moment the PCs learn that the dreamship is sinking and what they need to do about it, they have 20 rounds minus the APL to fix the ship. Patching the tear in the cocoon as described above can extend this time.

If the PCs do not manage to fix the ship before 20 rounds minus the APL pass, the Dreamtreader crashes and all those onboard take damage.

**Note:** Faerie has light gravity, so damage does 1d4 points of damage per 10 ft. fallen, and PC get a +2 circumstance bonus to Jump checks, but a -2 circumstance penalty to Tumble checks.

#### APL 2 (EL 4)

**Falling Dreamship:** CR 4; situational; location trigger; no reset; no save (may use Jump or Tumble check to ignore first 10 ft. of fall); 80 ft. fall (8d4, fall); multiple targets (all those aboard the dreamship); no search DC; no Disable Device.

#### APL 4 (EL 6)

**Falling Dreamship:** CR 6; situational; location trigger; no reset; no save (may use Jump or Tumble check to ignore first 10 ft. of fall); 120 ft. fall (12d4, fall); multiple targets (all those aboard the dreamship); no search DC; no Disable Device.

#### APL 6 (EL 8)

**Falling Dreamship:** CR 8; situational; location trigger; no reset; no save (may use Jump or Tumble check to ignore first 10 ft. of fall); 160 ft. fall (16d4, fall); multiple targets (all those aboard the dreamship); no search DC; no Disable Device.

#### APL 8 (EL 10)

**Falling Dreamship:** CR 10; situational; location trigger; no reset; no save (may use Jump or Tumble check to ignore first 10 ft. of fall); 200 ft. fall (20d4, fall); multiple targets (all those aboard the dreamship); no search DC; no Disable Device.

#### APL 10 (EL 12)

**Falling Dreamship:** CR 12; situational; location trigger; no reset; no save (may use Jump or Tumble check to ignore first 10 ft. of fall); 200 ft. fall (20d4, fall); all those aboard the dreamship); no search DC; no Disable Device; and crushing damage from rocks and debris; no attack roll required; DC 20 Reflex save halves (18d6, crush); multiple targets (all those aboard the dreamship); no search DC; no Disable Device.

### Rewarding the PCs

Depending upon the PCs actions in this encounter, they are rewarded.

If the PCs abandoned ship with only Snowmantle and Calisse, then everyone else on the ship dies when it crashes. The PCs get no reward, as everything of value is smashed by the impact.

**Treasure:** If the PCs manage to slow the Dreamtreader's descent by mending the dreamweave, Captain Haze rewards the PCs by giving them the following:

APL 2: spellbook from the Dawntreader; This spellbook contains the following spells: *bands of steel*, *duelward*, *greater mage armor*, *low-light vision*, *phantasmal assailants*, *servant horde*, *swim*.

APL 4: APL 2 reward, a cube of hearthfire, and a leap alchemical capsule;

APL 6: APLs 2 and 4 rewards, and catstink;

APL 8: APLs 2, 4, and 6 rewards, and suregrip;

APL 10: APLs 2, 4, 6, and 8 rewards, and a quickblade rapier.

**Treasure:** If the PCs put the dreamer back to sleep and did not kill the phase spider, Captain Haze also offers the following:

APL 2: *ring of feather falling*;

APL 4: APL 2 reward and a *figurine of wondrous power*, *silver raven*;

APL 6: APLs 2 and 4 rewards and a *vest of resistance +2*;

APL 8: APLs 2, 4, and 6 rewards and a *Doss lute*;

APL 10: APLs 2, 4, 6, and 8 rewards and a *rod of wonder*.

Captain Haze found the spellbook at a faerie market. He is not a spellcaster.

Go to **Encounter Two**.

## Encounter Two: The Gate of the Biting Mountain

Depending upon whether the PCs saved the Dreamtreader, they may have to walk to the Biting Mountain.

If the ship crashed or was forced to ground itself (i.e., the PCs were not successful or only partially successful), the PCs must walk to the base of the Biting Mountain, which takes a week. The PCs arrive at the Gates of the Mountain the following day. This costs the PCs one extra TU since they are spending a significant amount in time in Faerie. Go to Outside the Gates below.

If the PCs managed to keep the dreamship adrift (i.e., the PCs succeeded at both parts of the puzzle in Encounter One), read the following.

***With the Dreamtreader repaired, Captain Haze sets course for the Biting Mountain. The skyship moves surprisingly fast. Captain Haze sits on a large wicker chair and holds the wheel steady with his clawed foot.***

***The lands for Bright Summer slip by beneath you, fading into autumn and finally winter. The Biting Mountain looms overhead. It is the tallest mountain in a long jagged range that extends as far as you can see in either direction.***

Captain Haze can get the ship close to the Biting Mountain, before he lets down a rope ladder for the PCs to disembark. From this point, it is a short walk to the gates. There is no TU loss for this short walk. Go to Outside the Gates below.

### **Outside the Gate of the Mountain**

The PCs arrive at the Biting Mountain and find the gate to King Tor's palace, which is inside the mountain. The PCs first see the gate of the Biting Mountain from an overlook that allows them to observe the gate from a distance without being spotted.

***Set into the root of the Biting Mountain is a wide but low cavern mouth blocked by a set of gritted teeth formed of icy stalactites and stalagmites.***

***"Yes. It is as I remembered it," says Snowmantle. "Beyond the gate is a tunnel that will take us to King Tor's palace. It is an unfriendly place called the Heart of Ice."***

Give the players **Player Handout #5**.

Have the PCs make Spot checks. With a successful Spot check (DC 10+APL), they see an enormous spider, made of ice, crawling over the teeth. Snowmantle identifies this as the guardian of the gate.

As the PCs observe the spider and plot how to get past it, they get a bit of help. Have the PCs make another Spot check at the same difficulty as above. If successful, the PCs see the following.

***You see a humanoid faerie with a mane of dark red hair and a fox's tail approaching the gate. He is deftly keeping out of sight of the spider.***

***When he has narrowed the distance, the faerie emerges from its hiding place, and flings two curved double-bladed knives at the spider. The knives spin through the air like boomerangs, striking the enormous spider, and circling back to the fox-tailed faerie who snatches them out of the air.***

***The enraged spider rushes down toward its attacker. The fox-tailed creature takes off at a loping run across the snow, and the spider chases after him. In a few seconds, both creatures are gone.***

The fox-tailed faerie is Élan, the Earl of Tramontane. He is a Seelie sidhe who was asked by Gwenllian the Eglantine to look after Calisse on her quest through Faerie. The PCs may have seen him in GEO4-03 Grace as Pure as Snow where he provides crucial advice via a message spell to the PCs.

Élan has drawn off the guardian of King Tor's gate, allowing the PCs to enter Tor's palace without having to face this monstrosity. Hopefully, the PCs take the hint and make a dash for the entrance. If not, Snowmantle urges them to do so. Élan keeps the spider away long enough for the PCs to pass the gates.

### **Through the Teeth and Beyond**

When the PCs approach the gates, read the following:

***You walk toward the imposing mouth-like gate. Enormous icicles as tall as a giant stab down from the cavern roof, while another set of icy protrusions jut up to meet them. The teeth do not match evenly, so you should be able to squeeze through them into the cavern beyond.***

The gaps between the teeth are large enough for the PCs to get through, and the PCs can get through the teeth without difficulty.

When the PCs pass through the teeth, they enter the realm of King Tor. The magic within the Biting Mountain impedes fire magic. Fires are smaller and weaker than they should be. Fire spells affect

only half their normal area, and their damage is reduced by one die type.

Commonly in Faerie, iron and steel are turned into silver, but this does not happen here. King Tor is rather arrogant and does not think it necessary to change the materials of the PCs' weapons.

Also, the Heart of Ice itself has a minor negative energy trait. PCs take 1 point of damage every ten minutes they are in the palace. For the full rules on the Biting Mountain, see **Appendix 3**.

Once the PCs enter, they find that the tunnel is laced with webs made out of icy snowflakes.

***Beyond the icy teeth is a tunnel that slowly rises as it penetrates deeper into the mountain. Light from outside reflects off the ice around the cave mouth and shines down the tunnel.***

***Fine threads of webbing coat the inside walls. Upon closer inspection, you notice that the webbing consists of delicate strands of tiny snowflakes strung together.***

The ice webbing is not a danger to the PCs even though it coats the walls of the tunnel.

However, a hundred or so feet down the tunnel, the PCs encounter Glass, who is trapped within the ice webs.

***Trapped inside the ice webbing is a short and thin creature made entirely out of mirrored glass. Its head is a shiny ellipsoid without facial features, and an image appears on that reflective surface. You see yourself holding a torch and freeing him by burning off the ice webbing.***

Give the players **Player Handout #6**. Glass is an Unseelie Faerie and the chamberlain to King Tor. He has no facial features and cannot speak. His face is an oblong oval of mirrored crystal that reflects everything around him. When he wants to communicate, images of what he wants to convey appear on that surface.

Glass is a non-combatant. Any serious attempts to kill him leave him cowering and miming for mercy.

There are three ways to getting Glass out of the ice webbing. First, a sharp ringing sound shatters the webs within 5 feet of the source of the sound. The sharp ringing sound can be made in a variety of ways. Banging two pieces of metal together works. Bells, whistles, and musical instruments absolutely work. The shatter spell clears out a 20 ft. radius. The PCs can even sing a high-pitched note (Perform Check DC 20) to cause the webbing

the shatter. Other sounds shatter the webbing work at the DM's discretion. Glass is particularly susceptible to sonic damage. Any of the noises that shatter the webbing do 1d6 points of damage to him, if done within 10 ft. of him.

Second, fire can be used to destroy the webbing. A torch burns out a 5 ft. square each round. Larger fires clear out webbing based upon their size. Fires and fire magic is subject to the impeded magic rules and fire suppression of the Biting Mountain as described in Appendix 3.

Third, PCs can rip the icy webs apart. This requires a DC 20 Strength check to clear a 5 ft. area, which is a full-round action.

If the PCs kill him, Glass crumbles into a snowy mist. The PCs then have to find their own way through the Heart of Ice. This takes an additional hour (which means they take 6 points of negative energy damage), but the PCs arrive at the throne room. When they do so, go to Encounter Three.

**Glass**, Unseelie Chamberlain: Unique Fey Exp7; CR 6; hp 34; DR 5/cold iron, sonic vulnerability, AC 16.

If the PCs free him, Glass is extremely grateful. He bows low in thanks and then shows an image of the PCs introducing themselves to him. He directs the PCs to gather some of the snowdust from the webbing using his image face.

**Treasure:** The PCs collect enough dust to have a *bag of faerie snowdust*, as described in the treasure section at the end.

He then shows an image of several different tunnels and then gestures to signify a question.

If the PCs tell him that they seek Tor, he offers to guide them to King Tor's throne room. He shows them an image of them following him through the tunnels and then turns and heads away.

When the PCs follow Glass to King Tor's throne room, go to **Encounter Three**.

## Encounter Three: An Icy Conversation

***The Heart of Ice is a stark and austere place. There are no decorations and barely any furniture. Light filters down through patches of ice to illuminate the empty halls and rooms. Your footsteps ring loudly as you walk.***

***You catch glimpses of other living things in the icy halls before they duck out of sight. You***

***hear scurrying behind you, but nothing shows itself. The murmur of far-off conversation echoes down the halls.***

Glass leads the PCs through the Heart of Ice to King Tor's throne room. It is a ten-minute walk, so the PCs lose 1 hit point from the minor negative energy trait. When the PCs arrive at the throne room, read the following:

***The tunnel ends in a large circular chamber. The walls are fluted ice but are otherwise unadorned. The ceiling is beyond your sight and wind rushes through the fluted walls, creating a variety of piping sounds.***

***In the center of the chamber, King Tor sits on a throne hewn from a block of ice. His nose is long and hooked, and his sharp chin is bearded with frost. The wild strands of hair stick out from his head in all directions, and Tor's eyes are a chilling blue with no iris and no pupil.***

***The glass faerie falls to the ground and places his head against the floor. He glances at you, and you can see the image of you doing the same in his mirrored face.***

It would be best for the PCs to follow Glass's direction. If they do not, icy hands reach up from the floor, grab them by the collar, and haul them to the ground. The touch of the icy hands causes 1d6 points of cold damage to the PCs.

This is just a small taste of Tor's power in his own realm. He can manipulate the terrain and atmosphere as he desires and has the spell ability of a 20th level sorcerer. His stats are not given, as he is not meant to be fought. Any attempt to fight him ends with Tor using his power to remind the PCs quickly and decisively who is the king. What can Tor do? Anything you want. Just have Tor make his point using non-lethal force.

Once the PCs are on their knees, Tor addresses them. He does not permit the PCs to speak before he does, and he does not give them leave to rise.

***The Unseelie King glares at you in open contempt. "I have not granted you the gift of an audience. Go away."***

Tor cannot be bribed to grant an audience, and threatening him does not work well either.

The PCs are free to offer reasons why Tor should grant Calisse an audience. Tor is very shrewd, perceptive, and unfriendly. He does not want the

PCs here, and he is disinclined to accept any reason that the PCs offer.

The PCs can come up with gifts that can appease Tor and make him grant the audience. Tor is very picky and won't accept frivolous things like songs or poetry. What he particularly likes are secrets. He grant the audience if he is told a nasty secret that would cause pain and hurt to a prominent person if it becomes widely known. Use your discretion as to what qualifies. A secret about a PC is best.

If the PCs are unable to come up with something to appease Tor, Snowmantle reminds the king of the gift he owes to the unicorn.

***Snowmantle raps his hoof on the floor. "I want you to grant this mortal an audience. Your Majesty owes me a gift."***

***Tor's icy face contorts to a sneer. "You would waste your gift for a mortal? You have become soft, Snowmantle. The mortal has rotted you."***

***"That is not your concern," the unicorn replies. "I gave you my horn. Grant her the audience, and we are done."***

Snowmantle has given Tor his horn once before. Unicorns shed their horns every several hundred years. It molts like a stag's antlers. Tor accepted this gift and is therefore forced to grant the audience.

Whether Tor accepts the PCs' gift of Snowmantle's horn, the audience can now continue.

***"Very well then. She may have the bloody audience." Tor turns to Calisse. "You may rise. What is it you want, girl?"***

***Calisse says, "I seek news of my husband, Owen ap Lluth. He is lost in Faerie, and I am looking for him."***

***King Tor sneers. "That means little to me, and you mean less."***

***"The Weirds on the Isle of Rhun said that I must find love as bright as blood before I will find Owen. Can you tell me what this means?"***

***Tor lets out a brief bark of a laugh. "I could, but I won't."***

***"Why will you not help me?"***

***"You are not the Radiance. I do not have to answer your questions."***



***“Owen was called the Radiance, and I have this,” Calisse reaches up and touches the necklace about her neck. “The crystal holds the echoes of the soul of Owen inside it.”***

***“Really?” Tor asks skeptically. “Let me see.” He holds forth his hand.***

***Calisse shakes her head. “You may look but not touch.”***

***Tor smirks. “Fine. Show me.”***

***Calisse unclasps the necklace and holds it out for King Tor to inspect. You notice that the crystal sparkles in the light.***

***Tor examines the crystal, but does not say anything. He then settles onto his throne with a knowing smile.***

***“Very well. I will give you a chance to prove that you have the Radiance. It is a simple thing. You must light the mountain. You will find the brand to do so at the peak.”***

Calisse and the PCs must light the mountain before King Tor answers any more questions. King Tor orders Glass to show the PCs where the trail up the mountain begins.

King Tor refuses to allow Snowmantle to come with Calisse, as he is a faerie. Only mortals can climb the mountain and prove that Calisse has the Radiance.

The audience should only take another 10 minutes, so the PCs take 1 point of negative energy damage.

When the PCs start to climb the Biting Mountain, go to **Encounter Four**.

## **Encounter Four: Climbing the Biting Mountain**

Glass shows the PCs through the hallways of the Heart of Ice to the start of a path that leads up the mountain.

***Glass leads you through the empty halls of the Heart of Ice. Eventually the ice tunnels open onto the side of the Biting Mountain. A narrow trail winds its way up and up – into the snow and ice.***

***Glass looks at you. The image of you walking up the mountain path appears in his mirrored face.***

It's another 10 minutes out of the Winter Palace so the PCs take 1 point of negative energy damage. Once outside on the path, the PCs no longer take damage.

If the PCs destroyed Glass, they must wander through the Heart of Ice to find the exit. This takes an hour, which means another 6 points of damage.

As long as the PCs stay on the path, they have no problems climbing the mountain at this point. If the PCs leave the path, force them to make Climb checks. There is too much wind around the mountain to fly.

Glass takes his leave of the PCs at the beginning of the trail. He does not climb the mountain with the PCs.

***The mountainside path is demanding, but not impossible. Patches of ice and snow litter the way, and only small bushes and stunted trees survive here in this land of endless winter. You see no animals except for the birds, which are everywhere – ravens, cuckoos, sparrows, finches, jays, and many more. They perch on rocks and branches and watch you with cold, black eyes.***

The PCs can drive off the birds, but they simply return a few minutes later. There are too many of them to kill them all.

To climb the mountain, the PCs must make three Climb checks (DC 5+APL) and one Balance check (DC 5+APL). A failed check adds an hour to the climb. It takes a base three hours to reach the peak. Each failed roll adds an hour to the climb. PCs do not need to make additional Climb rolls for added hours, but they will need to make saving throws against exposure as described below. Calisse has slippers of spider climbing to help her up the mountain so she does not need to make the Climb or Balance checks.

The climb up the Biting Mountain is very cold. Inside the Heart of Ice, the temperature at the start of the mountain is only considered “cold” weather (40° to 0° F) as per p. 302 of the DMG. However, out here on the mountainside, it quickly becomes severe cold (below 0° F). The PCs must make a Fortitude save once every 10 minutes (DC 15 + 1 per previous check) or take 1d6 points of non-lethal damage.

If the PCs are wearing winter clothing, they only need to make a check once per hour. Standing next to a fire and having winter clothing prevents

the need for any checks, as does having winter clothing and being wrapped up in a winter blanket. PCs with endure elements (cold) cast upon themselves do not need to make checks at all, regardless of what they are wearing. Calisse has memorized this spell and casts it on herself. She also has two pearls of power, so she can cast it again on two PCs. You may award additional bonuses depending upon the PCs actions to confront the cold.

If a PC takes any non-lethal damage from cold, they get frostbite and have a -2 penalty to all Dexterity skill checks, as per p. 302 of the DMG. In addition, that PC also gets mild hypothermia and is treated as fatigued. A PC who has mild hypothermia and fails a second Fortitude save against the cold contracts moderate hypothermia and is treated as exhausted. A third failed Fortitude save leads to severe hypothermia and the PCs is treated as disabled. See the DMG p. 302 for rules on hypothermia.

The wind is strong but the mountain provides some cover and does not affect the PCs' Climb checks. The wind blows flying creatures of medium size or smaller away from the mountain as described on page 95 of the DMG.

Furthermore, the PCs have difficulty breathing the thin air on the Biting Mountain. Characters must succeed on a Fortitude save each hour (DC 15, +1 per previous check) or be fatigued. The fatigue ends when the PC descends from the mountain.

When the PCs arrive at the top of the mountain, go to **Encounter Five**.

## Encounter Five: Ravings on the Tree

The PCs and Calisse arrive at the top of the mountain. There they find the Summer Tree.

***After a long and difficult climb, you reach the peak of the Biting Mountain. A wide ledge just below the summit provides a breathtaking view of the surrounding mountains. The sky is a brilliant blue with not a cloud to be seen.***

***A tree grows near the edge of the outcropping. Unlike the small, stunted trees you saw on your ascent, this is a full-grown oak tree. Its leafless branches stretch out over the yawning emptiness below. Ropes loop around the trunk and hang limply from the branches.***

Give the players **Player Handout #7**.

The tree is a reflection of the Summer Tree, which is a powerful symbol to the Old Faith and the Gyri people. According to myth, Obad-Hai is killed and hung from the branches of this tree until he is brought back to life. This is not the actual Summer Tree, but a reflection of it that has manifested here in Faerie.

PCs recognize the Summer Tree for what it is with a Knowledge (religion) check (DC 20), a Knowledge (nature) check (DC 15), or a Bardic Lore check (DC 20).

As the significance of the sight sinks into the PCs and Calisse (or maybe it does not if they do not have the right knowledges), King Tor makes his appearance.

***A raven lands on a nearby rock. Its eyes are a heartless blue. It cocks its head to the side and speaks in the voice of King Tor. "What's the matter? Did you think it was going to be easy to light the mountain? I hate to shatter your illusions, but nothing is given for nothing here."***

Pause here a moment to allow the PCs to interject something if they wish to do so; Tor responds to their questions and comments. He is having great fun revealing to the PCs and Calisse what she must do to light the mountain. If the PCs say nothing, Calisse speaks.

***Calisse replies, "I ask for nothing to be given to me."***

***"So you will pay the price?" Tor asks.***

***"Tell me. What must I do?"***

***"Is it not obvious? You must hang from the tree, and there you stay for a day and a night."***

***Calisse gasps, "But that is what Owen had to do to become Brenin."***

***The raven nods its head. "Yes. I only owe a duty to the Radiance. Prove to me that you have the Radiance, mortal." The bird flies away.***

Calisse must hang from the Summer Tree for a day and a night. Normally, day and night have no meaning here in Faerie, since it is always day in the Lands of Bright Winter. However, Faerie emulates night by producing a fierce thunderstorm while Calisse hangs from the tree.

Calisse cannot tie herself to the tree, and she needs the PCs to help her. Tying her to the tree is not difficult because of the many ropes looped

around it already. The PCs can tie her to the tree with a DC 10 Use Rope check.

***You tie Princess Calisse to the oak tree. The ropes hanging from the branches are strong and hold her tight against the ancient trunk.***

***When you are done with the knots, Calisse looks at you. "Please stay with me. I do not wish to be alone."***

The PCs do not have to stay with her, but it really does not make sense for them to leave her. They are on top of a mountain with nowhere to go. If they wish to leave, Calisse sends them back to the Flanaess with the delicate knife. Go to **Conclusion A**.

Ask the PCs how they are keeping watch. Are they making a fire? Setting up tents? How many of them are going to be on watch at one time? It is very likely that PCs are fatigued from their climb up the mountain. Exhausted characters have a chance to rest here and become merely fatigued after an hour.

Discourage PCs from staying in extra-dimensional spaces like rope tricks and magnificent mansions. While the PCs can get to extra-dimensional spaces from Faerie, the ravings of the Summer Tree won't reach them. This means they do not participate in any of the ravings while they are inside the extra-dimensional space. Calisse asks them not to retreat to these spaces, as it would leave her alone.

***Hours pass as Calisse hangs from the tree. The birds are still here, watching and waiting. Their numbers seem malicious, and their patience is unsettling. Calisse hangs without complaint though she does shift her weight from time to time.***

Shortly after this, Calisse begins to see visions. During these visions, she thrashes in her bonds and murmurs to herself. The PCs cannot understand what she is saying, and she will not talk about it.

After a while, Calisse awakes and asks for water. After she drinks, she says:

***"The tree is alive. I can feel its pulse. I can feel its thoughts. It is drawing me someplace that I am not sure I want to go."***

The PCs probably want to know what this means and if they should do anything. Calisse is not precisely sure, but she can feel the tree doing

something. It is absorbing things from her and seems to want to give her other things in return.

The visions grow stronger the longer Calisse hangs from the tree. Since the PCs are with her and watching over her, they share her ravings. The ravings are described below as they happen.

As time passes, the PCs and Calisse start to suffer from exposure and altitude sickness. After each 6-hour period on the peak of the Biting Mountain, the PCs must succeed on a Fortitude save (DC 15, +1 per previous check [this does not include the checks made on the climb up the mountain]) or take 1 point of damage to all ability scores. Six hours pass just before the first raving starts, so have the PCs all make a DC 15 Fortitude save before the start of the Stone Table raving.

The PCs do not need to make fatigue checks since they are not physically exerting themselves.

The temperature is still severe cold. The rules for handling this are listed in Encounter Four. The PCs must make saves every hour. If they do not have a way to protect themselves from the cold, they are in serious trouble. They should consider building a fire to keep warm or even pitching a tent. There is enough shrubbery and stunted trees on the mountainside for a fire. Calisse is protected by her endure elements (cold) spell.

### **The Stone Table**

In this raving, Calisse has a flashback to the Stone Table where Owen was slain by the druids to renew the land. The PCs are there and can watch the scene. They are unable to interact with this raving, as it is a memory drawn from Calisse.

***Calisse hangs quietly from the tree. The once-clear blue sky has grown heavy with clouds, and it looks like it may snow soon.***

***Looking down from the leaden sky you find that the land has changed. You stand on a hill that is crowned by great pillars of stone. At the crest of the hill is a table made of rock. Bonfires burn to light the evening, and a drum pulses a beat that rolls over the surrounding meadows and fields.***

***Druids of the Old Faith move about you in a great ceremony. A dozen of them chant while standing in a circle around the stone table. Over and over, they repeat the same words. "The Land is the Brenin; the Brenin is the Land."***

***Strapped to the table is an older man in fine health. He is bare to the waist, and his skin is painted with a variety of Flan-markings. Calisse is standing next to him.***

The man strapped to the table is Owen the Brenin. Most Geoff PCs probably know him by sight, but anyone can identify him with a successful Knowledge (Nobility and Royalty) check (DC 10) or a successful Knowledge (local-Sheldomar) check (DC 15).

The PCs may also recognize the druids Gwenllian the Eglantine and Ceinlys the Briar's Rose if they are members of the Old Faith meta-org or have met these druids in earlier adventures. Similar knowledge checks to that use for Owen can identify them. Gwenllian is the Archdruid of Gyrudd and is leading the ceremony. She is also Owen's sister.

If the PCs wish to approach, they can. The druids ignore them, as the PCs are not part of Calisse's memory. The druids, Owen, and Calisse do not interact with the PCs in this raving.

The PCs can overhear what Calisse is saying to Owen.

***"Oh, my love," Calisse begs. "Please, reconsider. Do not do this."***

***"Cariad, there is no other way," Owen replies sadly. "The land must live again."***

***Tears well in Calisse's eyes. "My heart will break without you."***

***"I do this not out of choice, but because I must. If I do not make this sacrifice for the land, the Circle will be broken. That, I cannot allow."***

***Calisse nods. "Oh, Owen, where will I find the strength to carry on?"***

***"In our son, in this land, and in yourself. You are strong, Calisse. You have the will." Owen looks down as one of the druids approaches. "The druids are ready. Go now. I love you, Cariad."***

***Calisse runs away from the Stone Table. When she reaches the ring of stones, she buries her head in her hands and starts to cry.***

The PCs can move over to comfort Calisse, but she does not respond to them. Cariad (car-EE-add) is the Flan word for "beloved."

***Gwenllian the Eglantine, Archdruidess of Gyrudd stands over Owen with a curved silver***

***dagger in one hand. "Owen ap Lluth. You are the hart whose blood will renew the land. You lie before us willingly so that the land may live. Your death is the ransom for a new spring for the Greenman."***

***"Makers of All: Ehlonna of Spring, Obad-Hai of Summer, Beory of Autumn, Nerull of Winter, and Pelor of the Sunwheel, accept this sacrifice so that the seed may sprout anew. We do this at your command."***

***"Let it be so," Owen replies.***

***With the silver knife, Gwenllian cuts Owen's arms from wrist to elbow. Blood wells from the wounds in deep thick gushes. It flows forth and covers a white wooden egg that sits at the foot of the table.***

***Gwenllian raises her hands to the sky and calls out, "Owen ap Lluth has answered the calling. He has given his life's blood so that the Greenman may live. Let the Makers bless this ritual and accept his sacrifice. For the sake of the land and the folk and all of those who live in nature's embrace."***

***A snowflake spirals downward on the wind. The wind that carries it carries the cold of the mountains that stretch to the distance. You are back on the summit. Calisse is with you – tied to the tree. Her cheeks are stained with tears. "But he's still alive. He's still alive." Her words seem more to convince herself of this than anything.***

Calisse is awake and able to talk to the PCs if they wish to speak to her. Calisse can confirm that the vision was true. The druids called Owen to die so that the Greenman may live. The Greenman is a faerie personification of nature in Geoff. In order for the Greenman to continue to survive, the Brenin must give his life.

Calisse did not want Owen to go. She begged and pleaded for him not to allow the druids to sacrifice him. In the end, he did not listen to her and went to his death on the Stone Table.

Calisse also knows that this is not the end of Owen's story as she once thought. Calisse knows everything that is detailed in the Adventure Background, and she shares this with the PCs if asked. Calisse desperately clings to the hope that Owen is still alive and that she must find him.

Three hours pass during this raving, if you need to keep track for exposure to the cold.

## **Santhmor**

Here the Summer Tree tests Calisse to see if she can give up her connections to her old life. Faerie creates a very elaborate and believable illusion of the Royal Palace where Calisse grew up. The PCs can interact with this raving; in fact, they must to help Calisse pull free of her illusion. The PCs must help Calisse give up her ties to her old life and accept her reality on the tree.

***Time slowly moves. The branches creak in the wind. Calisse mutters to herself but she does not look to be in pain.***

***The snow-covered mountaintop is serene and beautiful. The snow almost looks patterned – like a floor.***

***“Your invitation, sir?” you hear a voice say.***

***You look up from the white marble floor to find that you are standing in a richly appointed palace. You are all dressed in the courtier fashions of Keoland.***

***Calisse is nowhere to be seen, but the hall is full of other courtiers and minor nobility. A servant stands before you, wearing a large enameled brooch of a black lion on a field of red. He holds a silver tray on which lie many invitations.***

***You have a similar invitation in your hands.***

The PCs are within a raving drawn from Calisse's memory of Santhmor, the Royal Palace of Niole Dra. Everything is as she remembers it to be in CY 592. A map of Santhmor is not provided because this is just a raving and the positions of the rooms are not completely fixed. The various rooms the PCs can visit are described below.

The PCs can identify where they are with a successful Knowledge (local – Sheldomar) check (DC 15), a successful Knowledge (nobility and royalty) check (DC 10), or a successful Bardic Lore check (DC 15).

PCs recognize the heraldic arms of Keoland (the brooch worn by the servant) with a DC 5 in any of the checks listed above.

When the PCs look at the invitation in their hand, give them **Player Handout #8**.

The PCs should give their invitation to the servant. They can then walk down the hall to the great ballroom along with the other guests. It is a straight walk, and it is obvious where the PCs should go.

If at any point during this raving, the PCs do something illegal or violent, the palace guards are about. These guards exist in endless supply and can be supplemented with more as needed.

### **All APLs (EL 6)**

**Palace guards (2):** male or female humans War5; CR 4; hp 34; see **Appendix 1**.

When the PCs go down the hallway, read the following. It assumes that the PCs have identified where they are.

***Santhmor, the royal palace of Keoland, has been the home of kings for centuries. Power and riches have encrusted onto its chambers and if you close your eyes, you can almost feel the wealth pulsing through the halls.***

***You step into the dazzling royal ballroom. Arches reach three stories high to hold up a ceiling painted with a pastoral scene. Crystal chandeliers hang down – each one as big as a carriage.***

***One entire wall is lined with wide windows that looks out over a great courtyard, and a large ornate clock is built into the far wall. It is currently 11 o'clock.***

***The ballroom is filled with revelers. Their dress is incredible and immaculate. Diamonds glitter, gold gleams, and silk rustles. Servants move about the ballroom, offering a variety of hors d'oeuvres. Wine flows from a fountain built into the wall. You see servants dipping delicate wafers into a basin of melted chocolate brought from the distant Olman lands.***

If the PCs look for Calisse, read the following.

***At the center of it all is Calisse. She looks resplendent in a gown made of silk and gold. Her honeyed hair is swept up in an elaborate braid. She laughs and smiles, knowing that all eyes are upon her.***

***Calisse is dancing with an older man who wears a crown on his head. He looks at Calisse fondly and you can see the family resemblance.***

Calisse's dance partner is King Kimbertos. He is enjoying a last dance with his daughter before Holphin Neheli arrives. PCs who make a successful Knowledge (local-Sheldomar) check (DC 10) or a successful Knowledge (nobility and royalty) check (DC 5) recognize him. Shortly after the PCs arrive, Kimbertos leaves the ballroom. The PCs do not get a chance to speak with him.

If any of the PCs look out the windows at the courtyard, read the following.

***Through the glass, you can see an ancient, gnarled oak tree. There are ropes hanging from the branches.***

PCs can go out into the courtyard and investigate. The tree is the Summer Tree and exactly like the tree growing on the Biting Mountain. It is obviously out of place here. PCs who make a successful Knowledge (local-Sheldomar) check (DC 20), Knowledge (nobility and royalty) check (DC 15), or Bardic Lore check (DC 20) know that no tree of this description exists in the real Santhmor.

The NPCs in the raving do not see the Summer Tree – only the PCs do. There are two exceptions to this: Gwydion and Calisse.

The PCs are free to wander the ballroom as long as they behave themselves. The inhabitants of the palace treat the PCs as if they were courtiers, meaning the servants obey them, the other courtiers confide and gossip with them, and the nobles think they are better than the PCs are. Populate Santhmor with characters as you need. Below are three examples of NPCs the PCs can meet in the palace.

**Daul, palace servant:** male human Com2; CR 1; hp 9; (Craft (cooking) +4, Craft (carpentry) +5, Profession (servant) +4).

**Eliese, Keoish courtier:** female human Exp4; CR 3; hp 14; (Bluff +7, Gather Information +9, Knowledge (nobility and royalty) +7, Listen +4).

**Mazhew Broll, minor Keoish noble:** male Ari5; CR 4; hp 34; (Diplomacy +10, Intimidate +8, Knowledge (nobility and royalty) +5).

Not long after the PCs arrive at the ball, a familiar face approaches the female character in the party with the highest Charisma and talks to her. If no PC in the party is female, then just choose a PC at random.

***“You don’t belong here,” someone says to you. You turn around and see a handsome young man. His rich brown hair has a slight curl to it, and his eyes are large and a deep blue. He is wearing the blue baldric of the Old Lore Bards.***

This is a memory of Pwyll of the Verdant Ivy, an Old Lore bard who was Calisse’s guide in Faerie as described in Encounter One. Pwyll flirts with the woman throughout his conversation with her. He

has the following things to say. Sprinkle it among the conversation.

- ***“You must help her. She is lost in her dream of what might have been.”***
- ***“Before the clock strikes twelve, she must return to where she is needed.”***
- ***“I am here because I promised to guide her. I wish I could be here in person instead of as a figment of imagination.”***
- ***“I am unsure what exactly will happen if she does not return to where she is needed. It is likely that her mind is trapped forever in this raving.”***

If asked where Calisse is needed, he recommends that the PC look out the window.

***“What happens in the ravings are more than just dreams. They are real on some level. If you die in a raving, you will die in reality.”***

He gives the PCs a letter, saying, ***“This belongs to Princess Calisse. She misplaced it when she came here.”*** The letter is five pages long and stamped with Owen’s personal seal. Give the player **Player Handout #9**.

Pwyll does not know much more than this. He is just a memory and not the real Pwyll. He does not know what is happening to the real Pwyll.

After Pwyll gives his warning to the PCs, he slips away at some point. Most likely, he does this when the PCs are dancing with Calisse.

### **Dancing with Calisse**

At some point, the PCs must talk to Calisse and convince her that this is all an illusion. This will not be easy. First, the PCs need to reach Calisse. She is dancing with her guests.

***The solo dance that Calisse shared with her father has ended, and she is now at the heart of a new dance with many other guests. The revelers have formed two lines that have since broken into smaller groups that occasionally reform into a larger one. All the while, the dancers move with a stately grace.***

In order for the PCs to talk to her, they need to join the ballroom line dance and work their way to her through the dance. It requires 10 minutes to manipulate the dance to get a chance to be near Calisse, as she is the star of the ball.

PCs only get a limited chance to speak with her while they dance. PCs must make Perform

(dance) checks. For every 5 points of a PC's roll, that PC may dance with Calisse for 10 seconds. So a Perform (Dance) roll of 22 allows that PC to talk to Calisse for 40 seconds. Cut the PC off after the time has passed, and Calisse begins dancing with another. Other PCs can assist. However, if they do so, they spend their opportunity for those 10 minutes of dancing.

After the PC dances with Calisse, the character must wait another 10 minutes before they are able to dance with her again. During that time, have each of the PCs make a Diplomacy check. Those who succeed at a DC 10 attract another dancer who wishes to dance with them. The attractiveness and persistence of the dance increases with the Diplomacy check.

PC Diplomacy Check score	Attractiveness of dancer	Diplomacy Skill of dancer
10	Cha 12	Diplomacy +5
15	Cha 14	Diplomacy +8
20	Cha 16	Diplomacy +12
25	Cha 18	Diplomacy +15
30	Cha 20	Diplomacy +20

If a PC attracts a dancer, that character can make an opposed Diplomacy check to avoid the dancer's attention gracefully. If the PC fails, that character must go dance in order to save face. Of course, the PC can always agree to dance. It adds another 10 minutes to the length of time until they can dance with Calisse again.

### Convincing Calisse to Leave

The PCs can convince Calisse that this is all an illusion if the PCs manage to make three out of the following five points.

- Her father is actually dead. This is the hardest for Calisse to accept. She just talked to him a few minutes ago, and she does not want to believe he is dead. She is very unlikely to believe that her father was murdered.
- She is married to Owen, the Grand Duke of Geoff. The PCs can show her the letter that she is carrying from him. She showed this letter to King Tor so the PCs should know about it. The PCs can also remind her of the necklace with Owen's soul in it. She is still wearing it around her neck, but the PCs must point it out to her. Calisse is not wearing a wedding band in this raving.

- She has a child, Rhys, with Owen who is depending on her. Calisse has vague memories about her son at this point. The PCs need to remind her of her child with some specific facts. Two possibilities are to point out that he has tawny-colored eyes or to mention that he is staying with the druids. PCs would have to know this from outside the adventure.
- The PCs could remind Calisse of her quest through Faerie and that she is hanging from the Summer Tree. This strikes a cord with Calisse, as she knows it to be true.
- A passionate and persuasive argument that she must leave (Diplomacy check – DC 20+APL).

If the PCs are unable to convince Calisse that she must return to the Summer Tree, she is trapped in this raving. The illusion continues until midnight when Holphin Neheli arrives. As the great clock in the ballroom strikes the hour, Holphin strides in. The guests clear a space. He takes Calisse by the hand and spins and kisses her. He leads her out of the hall. The dream fades away, and the PCs return to the Summer Tree. Calisse never recovers consciousness and dies. Go to **Conclusion B**.

If the PCs convince Calisse that she must return, they must tie her to the Summer Tree in the courtyard. Calisse can use her royal authority to depart the ball, but the PCs can develop other ideas that work just as well.

The huge glass windows might seem to be a problem, but the light inside makes it hard to see what is going on outside. In addition, only the PCs and Calisse can see the Summer Tree.

If the PCs told Calisse about her father's death, read the following.

***Calisse's eyes grow moist as she looks through the paned-glass windows of the Royal Palace of Keoland. "Good-bye, Papa," she says. "It was good to see you one last time."***

Tying Calisse to the tree takes a Use Rope check (DC 10). When Calisse is tied, read the following.

***When you finish the last knot, you notice that the wind is picking up. The tree remains as it was, but palace is gone. You have returned to the mountain.***

Three hours pass during this raving, if you need to keep track of exposure to the cold. This makes a total of six hours, and it is time for another altitude sickness check. The PCs must succeed on a Fortitude save (DC 16) or take 1 point of damage to all ability scores.

### **Caer Dwr Gwyldy**

In this raving, Calisse is blocked from entering the castle by Rhian, who is a manifestation of everything trying to keep Calisse from joining the nobles of Geoff. Calisse must confront or circumvent Rhian.

***In the distance, you can see a storm brewing. It is far, far away, but it is moving steadily in your direction.***

***When you turn back around, you do not see a mountain, but a squat and ugly castle made of featureless gray stone behind an equally bland curtain wall. The small windows of the upper floor squint down on you with disapproval. The gate in the curtain wall is open.***

If the PCs are not from Geoff and have never been to Hochoch, you will need to change the text below and remove the names. The castle is a raving of Caer Dwr Gwyldy (KIGH-er DOOR GWILL-dee, tr. Castle Waterwatch).

***You know this castle. It is Caer Dwr Gwyldy in Hochoch, and you are standing in Old Oak Square. Bordering the square are the Town Hall of Hochoch and the Temple of Pelor. Thick mists fill the streets and alleys that lead away from the Caer.***

***Everything is deserted. The only sounds and signs of life come from the inner keep. Calisse is with you. She is looking up at the caer. "I must get inside," she says. "I am needed there."***

The square looks exactly like Old Oak Square in Hochoch, except that it is completely deserted. All the buildings around the square are locked tight. The roads leading from the square end in mist and are impassable.

Maps of the castle are presented in **Judge Aid #2**. There is an additional curtain wall around the keep that is not depicted. This curtain wall is not guarded and the gates are open. The PCs can walk right through into the courtyard and up to the great door to the keep. This door (and the keep in general), however, is guarded.

Calisse is absolutely convinced that she must get into the castle. She doesn't know how she knows this, but she is absolutely convinced of it.

Calisse approaches the castle and the open door to the main keep. When she and the PCs encounter the guards at the gate, read the following:

***The gate is protected by a group of guards, dressed in the livery of Geoff with a black and silver griffon rampant on their surcoats.***

Have the PCs make Spot checks (DC 5+APL). If no one makes it, then the highest roll succeeds.

***Oddly, all the guards are women. In fact, they all seem to be the same woman. Every face is the same with a sharp nose, haughty eyes, and a muscular build. The woman is tall with short-cropped hair, and her skin is tanned from being outdoors.***

The woman is Rhian merch Neiren, a Llwyres (LWEER-es, tr. baron) of Geoff. She and Calisse never got along. Rhian believes that Calisse is a spoiled, rich noble-girl from soft Keoland and has no business in Geoff. The two have verbally sparred often.

PCs recognize Rhian with a successful Knowledge (local – Sheldomar) check (DC 15) or a successful Knowledge (nobility and royalty) check (DC 10). PCs who make a second knowledge check at the same DCs or a Bardic Lore check (DC 15) have heard stories of Calisse and Rhian's animosity.

If the PCs made their check at +5 to the DC of the first knowledge checks, they realize that Rhian does not look this cold and cruel in real life.

When the PCs and Calisse first approach, read the following:

***The guards move to block your way. "What are you doing here?" one of the Rhian guards says to Calisse. "You are not wanted here," another Rhian says. "Why haven't you gone home with the rest of the Keo?"***

***Calisse say, "I need to enter the castle. Owen is waiting for me."***

***One of the Rhians sneers. "He's waiting for help from the Keoish army too, but it turned and marched back to Keoland."***

***"Some dowry," another Rhian says. "Some lion," says the first. "A cowardly lion," Rhian agrees.***



***“Let me pass. I am the Grand Duchess. I command you to let me pass.”***

***“Why don’t you run home too? Daddy showed you how.”***

***Calisse slumps her shoulders and walks away.***

If the PCs wish to interrupt this exchange, let them. The Rhians have no respect for Calisse and anyone in her company. They insult and deride Calisse until they drive her off.

Calisse wanders away from the gate, finds a bench to sit down on, and mopes. She tells the PCs all about her confrontations with Rhian. Calisse insists that she must get past the Rhians. She mentions that it might be possible to sneak in through the roof.

There are two ways to solve this encounter. Depending upon the PCs recommendation, Calisse can either face down the Rhians at the gate, or she can try to sneak past them. Let the PCs make a persuasive case for doing one or the other. Calisse goes with the one that has the most support or is the most persuasive.

### **Storming the Gate**

If the PCs recommend that she stand up to the Rhians at the gate, Calisse agrees with them. She asks the PCs to back her up. She squares her shoulders and heads up to the keep.

***Calisse walks determinedly up to the guards at the keep. They step up and block her path. “Oh look who’s back,” one of the Rhians says. “It’s the spoiled little rich girl,” another says.***

***“This is my home. I belong here. Stand aside. I will not ask again.”***

***Rhian sneers, “I don’t think so.”***

***Calisse holds forth her hands and a rainbow of colors spray forth, striking Rhian in the face.***

The Rhians at the gate see through any illusions or invisibility spells. They can always see Calisse. This is part of Calisse’s ravings. She cannot hide from Rhian at the gate.

**Note:** PCs receive experience points for overcoming this encounter by getting past the guards. If the PCs are able to sneak by them, bluff their way past them, or distract them, the PCs get experience for this encounter.

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

**Castle guards (2):** female human War3; CR 2; hp 23; see **Appendix 1**.

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

**Castle guards (4):** female human War3; CR 2; hp 23; see **Appendix 1**.

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

**Castle guards (4):** female human War5; CR 4; hp 34; see **Appendix 1**.

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

**Castle guards (2):** female human Ftr8; CR 8; hp 65; see **Appendix 1**.

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

**Castle guards (4):** female human Ftr8; CR 8; hp 65; see **Appendix 1**.

### **Tactics**

The guards come in different strengths and numbers depending on the APL. They use their halberds to trip the PCs and then strike them while they are on the ground.

**Treasure:** None. The PCs can collect the gear from the Rhian guards but it does not make the trip back to the Biting Mountain with them.

If Rhian manages to kill, she dies on the trees as well. Go to **Conclusion B**.

### **Sneaking into the Castle**

The easiest way in is to scale the walls and come in from the roof. The roof is 80 feet up the wall. The PCs must climb the wall using the rules for climbing in the Player’s Handbook p. 69. Treat the wall as an uneven surface with some narrow handholds (DC 20).

If the PCs are unable to climb the wall, Llelo, Calisse’s awakened pet ermine, has a decent Climb skill. He can scale the wall and loop the rope around a merlon at its top. Also, Calisse has her slippers of spider climbing, which she loans to the PCs if they ask.

The PCs can opt for other ways into the castle, such as turning gaseous and going in through a window. The first floor has no windows, and the windows on the second and third floor are arrow slits, which are too narrow for PCs to get through without magical aid. On the fourth and higher floors, the windows are large enough for a small-sized creature to climb through. Windows are marked on the maps.

The PCs can come up with many other ideas to get into the castle. If their idea seems reasonable, allow it to work, although breaking down the door

or chopping a hole through the wall will not work. The structure heals itself of all damage as quickly as the PCs break it down.

Once the PCs have entered the castle, they need to reach the Grand Hall on the first floor. There are a variety of ways for the PCs to get there. Use the maps of the castle in **Judge Aid #2** as the PCs wander the halls.

The doors to private chambers are all shut and locked. All of the important nobles in the castle are down in the Great Hall, so the PCs do not have an opportunity to meet with them.

Servants and orphan pages move through the caer. They like Calisse and recognize her on sight. They do not call the guards if they spot her and the PCs. They also do not offer to help unless they are asked. If the PCs do ask for their help, they are willing to scout ahead for them, distract guards, or other minor tasks.

If the PCs use one of the servants to help them, it is recommended that you use a pageboy by the name of Tanat. He is an orphan and was taken in by Grand Duke Owen to work in the castle. He is rather adventurous and willing to take risks. PCs who make a successful Knowledge (local – Sheldomar) check (DC 25) or a successful Knowledge (nobility and royalty) check (DC 20) know that Tanat exists in the real world.

**Tanat, orphan page:** male half-elf Com1; CR 1/2; hp 4; Hide +3, Listen +2, Move Silently +3, Spot +2.

Guards patrol the halls (but not the roof!) of the castle. Their paths and timing are not listed here. Instead, have the guards appear whenever it would be reasonable. The PCs should be able to sneak past the guards if they are careful and reasonably sneaky. Whichever way the PCs go, they should encounter at least one set of guards. This encounter does not have to be a fight, but the PCs must find a way to get past the guards.

Use the stats for the guards from Storming the Gate section.

### **The Great Hall of the Caer**

When the PCs arrive in the great hall, read the following:

***The nobility of Geoff is gathered around a long wooden table in the center of the Great Hall of Caer Dwr Gwyldy. They are all here: Sierra Blackblade, Bedwyn the Fat, Colwyn ap***

***Ffagan, and Ilan ap Dyved. They are talking and laughing with each other.***

***Owen sits at the end of the table on the Griffon Chair. “Be welcome,” he says to his wife, as she enters the hall. “I have been waiting for you.”***

***And then it is gone. You are standing on the mountaintop by the Summer Tree.***

The PCs can speak with Calisse if they so desire. Calisse tells them about her encounters with Rhian and their mutual animosity. Rhian never accepted her as one of the nobles of Geoff and tried to shut her out as much as possible. After Calisse's father recalled the Keoish Royal Standards, Rhian became even more bitter and resentful.

Two hours pass during this raving, if you need to keep track for exposure to the cold.

### **The First Brenin**

In this raving, Calisse meets with the first Brenin of Gyruff. He is going to the Stone Table as well. He has important lessons for Calisse, but must be convinced to talk to her.

***The storm is getting closer. You can taste the tang of electricity in the air. One of the nearby mountains becomes a hill overlooking grassy plains where you are now standing. Calisse is with you.***

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

It should be very obvious to the PCs that they need to talk to this man. The man is lowerth the Farsighted. He speaks in Flan, but this is not a problem for PCs because of the nature of the raving. The PCs somehow know what is being said to them, and their language comes out as Flan when they are talking to lowerth.

***As you approach, the man pulls the hood of his cloak back. He is an old man of pure Flan descent with bronze skin, but his wavy hair has gone to a steel gray. He has a mustache but no beard. “Ah, good. You have come. We follow the line of hills to the Stone Table. It is many miles away.”***

***He stops suddenly and looks at Calisse. "A Suel? Here? What are you doing here? This place is not for you."***

lowerth the Farsighted was the first Brenin of Gyruuff. He united the Flan tribes of this region and gained support of the druids to become the first Brenin. With the tribes united and with the aid of the Gonfalon of Gyruuff and the druids, he then drove off the incursions of the Keogh tribes.

However, there was a price for the druid's help. In lowerth's lifetime, the time to renew the Greenman came, and lowerth agreed to offer himself as the sacrifice. In return, the druids provided him the assistance that he needed to drive off the Keogh.

After lowerth, the next Brenin to be sacrificed to renew the Greenman was Owen. Before lowerth, the druids selected a "Chosen One" from among the best and brightest of all the Gyri.

When roleplaying lowerth, keep in mind the he died in CY 281, which is more than 300 years ago. He has absolutely no knowledge of recent events. He views the Suloise and the Keogh (which means anyone who is pure Oeridian) with suspicion and distaste. Those of mixed ancestry are acceptable, as some intermingling had already started in Gyruuff during his time. He is also very friendly with demi-humans, including half-orcs. There were half-orcs around in his day too.

lowerth is a strong and tough man. He united all the tribes of the Gyri and fought off a Keoghish invasion. He has been tempered by years of fighting and ruling a chaotic and unruly country. He is extremely pragmatic and has a great deal of common sense. He was trained at the College of Canaith, so he is privy to the secrets of the Old Lore and the Old Faith.

**lowerth the Farsighted:** Male human Brd4/Rgr10/HrznWlkr3; hp 149; (Terrain mastery (forest, hills, mountains), Favored enemies (humanoid (human), giant, magical beast)).

lowerth refuses to speak with Calisse. In fact, he refuses to speak to any PC of pure Suel descent – preferring half-orcs to the Suloise. If the party is nothing but Suel, then you will have to be a little bit more flexible with this, but make it clear that lowerth does not like them.

It is up to the PCs to convince lowerth that he should talk to Calisse. This is not easy, as lowerth dislikes the Suloise for all the injustices heaped upon them by the initial tribes that came into the Sheldomar Valley, fleeing the destruction of the

Suel Imperium. The first Suel tribes killed and enslaved many of the Flan tribes in the southern Sheldomar Valley.

Convincing lowerth to allow Calisse to stay and to talk to her requires the PCs to make three out of the following five points.

- Calisse can speak Flan. lowerth is impressed that a Suloise has bothered to learn his language.
- Calisse is married to the current Brenin of Gyruuff and has born him a son. Birthing an heir to the Brenin carries a lot of weight to lowerth. The First Brenin takes that she is from the future without blinking an eye. He understands the nature of the ravings on the tree.
- Calisse is hanging from the Summer Tree. lowerth cannot understand how a Keoish princess could be undergoing the tests of the Summer Tree. She is a Suel and does not understand the way of the Flannae. However, if the PCs describe the tree and what is happening to her on the tree, he admits that this is correct and she must be on the tree.
- Calisse is on a quest to help her husband at the behest of the druids. lowerth wishes to hear more about this quest. The fact that the Archdruidess of Gyruuff has trusted Calisse with this quest carries great weight with him.
- A passionate and persuasive argument that he must talk to her and allow her to stay (Diplomacy check – DC 15+APL).

Once the PCs have convinced lowerth to talk to Calisse, he asks

***"Very well. Walk with me, and we shall talk. I must reach the Stone Table by sunset. So tell me: why?"***

***"Why what?" she replies.***

***"Many whys. Why are you here? That is the one that comes to mind first."***

***"To save my husband."***

***lowerth considers this for a time. He then adds, "You do not have the blood of chieftains in your veins. You are not Gyri."***

***"Does that matter?" Calisse asks.***

***“Yes, it does. You will be the Radiance. Do you understand what it means to be the Radiance?”***

***“That is the title that Owen used. It means he is the Brenin – a mark of respect.”***

***lowerth shakes his head. “It is more than that. You must be the first in every charge, the last in every retreat, and you must laugh the loudest when the table is bare.”***

***“If you are all these things, then why must you die?” Calisse asks.***

***“It is to renew the land. Only the life’s blood can do this,” lowerth says.***

***“What sort of gods ask such a thing?” Calisse snaps.***

***lowerth never breaks his stride. “Fair gods ask such a thing. Sometimes we must let it rain, for even the sun has a price.”***

***Calisse lapses into silence as the miles pass.***

The trip takes several hours so there is plenty of opportunity for the PCs to talk lowerth if they desire. Ask the players if they wish their PCs to talk to the First Brenin about anything. lowerth is willing to discuss his pact with the druids and why he is going to the Stone Table.

lowerth has no knowledge of the Sakhut. They were gone by the time he was born. He knows the giants are scattered tribes in the mountains. According to the legends that lowerth knows, Llywellyn the Druid-King drove the giants out of Gyruff.

Also, fey are not all that common in Gyruff in lowerth’s time. They exist mostly in folk tales. lowerth is surprised when he hears how common they are now.

If the PCs have nothing to ask, Calisse has a question.

***“Why is it called the Radiance?” Calisse asks.***

***lowerth’s weathered face creases in a smile. “You are a light for the people. You are the brand in the night. You push back the darkness.”***

***Calisse does not respond. Instead, she sinks into thought.***

This is another excellent opportunity for the PCs to talk to lowerth. When their conversation has run its course, the party arrives at the Stone Table.

***The sun is setting when you reach the last hill in the ridge. Bonfires are lit on the hilltop and you can make out a large table made of rock at the crest of the hill. In the distance, a drum beats a slowly.***

***lowerth looks to all of you and lastly to Calisse. “Keep the light. When the world is at its darkest, you must keep the Radiance burning within you.” He reaches into his hair and unties a feather. “I have no more need of this. May it help you on your quest.”***

He gives the PC who has been most engaged in the conversation the feather. He then climbs the low hill toward the Stone Table and his doom.

***The hill of the Stone Table becomes the summit of the Biting Mountain. The storm is close now. Bits of snow and sleet are falling. Calisse hangs from the tree, staring out into the openness before her.***

**Treasure:** The feather that lowerth gives Calisse and the PCs is a *Quaal’s feather token* (horse).

Calisse does not want to talk much after this raving. She is growing weak and exhausted from the continued exposure on the Summer Tree.

Three hours pass during this raving, and it is time for another altitude sickness check. The PCs must succeed on a Fortitude save (DC 17) or take 1 point of damage to all ability scores.

## **The Fallen Brenin**

In this raving, Calisse and the PCs confront a Brenin who did not keep the Radiance.

***The storm arrives at the mountain, which darkens under the weight of clouds. Sleet and snow fall heavy and thick.***

***The storm lessens so that you see that you stand on a low hill set with a stone table. This hill is different from the one you were on before. It rises up out of the forest instead of being at the end of a ridge overlooking plains.***

***You are dressed in druid’s vestments. The chant rises from your own lips. “The Land is the Brenin; the Brenin is the Land.”***

The PCs are at a different stone table. This one is elsewhere in the northern Sheldomar Valley. There are no geographical features to help the PCs identify where they are other than on a low hill in a forest.

The PCs are here to witness the ceremony that would lead to the rebirth of Father Acorn. Father Acorn is a nature spirit, similar to the Greenman, but for another region than Gyrudd.

During this raving, the NPCs all speak in Flan. Again, this is not a problem for PCs because of the nature of the raving. The PCs somehow know what is being said to them, and their language comes out as Flan when they are talking to the NPCs.

***A man emerges from the snowy forest and climbs the hill. He is dressed in ragged clothes and a thick fur cloak. His feet are bare and look to be frostbitten from the cold and snow.***

***The druids strip him of his cloak and tunic and lead the man to the stone table where they tie him down. One of the druids leans over and starts to paint markings on him. You recognize that the painter is Calisse.***

The man who is on the table is none other than Vecna. He is a Brenin of a Flan tribe at this time, and he is the one chosen to give his life to restore life to Father Acorn. The druids never, ever call Vecna by his name during the raving until Atrik says it in the ceremony. Instead, he is referred to as the Brenin or the Hart.

As long as half of the PCs are chanting at any one time, the other PCs may move around the hilltop. However, if more than half the PCs stop chanting, the elder druid of the ceremony comes over and chastises them.

The ceremony continues whether or not the PCs are chanting.

If the PCs go talk to Calisse while she is painting the markings, she speaks with them. She does not know how she knows which markings to paint. The knowledge is just coming to her.

While the druids prepare the Hart, the PCs overhear the elder druid in deep discussion with another druid. They both look nervous and concerned.

***"Revered Elder Atrik," says a younger druid. "Something is wrong. I can't find anything specific, but something is not as it should be."***

***The elder druid nods. "Yes, I have felt it to."***

***"We should not go through with the ceremony, Revered Elder, until we know what it is."***

***"We cannot wait any longer," the elder druid says. "We have already waited as long as***

***possible because of the Brenin's journeys about the Flanaess, but Father Acorn must be reborn. Any further delay and the Circle could be broken. We must go through with the ceremony."***

***The younger druid nods in assent and goes about his duties.***

Part of the younger druid's duties consists of placing the seed of Father Acorn at the foot of the table. The seed is shaped like a large acorn made out of bronzewood.

The PCs can talk to Atrik and the younger druid if they wish. The younger druid is very concerned that something is wrong. He cannot place his finger on it, but it's like a darkness lurking at the edge of his vision. He is very nervous about conducting the ceremony.

Atrik explains that the Brenin constantly travels throughout the Flanaess. He even studied with the elves for a bit. Atrik believes that the Brenin learned great magic from the elves. The elder druid is absolutely convinced that the ceremony must continue in order to preserve the Circle of Life and restore Father Acorn.

The PCs can also talk to Vecna. He does not introduce himself or acknowledge that his name is Vecna. He has cast *mindblank* on himself before coming to the Stone Table, so any divination spells on him do not work. Vecna answers basic questions such as acknowledging that he studied magic and he traveled about the Flanaess.

When the PCs are done talking to the druids, they begin the ceremony. The PCs are directed back to join the circle of druids that is about 50 ft. away from the stone table.

***The elder druid stands over the Brenin with a bone dagger in one hand. "Vecna ap Cajk. You are the hart whose blood will renew the land. You lie before us willingly so that the other may live. Your death is the ransom for a new spring for Father Acorn."***

***"I am the Sacrifice come freely," Vecna replies.***

***Atrik cuts the Brenin's neck. The blood surges forth from the wound and covers the acorn that sits at the foot of the table. In moments, the Brenin is dead.***

It is very likely that the PCs try to stop the ceremony as soon as they hear that the Brenin is Vecna. If they attempt to do so, they find that their movements are thick and heavy, as if they are

wading through mud. They are unable to complete an action that stops the ceremony.

***A foul stench fills the air, and the druids look at each other in confusion. The ropes binding the Hart untie themselves, and the dead Brenin sits up.***

***"I live. I am dead, but I live." His voice is a soft whisper and very satisfied with itself. His neck is still red and inflamed where the bone knife sliced his throat.***

***The beating of the drum falters. "What have you done?" Atrik demands.***

***"I have used your ceremony for my own ends," Vecna slides down off the table and picks up the bronzewood acorn. It has turned black with rot and odd growths sprout from it.***

***"The Circle has turned, and your time has passed," the elder druid says sternly.***

***Pinpoints of red light glow deep in Vecna's eyes. "I am beyond the Circle now."***

***"You have hung from the tree. You are the Radiance."***

***Vecna's whisper is terrible with malice. "Then I reject the Radiance. I have no desire to give my life for a plant. Rather, this plant gave its life for me. Its power is mine. My phylactery." He holds up the corrupted seed. "And now, your usefulness to me has ended -- at least in your present alive state."***

***Vecna raises a hand above his head and calls out in a loud raspy voice. The skin where the druids cut his throat gapes obscenely. "Arise, my servants! I call you forth from the corpse of Father Acorn!"***

***Shapes emerge from the seed. Horrible distorted shapes of evil and death.***

Vecna is calling forth undead minions to destroy the druids and make them into undead servitors. Dozens of specters and undead rise up from the ground and attack the druids.

The PCs had best grab Calisse and flee. The other druids will be running away as quickly as possible. Most of the undead concentrate on the druids and the monks. There are 8 specters attacking the NPCs (not including Calisse). An additional 8 specters arise every other round (starting on round 3) to supplement them. These specters do not attack the PCs. They are

completely separate from the challenge that the PCs face.

The druids counter by summoning elementals and animals to their defense. One druid and one monk falls every round.

At the beginning of the second round, the younger druid who was worried about the ceremony transforms into an eagle and flies away. Before he does so, he yells to the PCs:

***"Fly. Fly from here. Warn the other druids what has happened!"***

Vecna casts spells as needed against the druids. He does not attack the PCs unless they attack him first. If the PCs do attract Vecna's attention, have him drive them off with spells like cloudkill. Vecna has access to every spell in the *Player's Handbook* that is not named after a more recent wizard (like Tenser or Rary).

Assume that Vecna has every defensive spell that is appropriate pre-cast upon him, including *spell turning*. He is warded from every energy type. He casts *repulsion* (Will save DC 26) on the first round of combat to prevent all non-undead from approaching within 10 feet of him.

#### **All APLs (EL 19)**

**Vecna ap Cajk, Newly Risen Lich:** medium undead; Wiz17 Lich; CR 19; hp 153; use the NPC wizard from the *DMG* p. 126 and then add the lich template from the *Monster Manual* p. 166, Vecna has the eschew materials feat.

#### **All APLs (EL 15)**

**Druids (4):** male and female human Drd9; CR 9; hp 53; see *Dungeon Master's Guide* p. 116.

**Atrik, the Elder Druid:** male human Drd13; CR 13; hp 75; see *Dungeon Master's Guide* p. 116.

**Monks (4):** male and female human Mnk5; CR 5; hp 31; see *Dungeon Master's Guide* p. 118.

The PCs are also attacked. The undead detailed below are just the first wave. A second wave of undead arises from the corrupted seed on the second round of combat. It takes an entire round for them to form, so they do not start attacking the PCs until the third round. This second wave is at the next higher APL.

A third wave emerges throughout the third round and joins the combat on the fourth round.

Additional waves follow in a similar manner. It takes one round for them to emerge and they join the attack the next round. Keep increasing the APL with each wave.

APL 10 has several monsters listed. These are for subsequent rounds if you need them. Under no circumstances should the PCs win this fight or kill Vecna. Their goal is to get away.

**Battlemap:** The layout of the Stone Table is **Judge Aid #3**. The starting position for the PCs and Calisse are marked on the map. The first undead start within 10 feet of Vecna. All additional waves of undead start within 10 feet of the seed.

The hill is covered in snow, which counts as difficult terrain. Each square counts as two for movement purposes, and the PCs cannot run or charge through it.

**Tactics:** The undead emerge from the seed as their surprise action. Since there is no way for the PCs to know that undead are in the ground, they start the combat surprised.

One the first round of combat, the undead attack the PCs. The undead like to use mob techniques and swarm one victim at a time.

The center of the hill (a 10 ft. radius centered on Vecna) is under the influence of a desecrate spell. All turn checks are at a -3 profane penalty. This gives the undead +1 profane bonus to attacks, damage, and saves. It also gives them a +1 hit points per HD. This is reflected in the stat blocks below.

The circle of desecration expands 10 ft. in all directions each round.

**Note:** The PCs do not need to defeat the undead to get experience for this encounter. They merely need to escape with Calisse. This counters the increase to the EL given by the desecrate effect.

**Note:** The body of any PC that dies in this encounter returns to the peak of the Biting Mountain with the rest of the PCs. This happens even if the PC is turned into an undead. Therefore, the character may be raised or reincarnated.

#### APL 2 (EL 5)

**Wolf Skeletons (4):** medium undead; CR 1; hp 20; see *Monster Manual* p. 226.

#### APL 4 (EL 7)

**Bugbear Zombies (6):** medium undead; CR 2; hp 62; see *Monster Manual* p. 267.

#### APL 6 (EL 9)

**Shadows (8):** medium undead (incorporeal); CR 3; hp 30; see *Monster Manual* p. 221.

#### APL 8 (EL 11)

**Wraiths (8):** medium undead (incorporeal); CR 5; hp 50; see *Monster Manual* p. 258.

#### APL 10 (EL 13)

**Dread Wraiths (4):** large undead (incorporeal); CR 11; hp 160; see *Monster Manual* p. 258.

then

**Nightwalker:** huge undead (extraplanar); CR 16; hp 242; see *Monster Manual* p. 196.

then

**Nightcrawler:** gargantuan undead (extraplanar); CR 18; hp 288; see *Monster Manual* p. 195.

To escape this scene, the PCs need to reach the edge of the battlemap with Calisse. If the PCs are unable to save Calisse and she dies to the undead attack, go to **Conclusion B**.

Assuming the PCs can escape, read the following.

***You run into the snowy forest to escape the fallen Brenin and his undead horde. The falling snow obscures your sight for a moment and then you are back on the mountaintop. The storm clouds are heavy and ponderous overhead. Snow continues to fall about you.***

The PCs are free to talk to Calisse about what they have just seen. She has difficulty keeping her concentration, but she laments what has happened when Vecna corrupted Father Acorn.

***“He had the Radiance and turned to the darkness. Why? Why did he forsake the light? Hundreds of years of darkness grew from that rotted seed.”***

Two hours pass during this raving, if you need to keep track for exposure to the cold.

#### The Sad Lady by the Sea

In this raving, Calisse must confront the Sad Lady by the Sea, who instructs Calisse on what it means to be the Radiance.

***The snow gives way to sleet which becomes rain. The rain blends in with the sound of crashing waves. As the rain lifts, you see that***

***you are standing on a rocky seashore in the company of Calisse. The storm rages fiercely out over the sea.***

***A woman is standing on promontory overlooking the windswept sea. There is a palatable sadness about this figure.***

Give the players **Player Handout #10**.

Calisse needs to talk to the Sad Lady by the Sea. If the PCs go up to speak with the Sad Lady without Calisse, she sends them back for Calisse.

When the PCs and Calisse approach the woman, read the following:

***When you get closer, you notice that the tall woman standing by the sea is worn and tired. She wears a high-necked dress of green so dark that it is almost black. A thick wool cloak is wrapped tightly about her, but the bottom snaps in the wind. Her feet are bare, and they are bleeding.***

The Sad Lady is an aspect of Beory. In this aspect, she carries all the grief of the world on her shoulders; all the grief for the massive destruction done to Oerth, from the Rain of Colorless Fire to the Evoked Devastation to the creation of the Bright Desert. She carries it so that her children (all life on Oerth) do not have to do so. If she did not, the weight of despair for all the wrongs done to the world would crush the life beneath it.

When the PCs enter her presence, they can feel her sorrow like a physical presence. She talks slowly and sadly. Her cheeks are stained with tears. Try to bring out the grief in her voice.

***The woman does not turn at your approach, but you hear her voice clearly over the water. "Why do you come to me here at Land's End?"***

***Calisse responds, "I seek to become the Radiance."***

***The woman turns from the crashing surf. "It is not your tradition."***

***"It must become my tradition. My husband needs me, and his people need him."***

***"Dear daughter," the Sad Lady says. "Do you know what the Radiance is?"***

***"It is many things. What do you think it means."***

***She reaches out to touch Calisse's cheek. "You would be the mother to a land. As I carry the sorrows of the world, you must carry those***

***of your people." The Sad Lady's smile is gentle. "You need not take this burden."***

***"But I love him so," Calisse whispers.***

***"And for that you will shine as brightly, my daughter," the Sad Lady answers.***

***The Sad Lady turns to you. "You travel far with your mistress and suffer much to assist her on the path."***

The PCs are free to talk here or to ask questions of the Sad Lady. She calls them her sons and daughters. She tells them her purpose here, if they ask. PCs may ask if she is Beory. The Sad Lady says that she is but a part of a whole – a facet but not the entirety. PCs may also ask why she is so distant. The Sad Lady says that she has been very weak in recent times as she is trying to mend the damage done to her. If the PCs ask what damage, she says that two great blows wounded her deeply.

The Sad Lady has a special offer for those PCs who seem very sympathetic.

***"Would you help me carry the weight of the world? Together, we can make the land bloom again."***

The PCs are likely to ask what this means. The Sad Lady says that she seeks their aid in repairing the damage that has been done and undoing all the ills that have scarred the land.

If any PC accepts, she gives them one of her teardrops. It instantly crystallizes in the air. By accepting the Sad Lady's offer, the PC switches to the worship of Beory. The act of accepting the Teardrop acts as an *atonement* spell. The Sad Lady asks clerics if they are sure they want to do this before she gives them the Teardrop.

**Treasure:** PCs who accept receive the *Teardrop of the Sad Lady*.

Read the following after the Sad Lady has made her offer, regardless of whether the offer was accepted or rejected.

***"There is something that I must ask," Calisse says. "You will think me impertinent, but I must know." The Sad Lady says nothing. Another wave crashes against the rocks.***

***"Why? Why does the land need the Brenin to die? What sort of god are you that would make such a demand?"***

***The words spill out of Calisse in a rush. "When you take the Brenin away, it leaves a gaping***



**hole. The Gyri are adrift. Do you know how close they are to vanishing?"**

**Calisse clasps her hands and pleads, "Cannot you take something other than life for your sacrifice? Why must my son be fatherless? Why must his people have no Brenin? Why did you take Owen away from me? Make me understand why."**

**The Sad Lady by the Sea smiles wistfully. "On the Stone Table, an irrevocable choice is made, and a sacrifice is given freely. This choice and sacrifice creates a powerful bond between my children and nature. It is through this bond that the Eternal Circle continues. Death for life and life for death. The Balance must be kept."**

**"I cannot teach you these things in a day, but Kindler, the first bard, composed a song. Perhaps you can find wisdom in it."**

**"Windswept hill; rushing stream  
Bones and blood of creation.  
Gentle breeze; sunlit gleam  
Life bursts forth in elation."**

**"Heart rests deep in waters blue  
Body's home is earthen hue  
Spirit dancing in sunlight  
On breath of air takes flight."**

**"Bound together, four in one  
Oerth's manifestation.  
Life alone, bright as the sun  
Turns the wheel of creation."**

**Treasure:** This song is a reflection of the Primal Song. PCs who hear it qualify for the prestige class, Seeker of the Song, from Complete Arcane.

**The Sad Lady looks to you. "I would speak with the one who seeks the Radiance alone. There are some things only she should hear."**

Once the PCs have left, the two talk alone for some time. It is not possible for the PCs to eavesdrop, and all efforts to do so fail. After a time, read the following.

**Calisse and the Sad Lady talk together for some time. You cannot hear what is said, but you see the barefoot woman lean down and kiss Calisse on the forehead.**

**A mighty wave crashes into the rocks and sends spray flying into the air. The spray splatters down around you, more like sleet than ocean water. It is getting cold very**

**quickly. You have returned to the Biting Mountain. Calisse once again hangs from the tree. She looks tired from exposure and the ravings.**

Two hours pass during this raving, if you need to keep track for exposure to the cold.

### **The Sacrifice Come Freely**

In this raving, the PCs and Calisse return to the table one last time. There, Calisse must make a very difficult decision.

**The sky becomes a uniform gray, and the snow and sleet stop. You find yourself back on a familiar hill with a stone table at the crest. The land around you is heartbreaking. The trees are withered remnants of their former glory. The grass is brown and dying. You hear no sounds of animals or calls of birds. The smell of distant rotting flesh hangs in the stagnant air.**

**There is no drumbeat and no chanting, just a hollow emptiness. Only one druid remains -- Gwenllian. The stone table before her is empty. Calisse stands with you.**

In this raving, Owen did not come to the sacrifice. Calisse was successful in convincing him not to give himself up as the sacrifice. The ceremony that the PCs witnessed in the first raving never happened. The land sickened and died without the Greenman, and the druids cannot stop the Sakhut.

**"Owen chose another path," Gwenllian says in answer to your unspoken questions. "He led his armies against the giants and was slain. The Greenman was not renewed. His seed is lost. Without the Greenman, the druids do not have the strength to resist the Sakhut and the giants."**

The rest of this exchange is in question and answer format for your convenience. Gwenllian steers the conversation until the PCs (and Calisse) realize that the seed is the crystal that holds Owen's soul.

Q. What must be done?

**"We must find a new seed for the Greenman."**

Q. What happened to the old seed?

**"The Greenman's seed was tied to Owen. When he died, it died with him. We must find a new seed."**

Q. Does a new seed exist?

***"Not as it was before. We will have to find something that will serve as the seed."***

Q. Where can we find a seed?

***"We are all that is left. The giants have taken everything else. We will find it here or not at all."***

Q. What could be used as a seed?

***"The seed will be the vessel for a new Greenman. It must be tied to the land."***

Eventually, the PCs and Calisse should realize that it is Calisse's necklace. When this idea is mentioned, Calisse responds.

***Calisse holds the crystal hanging about her neck firmly to his chest. "This has the last of Owen's soul in it. You know as well as I that this is what you intend to be the seed. If you use it as the seed, what will happen to him?"***

***"It will consume what is left," Gwenllian says sadly. "His fey half will be lost in Faerie."***

***"You take and you take and you take, Gwenllian. I give and still you want more."***

***"Do you think you are the only one who hurts? He is my brother. You are not the only one who is losing something. On the path to salvation everyone bleeds."***

***Calisse flinches from the words.***

Calisse thinks about the prospect of what is being asked of her. She asks the PCs for their recommendations.

If the PCs counsel against making the final sacrifice, Calisse is not willing to take the final step.

***"No, Gwenllian. I draw the line here. You sent me on a quest to find my husband and that is what I intend to do. I love Owen and I will not abandon my final hope of returning him to me."***

***Gwenllian raises an eyebrow. "If that is your decision. To lay on the table, you must be the Sacrifice Come Freely. I cannot compel you."***

***"That is my decision," Calisse says. As she does so, the jewel begins to glow. The illumination grows until it seems to be a miniature sun and the world is consumed in a burst of bright light.***

Calisse has refused to become the Sacrifice Come Freely. This will have an important role to play in GEO5-08 Sorrow as Deep as Night.

If the PC urge her to make the final sacrifice, read the following.

***She holds up the crystal and looks deep inside of it. She takes a breath and makes her decision. "I need him, but the Land needs him more." She hands Gwenllian the necklace. She seems on the verge of tears. "Do what you need quickly, before I change my mind."***

***"But the seed is only half of what I need," Gwenllian says.***

***"What more could you want?"***

***"Are you the Radiance?"***

***Calisse gasps as realization dawns on her. "I have hung from the Summer Tree, I have met the Sad Lady, and I love my husband. If this is his end, then let it be mine as well."***

Gwenllian directs the PCs to tie Calisse to the Stone Table. It takes a DC 10 Use Rope check to do so. She also gives the PCs the necklace and tells them to place it at the foot of the table.

She also tells the PCs that one of them must play the drum (Perform Check DC 10) that is nearby. They can take 10 on this roll. Assuming the PCs do so, continue.

***Gwenllian draws her knife and stands over Calisse. "Calisse merch Kimbertos. You are the sacrifice come freely whose blood will renew the land. You lie before us willingly so that the land may live. Your death is the ransom for a new spring."***

***"Makers of All, accept this sacrifice so that the seed of the Greenman may sprout anew. We do this at your command."***

***"Let it be so," Calisse says. Gwenllian brings the knife down, and the world is consumed in a burst of bright light.***

Calisse has now become the Sacrifice Come Freely. This will have an important role to play in GEO5-08 Sorrow as Deep as Night.

Whether or not Calisse lays herself on the table, the ravings are complete. Two hours pass during this raving, if you need to keep track for exposure to the cold. The fourth and final six-hour increment has passed, and altitude sickness is taking its toll. The PCs must succeed on a Fortitude save (DC 18) or take 1 point of damage to all ability scores.

Go to **Encounter Six**.

## **Encounter Six: Truly, She Is the Radiance**

***A tremendous crack of lightning lances across the sky and strikes the Summer Tree. You are all blinded for a moment, as the tree explodes into flames. Every branch burns brightly as the flames lick up toward the sky.***

***Spots swim before your eyes, but Calisse is still tied to the trunk. The ropes aren't giving. She is writhing in pain as the flames eat at her. She appears to be unconscious.***

The PCs must take steps to keep Calisse alive or she will burn to death on the tree. She takes 1d4 points of fire damage every round that she is on the tree. The PCs can prevent this with protection spells, or they can heal her enough to restore her hit points. Potions and scrolls work too.

If the PCs are without magical aid, then they can try to beat out the flames that are burning her or they can pour water on her. Any reasonable effort by the PCs is successful in preventing damage.

It is very obvious to the PCs that Calisse is in serious pain and is burning to death. If the PCs dither about what to do, Llelo hops up and tells them that Calisse is dying and needs their help. He encourages them to do something – anything!

It takes the efforts of all the PCs to get Calisse down from the tree. Approaching the tree and undoing the ropes burns the PCs (APL 2: 1d4 fire; APL 4: 2d4 fire; APL 6: 3d4 fire; APL 8: 4d4 fire; APL 10: 5d4 fire). The PCs take half damage with a successful Reflex Save (DC 10+APL). This damage is from the fire so it can be prevented with spells.

When the PCs take Calisse down from the tree, read the following.

***Rose light crackles and sizzles down Calisse. When you touch her, the light jumps to you and plays across your skin. It does not burn but you can feel the energy coursing through you.***

***Calisse gradually comes to. When she opens her eyes, they glow brightly with rose light, which obscures her pupils.***

**Treasure:** PCs that help Calisse down receive the reward *Touched by the Radiance*.

Calisse is a bit disoriented when she first comes down from the tree. She is mumbling to herself. PCs can make a Listen check (DC 10+APL) to hear what she is saying.

***“Love and blood . . . blood and love. One can shine as brightly as the other.”***

After the PCs have managed to get the fire under control or have taken her down from the tree, Queen Tamlyn makes her appearance.

***The storm passes quickly. The wind immediately lessens and the freezing cold of the exposed mountain is not quite as bitter as before.***

***In the distance, you see something approaching through the air. As it draws nearer, you see that it is a sleigh being pulled by enormous swans. Riding in the sleigh is a regal and beautiful woman. Her skin is as white as polished marble, and her hair is a bluish silver. She wears a tall, slender crown on her head that sparkles with jewels.***

The approaching faerie is Tamlyn, the Seelie Queen of Bright Winter. She is Tor's wife, as every Seelie ruler has an Unseelie mate. It is part of the balance of Faerie.

If the PCs have already taken Calisse down off the tree, read the following.

***The sleigh touches down on the ledge with a flutter of swan wings. The faerie queen looks at you all and then says. “I see that I am just in time.”***

If the PCs have not already taken Calisse down off the tree, read the following.

***The sleigh touches down on the ledge with a flutter of swan wings. The faerie queen looks at you all and then commands. “Bring her down from there. She is going to die.”***

Either way, continue below.

***King Tor steps out of the mountain. There is no doorway. He just emerges straight from the rock. Tor seems disappointed to see Calisse alive. He seems more disappointed to see the faerie queen.***

***“What a displeasure it is to see you, meddling Tamlyn,” Tor says. “Now, go away. You're not wanted here.”***

***“And it galls me to stand in your presence, heartless Tor. You cannot send me away. The***

**mortal has passed the challenge of the Summer Tree."**

**"Bah! These other mortals helped her."**

**Queen Tamlyn turns to you. "Did my dear husband Tor mention that you should not assist this mortal?"**

The answer to this question is no. When the PCs say that, continue below.

**"There, you see," Queen Tamlyn says. "You did not make a rule that they could not. The mortal has met your challenge. Look upon her. Truly, she is the Radiance."**

**King Tor's face makes his displeasure clear.**

**"I will send the children to visit," Tamlyn says casually.**

**King Tor's eyes narrow. "You wouldn't! They scream and shout and break things."**

**"It has been forever since they've come to see their father. I think they should stay a long, long time."**

**"Fine! She's the Radiance. Just don't send those little monsters."**

**Queen Tamlyn smiles sweetly. "Of course, dear Tor."**

**King Tor looks to one of you. "Cut me a branch from the tree. A thin one, mind you, about a foot long."**

The PCs can easily find a branch of the right size and thickness. If the PCs check up on Calisse at this time, they notice that she is starting to come out of her ravings and recovering enough to hear and see.

If the PCs ask Queen Tamlyn if they should do as Tor commands, she says that they should.

**King Tor takes the branch and bends the wood of the Summer Tree into the shape of a torc. He then hands it Queen Tamlyn.**

**The queen etches words into the side of the torc with her sharp fingernails. She then blows on it with her icy breath and holds it out to Calisse. "For you, Your Radiance."**

**Calisse slowly stands up and takes the torc. Her eyes have returned to normal, and she no longer crackles with rose-colored energy. "As I am the Radiance, you will answer my question," she says to Tor.**

**"Yes, I will," he begrudgingly says.**

**"Where is my husband? Where is Owen?"**

**"He fell into the deepest part of Faerie – the Pits of Sharpest Frost. Go down, down, down. As far as you can go. There, where the darkness is its thickest, you will find your lost Owen."**

Go to **Conclusion C**.

## Conclusion

### Conclusion A

The PCs have refused to help Calisse on the Dreamtreader. Calisse sends them back to the Flanaess.

**With a look of sadness, Calisse cuts the air with the delicate knife. A hole opens in the air and sucks you through it. In moments, you are back where you were standing in the Flanaess next to the reflective surface. But the surface is as it should be. There is no image of a flying ship or a princess.**

**Treasure:** The PCs receive the reward *Refused the Calling*. They can no longer play in the Song of Three Summonings with this character.

### Conclusion B

Calisse dies on the Summer Tree. With her death, the magic holding the PCs to Faerie unravels, and they return to the Flanaess.

**Calisse dies on the Summer Tree. Her body hangs limply by the ropes. A large raven alights on the branches.**

**"I knew she was weak," says King Tor. "She does not have the Radiance. He then looks at you. His beady bird eyes glint with amusement. "And you have no reason to be here. Get them my pets!"**

**Hundreds of birds come flying at you. They caw and squawk and hoot. Before the murderous flock can peck you to pieces, a hole opens in the air and sucks you through it. In moments, you are back where you were standing in the Flanaess next to the reflective surface. But the surface is as it should be and shows no flying ships, biting mountains, or dead princesses.**

The PCs do not get any rewards, but they escape with their lives.

## **Conclusion C**

Calisse has survived her time on the Summer Tree and has become the Radiance.

***Having answered Calisse's question, King Tor leaves the mountaintop, saying, "We're done here."***

***When he has gone, Queen Tamlyn says, "My husband is right. We are done here. Help the Radiance into my sleigh. I shall return you to your companion at the foot of the mountain."***

Queen Tamlyn's sleigh is large enough to fit everyone. Tamlyn does not take no for an answer. She points out that the other option is to stay on the mountain and freeze to death. Also, King Tor is angry at his loss here and may take vengeance on them as they climb down the mountain.

***Once you are all aboard, the birds pull the sleigh into the air. The sleigh is surprisingly warm and cozy. You descend the mountain, undoing in minutes what it took you hours to climb.***

Along the way, the PCs can ask Queen Tamlyn a few questions. If they ask her about her marriage to King Tor, she tells the PCs that all Faerie monarchs are married to a member of the opposite court. It keeps things in balance.

The PCs might also ask how she knew to come. She says that Élan informed her of what they were doing. If the PCs ask who Élan is, Tamlyn replies that he is a Seelie sidhe and the Earl of Tramontane. She confirms that he is the fox-like faerie that appeared in Encounter Two.

At the base of the mountain, the PCs find the unicorn Snowmantle waiting for them. He is very happy to see Calisse alive and more delighted to find that she is the Radiance.

Queen Tamlyn gives them a gift for helping embarrass her husband, saying:

***"You have annoyed Tor. This amuses me. Here, take this as your reward." She hands you a silk bag. Inside you find a collection of gemstones.***

**Treasure:** The gemstones are mostly sapphires and diamonds. There may also be ioun stones, depending on the APL.

APL 2: gemstones (50 gp each)

APL 4: gemstones (100 gp each)

APL 6: gemstones (150 gp each), ioun stone (clear spindle)

APL 8: gemstones (200 gp each), ioun stone (clear spindle), ioun stone (dusty rose prism)

APL 10: gemstones (250 gp each), ioun stone (clear spindle), ioun stone (dusty rose prism), ioun stone (dark blue rhomboid).

At this point Queen Tamlyn bids Calisse and the PCs farewell.

***"This is where my path parts from yours," Queen Tamlyn says. "Where you must go, I cannot. For it not my land."***

***Calisse looks to Snowmantle. "Do you know the way to the Pits of Sharpest Frost?" The unicorn nods its assent.***

***Tamlyn waves her wand over you and Calisse. "Fare you well, Radiance. May you find what you are looking for. We will meet again." The swans take flight and the sleigh rises into the air.***

***Calisse says to you, "And now I think it is time for you to return as well. Someday, I shall reward you as you richly deserve. Until then, I thank you for all you have done for me."***

**Treasure:** The PCs receive the Favor of Grand Duchess Calisse Skotti.

***Calisse cuts the air with the delicate knife. A hole opens in the air and sucks you through. In moments, you are back where you were standing in the Flanaess next to the reflective surface. But the surface is as it should be. There is no image of a princess, a unicorn, or a terrible icy mountain.***

## **The End**

## **Experience Point Summary**

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

### **Encounter One**

Preventing the Dreamtreader from Crashing

APL 2 – 120 xp.

APL 4 – 180 xp.

APL 6 – 240 xp.

APL 8 – 300 xp.

APL 10 – 360 xp.

### Encounter Five

Passing the Guards in Caer Dwr Gwyldy

APL 2 – 120 xp.

APL 4 – 180 xp.

APL 6 – 240 xp.

APL 8 – 300 xp.

APL 10 – 360 xp.

### Encounter Five

Escaping Vecna's Undead Horde

APL 2 – 150 xp.

APL 4 – 210 xp.

APL 6 – 270 xp.

APL 8 – 330 xp.

APL 10 – 390 xp.

### Encounter Five

Ensuring that Calisse Survives her Ravings

APL 2 – 90 xp.

APL 4 – 140 xp.

APL 6 – 180 xp.

APL 8 – 225 xp.

APL 10 – 270 xp.

### Total Possible Experience

APL 2 – 450 xp.

APL 4 – 675 xp.

APL 6 – 900 xp.

APL 8 – 1,125 xp.

APL 10 – 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 character's 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.

### Encounter One:

APL 2: L: 212 gp, C: 0 gp, M: *ring of feather falling* (220 gp each).

APL 4: L: 213 gp, hearthfire, C: 0 gp, M: *figurine of wondrous power - silver raven* (380 gp each), *ring of feather falling* (220 gp each).

APL 6: L: 218 gp, hearthfire gp, C: 0 gp, M: *figurine of wondrous power - silver raven* (380 gp each), *ring of feather falling* (220 gp each), *vest of resistance +2* (400 gp each).

APL 8: L: 223 gp, hearthfire gp, C: 0 gp, M: *Doss lute* (980 gp each), *figurine of wondrous power - silver raven* (380 gp each), *ring of feather falling* (220 gp each), *vest of resistance +2* (400 gp each).

APL 10: L: 298 gp, hearthfire gp, C: 0 gp, M: *Doss lute* (980 gp each), *figurine of wondrous power - silver raven* (380 gp each), *ring of feather falling* (220 gp each), *rod of wonder* (1200 gp each), *vest of resistance +2* (400 gp each).

### Encounter Two:

APL 2: L: 0 gp, C: 0 gp, M: *bag of faerie snowdust* (75 gp each).

APL 4: L: 0 gp, C: 0 gp, M: *bag of faerie snowdust* (75 gp each).

APL 6: L: 0 gp, C: 0 gp, M: *bag of faerie snowdust* (75 gp each).

APL 8: L: 0 gp, C: 0 gp, M: *bag of faerie snowdust* (75 gp each).

APL 10: L: 0 gp, C: 0 gp, M: *bag of faerie snowdust* (75 gp each).

### Encounter Five:

APL 2: L: 0 gp, C: 0 gp, M: *Quaal's feather token* (45 gp each).

APL 4: L: 0 gp, C: 0 gp, M: *Quaal's feather token* (45 gp each).

APL 6: L: 0 gp, C: 0 gp, M: *Quaal's feather token* (45 gp each).

APL 8: L: 0 gp, C: 0 gp, M: *Quaal's feather token* (45 gp each).

APL 10: L: 0 gp, C: 0 gp, M: *Quaal's feather token* (45 gp each).

### Conclusion:

APL 2: L: 0 gp, C: 50 gp, M: 0 gp.

APL 4: L: 0 gp, C: 100 gp, M: 0 gp.

APL 6: L: 0 gp, C: 150 gp, M: *ioun stone (clear spindle)* (400 gp each).

APL 8: L: 0 gp, C: 200 gp, M: *ioun stone (clear spindle)* (400 gp each), *ioun stone (dusty rose prism)* (500 gp each).

APL 10: L: 0 gp, C: 250 gp, M: *ioun stone (clear spindle)* (400 gp each), *ioun stone (dusty rose prism)* (500 gp each), *ioun stone (dark blue rhomboid)* (1,000 gp each).

### Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 212 gp, C: 50 gp, M: 340 gp – Total: 602 gp (450 gp).

APL 4: L: 213 gp, C: 100 gp, M: 720 gp – Total: 1,033 gp (650 gp).

APL 6: L: 218 gp, C: 150 gp, M: 1,520 gp – Total: 1,888 gp (900 gp).

APL 8: L: 223 gp, C: 200 gp, M: 3,000 gp – Total: 3,423 gp (1,300 gp).

APL 10: L: 298 gp, C: 250 gp, M: 5,200 gp – Total: 5,748 gp (2,300 gp).

## Items for the Adventure Record

### Special

**Bag of Faerie Snowdust:** This special dust is light and fluffy but cold to the touch. A pinch of the dust sprinkled on fire or thrown at a creature or object acts as a *quench* spell as cast by a 5th level caster. The dust has a range of 5 ft. and requires a ranged touch attack to strike a creature or object if the object is being wielded or carried. There are 3 pinches in the bag.

Faint transmutation; CL 5th; Prerequisites: can't be crafted; Market Price: 750 gp; Weight: 1 lb.

**Favor of Grand Duchess Calisse Skotti:** You have assisted Grand Duchess Calisse on her quest in Faerie. Though she cannot reward you at present, she remembers your efforts on her behalf. (Favor Level B).

**Flowing Time of Faerie:** You have been caught by the flowing time of Faerie. Upon your return to the Flanaess, you realize that you have spent \_\_\_\_ extra TUs in Faerie (this number can be negative).

**Fragment of the Primal Song:** You have heard a fragment of the primal song as composed by Kindler, the first bard. You may take levels in the Seeker of the Song prestige class from Complete Arcane.

**Quaal's Feather Token (Horse):** This token takes the form of a trained light warhorse. The horse appears with saddle, bit, bridle, and all other tackle. It acts in all ways as a normal warhorse. The horse lasts for one hour.

Moderate conjuration; CL 12th; Prerequisites: Craft Wondrous Item, major creation; Market Price: 450 gp; Weight: 1 lb.

**Refused the Calling:** You have declined to assist Calisse when she needed your aid. She will not call upon you again. This character may not play any adventures that are part of the Song of Three Summonings.

**Spellbook of the Dreamtreader:** You have received a spellbook from Captain Haze, which contains the following spells: *bands of steel*, *duelward*, *greater mage armor*, *low-light vision*, *phantasmal assailants*, *servant horde*, *swim*.

**Teardrop of the Sad Lady:** You offered to assist the Sad Lady to carry the weight of the world. In return, she gave you one of her tears that has crystallized into Oerthsblood. When worn as a diadem on the forehead (occupying the headband slot), this teardrop acts as a divine focus of Beory and grants the bearer +1 divine caster level. In addition, you gain the ability of Fast Healing 1. Use of this item requires your conversion to the Old Faith religion (worship of Beory directly or Beory as part of the Old Faith), as this item only works for devout followers of Beory, the Oerthmother. Clerics who accept the Teardrop receive an *atonement* spell from the Sad Lady to complete the conversion (as per the Living Greyhawk Deities Document). As a devout worshipper, you cannot wear any form of footwear to symbolically show your connection to her (this prevents the use of magical footwear). If you should ever stop worshipping Beory, the Teardrop melts away (this item can never be sold).

Strong conjuration; CL 12th; Prerequisites: Cannot be crafted; Market Price: 32,000 gp; Weight: 1 lb.

**Touched by the Radiance:** You have assisted Grand Duchess Calisse and have been touched by the Radiance. It still pulses within you and will protect you if you need. One time only, you may call upon the Radiance to give you a +10 circumstantial bonus to one saving throw. You must declare you are using the Radiance before the roll is made. Mark this reward as void when used.

## Item Access

APL 2:

- *Bag of Faerie Snowdust* (Adventure, Special)

- *Quaal's Feather Token* (horse) (Adventure, Special)
- *Ring of Feather Falling* (Adventure, DMG)
- *Spellbook from the Dreamtreader* (Adventure, Special)
- *Teardrop of the Sad Lady* (Regional, Special)

APL 4 (all items from APL 4 plus):

- *Hearthfire* (Adventure, Races of Stone)
- *Figurine of Wondrous Power*, silver raven (Adventure, DMG)
- *Leap Alchemical Capsule* (Adventure, Complete Adventurer)

APL 6 (all items from APL 2, 4 plus):

- *Catstink* (Adventure, Complete Adventurer)
- *Ioun Stone* (clear spindle) (Adventure, DMG)
- *Vest of Resistance +2* (Adventure, DMG)

APL 8 (all items from APL 2, 4, 6 plus):

- *Doss Lute* (Adventure, Complete Adventurer)
- *Ioun Stone* (dusty rose prism) (Adventure, DMG)
- *Suregrip* (Adventure, Complete Adventurer)

APL 10 (all items from APL 2, 4, 6, 8 plus):

- *Quickblade Rapier* (Adventure, Complete Adventurer)
- *Ioun Stone* (dark blue rhomboid) (Adventure, DMG)
- *Rod of Wonder* (Adventure, DMG)



## Appendix One – APL 2-10

### Encounter Five

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#### The Royal Palace at Niole Dra

**Palace Guard:** male or female human War5; CR 4; Medium humanoid; HD 5d8+5 plus 3; hp 34; Init +0; Spd 20 ft.; AC 14, touch 9, flat-footed 14 (-1 Dex, +5 armor); Base Atk +5; Grp +7; Atk or Full Atk +9 melee (1d10+3/x3, +1 halberd); Space/Reach 5 ft./5 ft. (10 ft. with masterwork halberd); SA –; SQ –; AL LN; SV Fort +5; Ref +0; Will +1; Str 14, Dex 9, Con 12, Int 10, Wis 11, Cha 8.

*Skills and Feats:* Climb +5, Handle Animal +1, Intimidate +5, Jump +3, Listen +2, Ride +3, Spot +2, Swim -5; Power Attack, Toughness, Weapon Focus (halberd).

*Possessions:* masterwork breastplate, +1 halberd, tanglefoot bags (2), thunderstones (2).

#### Caer Dwr Gwyldy

**Rhian, Caer Guard:** female human War3; CR 2; Medium humanoid; HD 3d8+3 plus 3; hp 23; Init +0; Spd 20 ft.; AC 14, touch 9, flat-footed 14 (-1 Dex, +5 armor); Base Atk +3; Grp +4; Atk or Full Atk +6 melee (1d10+1/x3, masterwork halberd); Space/Reach 5 ft./5 ft. (10 ft. with masterwork halberd); SA –; SQ –; AL LN; SV Fort +4; Ref +0; Will +1; Str 13, Dex 9, Con 12, Int 10, Wis 11, Cha 8.

*Skills and Feats:* Climb -1, Handle Animal +1, Intimidate +2, Jump -1, Listen +1, Ride +2, Spot +1, Swim -5; Power Attack, Toughness, Weapon Focus (halberd).

*Possessions:* breastplate, masterwork halberd, tanglefoot bags (2), thunderstones (2).

**Rhian, Caer Guard:** female human War5; CR 4; Medium humanoid; HD 5d8+5 plus 3; hp 34; Init +0; Spd 20 ft.; AC 14, touch 9, flat-footed 14 (-1 Dex, +5 armor); Base Atk +5; Grp +7; Atk or Full Atk +9 melee (1d10+3/x3, +1 halberd); Space/Reach 5 ft./5 ft. (10 ft. with masterwork halberd); SA –; SQ –; AL LN; SV Fort +5; Ref +0; Will +1; Str 14, Dex 9, Con 12, Int 10, Wis 11, Cha 8.

*Skills and Feats:* Climb +5, Handle Animal +1, Intimidate +5, Jump +3, Listen +2, Ride +3, Spot +2, Swim -5; Power Attack, Toughness, Weapon Focus (halberd).

*Possessions:* masterwork breastplate, +1 halberd, tanglefoot bags (2), thunderstones (2).

**Rhian, Caer Guard:** female human Ftr8; CR 8; Medium humanoid; HD 8d10+16 plus 3; hp 65; Init +0; Spd 20 ft.; AC 20, touch 11, flat-footed 20 (+9 armor, +1 deflection); Base Atk +8; Grp +12; Atk +15 melee (1d10+9/19-20 x3, +1 halberd) or +9 ranged (1d8+3/19-20, masterwork composite longbow); Full Atk +15/+10 melee (1d10+9/19-20 x3, +1 halberd) or +9/+4 ranged (1d8+3/19-20, masterwork composite longbow); Space/Reach 5 ft./5 ft. (10 ft. with masterwork halberd); SA –; SQ –; AL LN; SV Fort +8; Ref +2; Will +5; Str 16 (18), Dex 10, Con 14, Int 12, Wis 14, Cha 8.

*Skills and Feats:* Climb +4, Handle Animal +2, Intimidate +10, Jump +5, Listen +4, Ride +9, Spot +4; Cleave, Greater Weapon Focus (halberd), Improved Critical, Improved Trip, Iron Will, Power Attack, Toughness, Weapon Focus (halberd), Weapon Specialization (halberd).

*Possessions:* +1 full plate, +1 halberd, ring of protection +1, dust of appearance, gauntlets of ogre power, masterwork composite longbow (str +3), tanglefoot bags (2), thunderstones (2)

## Appendix Two: NPCs

**Calisse Skotti:** female human Wiz5(diviner)/Ari2; CR 7; Medium humanoid; HD 5d4+5 plus 2d8+2; hp 35; Init +5; Spd 30 ft.; AC 15 (+1 Dex, +4 *mage armor*), touch 15, flat-footed 14; Base Atk +3; Grp +2; Atk +2 melee (1d4-1/19-20/x2, dagger); Full Atk +2 melee (1d4-1/19-20/x2, dagger); SA -; SQ: diviner specialist (opposition school: necromancy); AL LG; SV Fort +6, Ref +8, Will +14; Str 8, Dex 12, Con 10 (12), Int 16, Wis 13, Cha 15 (19).

**Skills and Feats:** Bluff +9, Concentration +11, Diplomacy +16, Forgery +5, Gather Information +9, Knowledge (arcana) +5, Knowledge (geography) +5, Knowledge (history) +5, Knowledge (local) +5, Knowledge (nature) +5, Knowledge (nobility & royalty) +8, Perform (wind instruments) +5, Perform (singing) +5, Ride +10, Sense Motive +9, Spellcraft +12; Extend Spell, Improved Familiar, Improved Initiative, Iron Will, Lightning Reflexes, Scribe Scroll.

**Wizard Spells Prepared** (5/5/4/3, base DC 13+spell level): 0 level – *detect poison\**, *light*, *mage hand*, *mending*, *message*; 1st level – *color spray*, *endure elements*, *mage armor*, *shield*, *true strike\**; 2nd level – *fog cloud*, *glitterdust*, *mirror image*, *see invisibility\**; 3rd level – *arcane sight\**, *deep slumber*, *dispel magic*.

\* divination bonus spells

**Spellbook:** 0 – *acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st – *alarm*, *charm person*, *comprehend languages*, *detect secret doors*, *disguise self*, *endure elements*, *expeditious retreat*, *feather fall*, *identify*, *mage armor*, *mount*, *obscuring mist*, *protection from chaos*, *protection from evil*, *shield*, *silent image*, *sleep*, *true strike*, *unseen servant*; 2nd – *blur*, *continual flame*, *detect thoughts*, *fog cloud*, *glitterdust*, *eagle's splendor*, *fox's cunning*, *invisibility*, *knock*, *locate object*, *minor image*, *mirror image*, *protection from arrows*, *resist energy*, *see invisibility*, *scorching ray*, *web*. 3rd – *arcane sight*, *clairaudience/clairvoyance*, *deep slumber*, *dispel magic*, *displacement*, *lightning bolt*, *tongues*, *water breathing*, *wind wall*.

**Languages:** Common, Ancient Suel, Elven, Flan, Keoish, Old Oeridian, Sylvan.

**Possessions:** *amulet of health* +2, *bag of holding* (type I), *circlet of persuasion*, *cloak of charisma* +4, *feather token* (bird), *meta-magic*

*rod of lesser silence*, *ring of freedom of movement*, *pearl of power* (1st) (x2), *pearl of power* (2nd), *potion of remove blindness*, *ring of evasion*, *scroll of fly*, *scroll of invisibility*, *slippers of spider climbing*, *vest of resistance* +4, *wand of fireball* (5th level), *wand of magic missile* (9th level).

**Tactics:** Calisse first protects herself. She casts *mage armor* ahead of time, if possible, and follows it up with *shield* on the first round of combat. If she is threatened, she casts *mirror image*. If she is relatively safe, she uses her offensive spells. She prefers to cast *true strike* before using her *scorching ray*. She makes liberal use of her *wand of magic missiles*. Calisse will back far away from any obvious threat.

**Llelo:** male awakened weasel; CR 1/4; tiny magical beast; HD 3d8; hp 18; Init +2; Spd 20 ft., climb 20 ft.; AC 14 (+2 size, +2 Dex), touch 14, flat-footed 12; Base Atk +0; Grp -12; Atk +4 melee (1d3-4/20, bite); Full Atk +4 melee (1d3-3/20, bite); SA Attach; SQ Low-light vision, scent; AL N; SV Fort +2, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 12, Wis 12, Cha 8.

**Skills and Feats:** Balance +10, Climb +10, Hide +11, Move Silently +8, Spot +3; Weapon Finesse (bite).

## Appendix Three: The Plane of Faerie

Faerie has the following traits as defined by the *Manual of the Planes*, p. 210-211.

**Light Gravity:** The gravity of this plane is less intense than on the Material Plane. Characters suffer -2 circumstance penalty on attack rolls, and Balance, Ride, Swim, and Tumble checks. All items weigh half as much. Weapon ranges double, and characters gain a +2 circumstance bonus on Climb and Jump checks. Falling characters take 1d4 points of damage for each 10 feet of the fall, to a maximum of 20d4 points of damage.

**Infinite Size:** At the very least, the Plane of Faerie is as large as the Material Plane.

**Alterable Morphic:** Objects remain where they are unless affected by physical force or magic.

**No Elemental or Energy Traits:** Sections of the plane may have minor positive-dominant or minor negative dominant trait, but Faerie as a whole does not. The inside of Tor's Winter Palace in the Biting Mountain has a very minor negative-dominant trait. PCs inside the Winter Palace take one point of negative energy damage every ten minutes they are inside the Winter Palace. (**NOTE:** This is a change from the *Manual of the Planes* version of the Plane of Faerie.)

**Mildly Neutral-Aligned:** A mildly neutral-aligned plane does not apply a circumstance penalty to anyone.

**Enhanced Magic:** The Plane of Faerie is highly magical and the Unseelie realm of the Biting Mountain is unwelcoming to travelers and hostile to fire. As a consequence, all fire and fire magic is impeded in this faerie realm. A normal fire produces half as much heat as it normally would, but just as much light (it is a realm of Bright Winter). Fire magic burns much weaker. The area of effect of a fire spell is half of what it normally is, and the damage is reduced by one die type. Thus a fireball does 1d4 points of damage per level rather than 1d6. (**NOTE:** This is a change from the *Manual of the Planes* version of the Plane of Faerie.)

In addition, detect magic is not terribly effective in Faerie, as everything radiates as magic. Casters of this spell must make a Fortitude Save

(DC 16) or be dazed and lose concentration on the spell. Even if the save is made, no information is gained other than everything is magical.

**Flowing Time:** For every day spent on this portion of the Plane of Faerie, a week passes on the Material Plane.

The Plane of Faerie is coexistent with the Material Plane and can be reached without passing through the Astral Plane. It is a separate plane from the Transitive, Inner, and Outer Planes.

Portals to the Plane of Faerie only appear at certain times, such as during a new moon, at equinoxes, or once every ninety days. Such portals often exist within standing stones or pools on the Material Plane.

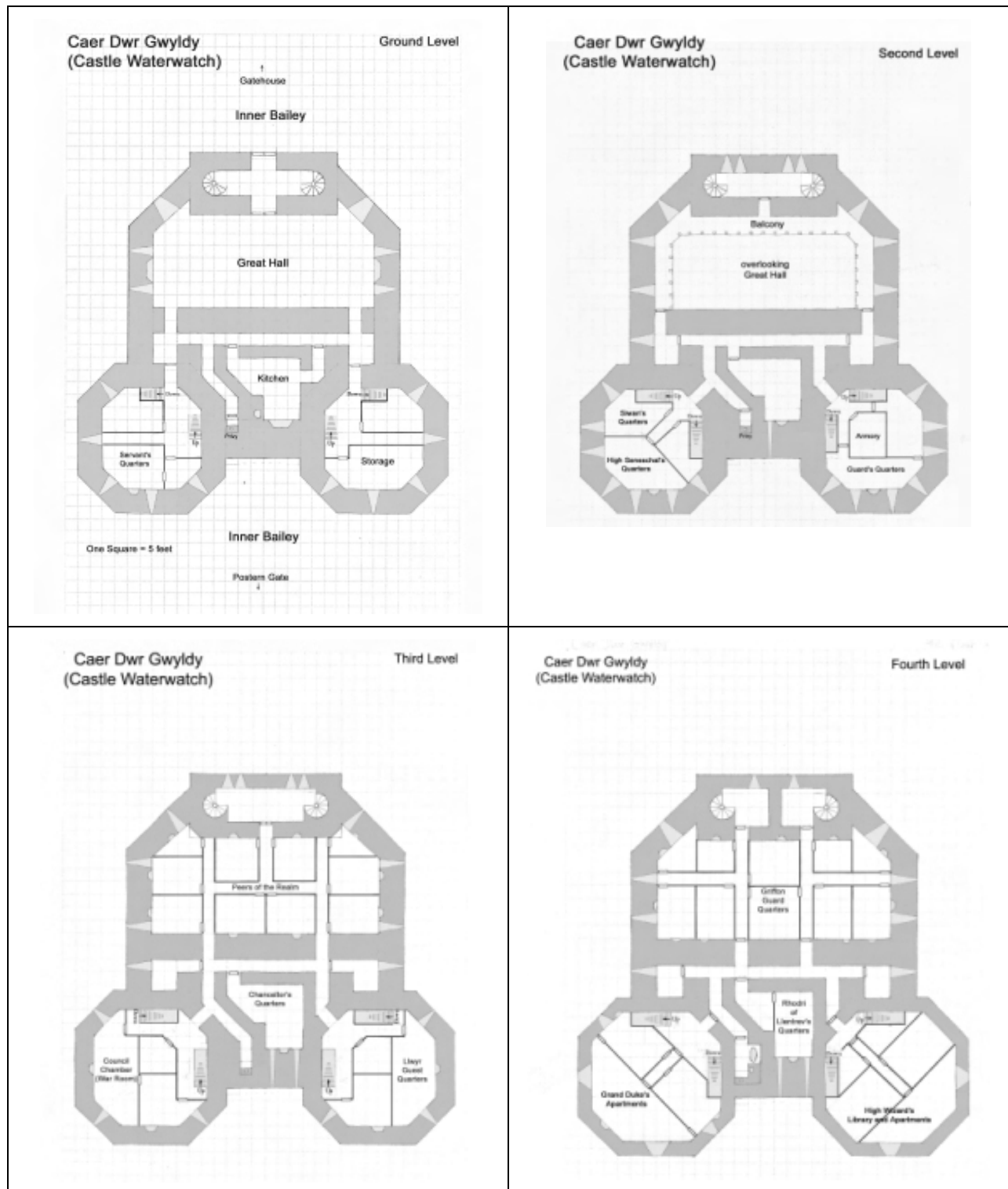
Because the Plane of Faerie does not connect to the Astral Plane, the Ethereal Plane, or the Plane of Shadow, spells that use those planes do not function on the Plane of Faerie. These spells include, but are not limited to: *astral projection*, *blink*, *dimensional anchor*, *dimension door*, *ethereal jaunt*, *etherealness*, *greater shadow conjuration*, *greater shadow evocation*, *Leomund's secret chest*, *shades*, *shadow conjuration*, *shadow evocation*, *shadow walk*, *summon monster (i-ix)*, *summon nature's ally (i-ix)*, *summon swarm*, *teleport*, *teleportation circle*, *teleport without error*, and *vanish*.

## Judge Aid #1: Tracking the Fall of the Dreamtreader

Note the actions of each PC for each round.

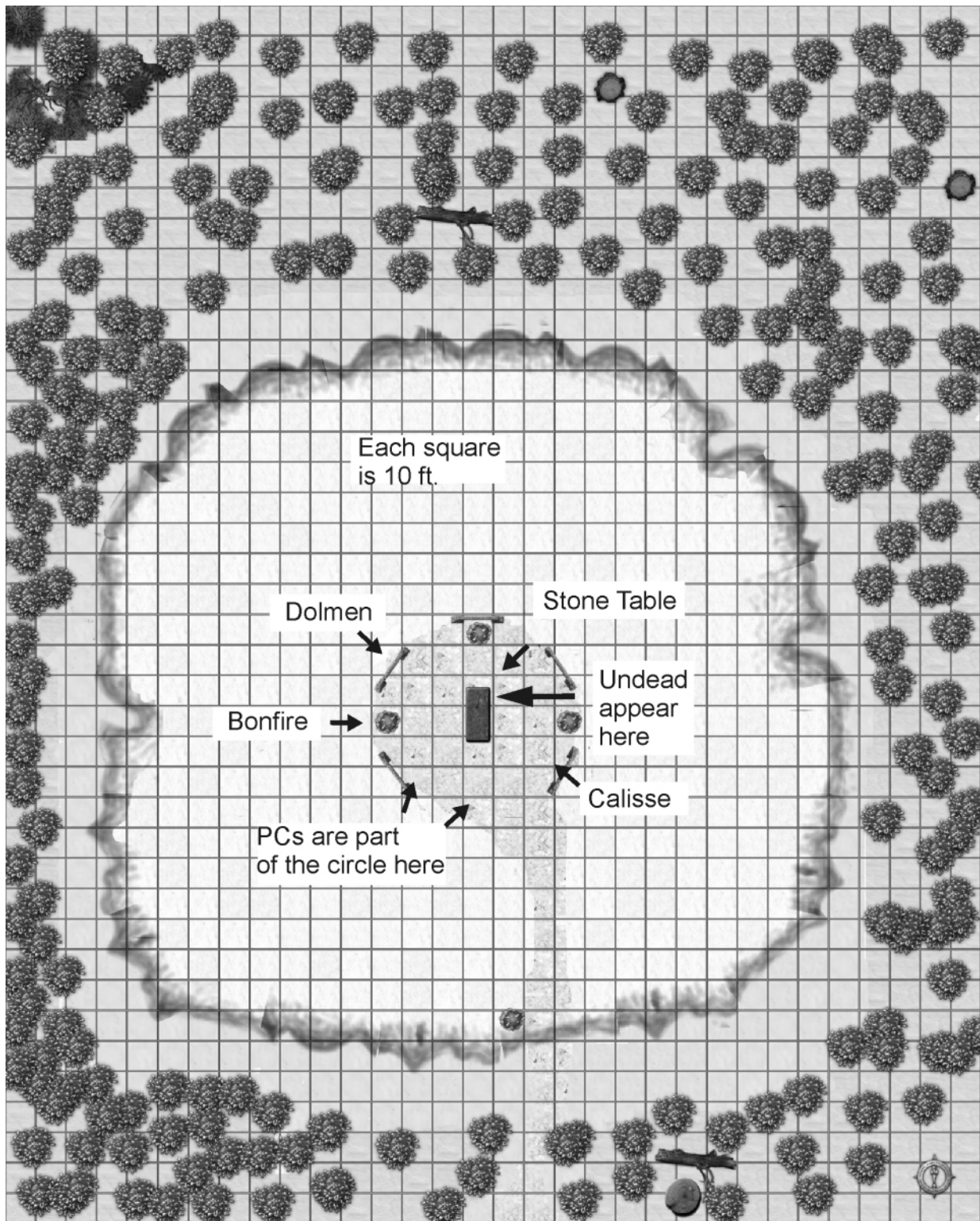
	PC #1	PC #2	PC #3	PC #4	PC #5	PC #6
Round 1						
Round 2						
Round 3						
Round 4						
Round 5						
Round 6						
Round 7						
Round 8						
Round 9						
Round 10						
Round 11						
Round 12						
Round 13						
Round 14						
Round 15						
Round 16						
Round 17						
Round 18						
Round 19						
Round 20						
Round 21						
Round 22						
Round 23						
Round 24						
Round 25						

## Judge Aid #2: Map of Caer Dwr Gwyldy



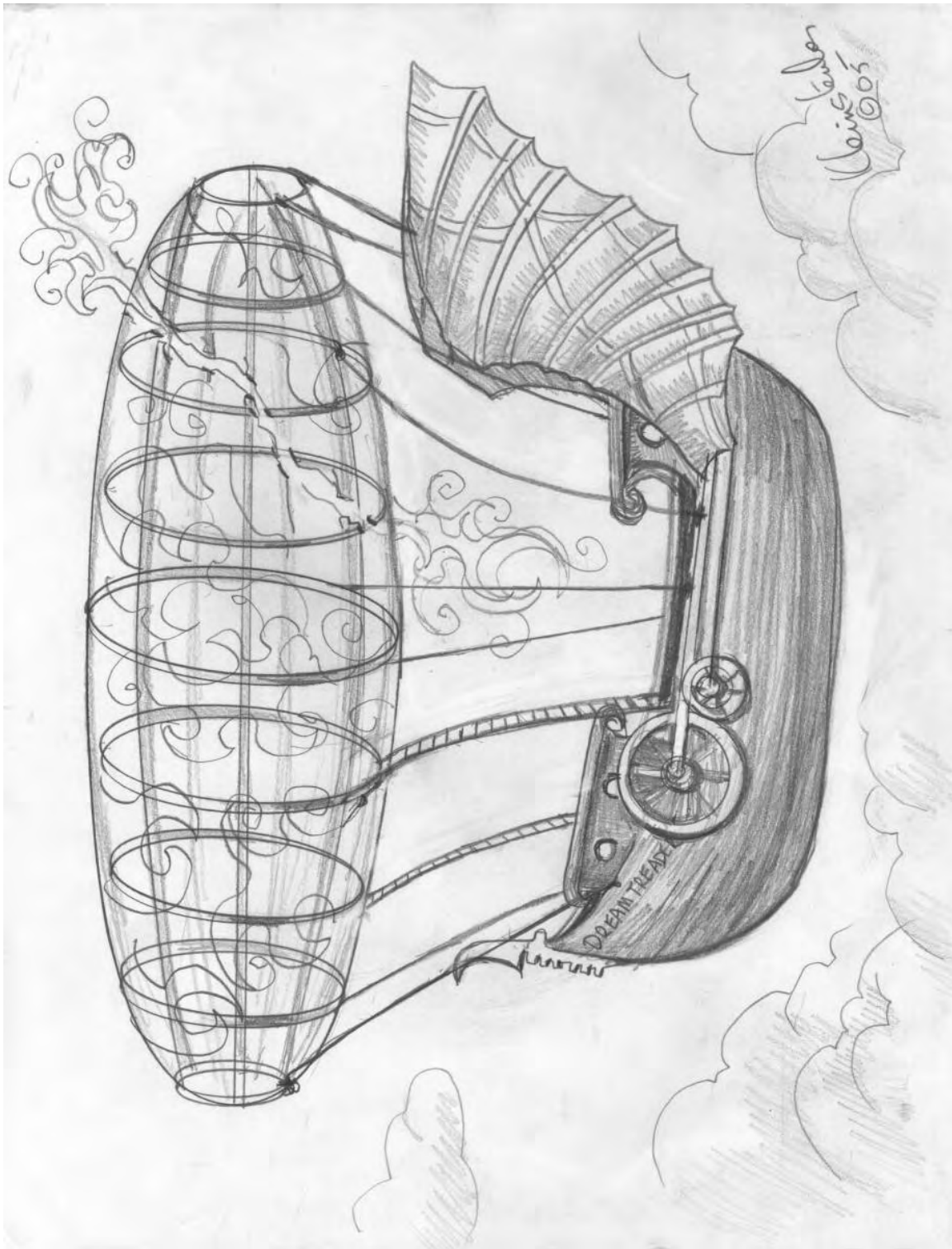
Map by Jose Ortiz

### Judge Aid #3: The Stone Table of the Fallen Brenin



Map by Byron Roberts

## Player Handout #1



"The Dreamtreader" by Rob Kleinsteuber



## Player Handout #2



"Captain Nimbus Haze" by Michelle Schad



### Player Handout #3

## Dreamy Time Tea

With a mortar and pestle, ye combine the following:

Two pinches of chamomile – fresh

A pinch of valerian – do not confuse with malaria

A whiff of peppered mint

A bit of cloud

A tad of kava root – crushed into a paste

A smidgen of tear maker – diced

A dash of rock – ground into powder by time

One light-weight tickler

Two mites of fela – crumbled and moped over

Add sugarplums to taste.

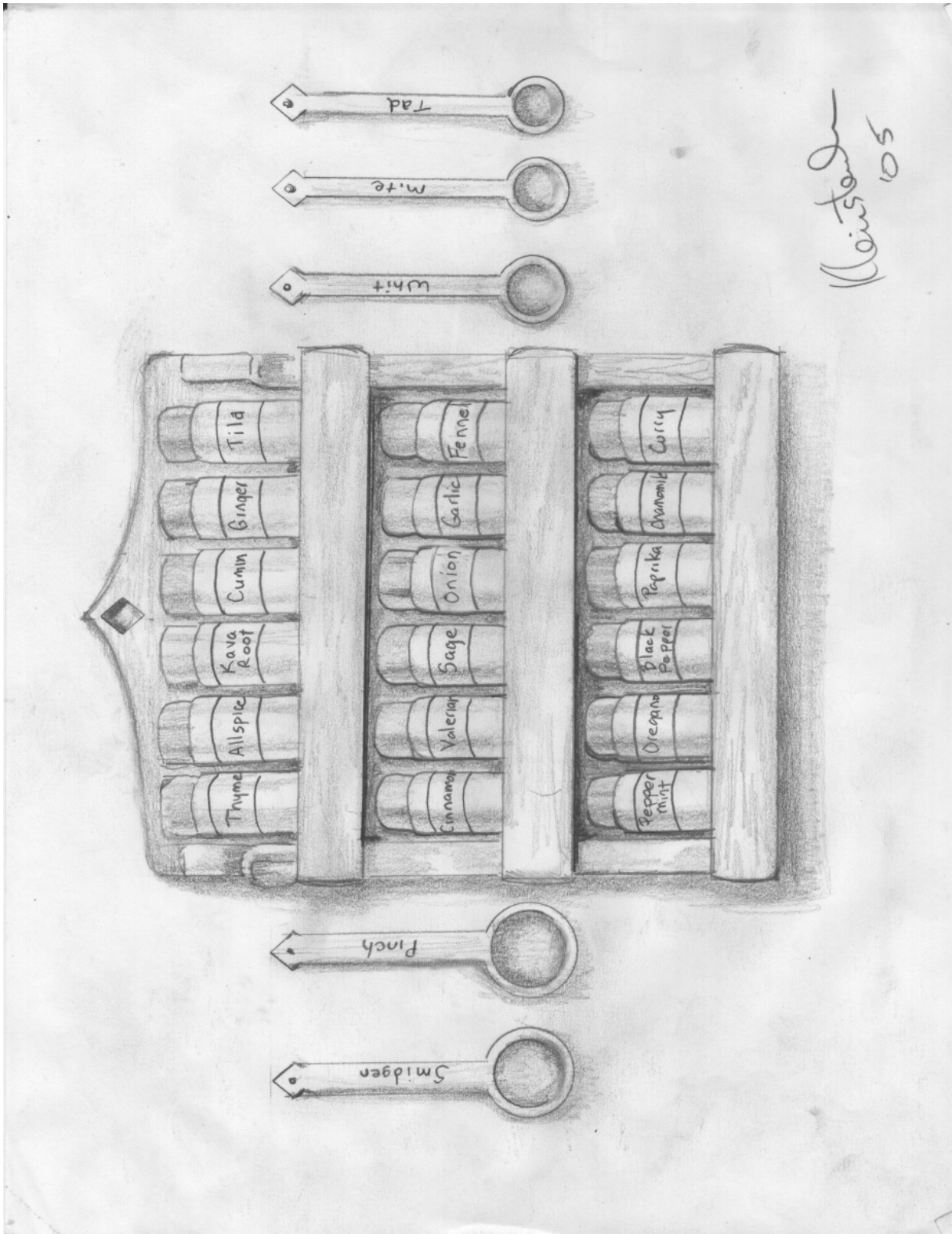
Ye grind until all are thoroughly blended.

Ye tear a page from a dull book – preferably in the middle where no one will notice. Ye fold said page until it forms a pouch. Ye place the tea blend inside, and ye seal the tea bag shut. Ye heat water until it boils. Ye pour the water into a teapot.

Ye put the tea bag in. Ye take the tea bag out. Ye put the tea bag in, and ye shake it all about. Ye let the tea pot sit as ye turn yerself about. Serve it while piping hot!

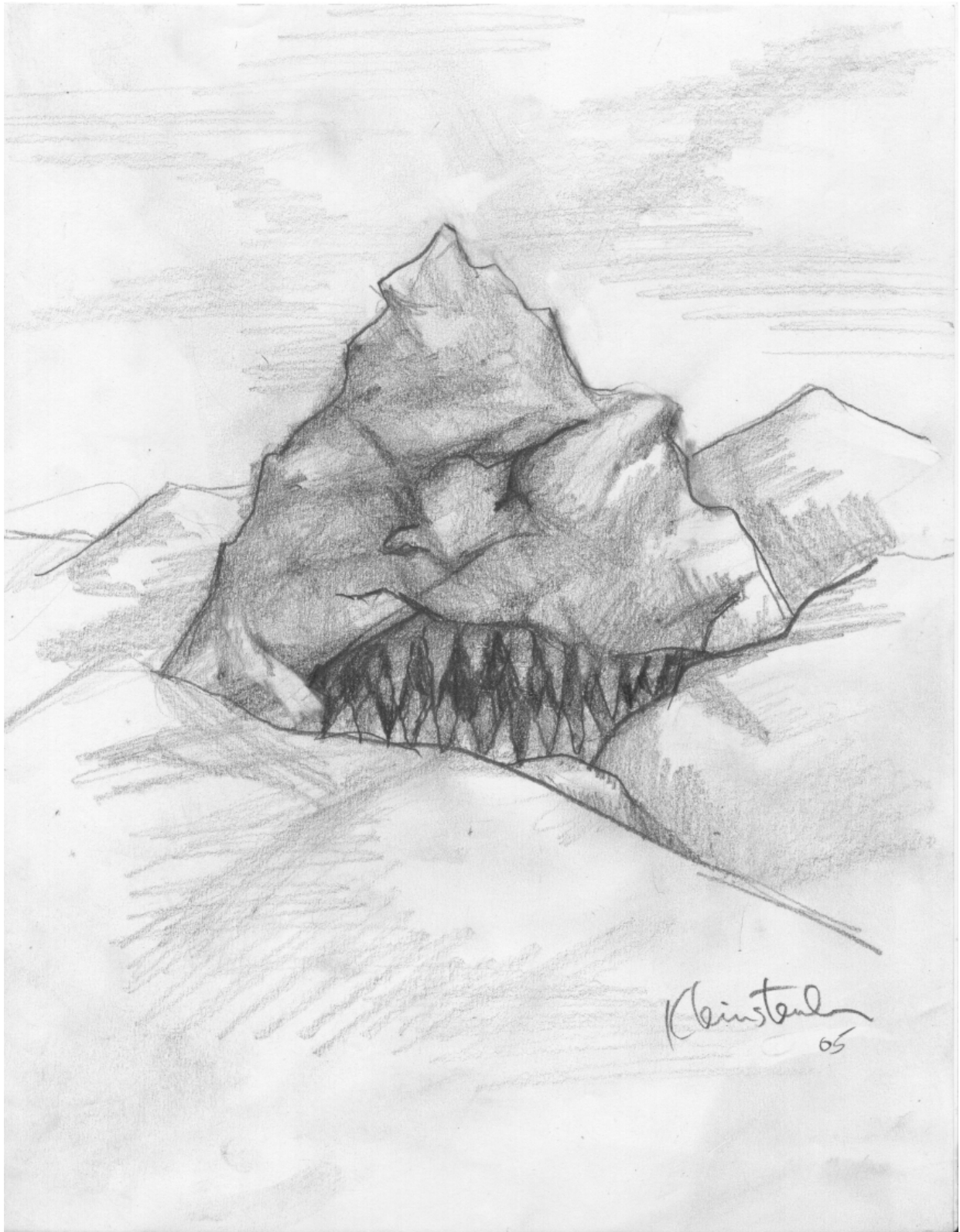
Clapping makes an excellent garnish.

## Player Handout #4



"The Spice Rack" by Rob Kleinstein

## Player Handout #5



"The Biting Mountain" by Rob Kleinsteuber

## Player Handout #6



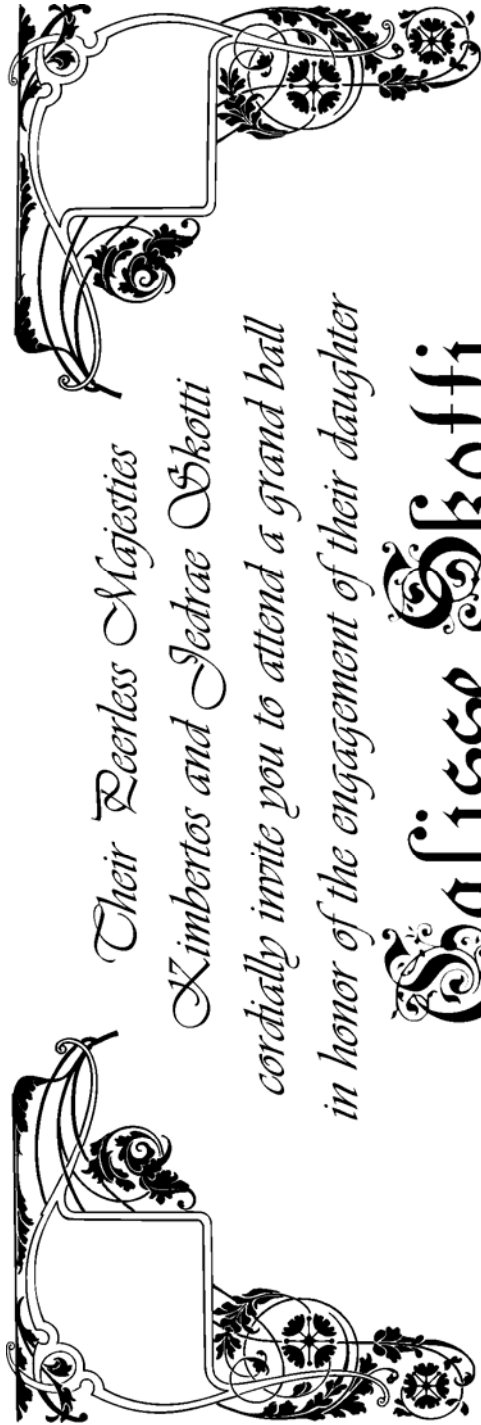
"Glass" by Rob Kleinsteuber

## Player Handout #7



"The Summer Tree" by Eric Menge





*Their Deerless Majesties*

*Ximbartos and Jedrae Skotti*

*cordially invite you to attend a grand ball  
in honor of the engagement of their daughter*

**Salisse Skotti**

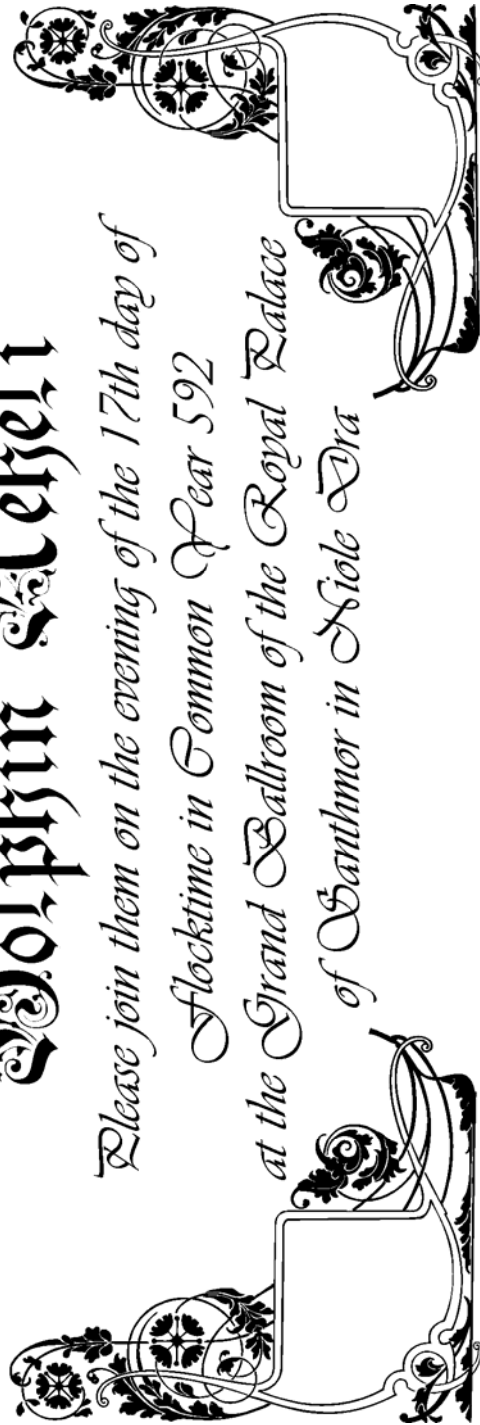
*to*  
**Solphin Aeheli**

*Please join them on the evening of the 17th day of*

*Flocktime in Common Year 592*

*at the Grand Ballroom of the Royal Palace*

*of Santhmor in Niole Dra*



## Player Handout #9

*My dearest Calisse,*

*I begin this letter as I live my life. With thoughts of you and the joy you bring. This past year has been the most wonderful of my life. I never thought it was possible to be as happy and content as I have been. You are my love and my joy, Calisse.*

...

*My fingers are trembling as I write this, but you must know so that you might understand what I am about to do. When I ascended to be Brenin, I journeyed to the Isle of Rhun, and the druids tied me to an oak tree. I hung from its branches, and there I raved. In those ravings, spirits of the Makers came to me and showed me my destiny and my doom. I would lie on the Stone Table and give my life for the Greenman. I would die so that the other may live.*

...

*Cariad, understand that to our traditions the Greenman is the spirit of the land. As a dryad is a faerie bound to a tree, the Greenman is a faerie bound to all of Gyruff. His strength does not last forever. After many centuries, he grows old and must be renewed. Only the life's blood of the Brenin can do this. I am tied to the land, and the land is tied to me.*

*But I was afraid. The fate as the sacrifice come freely is a heavy burden to live under. When the time came, I refused the calling. And so the Greenman was not strong enough to keep the giants at bay. The giants came, and Gyruff paid for my cowardice. The coming of the elder race cast the Greenman into a deep sleep. He has lived too long, and he is dying. If the land is not renewed soon, he will never recover.*

...

*I have avoided this for much too long. I am so very sorry that I could not grow old with you, Calisse. You are an easy woman to love. But I must do my duty for the good of my land and for the good of our son. I hope that one day you will forgive me.*

*Know that you have my heart in your hands.*

*Owen*

## Player Handout #10



"The Sad Lady by the Sea" by Rob Kleinstein



## Critical Events Summary

One of the benefits of playing this adventure at the convention when it premieres is that your actions count toward the official results of this adventure. This adventure GEO5-02 *Love as Bright as Blood* premieres at RaptorCon 2005. If you are playing at the premiere, please fill out this form and return it to the Geoff Triad at the convention.

Judge Name: \_\_\_\_\_

Judge RPGA number: \_\_\_\_\_ Slot #: \_\_\_\_\_

At the raving set in Santhmor, did Calisse manage to return to the Summer Tree before Holphin Neheli arrived?

Yes \_\_\_\_\_ No \_\_\_\_\_

At the raving set at Caer Dwr Gwyldy, did Calisse gain entrance to the castle?

Yes \_\_\_\_\_ No \_\_\_\_\_

If so, how did she accomplish it?

Faced Rhian down \_\_\_\_\_ Circumvented Rhian and snuck past her \_\_\_\_\_

Did any PCs agree to help the Sad Lady carry the weight of the world? If so, which PCs?

PC Name: \_\_\_\_\_ Player Name: \_\_\_\_\_

PC Name: \_\_\_\_\_ Player Name: \_\_\_\_\_

PC Name: \_\_\_\_\_ Player Name: \_\_\_\_\_

Did Calisse lay herself down on the Stone Table for the final sacrifice and become the Sacrifice Come Freely?

Yes \_\_\_\_\_ No \_\_\_\_\_

Did Calisse hang from the Summer Tree for a day and a night?

Yes \_\_\_\_\_ No \_\_\_\_\_