

GEO7-01

By Light of Twain Moons

A One-Round D&D® LIVING GREYHAWK™

Geoff Regional Adventure

Version 0.7.0

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A rare conjunction of two moons, one full and one crescent, haunts your dreams. A sense of urgency tugs at your mind. But to do what? The answer, it would seem, can be found in the Hornwood forest of all places. A Geoff Regional adventure for APLs 4-10, and Part One of *The Crescent Moon Rising* series.

Note: This adventure will be of particular interest to elves and members of the Naven Du'aellesti, Church of Corellon Larethian, and Church of Sehanine Moonbow.

Resources: *Dungeon Master's Guide II* [Jesse Decker, et al], *Fiend Folio* [Eric Cagle, et al], GEO4-06 *Winter of Our Discontent* [Bill Kronick, Leigh Smith], *Manual of the Planes* [Jeff Grubb, et al], *Monster Manual 4* [Gwendolyn F.M. Kestrel, et al]

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

Determine the character level for each of the PCs participating in the adventure.

If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.

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

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

Throughout this adventure, APLs categorize the level of challenge the PCs 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 can 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 receives only one-half of the experience points and gold for the adventure. 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.

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Geoff. Characters native to Geoff pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp 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 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 adventure.

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

The newly crowned High King of the Hornwood high elves, Shivanshallos (aka Shiver), has a haunting pedigree. He is a half-dragon, but more than that, his father was a wholly evil red dragon, by the name of Brerrapyrizaax (aka Brimstone). None know the High King's heritage save his half sister, the Princess C'oiavanina, and his cousin, closest friend, and advisor Prince Xanalis (Knight Captain of the Naven Du'aellesti knights). The other members of the royal court explain Shivanshallos' unique appearance by attributing it to strange occurrences he experienced during his adventuring days, and for his part, the High King does not discourage speculation. But neither does he ever give a concrete answer.

The truth about the Shivanshallos began nearly two hundred years ago when his mother, Tandra, the High Wizard of the Hornwood at the time, was seduced and tricked into an intimate relationship with Brimstone. The romance was part of the conniving dragon's overarching scheme to avenge his direct ancestors for the defeat at the hands of the high elves millennia ago during the wars between the elves and the dragons. His ally in this was a spy named Cikatrix, a corrupting demon planted into the high elven court that would rot the elven leadership from the inside out. With the help of Cikatrix, Brimstone seduced the High Wizard Tandra, but his plan was foiled before he could see it to fruition. Once she found out his true nature, Tandra was able to drive the dragon away after a mighty battle of magics, and Brimstone fled, battered and enraged. The High Wizard was with child however, a fact the vile dragon knew, and has never forgotten.

When the Sakhut began their campaign against Geoff and its neighbors nearly fifteen years ago, Brimstone joined the giant army in their invasion, seeing his opportunity to avenge himself against the high elves and Tandra. His agent, the insidious and corrupting demon Cikatrix, had still been working from inside for decades, and was successful in weakening the Royal Court of the high elves (by corrupting the High King Zyath) to the point that the giants faced little opposition from

the high elven kingdom. During the attack on Arcaras, Brimstone personally exacted revenge upon his former lover, killing Tandra in her Hornwood home during the assault. His son Shivanshallos, however, was not around as he had left home to go adventuring years before.

With the defeat of the Sakhut, Brimstone vanished from Geoff, but never forgot his son. Over the years, he kept track of Shivanshallos, through Cikatrix, subtly trying to tempt him to his side. His interest came to a head recently when his son, Shivanshallos, was made High King of the Hornwood elves. This has prompted the dragon to take more direct action, most recently hiring an efreeti mercenary to kidnap the high elven princess, (Shiver's sister), only to be foiled by agents of the High King. Driven by his boundless ego, controlling nature, and overdeveloped sense of vengeance, Brimstone has finally decided that he cannot adibe the existence of kin who do not recognize him as father and master. He has gathered some of his servants and followers, redspawn arcaniss (who despise the notion of a red dragon half-brother turned good), together to strike at his wayward son, and his high elven court once and for all.

The dragon has even gained an ally in this endeavor in the person of Galdor Fefalas, the former prince of the Hornwood, whom Shivanshallos exiled for trying to use the Heart of the Hornwood for selfish purposes (after Arcaras had been liberated from the giants). Galdor is acting under the influence of the fiend Cikatrix, a fiend of corruption and possession. For decades, the fiend has been alternatively possessing objects in the Royal Court (particularly the Staff of the Hornwood), cursing them in the process, and (when in physical form) ingratiating himself to the royal court masquerading as a high elven bard. Eventually his machinations corrupted the preceding High King Zyath (leading him to weaken the Heart of the Hornwood ahead of the giant invasion by using it to create material wealth and wonders), and later his son Prince Galdor (who would have doe the same had he not been stopped by Shivanshallos and his allies). When Shiver took possession of the *Staff of the Hornwood*, the demon Cikatrix left with his pawn, the former Prince Galdor, upon his banishment. Galdor had been easy to manipulate, a willing and useful pawn, and the demon wanted to ensure that his soul was permanently corrupted before returning to Arcaras.

The fiend's corrupting ways is what led the late King Zyath Eryhub (Galdor's father) to nearly

exhaust the Heart of the Hornwood after many decades of selfish use. It is also what led Galdor to use the newly healed Heart for his own gain; the endeavor that was thwarted by Shivanshallos and lead to Galdor's banishment. Now it is the demon's words, informing Galdor about Shivanshallos' past and feeding the former Prince's ego that leads Galdor to seek revenge upon the new king (a usurping half-breed as far as Galdor is concerned). His hatred has suited the possessing fiend well, as they both now share a common goal in the destruction of High King Shivanshallos and his kin.

Meanwhile, the elven powers-that-be have watched the elves of Gyrudd for many years, they have witnessed the destruction wrought in all of the elven forests, and have seen the healing begin with the destruction of the Sakhut's influence. However, they now see that the elven realms stand on the brink of a precipice and that coming events could destroy the fragile kingdom of the high elves, starting a chain that could bring disaster to the other elven realms of Gyrudd. This has prompted Corellon, father and protector of the elves, to send a herald, a prophet, to guide the elven people to the right path.

This guide will not reveal himself outright, nor will he work directly against the corrupting forces, but instead will test the elven people, and their leaders, through subtle words and indirect deeds. The rest, he leaves to the PCs.

ADVENTURE SUMMARY

This adventure takes place on the 11th of Coldeven (Snowflowers to the elves) in the spring of CY 597. Luna is full, and Celene is crescent, and a rare conjunction of the two moons is happening in the night sky above the Hornwood forest. A good part of the adventure, and possibly one combat takes place in the Region of Dreams (see **DM Aid #7**), so be sure to familiarize yourself with The Dreaming and dreamwalking.

Introduction: The PCs receive the same strange dream for the past few nights regarding a conjunction of two moons. They also have an urge to do something about it, and through gathering information and knowledge checks, they determine that their dreams point to the Reverie of the Twan Moons being held in Arcaras, capital of the Hornwood high elves.

Encounter 1: The PCs arrive in Arcaras, and meet Gilrane while he listens to a bardic concert. They also catch sight of the High King

Shivanshallos, and Lorindoriel. They get an offer to join Gilrane at the Gilded Leaf, where they can gather information about the goings on.

Encounter 2: The PCs meet the High Priestess of Sehanine Moonbow, who also happens to be the Bondmate of the Hornwood Heart. She tells them about the Reverie, and they are invited to join.

Encounter 3: The PCs travel into the dreamscapes of others during the Reverie, to find clues as to their purpose here. This dream is Lorindoriel's, where they find out about the High King's real father, and perhaps also battle a joystealer.

Encounter 4: The PCs visit the dreamscape of the High King Shivanshallos, and find out about his secret, and his greatest fear.

Encounter 5: The PCs visit the strange dream of one of Shivanshallos' knights. The knight is wearing a loincloth, and the PCs soon find out it is because he has a dark secret of his own. They also find out about his accomplice, the bard whom they heard as they walked into the city.

Encounter 6: The PCs end up in Gilrane's dreamscape, where they have the opportunity to share information with him. He suggests they rest in the dreamscape if they have not already done so. They then all go to confront the High King about his secret, and about the traitorous knight in his ranks, and find Lorindoriel has left the city.

Encounter 7: Redspawn raiders seeking to kill the High King attack the city of Arcaras. They use elven hostages to get to the Shivanshallos, including "Lorindoriel", who is actually the demon Cikatrix in disguise.

Encounter 8: The PCs find the traitorous knight, and he tells them about his bardic accomplice. The PCs may try to look for him but the bard is nowhere to be found (because he is "Lorindoriel" at the moment.)

Encounter 9: The PCs guard the High King's body, and are approached by the demonic corruptor Cikatrix in his "Lorindoriel" guise. He tries to get them to help him, but barring that, he fights the PCs.

PREPARATION FOR PLAY

Before the adventure begins, have the players pre-roll the following for their characters:

- A Wisdom check.

- 3 Spot checks.
- 3 Reflex, 3 Fortitude and 3 Will saving throws, and keep the results handy.

The Wisdom check result will be used in Encounter 2, during the Reverie, as per the directions in the encounter text.

A Spot check result will be used in Encounter 7 to determine if any of the PCs spot Cikatrix's disguise.

The PCs Will saving throws are to be used when and if Cikatrix uses his enchantment powers (*suggestion* or *charm person*) against them. You will likely only need one of the Will saving throws. The others are rolled so players do not know that they face one particular sort of save or another.

Also, pre-roll 3 Bluff and 3 Disguise checks for the demon Cikatrix (it may be easier to assume an average roll of 10 for these rolls), and keep them handy.

Take note if any PC has played either GEO4-06 *Winter of Our Discontent*, and/or GEO6-IN1 *Crowning of the King*. If they have, they may know some of the NPCs in this adventure. The PCs may also know Lorindoriel from other modules set in the Dim Forest. If they mention this during play, take this into account when determining their Spot checks against Cikatrix's disguise in Encounter 7, though no PC should have more than a passing familiarity with her (+4 on the Spot check).

Also take note of any player who has a Favor of the Hornwood elves, the favor of Prince Galdor, or the favor of the High King. If anyone has a favor from Lorindoriel, make a note of this as well.

Note: This adventure contains a number of NPCs with which you should be familiar as well as a encounters on a different plane. Be sure to read and understand **DM Aid #4: NPC Descriptions** and **DM Aid #7: Dreaming and Dreamwalking** before running this adventure.

Conditional Modifiers: A few important circumstantial and environmental conditions will come into effect during the encounters, so keep in mind the following:

- The PCs are in the Hornwood forest, which is considered a dense forest, so be familiar with the effects of trees, light undergrowth, and other terrain factors as per the *Dungeon Master's Guide* (page 87).

- The adventure takes place outdoors in the middle of the night. The full moon provides enough light to see dimly, and anywhere the party doesn't provide its own light source is considered shadowy illumination. Creatures in shadowy illumination have concealment (20% miss chance) against those who cannot see in darkness.
- The demon Cikatrix has had time to infiltrate the ranks of the elven Naven Du'aellesti for some time now, both in corporeal and ethereal form. In that time, he's used his *curse* special ability to render the weapons of every high elven knight, noble and even the High King himself, useless against him. As long as they carry a *curse* weapon, these NPCs simply cannot attack Cikatrix in any fashion.

INTRODUCTION

The PCs can begin anywhere in Geoff. Their dreams show them where they are needed. Each PC in the party has the same dream as detailed below.

You find yourself in a moonlit forest meadow, near a large monolith of faintly glowing purplish stone. Two arcaded temples, one crescent shaped, and one round, flank the standing stone. It is spring and the night sky is crowded with stars. The tall hornwood trees tower above and around you, and you can make out delicate buildings in the boughs, lit by white and blue paper lanterns. What grabs your attention, however, is the peculiar conjunction happening in the sky. Luna is full and bright in the sky, bathing everything in a muted white light. Its partner, the blue moon Celene, is crescent, and as you watch it nears the larger moon as if trying to embrace it.

The moons begin to fill more of the night sky, and it is then you realize that they are not getting larger, but rather...you are getting closer! You look down to see moonlit canopy of the Hornwood forest below you, getting further and further away as you race into the sky. Looking up once again, the moons fill nearly your entire field of vision, and you fly, no, fall ever faster, towards Luna. You squint at the brightness, as the surface comes at you impossibly fast...and then you wake up with a start.

This is the second night in a row you've had this dream. It is still fresh in your mind's eye and your heart races, but it is not from fear. Rather you feel a sense of urgency, but to do what?

Any PC that succeeds at a Knowledge (geography) (DC 10), Knowledge (local – Sheldomar Valley) (DC 15), or a Bardic Knowledge (DC 20) check, knows that their dream took place in the Hornwood forest, the westernmost forest in Gyruuff, specifically in the elven capital, Arcaras. Any elf from the Geoff region automatically knows this information and also knows that the purplish monolith in their dream was the Heart of the Hornwood. See **DM Aid #6**.

Any PC that played in the interactive GEO6-IN1 *Crowning of the Kin*, has been to Arcaras, and recognizes the city. Any PC who played GEO4-06 *Winter of Our Discontent* also knows this.

A successful Knowledge (religion) check (DC 15) or Bardic Knowledge check (DC 20) reveals that the two-moon conjunction is a holy day of the elven goddess Sehanine Moonbow, the goddess of dreams, death and journeys (amongst other things). The celebration is called the Reverie of the Twain Moons. Every month the followers of Sehanine celebrate the full moon, called a Lunar Hallowing, but the conjunction of the two moons is a rare event and is celebrated with a great festival and a reverie. The next one is due to happen on the 11th of Coldeven (the month known to the elves as Snowflowers), a few days hence.

A successful Knowledge (religion) check (DC 20) or Bardic Knowledge check (DC 25) reveals the significance of the phases and positioning of the moons. See **DM Aid #8**.

A successful Gather Information check (DC 15) reveals that the lunar festival is coming up, and is to be celebrated, amongst other places, in Arcaras, the high elven capital in the Hornwood.

A successful Knowledge (nature) (DC 20) or Bardic Knowledge (DC 25) reveals that the conjunction of a full Luna and a quarter-moon Celene, on the same night, only happens once every few decades, and that the next one is due to be happening shortly, on the 11th of Coldeven.

A successful Knowledge (local – Sheldomar Valley) (DC 15), Knowledge (history) (DC 10), or Bardic Knowledge (DC 20) reveals that the Hornwood high elven capital of Arcaras was attacked during the War Against the Giants, and was occupied for many years. It also reveals that

they have a new high king. Elves from Geoff receive a +5 circumstance bonus to the above checks, and elves from the Hornwood automatically know this information.

If they do not follow up on the dream urging, they continue to receive the same dream. If they ignore it for five days, it is no longer be feasible for that PC to make it to the festival in time to partake in the adventure.

If the PCs follow up on their dream leads, they travel to Arcaras in the Hornwood, and arrive the day the festival starts as it nears dark.

Proceed to Encounter One.

ENCOUNTER 1: ARCARAS BY MOONLIGHT

No matter where they started, or how they travel, the timing is be such that the PCs arrive at Arcaras as stated below. The boxed text assumes that the PCs arrive the day of the celebration, approaching late afternoon. The festival lasts from dusk (early evening) on the 11th of Snowflowers (Coldeven) until the dawn of the new day. Besides the Reverie itself, the festival includes musical performances, magic shows, acrobats, vendors, etc.

If the PCs are in different places, they meet on the road to Arcaras after leaving the town of Pwyst's Reed (assuming they follow the Dream urging).

Conditions: The PCs arrive in Arcaras in late afternoon, just before dusk. The Reverie itself does not start for another few hours. The tree city is recovering from the giant invasion, and there are still stone ruins, mostly overgrown by now, scattered throughout the wooded city.

Barring unusual circumstances, the PCs travel the narrow road into the Hornwood from Geoff. They enter the elven kingdom once they cross the bridge at Pwyst's Reed over the Blue Oyt River. This is the most expedient land route. If the PCs come another way, modify the boxed text below as appropriate. The dream 'urging' continues throughout their journey into the Hornwood.

Since crossing the Blue Oyt River at Pwyst's Reed, your trip into the Hornwood has been mostly uneventful. The dirt road you travel looks to have been much wider in the very recent past, but now spring shrubbery and small saplings grow for many yards to either side of the path, making it now just wide enough for a wagon to pass.

After a couple days of journey into the newly verdant land, the sounds of bird song is replaced by the music of reed and string instruments playing an elven melody. Soon you can see the a few musicians and their audience in a clearing amid the tall trees. All around them, mosses and flowering groundcover obscure what could have once been the stone remains of buildings, to such a degree that the undulating mounds now resemble a strange and expansive topiary garden.

Above you, delicate looking buildings perch against the trunks of the trees, and connect to one another by a criss-cross of bridges. It is evident that a good number are still being constructed. Spherical lanterns of white and sky-blue colored paper hang from branches and rope bridges, and you see dozens of elves setting them aglow with magical lamplighters. It is late afternoon, and will soon be dusk.

Applause breaks out, and your eyes are drawn back to the three musicians who bow and begin playing anew for their standing auience. One of the audience members however, looks away from the bards in your direction and smiles.

If the PCs approach the musicians or the any of the audience, or even stop to watch, they notice an elder high elf (the closest elf to them) that stands out from the others. He meets their eyes and smiles politely.

The high elf, like many of his people, has raven black hair and green eyes, but he stands out from the others nonetheless. There is an ethereal, almost otherworldly quality to his countenance, and the lenses of his eyes exhibit a milky opaque crescent shape.

This is Corellon's herald, Gilráne, and he is interested in the party. He is 'incognito' as it were, and appears as an elder elf, simply here for the festival. Which, for all intents and purposes, is exactly what he is.

Anyone of elven blood (elves and half-elves) in the party automatically knows, and anyone with a successful Knowledge: (nature) (DC 10) knows, that the 'otherworldly countenance' is a trait of a venerable elf. Elves do not age as the other races. Their hair does not go gray, nor their skin wrinkle. Instead, they develop an unnamable otherworldly quality. The 'milky opaque crescent shape'

signifies Sehanine's "Moonbow", a sign that the elf is nearing the end of his days. Any elf PC, or anyone making a Knowledge: (nature) check (DC 10) can tell that this elf is likely well over five hundred years old.

If the PCs do not begin a conversation with Gilráne, he strikes one up with them, asking them if they're looking forward to the Reverie, etc. If the PCs approach Gilráne and ask him questions, use the following as a guideline:

Note: Gilrane answers two questions before the High King and his entourage walk by and watch the bards play for a bit. Go to the **Enter the High King** subsection below when this happens. Once the High King has passed, Gilrane suggests they adjourn to the Gilded Leaf for supper and to continue the conversation there. If the PCs agree, go to the **At the Gilded Leaf** subsection below, and continue the **Q and A** at the tavern.

Q and A

If the PCs ask him whether he knows about their dreams:

"Strange dreams you say. Well, it would seem Sehanine Moonbow, the elven goddess of dreams, has granted you a vision. I would wager that it is no coincidence that her holy festival, the Reverie of the Twain Moons is this night."

If the PCs ask about the Reverie:

"Ah, the reverie is a fascinating journey through dream itself. This is a high holy night of Sehanine Moonbow, the Lady of Dreams, and during the Reverie, the Daughter of the Night Skies (he says, pointing to the larger moon rising), provides us with the answers we seek ...even to questions we have yet to ask."

"The holy day, or night I should say, is revered by both followers of Corellon as well as Sehanine, because the conjunction of the two moons symbolizes their union."

"The High Priestess of Sehanine Moonbow can tell you more. She will be presiding over the Reverie this night, just a few hours hence."

If the PCs ask who he is:

"My name is Gilráne, here for the celebration of the coupling of the Twain Moons. I assume you are here for the Reverie this evening as well?"

If the PCs ask where he is from:

"I am from a small village called Helinnalda (tr. violet valley), along the Blue Oyt. The village endured the invasion, as did many others, because the giants did not venture far to the south in the Hornwood."

If the PCs ask what has happened to the city, and refer to the overgrown ruins:

"When the giant forces swept down from the mountains, Arcaras was a primary target. The giants and their dragon allies rained rocks and magic upon our capital, and then built their abominable road through the middle of the city, and our forest, after they had taken it. That (he points to a mossy boulder upon which some elven children play) is what remains of the attack, and of the buildings."

If the PCs ask what Gilráne does:

"I was the high priest of Corellon Larethian for my settlement, but have since passed on my duties to another."

In the early part of the conversation with Gilráne, before he suggests going to the Gilded Leaf, the following happens:

Enter the High King

As the musicians play, you notice another group stop to listen from a short distance away. The group consists of eight high elves in breastplate and helmet; four of them wield longspears, and the other four walk panthers on leashes. They walk just behind a couple that stops their conversation when they see the bards playing. The female is a beautiful female high elf with honey-blond hair, clad in a dress of forest green. Around her neck she wears a silver pendant depicting a unicorn.

Her companion's appearance contrasts starkly with hers. He is a strange looking high elf with unsettling eyes of solid black, the left of which has a scar around it, and stark white hair that is punctuated by a lock of red on the left side. In his hand he holds an ancient hornwood staff, topped by a purplish stone.

As the musicians finish their set, the two elves join the applause, eliciting deep bows from the performers.

"Your Highness, you are too generous as always. And milady Lorindoriel, your mere presence here is our inspiration. I look forward to playing for you this evening." Says the lead

bard, addressing the two newcomers, before starting another dulcet melody.

The entourage is soon on their way again, leaving you with the audience, and the elder elf.

A successful Knowledge: Local (DC 20), Knowledge: Nobility (DC 15) or Bardic Knowledge (DC 25) reveals that the strange looking elf is Shivanshallos, the new High King of the Hornwood forest. Any PC who played GEO6-IN1 *Crowning of the King*, knows this automatically. A successful Knowledge: Local (DC 11), or Bardic Knowledge (DC 15) reveals that the female elf is Lorindoriel, High Priestess of Ehlenestra in the Dim Forest. PCs may also recognize her from Geoff modules set in the Dim forest.

A successful Knowledge (local – Sheldomar) (DC 25) or Bardic Knowledge (DC 20+APL), reveals that the staff carried by the High King is the scepter and symbol of his position, the *Staff of the Hornwood*. Elves receive a +5 circumstance bonus to this check, and elves from the Hornwood know this automatically. If any PC with the appropriate knowledge would like to know more about the staff, see **DM Aid #6**.

Anyone who observes the High King can attempt a Sense Motive check (DC 15). A successful check reveals that the High King looks a bit glum.

Gilráne answers any questions the PCs may have about the High King and Lorindoriel (see Q and A below), or gladly talk about any other subject.

At The Gilded Leaf

The Gilded Leaf is a new tavern and inn that was just opened in the past few months (the first tavern/inn to be rebuilt in the city). Gilráne suggests they arrange for room, and eat some supper (the PCs should be hungry at this point after a hard day's travel, and he points this out). He even offers to pay for their meals, if they'll join him for supper as it has been some time since he spoke to adventurers.

If the PCs join Gilrane for supper at The Gilded Leaf, read the following.

The walk to The Gilded Leaf is a short one across some stone-strewn glades and up a tree via a spiraling staircase of living wood. Two entire walls of the tavern have been drawn up like awnings, leaving the common room open to the warm evening air. The inside

smells of spices and the wooden tables and chairs have been etched with all manner of gilded vines, flowers and leaves.

While inside The Gilded Leaf, play up the workmanship of the place. It is one of the newer reconstructions in town, and it seems as if the creativity of the high elves, suppressed for years under the giant's occupation, found an outlet when it was built. The Gilded Leaf serves the tasty food (mushroom stew being a specialty), as well as elven mead and elven moondrop (distilled from dew and moonlight).

The PCs can easily arrange for a room here at the Gilded Leaf if they so desire. The Reverie only happens tonight, but the festival usually lasts a few days. The inn has both standard and rich lifestyle lodgings.

Outlined below are some of the more common questions the PCs may have for Gilráne. If the PCs do not bring these up, Gilráne will initiate the conversation regarding these topics:

If the PCs ask about the High King's appearance:

"That is a good question my friends. All manner of speculation surrounds that. The High King does not speak of it, and none have pressed him on it. Some say it is a result of some mishap he had as an adventurer, while others say there is a deeper secret the High King refuses to talk about."

"When the festival is over, I mean to ask him myself. It is not good for a king to keep secrets from his people, especially about something so obviously unsettling to many of his people."

If the PCs ask about the relationship between the High King and Lady Lorindoriel:

"During his coronation last year, his friend, Prince Xanalis, thought to hold a popular vote to see who Shivanshallos should choose as a consort. And the High King agreed to it no less!" A look of mild disdain crosses Gilráne face, "They even made a contest of it. Can you imagine? An elven High King who feels he must play political games with his personal and intimate choices? I would expect that behavior from a shortsighted human noble, not an elven High King." (he means no offense to any humans at the table.)

"Well, Lorindoriel was gracious enough to accept his courting, but many feel she only did

so in order to gain Shivanshallos' ear in an effort to secure aid for the plight of the wood elves in the Dim Forest. I cannot say I blame her."

Gilráne mentions, if conversation turns that way, that last time he was here (a few months ago) he sat near Princess C'oiavanina's table (Shivanshallo's sister). More importantly, he mentions:

- The questionable company she kept that night and especially some of her companions alluded to killing other elves if it was the Princess' desire for them to do so. One was even called "Friendslayer". This part of their conversation was the most appalling, as Gilrane tells the PCs that an elf killing another elf is practically unheard of, and only done by the most evil of persons, or in the most extreme of circumstances.
- He and many patrons were shocked with the company the princess chose to keep, so much so that many patrons left as they could not be in the same room with such sentiments. It is said that the High King sent the Princess away on a diplomatic mission so that she would learn to be at peace with others.
- He laments that some adventuring elves have been to readily influenced by short-lived races, and seem to have forgotten what it is to be a child of Corellon.

All in all, he, and many patrons, was left with the impression that the Princess was not very discriminating in the company she kept, and that it reflected poorly on the royal house.

Gilráne is very charming and his otherworldly countenance is very compelling. Many elves, though they do not know him personally, stop by the table just to wish him a good tidings and a joyful Reverie. He is congenial towards the PCs (he buys them dinner, his manners are refined, he can talk about most anything, and play most any musical instrument), but seems very suspect of the new High King and his court.

When the PCs are through with their supper, and conversation, Gilráne escort them to the shrine of Sehanine Moonbow so they may learn more of the Reverie.

Go to Encounter 2.

ENCOUNTER 2: TWAIN MOONS, ONE HEART

Eventually, the PCs likely want to go visit the High Priestess of Sehanine Moonbow, Aisling, at the temple. This leads them to the center of Arcaras, where the Temple of Corellon (Hobashón), the Heart of the Hornwood, and the newly constructed Temple of Sehanine Moonbow are located.

Following the narrowing road, you crest a rise and can see that the path leads into a circular clearing in the middle of the elven city. In the center sits a large shine in the shape of a crescent moon. A small circular pond rests between the horns of the crescent. The road skirts the temple, almost in avoidance, turning to the east and then back again to the north once past the shrine.

In the center of the crescent, just before the pond, there is megalithic standing stone of a strange purplish color.

Not more than a half-dozen paces from the crescent shrine and the standing stone, is a round, arcaded temple made of delicate alabaster blocks. They appear newly cut from the same overgrown stone you've glimpsed all over Arcaras. Its roof is domed and open to the sky in the center, and a garden of night-blooming flowers surrounds the building.

Dozens of elves fill the clearing surrounding the shrines, some sitting, some standing, and seem to be listening to a speech being made from within the arcaded temple.

Any PC making a successful Knowledge: Religion (DC 12) knows that the arcaded temple is a temple to Sehanine Moonbow. Elves know this automatically.

Any PC making a successful Knowledge: Religion (DC 10) knows that the crescent shrine is dedicated to Corellon Larethian. Elves know this automatically.

Any PC making a successful Knowledge: (arcana) (DC 15), Knowledge (history) (DC 20), Knowledge: Local (DC 20) or Bardic Knowledge (DC 25) knows that the purplish standing stone is the Heart of the Hornwood. Elves receive a +5 circumstance bonus to this check, and elves from the Hornwood know this automatically. If they wish to know more, see the Heart of the Hornwood subsection below.

The players may make note of this on their own, but if not, any PC making an Intelligence check (DC 15) realizes that the shape and position of the two shrines, as seen from above, emulates the position of the two moons in their dreams, (which is the same position the two moons are approaching in the twilight sky).

Gilráne hangs back but encourage the PCs (if they need encouraging) to listen to the sermon.

The Temple of Sehanine Moonbow

When the PCs approach the temple of Sehanine, read the following:

As you approach, you can hear the voice of a female elf delivering a sermon from within the arcaded temple. The fading day has given way to twilight, but the building somehow glows like a full moon, allowing you to see clearly inside. The lady is dressed in flowing white clerical vestments, and wears a holy symbol depicting a full moon with a crescent shape straddling it's top. As she speaks to the crowd in front of her, her gaze settles purposefully upon your party.

"....Life is a series of mysteries whose secrets are veiled by Sehanine. As the spirit transcends it's mortal limits and discovers new mysteries, it achieves a higher state and the cycle of life continues. Through dreams and visions revealed in sleep and reverie, she unveils the next step along the path and the next destination in the cycle of life and death. Revere the mysterious moons, for they pull on the soul of each being like tides."

At this, the elves look to the darkening night sky in silence for a count of ten, and then begin dispersing and talking amongst one another. Some however, stay seated on the ground, eyes closed in contemplation.

A successful Knowledge (local) (Sheldomar) (DC 20) allows the PC to recognize this elven lady as Aisling Rahasia. High Priestess of Sehanine Moonbow in the Hornwood, and the new Bondmate of the Heart of the Hornwood. Elves receive a +5 circumstance bonus to this check.

If the PCs do not approach the elven cleric of Sehanine, she beckons them inside the temple from afar. Read the following:

Unlike most of the high elves you've seen here in Arcaras, this cleric is a comely half-elf

with bountiful red hair and eyes that seem to be made of pure amber.

"Greetings to you, dreamers." She says, looking knowingly at each of you in turn, "I can only guess you have questions for me."

Below are answers to some of the more common questions the PCs may ask:

Q: "Did you send us those dreams?"

A: ***"The Lady of Dreams called to you. I am merely her messenger."***

Q: "Who are you?"

A: ***"My name is Aisling, and I am the Bondmate of the Heart, and the High Priestess of Sehanine Moonbow here in Arcaras."***

Q: "What do the dreams mean?"

A: ***"Even I do not know what the Lady's portents mean. However, I can put you on the path that holds the answers you seek. When the moons peak in the night sky, we will hold the Reverie, and that is where you will find your purpose in being here?"***

Q: "What is the Reverie?"

A: ***"It is how we celebrate this auspicious Lunar Hallowing, by venturing into the Dreaming. The dreams on this night will be more vivid than any you've ever had and through them the Lady of Dreams reveals many things. Will you partake in it?"***

Q: "How vivid? Can we die?"

A: ***"Not normally. However...since you were brought here by Sehanine's providence, your dreams will be special. They will not be your dreams at all actually, but rather, you will be dreamwalkers, able to travel through the dreams of others in search of answers. And yes, as a dreamwalker, you can die, so be cautious."***

Q: "What do we have to do to participate?"

A: ***"You merely sit here (she points to the center of the temple) and allow the Reverie to take you. It is like sleeping or being in a trance."***

Q: "What'll you do during the Reverie?"

A: ***"As High Priestess of the Sehanine at this shrine, it is my task to watch over those under my care."***

Q: "How long will we be dreaming?"

A: ***“As long as your dreams take. Some last an hour, others last half the night.”***

If the PCs ask Gilráne if he will be participating, he answers in the affirmative.

Once the PCs have agreed to partake in the Reverie, read the following:

“Good. The Reverie will start two hours hence, when the moons are there (she points to a point in the sky). I bid you be here then. Remember, what you see and experience in the Reverie will show you your purpose here. Only in dreams, are mysteries unveiled.”

Hobashón

The PCs are free to explore the grounds of the temple of Corellon (the holy site is called Hobashón by the elves). The temple is also built of stone, and also arcaded, but much older than the shrine of Sehanine. Erynmen, the High Priest of Corellon in Arcaras, is in the underground chamber of the shrine just before the Reverie (and therefore out of sight). If the PCs wait, he speaks to them, and can tell them information about the Reverie and the Heart, and the recent history of Arcaras, but that is about all.

Erynmen: Male High Elf Clr7 (Knowledge (religion) +12)

The most interesting site on the grounds, however, is the Heart of the Hornwood itself.

The Heart of the Hornwood

If the PCs inquire about the purplish standing stone located on the grounds of the shrine to Corellon just yards away, Aisling tells them:

“That is the Heart of the Hornwood. It is the very source and lifeblood of all within the Hornwood. I am its Bondmate, it’s voice and the conduit for its power.”

If the PCs ask what it can do:

“The Heart’s magic can be used for many things, but it is intended to allow the High King to protect the forest and the life within the forest from danger. And even, to continue the circle of life for those who die before their time under it’s boughs.”

If the PCs touch the monolith at any time, read the following:

“The strange purple stone is warm rather than cold. It throbs slightly beneath your

touch. The throb pulses with the beat of your own heart.”

A successful Spot check (DC 10+APL) notices that stone that topped the High King’s staff looked to be made of this same purplish rock.

Aisling answers any more questions the PCs may have at this time. Extrapolate answers as best you can from the **DM Aid #6**. PCs who did not agree to partake in the Reverie cannot proceed to the next encounter.

ENTERING THE REVERIE

Conditions: Once the PCs leave the temple of Sehanine, they are experiencing the Reverie. They are in a dream, dreamwalking actually, but do not know it yet. To simulate what it is like to dream, the players (and characters) realize they are in a dreamscape only after the PCs are already in the dream.

For the purposes of the next encounters, it is assumed that the PCs who agreed to participate in the Reverie, explored the town for another couple of hours, but did not find anything that pertains to the relevant events of this adventure. They then returned, and were seated inside the temple, where Aisling enacted the ritual to start the Reverie under the full and crescent moons. Every participant then fell into a trance-like sleep, and ‘ventured forth’ into a dreamscape. The PCs became Dreamwalkers.

The ritual Aisling enacted can only be done on this night, and makes the temple a portal to the Dreaming. Anyone she chooses within the temple of Sehanine (as the PCs are) experience a dream as if under the effects of the *dream walk* spell. See **DM Aid #7** and **DM Aid: New Rules**.

However, the PCs do not know this quite yet. As far as they are concerned, they just finished speaking to Aisling. They are now free to explore the town after they “leave” the temple, but they begin to see strange things in Arcaras, and might realize they are dreaming. See the ‘DM Note’ after the boxed text below.

When the PCs ‘depart’ the temple, read on:

As you leave the temple at the center of the woodland city, you see the High King’s entourage near the clearing not too far from you. The eight knights walk with the High King and the Lady Lorindoriel, but there is something strange. One of the escorting

knights wears nothing save his helmet and a loincloth.

As you notice this, you also see the High King looks quite different than he did before. His eyes are normal and a deep green in color, and his hair has turned a lustrous brown.

Lorindoriel leaves them, makes her way to the clearing edge, and disappears into the forest.

The High King does not follow, but instead walks another way, seemingly talking to someone, though there is no one at his side. He also walks into the forest.

The knights who had been accompanying the High King and Lorindoriel, including the one wearing the loincloth, march off into the elven city.

DM Note: At this point, the party may think something is afoot. If anyone mentions that this is strange or seems like a dream, use the Wisdom check they rolled at the beginning of the adventure (DC 10).

Upon success, they realize that they are now in the Dreaming, and recall what Aisling told them just before they entered their trance-like sleep at the temple of Sehanine. They 'remember' the following:

- Aisling informed them that during the Reverie, she would enable them (those chosen by Sehanine) to 'dreamwalk' in the Dreaming. This means that they can travel into and out of the dreamscapes (dreams) of those around them (inside the temple) during the Reverie. It is within these dreamscapes (of others, not their own) that Sehanine has meant for them to find the answers they seek, if they follow the clues. The PCs recall that the High King, Lorindoriel, and his entourage, as well as Gilráne are participating in the Reverie within the temple.
- Aisling told them that for every 10 minutes that pass in the Dreaming, only one minute passes in the real world. She also mentioned that whatever happens in the Dreaming, while dreamwalking (as the PCs are), is real to the dreamwalker. If a dreamer dies in a dream, he/she wakes up with a pounding heart. If a *dreamwalker* dies in a dream, they die for real. She recommends that if they do battle in the

Dreaming, they should also rest in the Dreaming.

- She also mentioned that they could 'awaken' themselves if they so choose (by succeeding at a Wisdom check (DC 10)), but that if they did so, they would physically appear in the real location coterminous with their current dreamscape location, and be unable to reenter the Dreaming as dreamwalkers.

If the players have more questions as to what their PC might know about dreamwalking, extrapolate answers from the **DM Aid #7**.

If the PCs do not realize they are now dreamwalking, seem at a loss, and/or seem to be in danger of splitting up, allow them an Intelligence check (DC 5) to notice that the two moons, Luna and Celene, are directly above their heads, and the conjunction is currently happening. This can serve to clue them into the fact that this is happening a couple of hours after visiting the temple and first speaking with Aisling. This prompts a Wisdom check (DC 10), as above, to realize that they are dreamwalking.

At this point, the PCs are likely be compelled to follow one of the three parties mentioned in the boxed text; Lorindoriel, Shivanshallos, or the strange knight in the loincloth. Encounters 3,4 and 5 deal with each of those dreamscapes. The PCs choose which encounter to start with, but after that, they experience the other two encounters in a random order. The only possible dreamscape combat takes place in Encounter 3.

If the PCs follow Lorindoriel, go to Encounter 3

If the PCs follow Shivanshallos, go to Encounter 4.

If the PCs follow the loincloth and helmet-clad knight, go to Encounter 5.

ENCOUNTER 3: LORINDORIEL'S DREAM

There are two ways the PCs may end up in Lorindoriel's dreamscape: Either they followed her from the clearing near the two temples in Encounter 2, OR they were sent headlong into this dreamscape from Encounter 4 or 5.

If the PCs followed her from Encounter 2: They can choose to be sneaky, or they can be open

about their presence. Lorindoriel is too far ahead of them to notice them. Read the boxed text below.

If the PCs ended up here after Encounter 4 or 5: They get a 'lurching' feeling and end up in the woods with no point of reference. They are in Lorindoriel's dreamscape. Once they begin traveling in any direction, read the boxed text below.

As you press into the woods, light begins to stream through the boughs of the trees at an angle, as if it was early morning. Suddenly, from all around you can hear explosive thuds, and catch glimpses of boulders being dropped from the sky splintering tree and buildings alike. You catch site of Lorindoriel again, upon a catwalk in the trees, ferrying elven children to safety, but her attention, and yours, is drawn to a treehouse across the glade.

A female elf emerges from the door just as an enormous red dragon, carrying a huge giant rider crashes through the forest canopy and smashes the roof of the home. The force of the blow sends the woman crashing to the forest floor, though she survives the fall.

"WHERE IS MY SON!" the dragon bellows at the high elf as its rider looks on amusedly.

The woman hesitates for a moment and then answers with a powerful invocation, which is immediately countered by the strange giant rider. Fear washes over her face, but she begins a second casting. She does not complete it though, as the enraged dragon breathes a line of fire onto her prone form, immolating her.

Another crash is heard as a giant boulder smashes through the forest canopy, crushing Lorindoriel and splintering the bridge she had been standing upon.

You feel a lurching in your stomach, and as quickly as it began, the scene is over. It is dark again and quiet. You stand in the same area as you did a moment ago, but where the elven woman died, you now see a small patch of ground that glows a dim red.

If the PCs try to intervene during the boxed text, have them make an Intelligence check (DC 5) to know that they are well over matched, and as dreamwalkers, will be *actually* killed by the mature adult red dragon and his giant rider.

The high elven female who was immolated was Tandra, Court Wizard of the former High King, and mother to Shivanshallos. Any PC who who successfully makes a Knowledge: Nobility (DC 15), Knowledge: Local (DC 25), or a Bardic Knowledge (DC 20) knows this fact. Elves receive a +5 bonus to the check. Any high elf from the Hornwood may make the check even if he does not have the requisite knowledge.

The PCs may guess, if they paid attention to Aisling's bullet points, that Lorindoriel has likely died in her dream, and therefore has awakened back at the Temple of Sehanine.

The lurching sensation indicates that the PCs have just left Lorindoriel's dreamscape and entered the dreamscape of another dreamer. They may or may not guess this fact depending on whether they're experienced one of the other dreams yet. The dreamer who has created this dreamscape however, is not evident to them immediately. It is the joystealer who is detailed in the Creature section below. This encounter uses **DM Aid: Map #1**.

Conditions: When Tandra was killed, the site of her death became infused with the power of her emotions and her spirit was bound to the ground where she died. The spot where she died became an *ember of dragonfire*. The *ember of dragonfire* is small and only occupies one 5-foot square. It is uncomfortably hot, and radiates magic. Should any PC study or enter the square, refer to the Developments subsection below.

At **APL 6-10**, the area in a 30-foot radius around the *ember of dragonfire* it is haunted,(with a 'haunting trap'). PCs notice a dramatic drop in temperature if they approach within 30 feet of the *ember of dragonfire*. See trap description below.

Creature: A joystealer is a fey creature that feeds on the emotions of others, and has fed on the residents of Arcaras for some time. It is very familiar with the place where Tandra died, and lurks there often. He is aware of the festival and was attracted to all the emotion in and around the center of the city. He was caught up in the Reverie, and ended up in the Dreaming as well. See Tactics below.

Trap: At **APLs 6-10**, in addition to the joystealer, there is also a trap in the glade. It is a haunting. Haunting traps are the result of powerful emotions that have infused an area with raw spiritual power. They are magic traps, and in a way, they are undead as well. Both *detect magic*

and *detect undead* can reveal the aura of a haunting trap (aura is moderate strength), but these spells do not reveal the source, since it infuses the entire area. A haunting trap is keyed to an alignment as well (this one is neutral), so the appropriate spells that detect alignment can serve to identify the aura.

It covers a hemisphere shaped area in a 30-foot radius from the *ember of dragonfire*. PCs notice a dramatic drop in temperature if they approach within 30 feet of the *ember of dragonfire*. The joystealer is attracted to this spot (the same place it lurks in the 'real' world), and lurks here often as the place draws out intense emotions. He has fed well here in the past.

APL 4 (EL 5)

Joystealer: hp 27; see *Appendix 1*.

APL 6 (EL 7)

Joystealer: hp 27; see *Appendix 2*.

Haunting: Search DC 25; magic trap; location trigger; see *Appendix 2*.

APL 8 (EL 9)

Joystealer, Rogue 3: hp 27; see *Appendix 3*.

Haunting: Search DC 25; magic trap; location trigger; see *Appendix 3*.

APL 10 (EL 11)

Joystealer, Rogue 6: hp 27; see *Appendix 4*.

Haunting: Search DC 25; magic trap; location trigger; see *Appendix 4*.

Tactics: The joystealer attempts to impersonate Tandra's ghost. It's incorporeal form, elven appearance, and glowing red eyes help in this endeavor (the eyes glow much like the ember of dragonfire). It uses its disguise skill to appear like a sooty and burnt, pale elven maiden. It attempts to lure the PCs close, and incite more emotions (that has worked for it in the past). If the PCs try to question it, it Bluffs. It engages the most sympathetic PC, by telling that PC that it has a secret it wants to share but will only whisper it to that PC. If the PC agrees and draws near, it attempts to touch, hopefully surprising its victim. This is a surprise round. It attempts to feed on one PC and flee once it has drained its target of emotion. If things get hairy, it uses the trees or the ground (stepping into them) as cover while pursuing its chosen target. It does not know the

power of the ember of *dragonfire*, as it has never touched the spot.

If the PCs seem too overpowering, the joystealer attempts diplomacy, offering to trade knowledge about the woman it impersonates in exchange for feeding (draining emotions) on one of the characters. The joystealer, if the PCs agree to its bargain (or are able to coerce information some other way) can tell them the following:

- It knows about Tandra (the High King's deceased mother) as it has lived in the outskirts of Arcaras for over two decades. It was attracted (at first) by the sorrow of the elven inhabitants, and of late, it has fed on their joy.
- It knows of a strange-looking elven high king who has come here on occasion, alone, to grieve for his mother.
- It also knows of a strange elven bard who came to the glowing spot last year. He was no normal elf. When it tried to drain it's emotions, the bard stepped into the ether (the ethereal plane), and made a bargain with the joystealer.
- The bargain was: The joystealer would pose as Tandra, and subtly feed on the High King when he came to the spot. However, was told to not drain emotions completely. In exchange, the bard would leave him be and ensure he had plenty of victims in the future.

The joystealer knows nothing more of consequence on the matter.

APL 6-10: The joystealer does not enter the radius of the haunted area, instead waiting for PCs to be affected by the trap, and leave the trap area, before attacking them. Once the joystealer is engaged in combat, and depending on the circumstance, it attempts to Intimidate a character who is visibly affected by the trap. If successful, the shaken effects (of a successful Intimidate check) stack with the *crushing despair* effects.

Developments: If the PCs choose to try to wake themselves, they end up in the forest on the outskirts of the city, and may miss the other clues in the other dreamscape encounters. A PC attempts to approach closer to the *ember of dragonfire*, may attempt a Knowledge (arcana) check to learn the information as detailed in **DM Aid #5**. If a PC with three or more character levels enters the 5-foot square glowing area, he can

sense and draw forth the power to breath fire once (See **DM Aid #5**).

Note: This ability is usable one time, and only during the course of this adventure.

All that remains of Tandra's body are a few charred bones under layers of leaves. Someone or something took anything she may have been wearing from this site long ago.

Once the PCs kill the joysteler, the joysteler awakens in the material world, and his dreamscape 'bursts'. At this point, the PCs tumble into the next dreamscape.

If the joysteler was instead bargained with, and allowed to drain emotions, it leaves (into a tree), and the PCs must walk into the next dreamscape.

Note: PCs may want to rest and recuperate (in whoever's dreamscape they end up in) before venturing forth. The best place to do this is in Encounter 6. If PCs do not choose Encounter 3 as their first dreamscape encounter, then make sure it is the last encounter (after Encounter 4 and 5), before Encounter 6. If and when they decide to rest, keep track of how much time they take to rest (if any), and keep in mind the time deferential between the Dreamscape and the material world (the PCs have plenty of time to rest, recover spells, as long as they do not wake themselves up).

Go to Encounter 4 or 5, unless the PCs have already completed those encounters. If this is the case, go to Encounter 6.

ENCOUNTER 4: DREAM OF THE HIGH KING

There are two ways the PCs may end up in Shivanshallos' dreamscape: Either they followed him from the clearing near the two temples in Encounter 2, OR they were sent headlong into this dreamscape from Encounter 3 or 5.

If the PCs followed him from Encounter 2: They can choose to be sneaky, or they can be open about their presence. Shivanshallos is too far ahead of them to notice them. Read the boxed text below.

If the PCs ended up here after Encounter 4 or 5: They get that 'lurching' feeling and end up in the woods with no point of reference. They are in Shivanshallos' dreamscape. Once they begin

traveling in any direction, read the boxed text below.

Conditions: List light, sound, auras, unusual circumstances, etc. here.

You make your way through the woods, and find that you can make out light up ahead coming from the boughs of a tree. It takes no time to realize that this is a large elven treehouse, a tri-level manor, nestled between and supported by five large trees. The windows glow with a soft light from within, and suspended footbridges lead away from it into the forest. Steps wind around one of trees up to the home. Strangely, there are no other tree houses around.

If the PCs go any other direction, they end up back here. Elves from Arcaras recognize this place as the new High King's residence. If the PCs decide to go up to the tree house, continue with the boxed text:

As you approach, you can catch a glimpse of the occupants through the window. The High King paces about a dining room, a look of consternation etched on the brow above his pitch black eyes. The golden haired Lorindoriel, sits at the table. Hers is a serene look. Behind them both, in the corner of the room, sits the bard who lead the concert in the glade. He is playing a dulcet tune on his lap harp, which contrasts with the prevailing mood in the room.

"I'm sorry," says Lorindoriel, "I cannot lie to you Shivanshallos. I find you brutish and unattractive."

"But...I love you Lorindoriel! I would do anything for you! Isn't that enough!?" the High King pleads, his shaky voice growing gravely and frustrated.

"No. It is not. Look at you. You may be a mighty hero on the battlefield, but that is the extent of your talents. You are a rash, uncouth and ugly creature who surrounds himself with sycophants and lackeys who either tell you what you want to hear or tell you what to do because you haven't the wisdom to lead. And you are a liar."

"I have never lied to you Lor..."

"You have never told me the truth about your horrific appearance, and that it just as bad. You are not fit to be High King and I

cannot stand to be in your company one minute longer.”

Lorindoriel stands to leave, but before she can reach the door, you see a horrifying site. Shivanshallos’ rages, and his clothes are ripped from his body as he transforms into a red-scaled, dragon-like creature. His jaw grows into a fanged maw, and his hands grow dagger-like claws, as he leaps upon the priestess, and begins slashing at her over and over again.

The PCs are free to barge in to try and stop the attack. Unlike his real home, there are no Naven Du’aellesti guards at his door in his dreamscape. If the PCs take action and barge in, Shivanshallos looks up in horror, and then wakes up.

If the PCs take no action, and merely watch, Shivanshallos kills Lorindoriel in his dream (this does not affect her in the least, it is his dream after all). He then looks to his clawed hands in horror, and scream in sorrow and rage. This also awakens him.

Development: Once Shivanshallos wakes up, his dreamscape ‘bursts’ and the PCs are sent headlong into Encounter 3 or 5, unless they’ve already been in both of the other two dreamscapes, in which case they end up in Encounter 6.

ENCOUNTER 5: KNIGHT IN WHITE SATIN

The dreaming Naven Du’aellesti knight is not actually a knight. Or at least, it is not just any knight. It is the former Prince Galdor Fëfalas, returned from exile, and disguised with the aid of a *hat of disguise* (upon which he casts *Nystul’s magic aura* and wears a *ring of misdirection* to keep it from detecting as magical). He has infiltrated the new High King’s court, and plans to avenge himself against those who banished him.

Some time ago, at the goading of the demon Cikatrix, Galdor lured a Naven Du’aellesti squire named Firval, into the woods and killed him, assuming the squire’s identity (and even eventually being promoted to knight). This act has turned him evil, and completed the corruption of his soul (much to Cikatrix’s delight). The former prince’s goal is to make sure Shiver dies, and his now twisted mind has delusions of grandeur that he will someday be High King himself.

He is one of the eight knights assigned to the High King, and participated, like all of the High King’s entourage, in the Reverie.

Galdor Fëfalas: Male High Elf Aris7/Wiz1 (Bluff +13, Disguise +13 [+23 with *hat of disguise*]).

There are two ways the PCs may end up in the mystery loincloth-clad knight’s dreamscape: Either they followed him from the clearing near the two temples in Encounter 2, OR they were sent headlong into this dreamscape from Encounter 3 or 4.

If the PCs followed him from Encounter 2: They see that he marches with the other knights across the city before stopping at a guard post and stable near the outskirts of the city. Read on.

If the PCs ended up here after Encounter 3 or 4: They get that ‘lurching’ feeling and find themselves in a dreamscape that looks like Aracaras as the PCs remember it during the festival. High elves enjoy musicians and games and merchants sell their wares, etc. The PCs enter the dreamscape near a guard post and stable on the outskirts of the wooded city. As they come out of the woods, they see the knights (including the one in a loincloth and helmet) marching to the guard post.

The Naven Du’aellesti knights march to a small guard post and stable. Once there, they begin to chat idly amongst themselves, tending to their moon charger mounts. The one in the loincloth still wears his helmet, as do the others. The other knights, for their part, do not appear to notice that their companion wears nothing else but a loincloth.

If at any time the PCs mention to the knight (or even to the group in general) that he is only wearing a loincloth, read the following:

The elven knight looks down, and you can see his eyes through his helmet visor grow large with surprise at this realization. Suddenly, he bolts for the woods, and disappears around a tree.

No matter how fast the PCs travel, it is Galdor’s dream and he outpaces the PCs. He can, however, be followed easily enough though the woods, as the PCs can hear him running up ahead. After some time, the PCs lose track of him, but if they continue their pursuit, they come upon him again after about an hour of looking (6 minutes real time). He is preoccupied, so the PCs

may approach him easily enough without alerting him. Read the following.

You hear some rustling up ahead, and through some brush, you can make out the stooped form of the knight. He seems to be cutting into something on the ground, and talking to someone. Getting a better look, it the knight appears to be cutting the clothing off of an elven corpse and trying to put it on his own person.

"You told me it would work, it's not working, it's not working..." says the desperate knight. Strangely, he seems to be talking to his...sword? The reply however, in a sedate and calming voice, comes from a bard who is suddenly standing next to him. You recognize him from

"Don't be a fool, it will work just fine, and we can both get what we want. Now, regain your wits. You cannot afford to let the usurper's agents catch you now, you've been doing soo well." He says in a reassuring voice, and watches as the knight continues cutting.

If the PCs stop him in any fashion (yelling, physically attacking him, etc.) the still helmeted knight looks up and cries out in surprise. This wakes up the knight.

If the PCs do nothing, the knight (Galdor) awakens on his own after he cuts off all the clothing from the corpse.

Development: Once Galdor wakes up, his dreamscape 'bursts' and the PCs are sent headlong into Encounter 3 or 4, unless they've already been in both of the other two dreamscapes, in which case they end up in Encounter 6.

If the PCs try to wake themselves up at this point, they end up in the forest, a couple of miles from Arcaras. They can however, with a successful Search check (DC 10+ APL) find the body of the squire whom Galdor is impersonating. If they try to find the body after all of the dreamwalking is complete, it will be a quite difficult, as it is in the middle of the forest two miles from Arcaras.

Go to Encounter 3 or 4. If both of those have been completed, go to Encounter 6.

ENCOUNTER 6: AN EYE OPENING AWAKENING

If the PCs have experienced encounters 3, 4 and 5, they end up being thrown headlong into Gilráne's dreamscape. This is their last dreamscape before they awaken in the material world.

Conditions: The PCs are back in the "real world" now. It is about midnight (depending on how much time they spent in the Dreaming), and the two-moon conjunction is currently happening in the night sky above. The tree city of Arcaras is considered to be in shadowy illumination.

You find yourselves back in the center of Arcaras, where you began your dream travels. The clearing and the two temples are eerily empty save for the elder Gilráne, who is leaning against the Heart of the Hornwood thoughtfully looking at the two moons in the sky.

If the PCs approach him, he asks them if they have something to tell him. If they tell him about their experiences, in particular if they mention what they learned about Shivanshallos and his ancestry, he says:

It is as I feared then. There had been rumor to this effect around the time he was born, amongst those in the Royal Court who new his mother Tandra, but any who knew anything more likely perished with the giant invasion. This is a secret that could endanger the people of Arcaras. They made him their High King, but on a false pretense. They must be given the full truth, and then decide what to do.

If they ask him what he is doing (in this dream), he tells them that he has experienced quite a number of reveries, and has gotten very good at 'lucid' dreaming. In this dream, he tells them, he was waiting for them because, for some reason, he felt they had something important to tell to him. He shares this if they feel reluctant to tell him about their experiences the Dreamscape.

Gilráne already knows the truth about Shivanshallos, and knows that the PCs experienced dreams about the High King. He is merely waiting for the PCs to tell him their experiences and thoughts on the matter. If they do not, he asks them if they learned something about Shivanshallos. If they tell him they did not, he asks them why they are not telling him the truth.

Gilráne hopes the PC want to confront Shivanshallos about their findings. Gilráne plans to tell the people of Arcaras, but is willing to give Shivanshallos a chance to explain himself first.

At this point, the PCs are likely anxious to confront Shivanshallos (or Lorindoriel), or find the traitorous knight, or the strange bard. If the PCs wake themselves by making the Wisdom check (DC 10), Gilráne follows suit. If they do not, Gilráne suggests they do so.

If the PCs attempt to wake up elsewhere, they would have to dreamwalk through Gilráne's dreamscape to do so. He suggests they wake here, since he cannot follow them (as he is not dreamwalking). If they do not listen, Gilráne wakes himself up, and this effectively ends the dreamwalking session for the PCs, and force them back to the Material Plane.

When they wake, they awaken on the grounds between the two temples (where they are now). Read the following boxed text:

You experience a slight lurch, and you find yourself opening your eyes, standing were you were just a second before, only the scene has changed somewhat. It is still a dark spring night, and the two-moon conjunction is happening in the night sky above you, but now many elves sit or lie in the clearing, still experiencing the Reverie. You note that there are a handful fewer than you recall seeing just before you started your own journey, namely the High King and his knights, and Lorindoriel. The temple of Sehanine is mostly empty, save for the form of Aisling who watches over the elves.

If the PCs approach Aisling and ask her about Shivanshallos, his knights, or Lorindoriel, she tells them that they all have since awakened and left the glade. Since the PCs experienced their respective dreamscapes in a random order, the NPCs woke in a random order, so Aisling's recounting of who awoke when varies based on the PCs choices.

If the PCs ask her about any specific knight, she tells them that one did awaken with a start, but that knight waited until the High King and the other knights also awoke (a matter of a minute or two) before leaving with them all.

She cannot identify him, as all of the knights participated in the Reverie with their armor on.

If the PCs attempt to find the strange bard:

Most elves are still partaking in the Reverie. The bard is not one of them. The PCs can find the two other elven musicians that played with him, but they do not know anything about the lead bard's current whereabouts. They have only performed with him a few times.

All they can tell the PCs is the following:

- His name is Lyaethus and that he is a high elven bard who's been in town for a few months.
- In that time he's built quite a reputation, even being asked to perform at the homes of nobles, including the High King Shivanshallos and his court. In fact, word has it that the High King was to make him his Court Bard soon.
- Strangely, they don't know where he lives and it never occurred to them to ask. (a result of Cikatrix's subtle *charms* and *suggestions*),

If the PCs ask Aisling where the High King and his knights went:

She tells them they all (including Lorindoriel) went in the direction of the High King's residence after leaving the temple.

The entourage's time of departure varies based on how much time the PCs took in the Dreaming. If the PCs went through all encounters (3,4 and 5) and rested (8 hours) while in the Dreaming, then the entourage left a little less than 1 hour ago. If the PCs did not rest at all while in the Dreaming, then the entourage left about 2 or 3 minutes ago.

If the PCs tell Aisling about their dreams:

She tells them they should follow the signs laid out by Sehanine and take action. She must stay and watch over those who are still experiencing the Reverie.

When the PCs are ready to follow their leads to the High King's residence, read on.

TO THE MANOR OF THE HIGH KING

Regardless of how long ago the entourage left the temple of Sehanine, the PCs may catch the tail end of a confrontation between High King Shivanshallos, and Lorindoriel. Gilráne is with them, but takes an observational role, allowing the PCs the opportunity to do the talking.

Conditions: The High King Shivanshallos is suffering from a Charisma loss caused by Cikatrix's *fiend's favor* ability (his Charisma is in the single digits). This loss manifests through a general depression and emotional malaise. Play this up during this encounter.

When the PCs reach the High King's dwelling, read the following:

In no time, you make it across the lantern-lit city to the five trees that hold the High King's dwelling. The windows in the tri-level manor glow with a soft light from within, and suspended footbridges lead away from it into the forest. Steps wind around one of trees up to the home. It is just as in your dream, save that this time there is a pair of elven knights standing watch at all the entrances.

The guards do not allow just anyone up to the High King's manor. The PCs can try to bluff their way to the door, but it would have to be a good reason. The knights are under orders not to let anyone inside, and that gives them a +10 circumstance bonus to their Sense Motive checks (included below).

Naven Du'aellesti Knight: Male High Elf Ftr6 (Sense Motive +14).

The PCs can also try a Diplomacy check to get the High King's attention (DC 20+APL). Any mention of a danger to the people or the High King, or a traitor in their midst, adds +5 to the roll. Any Naven Du'aellesti PC is automatically allowed in, and his companions gain a +5 circumstance to be allowed in. Add circumstance modifiers as you see fit.

When the PCs have come up with a compelling enough reason to see the High King, one of the knights enters to manor to ask Shivanshallos. If the PCs mentioned anything that might automatically gain Shivanshallos attention, like his mother's name (Tandra), then he immediately has the knight escort the PCs to the house.

Note: Galdor is not one of the 8 knights guarding the entrances to the manor. The knights that accompanied the High King to the Reverie were dismissed when the High King got to his manor. He and the other knights are at their respective homes.

What the PCs see once they get to the High King's manor depends on how much time they spent in the Dreaming.

If the PCs **DID NOT REST** at least a few hours while in the Dreaming:

Once the PCs get to the door, they see the following:

As you are allowed inside the door, you can see Lorindoriel approaching the door, her travel-pack in hand. Behind her, a dejected looking Shivanshallos walks towards the door. Lorindoriel smiles politely at you when she sees you, but it is clear her thoughts are on whatever talk she has just had with Shivanshallos.

"I appreciate the hospitality of you and your people," she says over her shoulder, "but I think that you have more important things to focus on besides myself. I will take my leave of you now however, your highness, for I have pressing matters and needful people of my own to attend to."

Any PC who has an acquaintance with Lorindoriel has never seen her in such a brusque mood. She is leaving and there is nothing the PCs can do to stop it.

Lorindoriel has just confronted Shivanshallos about his heritage, based on her dream and her own earlier divinations, and he ashamedly admitted his draconic bloodline to her. While always polite, she was suspicious of him before, and now would like nothing better than to leave Arcaras. She has told him that she would return once he has been truthful with his own people.

If the PCs try to convince Lorindoriel to stay, she does not. She is leaving, and prefers to be alone right now. If asked, she tells the PCs she is leaving via her mount (which wears *horseshoes of speed*). If they press her, citing safety concerns, she assures them she will be safe enough, and will make it to Pwyst's Reed in a few hours.

Continue on.

If the PCs **DID REST** for at least a few hours in the Dreaming:

They are shown into the house, and encounter a dejected Shivanshallos. Lorindoriel has already left, and has been gone for at least a few minutes. Through the open door, they see the High King, standing in the hallway.

The High King's shoulders are slumped and he has a somber, resigned look on his face. Your arrival attracts his attention, and his eerie black eyes look up in your direction.

If the PCs confront the High King, he admits to them what he admitted to Lorindoriel, namely everything about his heritage and how he has been hiding it for all of his life. Now, however, he has resigned himself to the fact that he must tell the high elves of Arcaras, of the Hornwood, his dark secret.

The Traitorous Knight

When the PCs tell Shivanshallos that they suspect one of his knights, he asks them why. The Naven Du'aellesti are just now growing their ranks again after being decimated in the War Against the Giants, and are a precious resource to the community. His best friend, cousin and fellow adventurer for many years, Prince Xanalis, is the Knight Captain, and he trusts his judgment implicitly.

Shivanshallos is very reluctant to accuse any of his knights of anything, and the PCs must make a compelling argument as to why they suspect one of them.

The PCs must make a Diplomacy check (DC 15 + APL) before Shivanshallos takes any action. Assign bonuses to the roll depending on what sort of argument they make. Also, add +1 to the roll for every minute they try to convince him. Gilráne does not attempt to add to the argument regarding the knight, as he did not experience that dreamscape.

Once they have convinced him, he summons the Knight Captain Prince Xanalis, and asks him to gather the eight knights that were just released from duty for the evening. Moments after Prince Xanalis leaves, the city is attacked.

Go to Encounter 7.

ENCOUNTER 7: FIRES IN THE FOREST

Note: The following encounter involves a couple of NPC enemies who are not a part of the EL (Cikatrix and Galdor). They are not meant to be engaged in this encounter, but have actions that are contingent on how the encounter unfolds. It is particularly important to be familiar with all the elements of the encounter.

While the PCs were in the Reverie, the mysterious bard (Cikatrix) held a rendezvous with the redspawn arcannis raiders sent by Brimstone to kill his son (the High King). This took place on the outskirts of the tree city. On his way to delivering the plan of attack for getting to the High

King, he sees (as happenstance would have it) Lorindoriel leave the city. Her departure is the opportunity he's been looking for. If all goes to plan, it makes it very easy to kill Shivanshallos.

While the PCs wait for Prince Xanalis to return with the eight knights:

Your ears pick up the sounds of a bell in the distance. The High King and looks up, alarm evident on his face. As he approaches the door, it flies open revealing a harried elven knight.

"We're under attack!" he yells.

Off in the distance, you can make out the occasional burst of bright flame through the dark woods. Most of the elven knights are running or riding in the direction of the northern road. The High King draws his sword and heads in that direction.

Shivanshallos cannot be dissuaded from helping his people, and leaves to confront the invaders. The PCs are welcome to join him and the squad of elven knights that form up. Assuming the PCs move in the direction of the most commotion, read the following:

Confusion reigns, as elves, awoken from their trances, run through the city. Some go to towards the fires, while others, mostly women and children, make for cover.

As you follow the High King towards the biggest conflagration, a squad of elven knights, along with Prince Xanalis joins you. Nearing the road, a fireball goes off some distance away, and you can hear the screams of those caught in the blast. Finally, you see the attackers by the light of the fires burning around them. They are draconic, red-scaled humanoids, and they notice your group as you notice them. This particular group has three limp elves at their feet, and one of them, a female elf, looks familiar to you.

Conditions: This encounter takes place just off the path, but the earth has been scorched here, so there is no light undergrowth. The unfortunate elves, and "Lorindoriel" are prone and in the same squares as their redspawn captors.

Use the Spot checks rolled at the beginning of the adventure. Any PC who succeeds at a DC 10 recognizes Lorindoriel as one of the unconscious prisoners. This result also tells that she is still breathing.

However, it is not actually Lorindoriel but the demon Cikatrix, using his alternate form ability and disguise skill to appear as Lorindoriel. If the PC's Spot check is higher than Cikatrix's Disguise check, then that PC believes the figure is not Lorindoriel. The only other way to immediately tell it is not Lorindoriel is with a *true seeing* spell, which sees the demon's true form.

If the PCs reveal that it is NOT Lorindoriel:

In the unlikely event that the PCs see through Cikatrix's disguise, the demon continue acting as an unconscious Lorindoriel. The PCs must convince Shivanshallos via a Diplomacy check (DC 20+APL) that it is not Lorindoriel, or otherwise prove it to him. However, keep in mind that the redspawn still have two other elves, prone and unconscious, and use them as the bargaining chip instead. If this is the case, replace references to Lorindoriel in the following boxed-text with references to elven hostages. See the **Development** subsection below for more information.

If the PCs think it IS Lorindoriel:

This is the more likely scenario. Read the following:

The red-scaled draconic figure standing above Lorindoriel's limp form opens his fang-filled maw in a mockery of a smile when it sees the High King. At this, Shivanshallos holds up his hand, and the knights near him stop in their tracks.

"Hello brotherrr...Father sent us for you," he says, letting the words sink in, and then gesturing to the prone elves, "but we ran across these first. How fortunate for us."

Shivanshallos stares at the singed and prone figure of Lorindoriel, but does nothing.

"Just how much do you care for your people brother? Thisss one in particular." asks the redspawn as he notices the High King's gaze. "We will offer you a trade: Your life for theirs."

The High King continues to stare at Lorindoriel, and then, after a long moment, nods his head, "You let her go, let them go, first and you can have me."

If PCs try to argue with Shivanshallos, he cannot be dissuaded. He is intent on saving his love, and his people, and in his overriding guilt, he is more than willing to pay the consequences for having brought this upon the high elves of the

Hornwood. He fully intends to give his life for theirs, and asks the PCs to not intervene.

If the PCs try to set further conditions for the trade, the redspawn promise to exchange the elves first, but that is all they agree to. They allow one unarmed knight to approach with Shiver and take the prisoners.

If the PCs try to get them to stop the attack on Arcaras (as there are other redspawn still fireballing the city), they tell them that they only agree to this immediate exchange. They hold the upper hand and have no threaten to kill the elven hostages if Shivanshallos does not surrender to them. They intend to execute him, and make no secret of this fact.

Once the trade terms are agreed upon, read the following:

"Disarm and approach, and we will allow one of yours to take these wretches." The redspawn says.

The High King agrees and hands his sword and staff to one of his knights. Another one of his knights does likewise, laying his arms on the ground. They both approach the draconic creatures and the elven knight ferries the hostages away from the creatures while Shivanshallos stays behind.

"Lorindoriel" and the hostage elves are dragged to safety (off the battlemat).

The lead redspawn faces the High King, and Shivanshallos stands motionless, calmly awaiting the inevitable.

"You do not deserve the draconic blood that flows through your veins half-breed," the lead redspawn says, as he raises his heavy mace in both hands over Shiver's head, (pause to let the PCs interrupt if they so choose and brings it down with a mighty crack.

Creatures: The redspawn is performing a coup de grace on the High King Shivanshallos, with a +1 *spell storing heavy mace* (currently loaded with *magic missile*). This is a full round action and kills the High King once completed (he fails his saving throw). This is the only redspawn with this magical weapon. In the event that the PCs interrupt the coup de grace, or otherwise attack the redspawn, roll initiative, and see Tactics subsection below. The redspawn's main objective is their "brother" Shivanshallos, and Cikatrix's plan makes it all the easier. Once they have killed Shiver, they wreak havoc, attacking the PCs.

Though the PCs are meant to fight only the redspawn, there are a two wolves-in-sheep's-clothing in this encounter, as listed below:

- Cikatrix is using his alternate form ability to look like Lorindoriel, and is feigning unconsciousness. Cikatrix knows Shivanshallos would do anything for Lorindoriel, and is putting this to the test tonight. By masquerading as a dying Lorindoriel in dire peril, he hopes to lure the High King into trading his life for hers. See the **Development** subsection below for more information.
- The disguised former prince Galdor is one of the Naven Du'aellesti knights that joined Shivanshallos on the way to this encounter. He is in the background, longbow at the ready (like the other knights), In the unlikely event that the redspawn are prevented from killing the High King, he shoots an *arrow of dragon slaying* at the effectively helpless Shivanshallos. In this contingency, the arrow kills the High King if the redspawn fail to do so. See the **Development** subsection below for more information.

Note: There are more redspawn present than are listed below. This is to give the elven knights something to do while the PCs fight the redspawn listed at their APL. The PCs **only** fight the number listed at their APL. The Naven Du'aellesti knights fight the remainder.

APL 4 (EL 6)

Redspawn Arcaniss: hp 52; see *Appendix 1*.

APL 6 (EL 8)

Redspawn Arcaniss (2): hp 52; see *Appendix 2*.

APL 8 (EL 10)

Redspawn Arcaniss (4): hp 52; see *Appendix 3*.

APL 10 (EL 12)

Redspawn Arcaniss Sor 2 (4): hp 68; see *Appendix 4*.

Tactics: The redspawn arcaniss leader finishes his coup de grace on Shivanshallos, and then joins combat. The redspawn arcaniss use their most potent fire-based spell starting off (*fireball*), on as many foes as possible. Once the

PCs engage them in melee, they cast fireballs near or on themselves and their companions (since they are immune to fire), trying to catch as many PCs as possible, and healing themselves in the process via their fire spell affinity ability.

The redspawn avoid casting fireballs on "Lorindoriel" (Cikatrix) if at all possible.

DM Note: Roll initiative **separately** for each redspawn arcaniss involved in this encounter. Their fireballs are deadly, and should be staggered throughout the combat, as opposed to all going off in the same initiative.

Treasure: The redspawn arcaniss have very nice studded leather armor, heavy maces, and magical bucklers. They also carry a curious golden dragon's head in their pouches.

APL 4: L: 48 gp, C: 0 gp, M: 2 *potions pass without trace* (4 gp each), *potion shield of faith* +3 (25 gp), *potion cure moderate wounds* (25 gp), *pearl of power* 1st (83 gp), +1 *buckler* (97 gp), +1 *spell storing heavy mace* (692 gp).

APL 6: L: 96 gp, C: 0 gp, M: 4 *potions pass without trace* (4 gp each), 2 *potions shield of faith* +3 (25 gp each), 2 *potions cure moderate wounds* (25 gp each), 2 *pearls of power* 1st (83 gp each), 2 +1 *bucklers* (97 gp each), 2 *cloaks of resistance* +2 (333 gp each), +1 *spell storing heavy mace* (692 gp).

APL 8: L: 192 gp, C: 0 gp, M: 8 *potions pass without trace* (4 gp each), 4 *potions shield of faith* +3 (25 gp each), 4 *potions cure moderate wounds* (25 gp each), 4 *pearls of power* 1st (83 gp each), 4 +1 *bucklers* (97 gp each), 4 *cloaks of resistance* +2 (333 gp each), +1 *spell storing heavy mace* (692 gp).

APL 10: L: 136 gp, C: 0 gp, M: 8 *potions pass without trace* (4 gp each), 4 *potions shield of faith* +3 (25 gp each), 4 *potions cure moderate wounds* (25 gp each), 4 *pearls of power* 1st (83 gp each), 4 +1 *bucklers* (97 gp each), 4 *cloaks of resistance* +2 (333 gp each), 4 *amulets of health* (333 gp each), 4 +1 *studded leather armor* (97 gp each), +1 *spell storing heavy mace* (692 gp).

Development: In the unlikely event that the PCs discovered that "Lorindoriel" is not actually Lorindoriel, Cikatrix goes ethereal during the fight, and escapes into the ground. He meets the PCs again in Encounter 9.

If the PCs ignored Shivanshallos' wishes, and interrupted the coup de grace, or somehow didn't

allow the High King to sacrifice himself, the disguised former prince Galdor shoots Shivanshallos with a *dragon slaying arrow*, killing him. This causes the Naven Du'aellesti in the area to attack and subdue Galdor, while the PCs fight the redspawn. The PCs can deal with him in the Encounter 8.

The one remaining complication is the redspawn arcaniss that the PCs fought were only part of a larger raiding party sent by Brimstone. The rest were defeated in other parts of the city, but the result has been multiple fires burning throughout Arcaras. Aisling is using the power of the Heart to aid in quenching the fires, but this exhausts her and the Heart, as the PCs find out in Encounter 9.

Note: At the end of the battle with the redspawn, Gilráne heals the injuries of the PCs. He can use any healing magic of 4th level or lower to aid the PCs.

Go to Encounter 8.

ENCOUNTER 8: TRAITOR REVEALED

If everything went according to plan, the High King is dead at this point, and the PCs have an unconscious “Lorindoriel”, but the more pressing concern is the fires that threaten to turn into forest fires and the traitor amongst the Naven Du'aellesti. The fires are being tended to by the high elven residents, and by the power of the Heart.

Conditions: There are fires throughout the tree city, so visibility is normal even though it is nighttime.

If the PCs DO NOT know who the traitorous knight is yet:

As you recover from your battle, pockets of fires dot the elven tree city, yet they seem to be diminishing before your very eyes instead of spreading. Prince Xanalis sees this too, then looks to you, and then turns to the elven knights he brought with him.

“Knights of the Hornwood, form up.” He bellows, and the elven knights make a line in front of the prince.

“Those who escorted the Prince to the Reverie, step forward.” He commands, and eight knights in mithral shirts and full-face helms step forward.

The prince looks to you as if to say, “Be my guest.”, and looks on.

The former prince Galdor is one of the eight knights. His alias is Firval, one of the late Shivanshallos' favorite knights. At this point, the former prince Galdor is nervous, as he recognizes the PCs from his dream. If the PCs Sense Motive on any of the knights (before or after they start asking questions or casting spells) a successful check (DC 18), reveals that the knight named Firval (Galdor) is nervous. Currently he wears a *ring of misdirection* and a *hat of disguise* (both under the influence of *Nystul's magic aura* so as to detect as non-magical). However, if the PCs remove his helmet *and* his coif, he reverts to looking like Galdor.

If any PC played GEO4-06 *Winter of Our Discontent*, they instantly recognize Galdor as the former prince who would have succeeded the former High King Zyath. The very same as was exiled from the Hornwood for trying to use the *staff of the Hornwood* for rebuilding the city as his father had (instead of healing the forest and the people).

If the PCs do not think to remove his items, Gilráne suggests it.

Once Galdor knows his capture is imminent (i.e. when the PCs ask him to remove his items or some other trigger), he bolts. The PCs may try to stop him, but if they look like they will use lethal force, Xanalis asks them to stop, and the knights capture him in short order.

Once he is captured, the PCs may interrogate him.

If Galdor revealed himself during Encounter 7 by shooting his *dragon slaying arrow* at the High King:

The Naven Du'aellesti knights capture him during Encounter 7, and the PCs may interrogate him now.

Once he is captured (by whatever means), and interrogated (the high elves do not allow torture), he talks fairly readily. He has fallen under the sway of the mysterious bard's machinations and is convinced that Shivanshallos was a half-red dragon playing the high elven people for fools. It is obvious the former prince is arrogant, as well as unstable and extremist in thought and action.

If asked about the mysterious bard: ***“Lyaethus is a hero. Were it not for him, I would not have known Shivanshallos to be spawned from a vile red dragon's seed. A half-dragon! A spawn***

of our ancient enemy and he deigned to exile me! Now we see the truth of the matter!"

If asked why he ran: ***"You are obviously allies of the dragon-spawned usurper. I stand no chance against you, but I will die knowing that the usurper is also dead!"***

If asked about the dead elf in the woods: "He was a traitor to his people. ***"He knew he followed an abomination, and yet he played the sycophant!"*** (The dead squire did not know).

Once Galdor is deprived of his *ring of misdirection*, he detects as evil. He doesn't think he is evil of course. Instead, he is convinced that killing Shivanshallos' closest allies is the best thing for the people of Arcaras, as well as for his future.

Treasure: Once the PCs capture, or aid in capturing Galdor, they find the following items upon his person:

hat of disguise, +1 *dragon bane longsword*, *dragon slaying arrow*, *sending stone*, masterwork longbow, and a mithral chain shirt.

Development: If the PCs identify the magic items and question him as to the owner of the other *sending stone*, he becomes quiet, and does not volunteer any more information. The truth of the matter is that Cikatrix ("Lorindoriel") has the other *sending stone*, and it is one of their means for communication. It is currently on "Lorindoriel's" person, in a lead-lined box (so as to foil divination attempts).

Once the PCs are through with Galdor, Prince Xanalis escorts him to a holding cell, and place guards around him. Arcaras does not have a prison as such, but one of the former stone buildings is used to hold Galdor, and guards are assigned to keep him incarcerated until things can be sorted out. The high elves do not execute another high elf, and prevent the PCs from doing so if it comes up.

If the PCs for some reason ask to see Lorindoriel's possessions, Cikatrix considers the game up, and goes ethereal to escape. He faces the PCs in Encounter 9.

Go to Encounter 9.

ENCOUNTER 9: WOLF IN ELF'S CLOTHING

The High King, Shivanshallos, is dead (unless the PCs did something extraordinary). His death is not

insurmountable however, as Aisling can use the power of the Heart to reincarnate him as an elf. This would, hopefully, end the draconic scourge coming back for him again, and would solve the problem of the high elves not trusting their half-red dragon ruler.

Once the PCs have dealt with the traitor Galdor, they can deal with "Lorindoriel", and the body of the High King.

Gilrane is ministering to the injured elves, and Lorindoriel is conscious by the time you finish your business with the former prince Galdor.

If asked about what happened, "Lorindoriel" (Cikatrix) tells the PCs that she was waylaid on her way out of the city by these red-scaled draconic beasts. She claims she put up a fight, but there were too many of them. She was knocked from her mount, and unconscious until now. If asked, "Lorindoriel" tells the PCs that she used all her spells in battle, and thusly has no curative magics available.

Use the pre-rolled Bluff checks for Cikatrix as he plays the role of "Lorindorel". Remember Cikatrix also has a *ring of misdirection*, which cloaks its alignment, as well as magical gear. It does not necessarily detect as magical at all (as per the spell description).

The other two elves were simply near the north road when the redspawn attacked, and were also captured.

Prince Xanalis and some Naven "Du'aellesti are still on the scene, and he picks up Shivanshallos' body, suggesting that they take it to the temples and to Aisling (if the PCs have not already suggested this course of action). Assuming everyone goes to the temples, read the following:

Arriving back at the center of the city, it seems that the worst has passed. The fires are almost completely out, and an efficient elven bucket brigade is seeing to the last of the cinders.

As you approach the temples, you see the Bondmate, Aisling, collapsed against the monolithic purple rock that is the Heart of the Hornwood.

Assuming the PCs examine her.

It appears that the half-elven Bondmate is unconscious, and Gilrane kneels beside the

prone priestess and examines her with the practiced hand of an experienced healer.

“She used the power of the Heart to put out the fires.” Gilráne surmises simply, “She will be out for some time, but will recover with some rest. Please, help me take her to the temple of Sehanine where she may recover more comfortably.”

Once this is accomplished, the PCs may be at a loss for what to do. If they know about the powers of the Heart, it may occur to them that the Heart can be used to reincarnate Shivanshallos as an elf. If they do not know about the power of the Heart, Gilráne mentions it first.

The elder elf looks over to Xanalis, who has placed the High King’s body against the Heart of the Hornwood, and then to your party.

“The Heart can bring him back. The Bondmate, Aisling, can use the power of the Heart to reincarnate Shivanshallos as an elf. The Heart has this power.”

Gilrane waits for the significance of this to sink in. If the PCs look to be at a loss, he elaborates:

He would no longer have the blood of a red dragon. His father might be less inclined to come back for him, and more importantly, any fear of having a half-dragon for a ruler would be put to rest. The high elves of the Hornwood would accept anyone reincarnated by the Heart.”

“It will take some time. The power of the Heart is spent for this night, but both it and the Bondmate should be refreshed by tomorrow’s eve. He’ll need to be placed against the Heart, so that it can attune itself to him.”

The PCs can discuss this if they wish. Xanalis agrees with the plan to reincarnate Shiver. If the PCs do not offer to stand watch over the High King’s body, Xanalis suggests it. The Naven Du’aellesti are either injured or stretched thin harrying the redspawn raiders, guarding the perimeter of the city, and guarding the prisoner Galdor.

“Lorindoriel” for her part is exhausted, and opts to rest at her quarters in the High King’s manor. Xanalis sends some knights with her to be sure she is safe. Cikatrix plans to come back for the High King’s body, to finish her mission.

If the PCs agree to watch over the High King’s body, but request additional help, Xanalis tells the

PCs that they are likely the best guards the High King could have. He does assign four guards to the Heart if the PCs ask. (It won’t matter, as the Naven Du’aellesti guards have fallen victim to Cikatrix’s curse ability, and cannot attack Cikatrix in any case.)

Gilráne opts to sleep in his room at the Gilded Leaf. In reality however, he be back to observe and subtly aid the PCs. He knows about the demon and his ethereal ability, and knows it will return for Shivanshallos. So Gilráne himself returns to the temple of Sehanine and quietly awakens Aisling, knowing that the PCs might need her unique aid. Through her *amber eyes*, she can see *invisible*, which also sees creatures that have gone ethereal. She can also cast *make manifest*, which returns Cikatrix to the material plane, and allow the PCs to deal with him. See the **DM Note** below.

NIGHT WATCH

Sometime during the night, Cikatrix will come back in the guise of Lorindoriel to finish his master’s bidding and retrieve the body of the High King (to prevent him from being reincarnated). He escapes the notice of the knights at the High King’s manor by changing into a bat and flying out.

The demon then goes to the stone building where Galdor is being held, and frees him (by bluffing, *charming* or killing the elven guards). He then chooses an appropriate time to approach the PCs as Lorindoriel as outlined below.

Conditions: It is the middle of the night, and Luna is full, while the crescent Celene is behind her. The grassy glade where the Heart and the temples are is clear of all but a few trees. The moonlight bathes everything in shadowy illumination (instead of the darkness night usually brings). Recall that shadowy illumination provides concealment and thusly a 20% miss chance for those who can’t see in the dark.

Creatures: The demon Cikatrix observes the PCs while hiding at a distance in bat form, and approaches them in the guise of “Lorindoriel” when his *suggestion* ability would do him the most good. The truth is that Cikatrix is in a bit of a pickle at the moment, as he needs to return to his master (Brimstone) on the Plane of Fire with Shivanshallos’ body (as he was going to do with the redspawn arcaniss). He owns a scroll of *plane shift*, and owns the proper tuned fork, but cannot cast the spell himself.

At this point, he has the following options:

If the PCs **DO** have an arcane caster and a strong but dumb fighter-type:

Cikatrix approaches as “Lorindoriel” and quietly uses *suggestion* on them to try to get them away from their companions so that the arcanist can cast the *plane shift* spell off of the scroll (to effect Cikatrix and Shivanshallos’ body). Chances are any arcane caster in the party has a better chance than Prince Galdor. See below.

If the PCs **DO NOT** have an arcane caster:

Cikatrix approaches as “Lorindoriel” and quietly uses *suggestion* on a big fighter type during that PCs watch, and suggests that to try to get them away from their party and further into the woods so that Galdor may read the scroll and hopefully succeed at casting *plane shift*. See below.

Ideally, Cikatrix approaches a fighter-type (low Will save) during his or her watch. He uses *suggestion* to ask that person to follow her with Shivanshallos’ body (as she is too weak to carry it herself). The *suggestion* itself is worded something to the effect of: ***“I believe your friend’s are under the influence of an outside force, and I am here to help, but I can only help the High King if you do as I ask.”***

Use the Will saves rolled at the beginning of the adventure to adjudicate whether the PC is succumbs to “Lorindoriel’s” suggestion.

If one of the PCs is an arcane caster, and is on watch, Cikatrix approaches them as Lorindoriel, and tries *suggestion* on them telling them something like: ***“I think the High King is in danger, and I must take him somewhere safe, but I need your help to cast this scroll.”*** (if asked, “Lorindoriel” attempts to Bluff and say that she is taking him to an ally’s safe-house on the Plane of Fire, where he can be resurrected.)

The EL of this encounter is not as difficult as it may seem, even though it takes place on the same night as the redspawn encounter, because of a few factors. Firstly, the PCs had a chance to gain the power of the *ember of dragonfire* in Encounter 3. Secondly, a number of Cikatrix’s prestige class abilities are rendered impotent in a face-to-face confrontation, effectively lowering his CR. Thirdly, the PCs are provided with free healing from Gilrane after the redspawn encounter.

If at any time, the PCs try to wake the rest of their party, or threaten Cikatrix in any way, he tries his enchantment spells to get out of the situation subtly, but barring that, he fights.

Note: Sleeping or trancing characters may hear Lorindoriel whispering to their companions, and can make a Listen check to wake up (DC 25+1/per 10-ft. of distance). If it gets noisier than whispering, see the Listen skill description (*PH* 78).

If it is obvious the PCs know that “Lorindoriel” is not Lorindoriel: Cikatrix instead possesses Xanalis’ sword, and uses *suggestion* on the Prince described above, in an attempt to get Xanalis to retrieve the body for him, and then attempts to possess the item of any arcane spellcaster in an attempt to use *suggestion* on them as described above.

APL 4 (EL 7)

Cikatrix, Quasit Bard2/Fiend of Possession2/Fiend of Corruption1: hp 51; see *Appendix 1*.

APL 6 (EL 9)

Cikatrix, Quasit Bard2/Fiend of Possession2/Fiend of Corruption3: hp 60; see *Appendix 2*.

APL 8 (EL 11)

Cikatrix, Quasit Bard2/Fiend of Possession2/Fiend of Corruption5: hp 69; see *Appendix 3*.

APL 10 (EL 13)

Cikatrix, Quasit Bard2/Fiend of Possession3/Fiend of Corruption6: hp 78; see *Appendix 4*.

Tactics: Once Cikatrix is revealed, he goes invisible (or even ethereal). He then uses his alternate form ability (from his fiend of corruption prestige class) to take the form of a werewolf lord, before attacking the next round. The changed statistics for his werewolf lord form are found at the end of his stat-block in each appendix.

The fiend’s primary goal at this point is to escape with Shivanshallos’ body. Barring that, and if he takes half his hit points in damage, he tries to flee by going ethereal (see **DM Note** below). Once he cannot go ethereal, he is left with no choice but to fight or to flee (via changing into his quasit form and flying away).

APL 6: If he encounters tough PCs, he uses his *elemental gem (fire)* to even the odds. In melee, He uses his *suggestion* ability if he has any left, and improves his AC via his Combat Expertise feat.

APL 8 & 10: As above, but he also uses his Improved Feint feat against dexterous opponents.

DM Note: If Cikatrix is forced to flee into the ethereal during the fight with the PCs, and the PCs cannot stop it themselves, read the following:

The fiend turns insubstantial, into the ethereal, leaving no trace behind. In the same heartbeat however, you hear the voice of the Bondmate, Aisling from around a tree. Gilráne is holding the exhausted preiestess up from behind, and her amber eyes are aglow as she looks to the spot the creature occupied just a moment ago.

“By the will of the Lady of the Night Sky, you will manifest yourself before us, demon!” She says, before collapsing into Gilráne’s arms.

In the same instant, the creature returns from the ethereal a look of rage upon its face.

The PCs may now finish with the demon one way or another. Gilráne does not intervene save by stabilizing any PC who falls.

Treasure: If Cikatrix is killed or captured, the PCs find his treasure, as described below, on his person. If he is able to flee in his natural form (flying away as a quasit), all of his items meld into his form. If he escapes, the PCs gain the **Enmity of Cikatrix**. If he is killed or captured, the PCs gain the **Attention of Brerrapyrizaax**. If the demon is defeated, they also gain all of the positive favors on the AR.

APL 4: L: 29 gp, C: 10 gp, M: *circlet of persuasion* (375 gp), *ring of misdirection* (583 gp), *arcane scroll of plane shift* (189 gp), *Fochluchan Bandore* (158 gp).

APL 6: L: 29 gp, C: 10 gp, M: *circlet of persuasion* (375 gp), *ring of misdirection* (583 gp), *arcane scroll of plane shift* (189 gp), *Fochluchan Bandore* (158 gp), *elemental gem [fire]* (187 gp).

APL 8: L: 29 gp, C: 10 gp, M: *circlet of persuasion* (375 gp), *ring of misdirection* (583 gp), *arcane scroll of plane shift* (189 gp), *Fochluchan Bandore* (158 gp), *elemental gem*

[fire] (187 gp), *brooch of shielding* (125 gp), *cloak of charisma +2* (333 gp).

APL 10: L: 29 gp, C: 10 gp, M: *circlet of persuasion* (375 gp), *ring of misdirection* (583 gp), *arcane scroll of plane shift* (189 gp), *Fochluchan Bandore* (158 gp), *elemental gem [fire]* (187 gp), *brooch of shielding* (125 gp), *cloak of charisma +4* (1,333 gp).

Development: If the PCs were successful in defeating the demon Cikatrix, OR If the demon escaped *without* the body of Shivanshallos, the PCs receive **Conclusion A**.

If the demon escaped *with* the body of the High King, the PCs receive **Conclusion B**.

CONCLUSION

CONCLUSION A: WAXING MOON

If the PCs were successful in stopping the demon Cikatrix, they get the following conclusion:

The next evening, Aisling prepares the High King’s body, and carries out the ritual to reincarnate Shivanshallos. Through the power of the Heart of the Hornwood, Shivanshallos arises as a high elf, with long dark locks of hair, and vibrant green eyes, exactly as he had appeared at the beginning of your dreamscape experience.

The elder Gilráne, priest of Corellon, delivers a homily after the ritual to the people of Arcaras preaching of what it is to be good. Of how Shiver was good despite his bloodline, while Galdor choose to do evil acts in spite of his noble birth. He reveals that both Galdor and his father, the late High King Zyath, both had fallen to temptation, and been corrupted by the demon without. The very same demon who weakened the High King, but yet was not able to corrupt him.

For his part, the High King Shivanshallos thanks you for your efforts, and proclaims your actions to all the people of Arcaras, who celebrate the rest of their festival with you as the honored guests.

At some point, the PCs loose track of Gilráne, and are never able to find him again.

The PCs gain all the positive favors on the AR. If Cikatrix escaped, they gain the **Enmity of Cikatrix**.

If any PC was drained of emotion by the joystealet in Encounter 3, Aisling casts *remove curse* in the *hallowed* grounds of the Temple of Sehanine.

If any PC was killed, Aisling offers to reincarnate them via the Favor of the Bondmate, or alternatively, offers to cast *raise dead* for the standard gold piece donation.

CONCLUSION B: WANING MOON

If the PCs let the demon Cikatrix escape with Shivanshallos body:

Come the next day, the people of Arcaras are told of the loss of their High King, and mourn his passing. Prince Xanalis thanks you for your efforts, though his mind is obviously on other matters, and he soon sets about meeting with the house leaders in Aracaras to discuss their situation.

The old priest Gilráne cannot be found.

The PCs do not receive any positive favors from the AR.

EPILOGUE

Somewhere in the Oytwood forest, a high elf wanders into town. His otherworldly countenance and the moonbow in his eyes speak to his great age.

CAMPAIGN CONSEQUENCES

Please fill out the Critical Event Summary appendix during RaptorCon 2007, and submit it to the con-coordinator or the Geoff Triad. Thank you.

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 3

Defeat, or bargain with, the joystealet.

APL 4: 150 xp.

As above plus defeat or bypass the haunting trap.

APL 6: 210 xp.

APL 8: 270 xp.

APL 10: 330 xp.

Encounter 7

Defeat the redspawn arcaniss raiders.

APL 4: 180 xp.

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

Encounter 8

Story Award

Aid in capturing the traitor Galdor.

APL 4: 68 xp.

APL 6: 90 xp.

APL 8: 113 xp.

APL 10: 135 xp.

Encounter 9

Defeat Cikatrix the demon.

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

Discretionary Roleplaying Award

APL 4: 67 xp.

APL 6: 90 xp.

APL 8: 112 xp.

APL 10: 135 xp..

Total possible experience

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 characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional adventure, 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 7:

APL 4: L: 48 gp, C: 0 gp, M: 2 *potions pass without trace* (4 gp each), *potion shield of faith* +3 (25 gp), *potion cure moderate wounds* (25 gp), *pearl of power* 1st (83 gp), +1 *buckler* (97 gp), +1 *spell storing heavy mace* (692 gp).

APL 6: L: 96 gp, C: 0 gp, M: 4 *potions pass without trace* (4 gp each), 2 *potions shield of faith* +3 (25 gp each), 2 *potions cure moderate wounds* (25 gp each), 2 *pearls of power* 1st (83 gp each), 2 +1 *bucklers* (97 gp each), 2 *cloaks of resistance* +2 (333 gp each), +1 *spell storing heavy mace* (692 gp).

APL 8: L: 192 gp, C: 0 gp, M: 8 *potions pass without trace* (4 gp each), 4 *potions shield of faith* +3 (25 gp each), 4 *potions cure moderate wounds* (25 gp each), 4 *pearls of power* 1st (83 gp each), 4 +1 *bucklers* (97 gp each), 4 *cloaks of resistance* +2 (333 gp each), +1 *spell storing heavy mace* (692 gp).

APL 10: L: 136 gp, C: 0 gp, M: 8 *potions pass without trace* (4 gp each), 4 *potions shield of faith* +3 (25 gp each), 4 *potions cure moderate wounds* (25 gp each), 4 *pearls of power* 1st (83 gp each), 4 +1 *bucklers* (97 gp each), 4 *cloaks of resistance* +2 (333 gp each), 4 *amulets of health* (333 gp each), 4 +1 *studded leather armor* (97 gp each), +1 *spell storing heavy mace* (692 gp).

Encounter 9:

APL 4: L: 29 gp, C: 10 gp, M: *circlet of persuasion* (375 gp), *ring of misdirection* (583 gp), *arcane scroll of plane shift* (189 gp), *Fochluchan Bandore* (158 gp), *sending stones* (1,250 gp pair).

APL 6: L: 29 gp, C: 10 gp, M: *circlet of persuasion* (375 gp), *ring of misdirection* (583 gp), *arcane scroll of plane shift* (189 gp), *Fochluchan Bandore* (158 gp), *elemental gem [fire]* (187 gp), *sending stones* (1,250 gp pair).

APL 8: L: 29 gp, C: 10 gp, M: *circlet of persuasion* (375 gp), *ring of misdirection* (583 gp), *arcane scroll of plane shift* (189 gp), *Fochluchan Bandore* (158 gp), *elemental gem [fire]* (187 gp), *brooch of shielding* (125 gp), *cloak of charisma* +2 (333 gp), *sending stones* (1,250 gp pair).

APL 10: L: 29 gp, C: 10 gp, M: *circlet of persuasion* (375 gp), *ring of misdirection* (583 gp), *arcane scroll of plane shift* (189 gp), *Fochluchan Bandore* (158 gp), *elemental gem*

[fire] (187 gp), *brooch of shielding* (125 gp), *cloak of charisma +4* (1,333 gp), *sending stones* (1,250 gp pair).

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 77 gp, C: 10 gp, M: 3,485 gp – Total: 3,572 gp (650 gp).

APL 6: L: 125 gp, C: 10 gp, M: 4,576 gp – Total: 4,711 gp (900 gp).

APL 8: L: 221 gp, C: 10 gp, M: 6,176 gp – Total: 6,407 gp (1,300 gp).

APL 10: L: 165 gp, C: 10 gp, M: 8,896 gp – Total: 9,071 gp (2,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Craftwares of the Hornwood Elves: Due to your heroic actions during the Reverie, as proclaimed by the High King, the artisan houses of the Hornwood high elves offer to enhance and craft armor and weapons for you with special materials native to the Hornwood. You gain access (Frequency: Adventure) to purchase one of the following two options:

- **Hornwood Armor:** A single suit of armor made from wildwood, thistledown or leafweave (from Table 7-2 in *Races of the Wild*). Wearing this armor gives the PC a +2 circumstance bonus to Charisma-based checks when dealing with high elves. Additionally, the PC may also opt to pay extra to have an existing suit of armor modified with a thistledown suit (*Races of the Wild*) or a forestwarden shroud (*Races of the Wild*).
- **Hornwood Bow:** A single longbow or shortbow made from the wood of a rare variety of hornwood tree. The hornwood material has hardness of 8 and double the hit points of a standard wooden bow. The Hornwood Bow is considered a masterwork composite bow, with a default Strength rating of +1. It can be crafted to a maximum Strength rating of +4, but no higher due to the unusually rigid nature of the wood. A bow made from this material costs double the standard version from the *PH* (for the wood), + 100 gp (for the default +1 Str rating), + 300 gp for the

masterwork quality. Thusly, a Hornwood Bow masterwork composite longbow starts at 600 gp, and a masterwork composite shortbow starts at 550 gp.

Additionally, if the Hornwood Bow option is chosen, the PC may opt to pay extra for the elvencraft bow (*Races of the Wild*) modification, but this takes extra time to craft, and the PC must spend an additional 1 Time Unit waiting for the bow to be finished.

Favor of the High King of the Hornwood: For your service to the Hornwood high elves, you have earned the gratitude of High King Shivanshallos. This favor can be exchanged to gain access (Frequency: Adventure) to purchase one of the following upgrades (circle one selected): weapon special abilities – *corrosive* (*Dungeon Master's Guide II*), *defensive surge* (*Dungeon Master's Guide II*); armor special abilities – *glamered*, *fire resistance*, *energy defense* (*Dungeon Master's Guide II*).

Alternatively, the PC may spend this favor to gain access (Frequency: Adventure) to the Dragonfoe feat (*Draconomicon*).

Finally, and in addition to the two options above, the High King will offer a knighthood in the Naven Du'aellesti (the Hornwood knightly order metaorganization), to any elf or high-elf who desires it. This offer effectively waives the time-in-grade requirement to become a knight in the order, but the PC must meet all other requirements before he can accept. Any PC who is already a member, has the time-in-grade requirements waived for the next rank within the organization.

Favor Level A. Mark this favor as USED when it is spent.

Favor of the Bondmate of the Heart: Aisling, High Priestess of Sehanine Moonbow and Bondmate of the Heart of the Hornwood, provides access to the power of the Heart itself in the form of one casting of the *reincarnate* spell for this PC. The Heart automatically reincarnates the PC as an elf or half-elf (equal chance of being high, gray, wood or half-elf). The PC must pay standard NPC spellcasting costs for the spell.

Alternatively, the PC may spend this favor to gain access (Frequency: Adventure) to one of the following (circle one selected): weapon special abilities – *ghost touch*, *incorporeal binding* (*Dungeon Master's Guide II*); armor special abilities – *ghost touch*; divine spell access – *make*

manifest (Spell Compendium). Favor Level B. Mark this favor as USED when it is spent.

Kinslayer's Gear: Due to your invaluable aid in stopping the treacherous Galdor, the High King allows you access to the traitor's gear. You gain access (Frequency: Adventure) to the following items: *hat of disguise*, +1 *dragon bane* longsword, *dragon slaying arrow*, *ring of misdirection*, mithral chain shirt.

Notice of Gilráne: You have acquitted yourself with great valor and wisdom, and have gained the notice of the enigmatic Gilráne, venerable high elf priest of Corellon Larethian. This favor may come into play down the line. Favor Level D.

Attention of Brerrapyrizaax (aka Brimstone): You have killed Brimstone's demonic agent in the Hornwood court, and foiled his plans for revenge against the high elves. Like most red dragons, he does not take kindly to defeat. This disfavor may come into play down the line.

Enmity of Cikatrix: You have won the day (or night as the case may be), but the demon Cikatrix has a long memory.

Planar Fork (Plane of Fire): You found a forked rod attuned to the plane of fire upon your defeated foe.

Naven Du'aellesti: Members in good standing of this metaorganization gain access (Frequency: Regional) to the following: Elvencraft longbow (*Races of the Wild*), *boots* or *cloak of elvenkind*, elven chain, mithral chain shirt, mithral breastplate, mithral half-plate, elf paladin (*Races of the Wild*), elf ranger (*Races of the Wild*).

Church of Corellon Larethian: Members in good standing of this meta-organization gain access (Frequency: Regional) to the following: +1 *keen* longsword, elven harp (*Races of the Wild*), *pearl of power* 1st – 3rd, *boots* or *cloak of elvenkind*, true holy symbol (*Planar Handbook*), elf paladin (*Races of the Wild*), half-elf bard (*Races of the Wild*).

Church of Sehanine Moonbow: Members in good standing of this meta-organization gain access (Frequency: Regional) to the following: +1 *ghost touch* quarterstaff, *gravebane* (*Arms and Equipment Guide*), true holy symbol (*Planar Handbook*), *make manifest* (Spell Compendium), armor enhancement – *ghost touch*.

Item Access

APL 4

Pearl of Power (1st) (Adventure; DMG)

Ring of Misdirection (Adventure; Arms and Equipment Guide)

Sending Stones (Adventure; Complete Arcane)

Circlet of Persuasion (Adventure; DMG)

Arcane Scroll of Plane Shift (CL 13th; Adventure; DMG)

Fochluchan Bandore (Adventure; Complete Arcane)

+1 *Spell Storing Heavy Mace*

Elven Harp (lap) (Adventure; Races of the Wild)

APL 6:

Cloak of Resistance +2 (Adventure; DMG)

Elemental Gem (Fire) (Adventure; DMG)

APL 8:

Brooch of Shielding (Adventure; DMG)

APL 10:

Cloak of Charisma +4 (Adventure; DMG)

APPENDIX 1 – APL 4

ENCOUNTER 3

JOYSTEALER

CR 5

NE Medium fey (incorporeal)

Init +7; **Senses** Low-light vision, sense emotions 60 ft.; Listen +12, Spot +12

Languages Common, Sylvan, Elven

AC 17, touch 17, flat-footed 14
(+3 Dex, +4 deflection)

Miss Chance 50% (incorporeal)

hp 27 (6 HD); DR 5/cold iron

Fort +3, **Ref** +8, **Will** +6

Speed fly 30 ft. (perfect) (6 squares)

Melee incorporeal touch +6 (1d4 Cha)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** -

Special Actions drain emotions

Abilities Str -, Dex 17, Con 12, Int 13, Wis 12, Cha 19

SQ incorporeal traits

Feats Alertness, Improved Initiative, Track

Skills Bluff +13, Diplomacy +8, Disguise +12 (+14 acting), Hide +16, Intimidate +6, Knowledge (nature) +8, Knowledge (the planes) +5, Listen +10, Sense Motive +8, Spot +10, Survival +8 (+10 in aboveground natural environments)

Sense Emotions (Su) This ability functions like blindsense, except that the joystealer can detect only the presence and positions of living creatures.

Drain Emotions (Su) Once a joystealer has reduced a living creature to 0 Charisma, it can drain emotions completely from that opponent as a standard action. A creature so drained can't be affected by morale bonuses or penalties, can't rage, and can't receive the benefits of any other ability derived through inspiration or emotion. The affected creature is also immune to fear effects.

The drain emotions effect can be countered by finding and destroying the joystealer who caused it, or by casting a *remove curse* spell on the afflicted creature within the area of a *hallow* spell.

Skills Joystealers get a +4 racial bonus on Hide checks

Description An extremely beautiful and pale elf maiden with long hair, and flowing robes. Her luminous eyes glow with a soft red light.

Sources Joystealer (Monster Manual 4)

ENCOUNTER 7

REDSPAWN ARCANISS

CR 6

Class level

Always CE Medium monstrous humanoid (dragonblood, fire)

Init +1; **Senses** Listen +0, Spot +0

Languages Common, Draconic

AC 18, touch 11, flat-footed 17

(+1 Dex, +3 armor, +2 shield, +2 natural)

hp 52 (8 HD); fire spell affinity

Immune fire, paralysis, *sleep*

Fort +4, **Ref** +7, **Will** +6

Weakness vulnerability to cold

Speed 40 ft. (8 squares)

Melee mwk heavy mace +9/+4 (1d8)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +8

Atk Options Point Blank Shot, Precise Shot

Combat Gear *potion of shield of faith* (+3), *potion of cure moderate wounds*

Sorcerer Spells Known (CL 6th):

3rd (4/day)— *fireball* (DC 16; CL 8th)

2nd (6/day)— *Melf's acid arrow* (+10 ranged touch), *scorching ray* (+10 ranged touch; CL 8th)

1st (6/day)— *burning hands* (DC 14; CL 8th), *chill touch* (+8 melee touch; DC 14), *magic missile*, *true strike*

0 (6/day)— *acid splash* (+10 ranged touch), *ghost sound* (DC 13), *message*, *ray of frost* (+10 ranged touch), *touch of fatigue* (+8 melee touch; DC 13)

‡ Already cast

Abilities Str 10, Dex 13, Con 15, Int 10, Wis 10, Cha 17

Feats Point Blank Shot, Precise Shot, Weapon Focus (ranged touch)

Skills Concentration +13, Jump +4, Knowledge (arcana) +11, Listen +0, Spot +0

Possessions combat gear plus masterwork studded leather armor, +1 *buckler*, masterwork heavy mace, *potion pass without trace* (x2), *pearl of power* 1st, spell component pouch (x2), gold pendant shaped like a red dragon's head worth 100 gp

Fire Spell Affinity (Ex) A redspawn arcaniss casts fire spells at +2 caster level. In addition, the redspawn arcaniss heals 2 points of damage per spell level each time it casts a fire spell.

Armored Mage (Ex) A redspawn arcaniss can wear light armor and use light shields without an arcane spell failure chance. *Complete Arcane* 12.

Description A draconic humanoid, 6 feet tall and weighing about 200 pounds covered in red scales with yellow and orange flame like markings.

Sources Redspawn Arcaniss (Monster Manual 4)

ENCOUNTER 8

CIKATRIX

CR 7

Quasit bard 2/ fiend of possession 2/ fiend of corruption 1

CE Tiny outsider (chaotic, extraplanar, evil)

Init +7; **Senses** darkvision 60 ft.; Listen +8, Spot +8

Languages Common, Abyssal, Elven

AC 18, touch 15, flat-footed 15
(+2 size, +3 Dex, +3 natural)
hp 51 (8 HD); fast healing 2; DR 5/cold iron or good
Immune poison
Resist fire 10;
Fort + 9, **Ref** + 14, **Will** +13

Speed 20 ft. (4 squares), base movement 20 ft., fly 50 ft. (perfect).

Melee claw +10 (1d3-3 plus poison) or 2 claws +10 (1d3-3 plus poison) and bite +5 (1d4-3)

Space 2 1/2 ft.; **Reach** 0 ft.

Base Atk +5; **Grp** -6

Atk Options Alternate form (werewolf lord – see below)

Special Actions *cause fear*

Combat Gear -

Bard Spells Known (CL 2nd):

1st (1/day)— *charm person* (DC 14), *disguise self*

0 (x/day)— *dancing lights*, *daze*, *ghost sound*, *mage hand*

‡ Already cast

Spell-Like Abilities (CL 6th):

At will – *detect good*, *detect magic*, *invisibility*; 1/day – *cause fear* (as the spell except that its area is a 30-ft. radius from the quasit) (DC 14)

Once per week, a quasit can use *commune* to ask up to six questions. The ability otherwise works as the spell (CL 12th).

‡ Already cast

Abilities Str 5, Dex 16, Con 12, Int 14, Wis 14, Cha 17

SQ Alternate form, ethereal form, hide presence, possess object, curse, magic item, fiend's favor

Feats Improved Initiative, Weapon Finesse, Skill Focus (Disguise)

Skills Bluff +17, Concentration +3, Diplomacy +7, Disguise +20 (+22 acting), Gather Information +8, Hide +20, Knowledge: Arcana +8, Listen +8, Move Silently +9, Perform (string instruments) +11, Perform (sing) +7, Search +4, Spellcraft +8, Spot +8, Sense Motive +15.

Possessions combat gear plus *circlet of persuasion*, *ring of misdirection*, *arcane scroll of plane shift*, *Fochluchan Bandore*, planar fork (plane of fire), elven harp (lap), 60 gp.

Poison (Ex) Injury, Fortitude DC 14, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save is Constitution-based and includes a +2 racial bonus.

Alternate Form (Su) A quasit can assume other forms at will as a standard action. Each quasit can assume one or two forms from the following list: bat, Small or Medium monstrous centipede, toad, and wolf.

Ethereal Form (Su) At will, a fiend of possession can become ethereal, as though using etherealness as cast by a sorcerer of the fiend's total hit dice or its sorcerer caster level (when using its spell-like abilities), whichever is higher. Possessing an object or creature effectively ends a use of this ability, so time spent in another body or object does not count against the duration of this ability.

Hide Presence (Ex) A fiend in possession of an object or creature can attempt to hide its presence by making a special Hide check. This "mental" Hide check uses the fiend's Intelligence modifier instead of its Dexterity modifier. A successful check allows a fiend of possession to avoid virtually anything that would betray its presence in the possessed creature or object: it can pass through a *magic circle against evil*, enter a temple warded by *forbiddance*, or escape detection via *detect evil*. The DC for this Hide check is the same as the saving throw for the spell the fiend is trying to avoid. The fiend gains a +4 circumstance bonus on this check if it is not controlling the possessed creature or object at the time of the check.

When possessing a creature, a fiend of possession can make this Hide check to protect the possessed creature from the full effects of alignment-based spells such as *holy smite*. If the fiend makes a successful Hide check (against the save DC of the spell), the possessed creature takes damage appropriate to its actual alignment, but if the fiend fails the Hide check, the possessed creature is affected as if it were the fiend.

Making this check is not an action; the fiend can do it in response to another creature's action (such as casting *detect evil*).

Possess Object (Su) A fiend of possession in ethereal form can possess an object on the Material Plane. The object must be at least tiny, and no larger than Huge. Magic items and attended items receive Will saving throws. Unattended non-magical items are automatically possessed.

A fiend in possession becomes part of the object it possesses, so it is no longer ethereal. The fiend is aware of what is going on around the object: It can see and hear up to 60 feet away as if using its normal senses (it does not gain blindsight). In any round in which it takes no other action, it extends its senses to twice its normal range.

The fiend is vulnerable to spells that specifically affect outsiders or creatures of the fiend's alignment (such as *holy word*, *holy smite*, *chaos hammer* or *order's wrath*) and mind-affecting spells or effects, but is unaffected by physical attacks or standard magical effects (such as *fireball*). Harming the object does not harm the fiend, although if the object is destroyed, the fiend is forced back into its ethereal form.

While possessing an object, a fiend of possession can use any ability it has that requires no physical action, such as using a spell-like ability or telepathy. It cannot cast spells, attack physically, or perform any other physical action, until it reaches a high enough level to make the possessed object perform these tasks for it.

Curse (Su) At 2nd level, a fiend of possession gains the ability to make a possessed item radiate a corrupt and befouling nature. Anyone touching the object must make a Will save or fall under the effect of a *bestow curse* spell. The affected creature does not know the curse came from the item, and in fact might

not know right away that he or she is affected by the curse. Nothing about the object's appearance suggests that it is possessed. The curse lasts until removed, even if the fiend vacates the object it possessed.

Magic Item (Su) Also at 2nd level, a fiend of possession gains the ability to make a possessed weapon or armor function as a magic item. The fiend can bestow powers on the item with a value as an enhancement bonus of up to its class level. *Detect magic* does not reveal an aura on the object, though *detect evil* does.

A character who makes a Search check (DC 25) while examining the possessed item can tell there is something "strange about it".

Alternate Form (Su) A fiend of corruption has the ability to assume any humanoid form from Small to Large size as a standard action. While using this ability, the fiend gains a +10 circumstance bonus to disguise checks.

Fiend's Favor (Su) Once per day, a fiend of corruption can grant a touched creature a +3 bonus to one of the creature's ability scores. This bonus stacks with any other bonus the creature may already have, and lasts for one day. When the effect expires, the creature takes a –3 penalty to the same ability score the next day. Another application of fiend's favor not only negates the penalty, but restores the full bonus.

Description A tiny humanoid-shaped creature with spiky horns and bat wings. Its hands and feet are long and slender, with long claw-tipped digits. Warts cover its greenish skin.

Sources Fiend of Possession and Fiend of Corruption prestige classes (Fiend Folio)

NOTE: When assuming his fiend of corruption alternate form of a werewolf lord (hybrid form), Cikatrix has the following *changed* statistics:

Large Outsider

Init +8

AC 18, touch 13, flat-footed 14

(–1 size, +4 Dex, +5 natural)

Fort + 13, **Ref** + 15

Speed 30 ft. (6 squares).

Melee claw +16 (1d6+11) or 2 claws +16 (1d6+11) and bite +11 (1d8+5)

Space 10 ft.; **Reach** 10 ft.

Grp +20

Abilities Str 32, Dex 18, Con 20

Skills Concentration +7, Hide +11, Move Silently +10

APPENDIX 2 – APL 6

ENCOUNTER 3

HAUNTING TRAP

CR 5

Description A haunting trap covers a 30-foot radius, usually in the shape of a hemisphere resting on the surface of the ground. Any creature within the area of the trap notices an immediate drop in temperature. Additionally, creatures within the area of the trap must make a DC 20 Will save or become affected by the haunting's emotional power.

Since a haunting trap is, on some level, undead, it can be bypassed or destroyed by a cleric who channels positive energy. Treat the haunting as a 10 HD undead; if a cleric manages to turn it, the trap is rendered inactive for 1 minute. If a cleric destroys it, the trap is forever disarmed.

Search DC 25; **Type** magic trap

Trigger location, **Init** +2

Effect *crushing despair* (DC 20; PH 215)

Duration 10 minutes

Destruction

Disarm Disable Device DC 25 or turn (see above)

Sources Haunting Trap (Dungeon Master's Guide II)

JOYSTEALER

CR 5

NE Medium fey (incorporeal)

Init +7; **Senses** Low-light vision, sense emotions 60 ft.; Listen +12, Spot +12

Languages Common, Sylvan, Elven

AC 17, touch 17, flat-footed 14
(+3 Dex, +4 deflection)

Miss Chance 50% (incorporeal)

hp 27 (6 HD); DR 5/cold iron

Fort +3, **Ref** +8, **Will** +6

Speed fly 30 ft. (perfect) (6 squares)

Melee incorporeal touch +6 (1d4 Cha)

Space 5 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** -

Special Actions drain emotions

Abilities Str -, Dex 17, Con 12, Int 13, Wis 12, Cha 19

SQ incorporeal traits

Feats Alertness, Improved Initiative, Track

Skills Bluff +13, Diplomacy +8, Disguise +12 (+14 acting), Hide +16, Intimidate +6, Knowledge (nature) +8, Knowledge (the planes) +5, Listen +10, Sense Motive +8, Spot +10, Survival +8 (+10 in aboveground natural environments)

Sense Emotions (Su) This ability functions like blindsense, except that the joystealer can detect only the presence and positions of living creatures.

Drain Emotions (Su) Once a joystealer has reduced a living creature to 0 Charisma, it can drain emotions completely from that opponent as a standard action. A creature so drained can't be affected by morale

bonuses or penalties, can't rage, and can't receive the benefits of any other ability derived through inspiration or emotion. The affected creature is also immune to fear effects.

The drain emotions effect can be countered by finding and destroying the joystealer who caused it, or by casting a *remove curse* spell on the afflicted creature within the area of a *hallow* spell.

Skills Joystealers get a +4 racial bonus on Hide checks

Description An extremely beautiful and pale elf maiden with long hair, and flowing robes. Her luminous eyes glow with a soft red light.

Sources Joystealer (Monster Manual 4)

ENCOUNTER 7

REDSPAWN ARCANISS

CR 6

Class level

Always CE Medium monstrous humanoid (dragonblood, fire)

Init +1; **Senses** Listen +0, Spot +0

Languages Common, Draconic

AC 18, touch 11, flat-footed 17

(+1 Dex, +3 armor, +2 shield, +2 natural)

hp 52 (8 HD); fire spell affinity

Immune fire, paralysis, *sleep*

Fort +6, **Ref** +9, **Will** +8

Weakness vulnerability to cold

Speed 40 ft. (8 squares)

Melee mwk heavy mace +9/+4 (1d8)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +8

Atk Options Point Blank Shot, Precise Shot

Combat Gear *potion of shield of faith* (+3), *potion of cure moderate wounds*

Sorcerer Spells Known (CL 6th):

3rd (4/day)— *fireball* (DC 16; CL 8th)

2nd (6/day)— *Melf's acid arrow* (+10 ranged touch), *scorching ray* (+10 ranged touch; CL 8th)

1st (6/day)— *burning hands* (DC 14; CL 8th), *chill touch* (+8 melee touch; DC 14), *magic missile*, *true strike*

0 (6/day)— *acid splash* (+10 ranged touch), *ghost sound* (DC 13), *message*, *ray of frost* (+10 ranged touch), *touch of fatigue* (+8 melee touch; DC 13)

‡ Already cast

Abilities Str 10, Dex 13, Con 15, Int 10, Wis 10, Cha 17

Feats Point Blank Shot, Precise Shot, Weapon Focus (ranged touch)

Skills Concentration +13, Jump +4, Knowledge (arcana) +11, Listen +0, Spot +0

Possessions combat gear plus masterwork studded leather armor, +1 *buckler*, masterwork heavy mace, *cloak of resistance* +2, *potion pass without trace*

(x2), *pearl of power* 1st, spell component pouch (x2), gold pendant shaped like a red dragon's head worth 100 gp

Fire Spell Affinity (Ex) A redspawn arcaniss casts fire spells at +2 caster level. In addition, the redspawn arcaniss heals 2 points of damage per spell level each time it casts a fire spell.

Armored Mage (Ex) A redspawn arcaniss can wear light armor and use light shields without an arcane spell failure chance. *Complete Arcane* 12.

Description A draconic humanoid, 6 feet tall and weighing about 200 pounds covered in red scales with yellow and orange flame like markings.

Sources Redspawn Arcaniss (Monster Manual 4)

ENCOUNTER 8

CIKATRIX

CR 9

Quasit bard 2/ fiend of possession 2/ fiend of corruption 3

CE Tiny outsider (chaotic, extraplanar, evil)

Init +7; **Senses** darkvision 60 ft.; Listen +8, Spot +8

Languages Common, Abyssal, Elven

AC 18, touch 15, flat-footed 15

(+2 size, +3 Dex, +3 natural)

hp 60 (10 HD); fast healing 2; DR 5/cold iron or good

Immune poison

Resist fire 10

Fort + 10, **Ref** + 15, **Will** +14

Speed 20 ft. (4 squares), base movement 20 ft., fly 50 ft. (perfect).

Melee claw +11 (1d3-3 plus poison) or 2 claws +11 (1d3-3 plus poison) and bite +6 (1d4-3)

Space 2 1/2 ft.; **Reach** 0 ft.

Base Atk +6; **Grp** -5

Atk Options Combat Expertise, Alternate form (werewolf lord – see below)

Special Actions *cause fear*

Combat Gear *elemental gem (fire)*

Bard Spells Known (CL 2nd):

1st (1/day)— *charm person* (DC 14), *disguise self*

0 (x/day)— *dancing lights*, *daze*, *ghost sound*, *mage hand*

‡ Already cast

Spell-Like Abilities (CL 6th):

At will – *detect good*, *detect magic*, *invisibility*; 1/day

– *cause fear* (as the spell except that its area is a 30-ft. radius from the quasit) (DC 14), *mark of justice*; 3/day – *suggestion* (DC 18; CL 3rd)

Once per week, a quasit can use *commune* to ask up to six questions. The ability otherwise works as the spell (CL 12th).

‡ Already cast

Abilities Str 5, Dex 16, Con 12, Int 14, Wis 14, Cha 17

SQ Alternate form, ethereal form, hide presence, possess object, curse, magic item, fiend's favor, mind shielding

Feats Improved Initiative, Weapon Finesse, Skill Focus (Disguise), Combat Expertise

Skills Bluff +19, Concentration +3, Diplomacy +10, Disguise +22 (+24 acting), Gather Information +8, Hide +20, Knowledge: Arcana +8, Knowledge (religion) +4, Listen +8, Move Silently +9, Perform (string instruments) +11, Perform (sing) +7, Search +4, Spellcraft +8, Spot +8, Sense Motive +17.

Possessions combat gear plus *circlet of persuasion*, *ring of misdirection*, *arcane scroll of plane shift*, *Fochluchan Bandore*, planar fork (plane of fire), elven harp (lap), 60 gp.

Poison (Ex) Injury, Fortitude DC 14, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save is Constitution-based and includes a +2 racial bonus.

Alternate Form (Su) A quasit can assume other forms at will as a standard action. Each quasit can assume one or two forms from the following list: bat, Small or Medium monstrous centipede, toad, and wolf.

Ethereal Form (Su) At will, a fiend of possession can become ethereal, as though using etherealness as cast by a sorcerer of the fiend's total hit dice or its sorcerer caster level (when using its spell-like abilities), whichever is higher. Possessing an object or creature effectively ends a use of this ability, so time spent in another body or object does not count against the duration of this ability.

Hide Presence (Ex) A fiend in possession of an object or creature can attempt to hide its presence by making a special Hide check. This "mental" Hide check uses the fiend's Intelligence modifier instead of its Dexterity modifier. A successful check allows a fiend of possession to avoid virtually anything that would betray its presence in the possessed creature or object: it can pass through a *magic circle against evil*, enter a temple warded by *forbiddance*, or escape detection via *detect evil*. The DC for this Hide check is the same as the saving throw for the spell the fiend is trying to avoid. The fiend gains a +4 circumstance bonus on this check if it is not controlling the possessed creature or object at the time of the check.

When possessing a creature, a fiend of possession can make this Hide check to protect the possessed creature from the full effects of alignment-based spells such as *holy smite*. If the fiend makes a successful Hide check (against the save DC of the spell), the possessed creature takes damage appropriate to its actual alignment, but if the fiend fails the Hide check, the possessed creature is affected as if it were the fiend.

Making this check is not an action; the fiend can do it in response to another creature's action (such as casting *detect evil*).

Possess Object (Su) A fiend of possession in ethereal form can possess an object on the Material Plane. The object must be at least tiny, and no larger than Huge. Magic items and attended items receive Will saving throws. Unattended non-magical items are automatically possessed.

A fiend in possession becomes part of the object it possesses, so it is no longer ethereal. The fiend is

aware of what is going on around the object: It can see and hear up to 60 feet away as if using it's normal senses (it does not gain blindsight). In any round in which it takes no other action, it extends its senses to twice its normal range.

The fiend is vulnerable to spells that specifically affect outsiders of creatures of the fiend's alignment (such as *holy word*, *holy smite*, *chaos hammer* or *order's wrath*) and mind-affecting spells or effects, but is unaffected by physical attacks or standard magical effects (such as *fireball*). Harming the object does not harm the fiend, although if the object is destroyed, the fiend is forced back into it's ethereal form.

While possessing an object, a fiend of possession can use any ability it has that requires no physical action, such as using a spell-like ability or telepathy. It cannot cast spells, attack physically, or perform any other physical action, until it reaches a high enough level to make the possessed object perform these tasks for it.

Curse (Su) At 2nd level, a fiend of possession gains the ability to make a possessed item radiate a corrupt and befouling nature. Anyone touching the object must make a Will save or fall under the effect of a *bestow curse* spell. The affected creature does not know the curse came from the item, and in fact might not know right away that he or she is affected by the curse. Nothing about the object's appearance suggests that it is possessed. The curse lasts until removed, even if the fiend vacates the object it possessed.

Magic Item (Su) Also at 2nd level, a fiend of possession gains the ability to make a possessed weapon or armor function as a magic item. The fiend can bestow powers on the item with a value as an enhancement bonus of up to its class level. *Detect magic* does not reveal an aura on the object, though *detect evil* does.

A character who makes a Search check (DC 25) while examining the possessed item can tell there is something "strange about it".

Alternate Form (Su) A fiend of corruption has the ability to assume any humanoid form from Small to Large size as a standard action. While using this ability, the fiend gains a +10 circumstance bonus to disguise checks.

Fiend's Favor (Su) Once per day, a fiend of corruption can grant a touched creature a +3 bonus to one of the creature's ability scores. This bonus stacks with any other bonus the creature may already have, and lasts for one day. When the effect expires, the creature takes a -3 penalty to the same ability score the next day. Another application of fiend's favor not only negates the penalty, but restores the full bonus.

Suggestion (Sp) At 2nd level, a fiend of corruption gains the ability to use *suggestion* three times per day. The saving throw DC is 15 + the fiend's Charisma modifier (as though the fiend had Spell Focus [Enchantment]). The fiend's class level is it's caster level. If the target of this ability is currently under the

influence of a *charm person* cast by the fiend, she takes a -2 penalty on her saving throw.

Mind Shielding (Sp) At 2nd level, a fiend of corruption gains complete immunity to *detect thoughts*, *discern lies*, and any attempt to magically discern its alignment.

Mark of Justice (Sp) At 3rd level, a fiend of corruption can use mark of justice once per day, though the ability might better be termed "mark of iniquity" when used in this manner.

Description A tiny humanoid-shaped creature with spiky horns and bat wings. Its hands and feet are long and slender, with long claw-tipped digits. Warts cover it's greenish skin.

Sources Fiend of Possession and Fiend of Corruption prestige classes (Fiend Folio)

NOTE: When assuming his fiend of corruption alternate form of a werewolf lord (hybrid form), Cikatrix has the following *changed* statistics:

Large Outsider

Init +8

AC 18, touch 13, flat-footed 14
(-1 size, +4 Dex, +5 natural)

Fort + 14, **Ref** + 16

Speed 30 ft. (6 squares).

Melee claw +17 (1d6+11) or 2 claws +17 (1d6+11) and bite +12 (1d8+5)

Space 10 ft.; **Reach** 10 ft.

Grp +21

Abilities Str 32, Dex 18, Con 20

Skills Concentration +7, Hide +11, Move Silently +10

APPENDIX 3 – APL 8

ENCOUNTER 3

HAUNTING TRAP

CR 5

Description A haunting trap covers a 30-foot radius, usually in the shape of a hemisphere resting on the surface of the ground. Any creature within the area of the trap notices an immediate drop in temperature. Additionally, creatures within the area of the trap must make a DC 20 Will save or become affected by the haunting's emotional power.

Since a haunting trap is, on some level, undead, it can be bypassed or destroyed by a cleric who channels positive energy. Treat the haunting as a 10 HD undead; if a cleric manages to turn it, the trap is rendered inactive for 1 minute. If a cleric destroys it, the trap is forever disarmed.

Search DC 25; **Type** magic trap

Trigger location, **Init** +2

Effect *crushing despair* (DC 20; *PH* 215)

Duration 10 minutes

Destruction

Disarm Disable Device DC 25 or turn (see above)

Sources Haunting Trap (Dungeon Master's Guide II)

JOYSTEALER

CR 8

Rogue 3

NE Medium fey (incorporeal)

Init +7; **Senses** Low-light vision, sense emotions 60 ft.; Listen +12, Spot +12

Languages Common, Sylvan, Elven

AC 18, touch 18, flat-footed 15

(+3 Dex, +5 deflection)

Miss Chance 50% (incorporeal)

hp 44 (9 HD); DR 5/cold iron

Fort +4, **Ref** +11, **Will** +7

Speed fly 30 ft. (perfect) (6 squares)

Melee incorporeal touch +8 (1d4 Cha)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** -

Special Actions drain emotions

Abilities Str -, Dex 17, Con 12, Int 13, Wis 12, Cha 20

SQ Evasion, incorporeal traits, sneak attack (n/a), trapfinding, , trap sense +1

Feats Alertness, Improved Initiative, Persuasive, Track

Skills Bluff +19, Diplomacy +9, Disguise +17 (+19 acting), Hide +19, Intimidate +11, Knowledge (local) +3, Knowledge (nature) +8, Knowledge (the planes) +5, Listen +12, Sense Motive +10, Search +6, Spot +12, Survival +9 (+11 in aboveground natural environments)

Sense Emotions (Su) This ability functions like blindsense, except that the joystealer can detect only the presence and positions of living creatures.

Drain Emotions (Su) Once a joystealer has reduced a living creature to 0 Charisma, it can drain emotions completely from that opponent as a standard action. A creature so drained can't be affected by morale bonuses or penalties, can't rage, and can't receive the benefits of any other ability derived through inspiration or emotion. The affected creature is also immune to fear effects.

The drain emotions effect can be countered by finding and destroying the joystealer who caused it, or by casting a *remove curse* spell on the afflicted creature within the area of a *hallow* spell.

Skills Joystealers get a +4 racial bonus on Hide checks

Description An extremely beautiful and pale elf maiden with long hair, and flowing robes. Her luminous eyes glow with a soft red light.

Sources Joystealer (Monster Manual 4)

ENCOUNTER 7

REDSPAWN ARCANISS

CR 6

Always CE Medium monstrous humanoid (dragonblood, fire)

Init +1; **Senses** Listen +0, Spot +0

Languages Common, Draconic

AC 18, touch 11, flat-footed 17

(+1 Dex, +3 armor, +2 shield, +2 natural)

hp 52 (8 HD); fire spell affinity

Immune fire, paralysis, *sleep*

Fort +6, **Ref** +9, **Will** +8

Weakness vulnerability to cold

Speed 40 ft. (8 squares)

Melee mwk heavy mace +9/+4 (1d8)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +8

Atk Options Point Blank Shot, Precise Shot

Combat Gear *potion of shield of faith* (+3), *potion of cure moderate wounds*

Sorcerer Spells Known (CL 6th):

3rd (4/day)— *fireball* (DC 16; CL 8th)

2nd (6/day)— *Melf's acid arrow* (+10 ranged touch), *scorching ray* (+10 ranged touch; CL 8th)

1st (6/day)— *burning hands* (DC 14; CL 8th), *chill touch* (+8 melee touch; DC 14), *magic missile*, *true strike*

0 (6/day)— *acid splash* (+10 ranged touch), *ghost sound* (DC 13), *message*, *ray of frost* (+10 ranged touch), *touch of fatigue* (+8 melee touch; DC 13)

‡ Already cast

Abilities Str 10, Dex 13, Con 15, Int 10, Wis 10, Cha 17

Feats Point Blank Shot, Precise Shot, Weapon Focus (ranged touch)

Skills Concentration +13, Jump +4, Knowledge (arcana) +11, Listen +0, Spot +0

Possessions combat gear plus masterwork studded leather armor, +1 *buckler*, masterwork heavy mace, *cloak of resistance* +2, *potion pass without trace* (x2), *pearl of power* 1st, spell component pouch (x2), gold pendant shaped like a red dragon's head worth 100 gp

Fire Spell Affinity (Ex) A redspawn arcaniss casts fire spells at +2 caster level. In addition, the redspawn arcaniss heals 2 points of damage per spell level each time it casts a fire spell.

Armored Mage (Ex) A redspawn arcaniss can wear light armor and use light shields without an arcane spell failure chance. *Complete Arcane* 12.

Description A draconic humanoid, 6 feet tall and weighing about 200 pounds covered in red scales with yellow and orange flame like markings.

Sources Redspawn Arcaniss (Monster Manual 4)

ENCOUNTER 8

CIKATRIX

CR 11

Quasit bard 2/ fiend of possession 2/ fiend of corruption 5

CE Tiny outsider (chaotic, extraplanar, evil)

Init +7; **Senses** darkvision 60 ft.; Listen +8, Spot +8

Languages Common, Abyssal, Elven

AC 18, touch 15, flat-footed 15

(+2 size, +3 Dex, +3 natural)

hp 69 (12 HD); fast healing 2; DR 5/cold iron or good

Immune poison

Resist fire 10

Fort + 11, **Ref** + 16, **Will** +15

Speed 20 ft. (4 squares), base movement 20 ft., fly 50 ft. (perfect).

Melee claw +12 (1d3-3 plus poison) or 2 claws +12 (1d3-3 plus poison) and bite +7 (1d4-3)

Space 2 1/2 ft.; **Reach** 0 ft.

Base Atk +7; **Gp** -4

Atk Options Combat Expertise, Improved Feint, Alternate form (werewolf lord – see below)

Special Actions *cause fear*

Combat Gear *brooch of shielding*, *elemental gem (fire)*

Bard Spells Known (CL 2nd):

1st (1/day)— *charm person* (DC 16), *disguise self*

0 (x/day)— *dancing lights*, *daze*, *ghost sound*, *mage hand*

‡ Already cast

Spell-Like Abilities (CL 6th):

At will – *detect good*, *detect magic*, *invisibility*; 1/day – *cause fear* (as the spell except that its area is a 30-ft. radius from the quasit) (DC 16), *geas/quest* (CL 5th), *mark of justice*; 3/day – *major creation* (CL 5th), *suggestion* (DC 20; CL 5th)

Once per week, a quasit can use *commune* to ask up to six questions. The ability otherwise works as the spell (CL 12th).

‡ Already cast

Abilities Str 5, Dex 16, Con 12, Int 14, Wis 14, Cha 20

SQ Alternate form, ethereal form, hide presence, possess object, curse, magic item, fiend's favor, mind shielding, temptation

Feats Improved Initiative, Weapon Finesse, Skill Focus (Disguise), Combat Expertise, Improved Feint

Skills Bluff +23, Concentration +3, Diplomacy +12, Disguise +26 (+28 acting), Gather Information +10, Hide +20, Knowledge: Arcana +8, Knowledge (religion) +6, Listen +8, Move Silently +9, Perform (string instruments) +12, Perform (sing) +8, Search +4, Spellcraft +8, Spot +8, Sense Motive +21.

Possessions combat gear plus *cloak of charisma* +2, *circlet of persuasion*, *ring of misdirection*, *arcane scroll of plane shift*, *Fochluchan Bandore*, planar fork (plane of fire), elven harp (lap), 60 gp.

Spellbook spells prepared plus 0—

Poison (Ex) Injury, Fortitude DC 14, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save is Constitution-based and includes a +2 racial bonus.

Alternate Form (Su) A quasit can assume other forms at will as a standard action. Each quasit can assume one or two forms from the following list: bat, Small or Medium monstrous centipede, toad, and wolf.

Ethereal Form (Su) At will, a fiend of possession can become ethereal, as though using etherealness as cast by a sorcerer of the fiend's total hit dice or its sorcerer caster level (when using its spell-like abilities), whichever is higher. Possessing an object or creature effectively ends a use of this ability, so time spent in another body or object does not count against the duration of this ability.

Hide Presence (Ex) A fiend in possession of an object or creature can attempt to hide its presence by making a special Hide check. This "mental" Hide check uses the fiend's Intelligence modifier instead of its Dexterity modifier. A successful check allows a fiend of possession to avoid virtually anything that would betray its presence in the possessed creature or object: it can pass through a *magic circle against evil*, enter a temple warded by *forbiddance*, or escape detection via *detect evil*. The DC for this Hide check is the same as the saving throw for the spell the fiend is trying to avoid. The fiend gains a +4 circumstance bonus on this check if it is not controlling the possessed creature or object at the time of the check.

When possessing a creature, a fiend of possession can make this Hide check to protect the possessed creature from the full effects of alignment-based spells such as *holy smite*. If the fiend makes a successful Hide check (against the save DC of the spell), the possessed creature takes damage appropriate to its actual alignment, but if the fiend fails the Hide check, the possessed creature is affected as if it were the fiend.

Making this check is not an action; the fiend can do it in response to another creature's action (such as casting *detect evil*).

Possess Object (Su) A fiend of possession in ethereal form can possess an object on the Material Plane. The object must be at least tiny, and no larger than Huge. Magic items and attended items receive Will saving throws. Unattended non-magical items are automatically possessed.

A fiend in possession becomes part of the object it possesses, so it is no longer ethereal. The fiend is aware of what is going on around the object: It can see and hear up to 60 feet away as if using its normal senses (it does not gain blindsight). In any round in which it takes no other action, it extends its senses to twice its normal range.

The fiend is vulnerable to spells that specifically affect outsiders of creatures of the fiend's alignment (such as *holy word*, *holy smite*, *chaos hammer* or *order's wrath*) and mind-affecting spells or effects, but is unaffected by physical attacks or standard magical effects (such as *fireball*). Harming the object does not harm the fiend, although if the object is destroyed, the fiend is forced back into its ethereal form.

While possessing an object, a fiend of possession can use any ability it has that requires no physical action, such as using a spell-like ability or telepathy. It cannot cast spells, attack physically, or perform any other physical action, until it reaches a high enough level to make the possessed object perform these tasks for it.

Curse (Su) At 2nd level, a fiend of possession gains the ability to make a possessed item radiate a corrupt and befouling nature. Anyone touching the object must make a Will save or fall under the effect of a *bestow curse* spell. The affected creature does not know the curse came from the item, and in fact might not know right away that he or she is affected by the curse. Nothing about the object's appearance suggests that it is possessed. The curse lasts until removed, even if the fiend vacates the object it possessed.

Magic Item (Su) Also at 2nd level, a fiend of possession gains the ability to make a possessed weapon or armor function as a magic item. The fiend can bestow powers on the item with a value as an enhancement bonus of up to its class level. *Detect magic* does not reveal an aura on the object, though *detect evil* does.

A character who makes a Search check (DC 25) while examining the possessed item can tell there is something "strange about it".

Alternate Form (Su) A fiend of corruption has the ability to assume any humanoid form from Small to Large size as a standard action. While using this ability, the fiend gains a +10 circumstance bonus to disguise checks.

Fiend's Favor (Su) Once per day, a fiend of corruption can grant a touched creature a +3 bonus to one of the creature's ability scores. This bonus stacks with any other bonus the creature may already have, and lasts for one day. When the effect expires, the creature takes a -3 penalty to the same ability score

the next day. Another application of fiend's favor not only negates the penalty, but restores the full bonus.

Suggestion (Sp) At 2nd level, a fiend of corruption gains the ability to use *suggestion* three times per day. The saving throw DC is 15 + the fiend's Charisma modifier (as though the fiend had Spell Focus [Enchantment]). The fiend's class level is its caster level. If the target of this ability is currently under the influence of a *charm person* cast by the fiend, she takes a -2 penalty on her saving throw.

Mind Shielding (Sp) At 2nd level, a fiend of corruption gains complete immunity to *detect thoughts*, *discern lies*, and any attempt to magically discern its alignment.

Mark of Justice (Su) At 3rd level, a fiend of corruption can use *mark of justice* once per day, though the ability might better be termed "mark of iniquity", when used in this manner.

Major Creation (Sp) A 4th level fiend of corruption gains the ability to use *major creation* three times per day. The fiend of corruption's class level is its caster level.

Geas (Sp) At 5th level, a fiend of corruption can use *geas/quest* once per day.

Temptation (Su) At 5th level, a fiend of corruption gains the ability to offer good creatures the opportunity to change their alignment to evil. This works like the redemption or temptation function of the *atonement* spell, and the fiend can use this ability whenever the opportunity rises.

Description A tiny humanoid-shaped creature with spiky horns and bat wings. Its hands and feet are long and slender, with long claw-tipped digits. Warts cover its greenish skin.

Sources Fiend of Possession and Fiend of Corruption prestige classes (Fiend Folio)

NOTE: When assuming his fiend of corruption alternate form of a werewolf lord (hybrid form), Cikatrix has the following *changed* statistics:

Large Outsider

Init +8

AC 18, touch 13, flat-footed 14

(-1 size, +4 Dex, +5 natural)

Fort + 15, **Ref** + 17

Speed 30 ft. (6 squares).

Melee claw +18 (1d6+11) or 2 claws +18 (1d6+11) and bite +13 (1d8+5)

Space 10 ft.; **Reach** 10 ft.

Grp +22

Abilities Str 32, Dex 18, Con 20

Skills Concentration +7, Hide +15, Move Silently +10

APPENDIX 4 – APL 10

ENCOUNTER 3

HAUNTING TRAP

CR 5

Description A haunting trap covers a 30-foot radius, usually in the shape of a hemisphere resting on the surface of the ground. Any creature within the area of the trap notices an immediate drop in temperature. Additionally, creatures within the area of the trap must make a DC 20 Will save or become affected by the haunting's emotional power.

Since a haunting trap is, on some level, undead, it can be bypassed or destroyed by a cleric who channels positive energy. Treat the haunting as a 10 HD undead; if a cleric manages to turn it, the trap is rendered inactive for 1 minute. If a cleric destroys it, the trap is forever disarmed.

Search DC 25; **Type** magic trap

Trigger location, **Init** +2

Effect *crushing despair* (DC 20; PH 215)

Duration 10 minutes

Destruction

Disarm Disable Device DC 25 or turn (see above)

Sources Haunting Trap (Dungeon Master's Guide II)

JOYSTEALER

CR 11

Rogue 6

NE Medium fey (incorporeal)

Init +7; **Senses** Low-light vision, sense emotions 60 ft.; Listen +16, Spot +15

Languages Common, Sylvan, Elven

AC 19, touch 19, flat-footed 15

(+4 Dex, +5 deflection)

Miss Chance 50% (incorporeal)

hp 61 (12 HD); DR 5/cold iron

Fort +5, **Ref** +13, **Will** +10

Speed fly 30 ft. (perfect) (6 squares)

Melee incorporeal touch +10 (1d4 Cha)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** -

Special Actions drain emotions

Abilities Str -, Dex 18, Con 12, Int 13, Wis 12, Cha 20

SQ Evasion, incorporeal traits, sneak attack (n/a), trapfinding, , trap sense +2, uncanny dodge

Feats Alertness, Improved Initiative, Iron Will, Persuasive, Track

Skills Bluff +22, Diplomacy +9, Disguise +20 (+22 acting), Hide +23, Intimidate +14, Knowledge (local) +6, Knowledge (nature) +8, Knowledge (the planes) +5, Listen +16, Sense Motive +13, Search +9, Spot +15, Survival +10 (+12 in aboveground natural environments)

Sense Emotions (Su) This ability functions like blindsense, except that the joystealer can detect only the presence and positions of living creatures.

Drain Emotions (Su) Once a joystealer has reduced a living creature to 0 Charisma, it can drain emotions completely from that opponent as a standard action. A creature so drained can't be affected by morale bonuses or penalties, can't rage, and can't receive the benefits of any other ability derived through inspiration or emotion. The affected creature is also immune to fear effects.

The drain emotions effect can be countered by finding and destroying the joystealer who caused it, or by casting a *remove curse* spell on the afflicted creature within the area of a *hallow* spell.

Skills Joystealers get a +4 racial bonus on Hide checks

Description An extremely beautiful and pale elf maiden with long hair, and flowing robes. Her luminous eyes glow with a soft red light.

Sources Joystealer (Monster Manual 4)

ENCOUNTER 7

REDSPAWN ARCANISS

CR 8

Sorcerer 2

Always CE Medium monstrous humanoid (dragonblood, fire)

Init +5; **Senses** Listen +0, Spot +0

Languages Common, Draconic

AC 19, touch 11, flat-footed 17

(+1 Dex, +4 armor, +2 shield, +2 natural)

hp 68 (10 HD); fire spell affinity

Immune fire, paralysis, *sleep*

Fort +7, **Ref** +9, **Will** +11

Weakness vulnerability to cold

Speed 40 ft. (8 squares)

Melee mwk heavy mace +10/+5 (1d8)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +9

Atk Options Point Blank Shot, Precise Shot

Combat Gear *potion of shield of faith* (+3), *potion of cure moderate wounds*

Sorcerer Spells Known (CL 8th):

4th (3/day)— *wall of fire* (CL 10th)

3rd (5/day)— *fireball* (DC 16; CL 10th), *† protection from energy* (cold)

2nd (6/day)— *† flaming sphere* (DC 15; CL 10th), *Melf's acid arrow* (+11 ranged touch), *scorching ray* (+10 ranged touch; CL 10th)

1st (6/day)— *† burning hands* (DC 14; CL 10th), *chill touch* (+9 melee touch; DC 14), *magic missile*, *ray of enfeeblement* (+11 ranged touch attack), *true strike*

0 (6/day)— *acid splash* (+11 ranged touch), *ghost sound* (DC 13), *message*, *ray of frost* (+11 ranged touch), *touch of fatigue* (+9 melee touch; DC 13)

‡ Already cast

Abilities Str 10, Dex 13, Con 17, Int 10, Wis 10, Cha 17
Feats Point Blank Shot, Precise Shot, Weapon Focus (ranged touch), Improved Initiative

Skills Concentration +16, Jump +4, Knowledge (arcana) +13, Listen +0, Spot +0

Possessions combat gear plus +1 *studded leather armor*, +1 *buckler*, masterwork heavy mace, *amulet of health* +2, *cloak of resistance* +2, *potion pass without trace* (x2), *pearl of power* 1st, spell component pouch (x2), gold pendant shaped like a red dragon's head worth 100 gp

Fire Spell Affinity (Ex) A redspawn arcaniss casts fire spells at +2 caster level. In addition, the redspawn arcaniss heals 2 points of damage per spell level each time it casts a fire spell.

Armored Mage (Ex) A redspawn arcaniss can wear light armor and use light shields without an arcane spell failure chance. *Complete Arcane* 12.

Description A draconic humanoid, 6 feet tall and weighing about 200 pounds covered in red scales with yellow and orange flame like markings.

Sources Redspawn Arcaniss (Monster Manual 4)

ENCOUNTER 8

CIKATRIX

CR 13

Quasit bard 2/ fiend of possession 3/ fiend of corruption 6

CE Tiny outsider (chaotic, extraplanar, evil)

Init +7; **Senses** darkvision 60 ft.; Listen +8, Spot +8

Languages Common, Abyssal, Elven

AC 18, touch 15, flat-footed 15

(+2 size, +3 Dex, +3 natural)

hp 78 (14 HD); fast healing 2; DR 5/cold iron or good

Immune poison

Resist fire 10

Fort +12, **Ref** +17, **Will** +16

Speed 20 ft. (4 squares), base movement 20 ft., fly 50 ft. (perfect).

Melee claw +14 (1d3-3 plus poison) or 2 claws +14 (1d3-3 plus poison) and bite +9 (1d4-3)

Space 2 1/2 ft.; **Reach** 0 ft.

Base Atk +9; **Grp** -2

Atk Options Combat Expertise, Improved Feint, Alternate form (werewolf lord – see below)

Special Actions *cause fear*

Combat Gear *brooch of shielding*, *elemental gem (fire)*

Bard Spells Known (CL 2nd):

1st (1/day)— *charm person* (DC 17), *disguise self*

0 (x/day)— *dancing lights*, *daze*, *ghost sound*, *mage hand*

‡ Already cast

Spell-Like Abilities (CL 6th):

At will – *detect good*, *detect magic*, *invisibility*; 1/day – *cause fear* (as the spell except that its area is a 30-ft. radius from the quasit) (DC 17), *geas/quest*

(CL 6th), *mark of justice*; 3/day – *major creation* (CL 5th), *suggestion* (DC 21; CL 6th)

Once per week, a quasit can use *commune* to ask up to six questions. The ability otherwise works as the spell (CL 12th).

‡ Already cast

Abilities Str 5, Dex 16, Con 12, Int 14, Wis 14, Cha 22

SQ Alternate form, ethereal form, hide presence, possess object, curse, magic item, fiend's favor, mind shielding, temptation, grant wish

Feats Improved Initiative, Weapon Finesse, Skill Focus (Disguise), Combat Expertise, Improved Feint

Skills Bluff +21, Concentration +3, Diplomacy +8, Disguise +24 (+26 acting), Gather Information +6, Hide +20, Knowledge: Arcana +8, Knowledge (religion) +8, Listen +8, Move Silently +9, Perform (string instruments) +8, Perform (sing) +4, Search +4, Spellcraft +8, Spot +8, Sense Motive +19.

Possessions combat gear plus *cloak of charisma* +4, *circlet of persuasion*, *ring of misdirection*, *arcane scroll of plane shift*, *Fochluchan Bandore*, planar fork (plane of fire), elven harp (lap), 60 gp.

Poison (Ex) Injury, Fortitude DC 14, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save is Constitution-based and includes a +2 racial bonus.

Alternate Form (Su) A quasit can assume other forms at will as a standard action. Each quasit can assume one or two forms from the following list: bat, Small or Medium monstrous centipede, toad, and wolf.

Ethereal Form (Su) At will, a fiend of possession can become ethereal, as though using etherealness as cast by a sorcerer of the fiend's total hit dice or its sorcerer caster level (when using its spell-like abilities), whichever is higher. Possessing an object or creature effectively ends a use of this ability, so time spent in another body or object does not count against the duration of this ability.

Hide Presence (Ex) A fiend in possession of an object or creature can attempt to hide its presence by making a special Hide check. This "mental" Hide check uses the fiend's Intelligence modifier instead of its Dexterity modifier. A successful check allows a fiend of possession to avoid virtually anything that would betray its presence in the possessed creature or object: it can pass through a *magic circle against evil*, enter a temple warded by *forbiddance*, or escape detection via *detect evil*. The DC for this Hide check is the same as the saving throw for the spell the fiend is trying to avoid. The fiend gains a +4 circumstance bonus on this check if it is not controlling the possessed creature or object at the time of the check.

When possessing a creature, a fiend of possession can make this Hide check to protect the possessed creature from the full effects of alignment-based spells such as *holy smite*. If the fiend makes a successful Hide check (against the save DC of the spell), the possessed creature takes damage appropriate to its actual alignment, but if the fiend fails the Hide check, the possessed creature is affected as if it were the fiend.

Making this check is not an action; the fiend can do it in response to another creature's action (such as casting *detect evil*).

Possess Object (Su) A fiend of possession in ethereal form can possess an object on the Material Plane. The object must be at least tiny, and no larger than Huge. Magic items and attended items receive Will saving throws. Unattended non-magical items are automatically possessed.

A fiend in possession becomes part of the object it possesses, so it is no longer ethereal. The fiend is aware of what is going on around the object: It can see and hear up to 60 feet away as if using its normal senses (it does not gain blindsight). In any round in which it takes no other action, it extends its senses to twice its normal range.

The fiend is vulnerable to spells that specifically affect outsiders of creatures of the fiend's alignment (such as *holy word*, *holy smite*, *chaos hammer* or *order's wrath*) and mind-affecting spells or effects, but is unaffected by physical attacks or standard magical effects (such as *fireball*). Harming the object does not harm the fiend, although if the object is destroyed, the fiend is forced back into its ethereal form.

While possessing an object, a fiend of possession can use any ability it has that requires no physical action, such as using a spell-like ability or telepathy. It cannot cast spells, attack physically, or perform any other physical action, until it reaches a high enough level to make the possessed object perform these tasks for it.

Curse (Su) At 2nd level, a fiend of possession gains the ability to make a possessed item radiate a corrupt and befouling nature. Anyone touching the object must make a Will save or fall under the effect of a *bestow curse* spell. The affected creature does not know the curse came from the item, and in fact might not know right away that he or she is affected by the curse. Nothing about the object's appearance suggests that it is possessed. The curse lasts until removed, even if the fiend vacates the object it possessed.

Magic Item (Su) Also at 2nd level, a fiend of possession gains the ability to make a possessed weapon or armor function as a magic item. The fiend can bestow powers on the item with a value as an enhancement bonus of up to its class level. *Detect magic* does not reveal an aura on the object, though *detect evil* does.

A character who makes a Search check (DC 25) while examining the possessed item can tell there is something "strange about it".

Control Object (Su) When possessing an object with some inherent mobility, a fiend of possession of at least 3rd level can control the object's movement. The fiend can cause a vehicle or some similar object to move up to the fiend's own land speed in its corporeal form. Exerting control is a free action, though moving an object requires a move action.

Alternate Form (Su) A fiend of corruption has the ability to assume any humanoid form from Small to

Large size as a standard action. While using this ability, the fiend gains a +10 circumstance bonus to disguise checks.

Fiend's Favor (Su) Once per day, a fiend of corruption can grant a touched creature a +3 bonus to one of the creature's ability scores. This bonus stacks with any other bonus the creature may already have, and lasts for one day. When the effect expires, the creature takes a –3 penalty to the same ability score the next day. Another application of fiend's favor not only negates the penalty, but restores the full bonus.

Suggestion (Sp) At 2nd level, a fiend of corruption gains the ability to use *suggestion* three times per day. The saving throw DC is 15 + the fiend's Charisma modifier (as though the fiend had Spell Focus [Enchantment]). The fiend's class level is its caster level. If the target of this ability is currently under the influence of a *charm person* cast by the fiend, she takes a –2 penalty on her saving throw.

Mind Shielding (Sp) At 2nd level, a fiend of corruption gains complete immunity to *detect thoughts*, *discern lies*, and any attempt to magically discern its alignment.

Mark of Justice (Su) At 3rd level, a fiend of corruption can use *mark of justice* once per day, though the ability might better be termed "mark of iniquity", when used in this manner.

Major Creation (Sp) A 4th level fiend of corruption gains the ability to use *major creation* three times per day. The fiend of corruption's class level is its caster level.

Geas (Sp) At 5th level, a fiend of corruption can use *geas/quest* once per day.

Temptation (Su) At 5th level, a fiend of corruption gains the ability to offer good creatures the opportunity to change their alignment to evil. This works like the redemption or temptation function of the *atonement* spell, and the fiend can use this ability whenever the opportunity rises.

Grant Wish (Sp) A 6th level fiend of corruption can grant a *wish* to a mortal (not an elemental, outsider, or non-living creature) once per day.

Soul Bargain (Su) At 6th level, a fiend of corruption gains the ability to enter into a binding agreement with a mortal, at the cost of the mortal's soul. The mortal victim must enter into the soul bargain willingly.

Upon the mortal's death (by any means) her soul is transferred to a gem (prepared as with the *soul bind* spell when the bargain is formed), even if the gem and mortal are not on the same plane at the time. The bargain takes one hour to complete. The only way to escape a soul bargain is to recover the gem after the mortal's death and break it, thus freeing the soul.

Description A tiny humanoid-shaped creature with spiky horns and bat wings. Its hands and feet are long and slender, with long claw-tipped digits. Warts cover its greenish skin.

Sources Fiend of Possession and Fiend of Corruption prestige classes (Fiend Folio)

NOTE: When assuming his fiend of corruption alternate form of a werewolf lord (hybrid form), Cikatrix has the following *changed* statistics:

Large Outsider

Init +8

AC 18, touch 13, flat-footed 14

(-1 size, +4 Dex, +5 natural)

Fort + 16, **Ref** + 18

Speed 30 ft. (6 squares).

Melee claw +20 (1d6+11) or 2 claws +20 (1d6+11) and bite +15 (1d8+5)

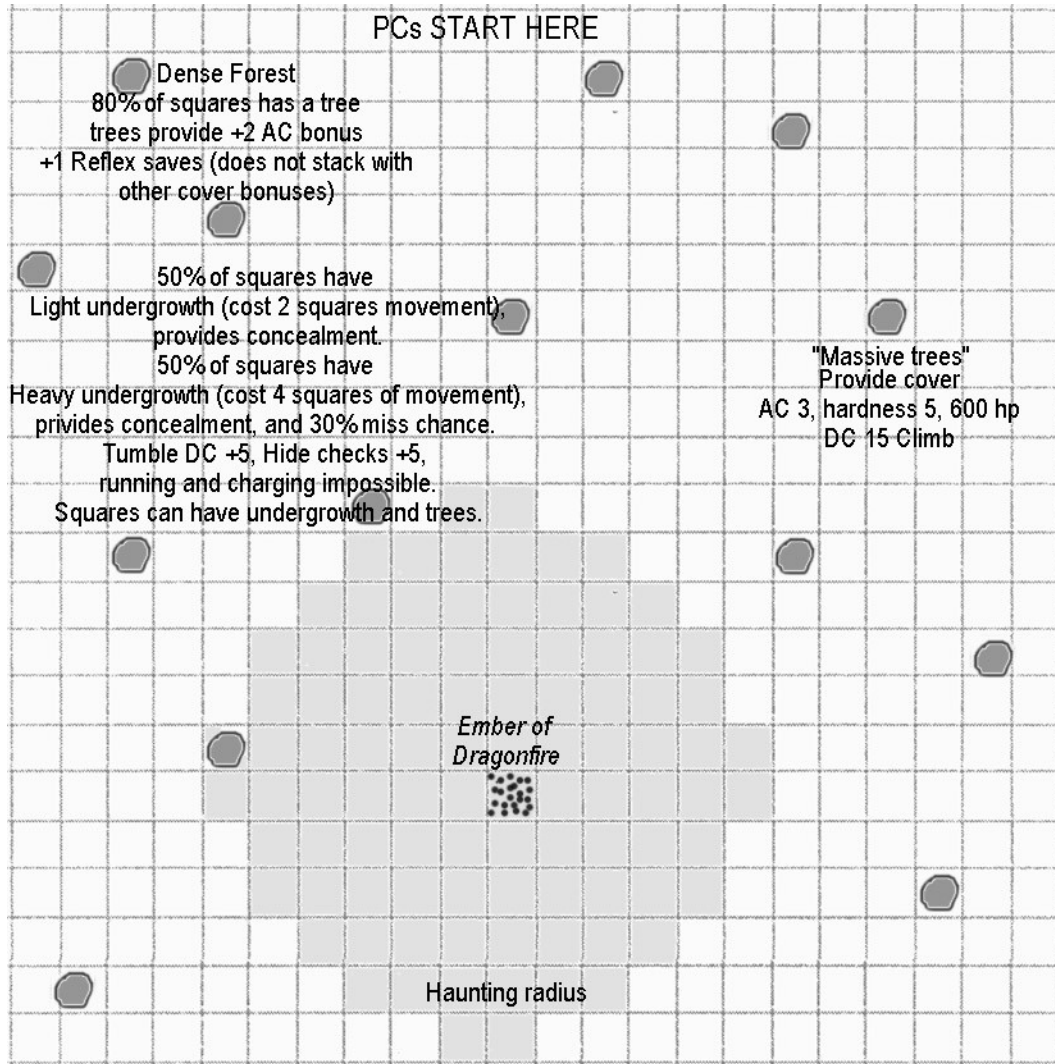
Space 10 ft.; **Reach** 10 ft.

Grp +24

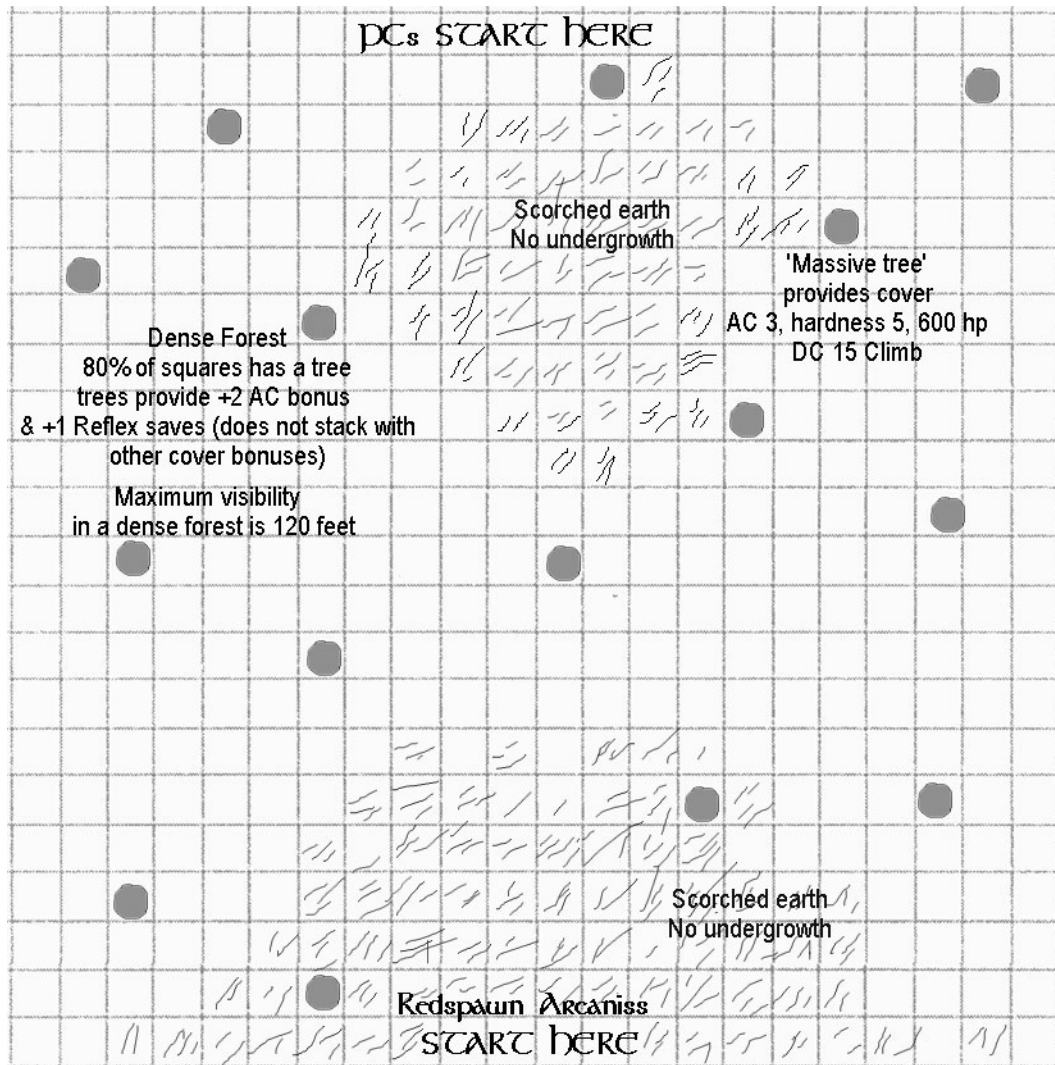
Abilities Str 32, Dex 18, Con 20

Skills Concentration +7, Hide +15, Move Silently +10

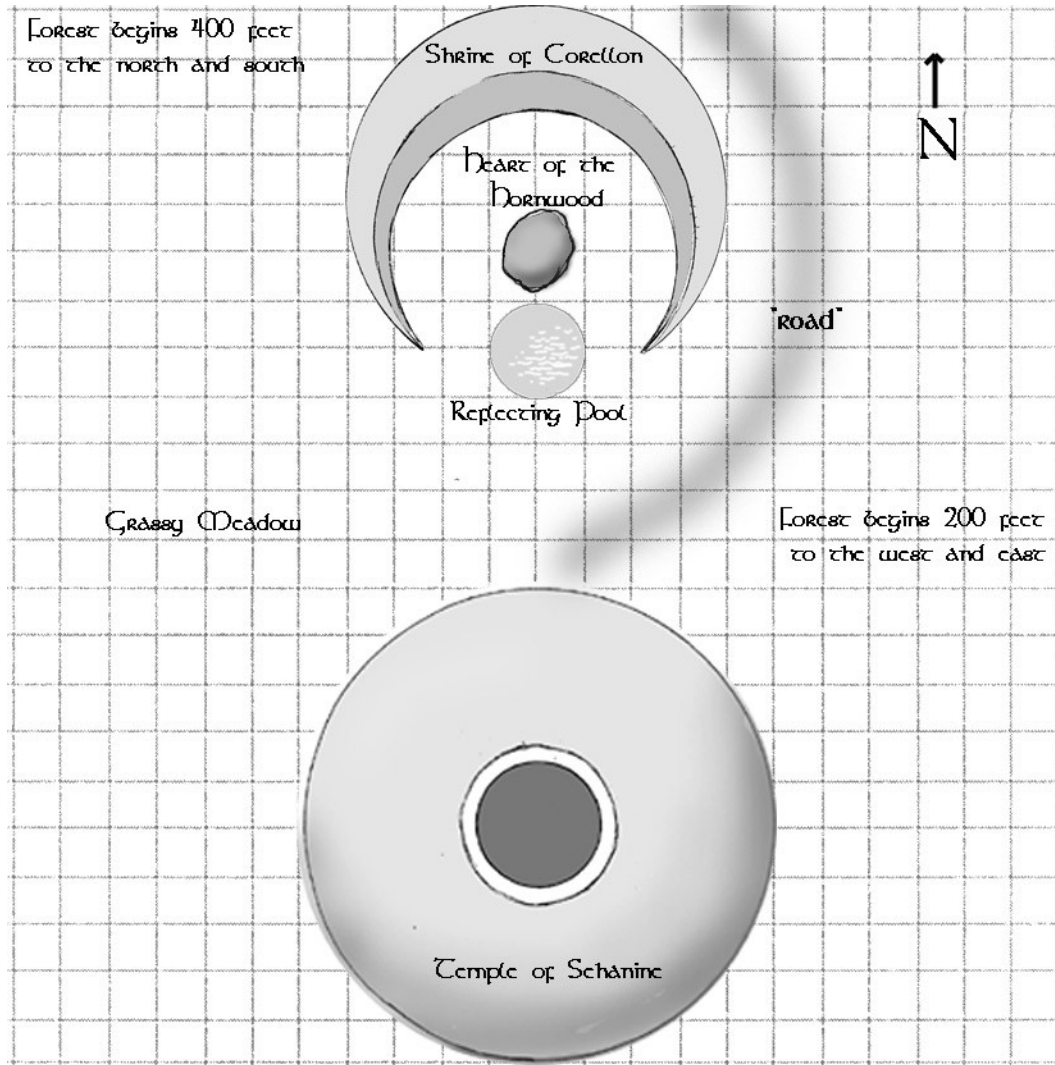
DM AID: MAP #1 – ENCOUNTER 3



DM AID: MAP #2 – ENCOUNTER 7



DM AID: MAP #3 – ENCOUNTER 9



DM AID #4: NPC DESCRIPTIONS

GOOD GUYS

High King Shivanshallos (aka Shiver)

High King Shivanshallos has eyes of solid black, a shock of red hair, and on an uncharacteristically white head of hair, and nails and teeth that he must constantly file down. His unsettling appearance is linked to his dark secret: his father was a red dragon. Although he is half-dragon, the physical manifestation of his draconic half is mild enough that most are kept guessing as to what makes Shiver look the way he does. Few know the secret to his appearance, and Shivanshallos is tight lipped about it, content letting the other members of his Royal Court believe it was an adventuring mishap.

Shivanshallos is called Shiver by some of his friends, but the elves of the Hornwood call him High King Shiver. The fighter-wizard was crowned last year after he discovered that the former Prince Galdor was using the power of the Heart of the Hornwood for selfish purposes, much like his father (the late High King Zyath) had done before him. Shiver exiled the prince, and was named the new High King of the Hornwood for his efforts in liberating the high elves from the tyranny of the giants, as well as from the apathy and selfishness of their former prince. During his coronation, his cousin and best friend Prince Xanalis played matchmaker, and got Shivanshallos to begin courting the lady Lorindoriel, for whom he has longed for years. Unfortunately, of late, it has not been going so well.

Lorindoriel

Lorindoriel is a high elf, with long honey blonde hair. Her beautiful countenance is matched only by her gracious spirit and calming demeanor. She has been the High Priestess of Ehlenestra in the Dim forest since the fall of Derelion. Within the past year, and in part due to matchmaking games at the High King's coronation, she has become the object of affection of the newly crowned High King Shivanshallos, who has started courting her. Although her duties in the Dim keep her extremely busy, and she has often had to decline his invitations, she has come to the Reverie of the Twain Moons festival in Arcaras as the honored guest of Shivanshallos.

The truth is, Lorindoriel is not all that interested in Shivanshallos. She finds him to be of noble spirit, but is put off by his strange and as of yet unexplained physical appearance, as well as his lack of social graces. She is entertaining his overtures to see where it may lead, and perhaps secure some aid for the wood elves of the Dim, but she has noted that he has become even more awkward and withdrawn ever since his coronation, and has begun to investigate the background about which the High King has been most tight-lipped. Most recently, her divinations have told her that she would find answers during the Reverie of the Twain Moons, so she has come in hopes of finding what deep, dark secret Shivanshallos is hiding from her.

Aisling Rahasia

Aisling is a comely half-elf with bountiful red hair and eyes that appear to be made, literally, of pure amber. (They are in fact, magical eyes with which she was gifted in the realm of fey through which she can see *invisible* thrice per day). The half-elf is the High Priestess of Sehanine Moonbow in Arcaras, and is also the Bondmate of the Heart of the Hornwood. She acts as a conduit for the Heart's power, and on rare occasion, is its mouthpiece. She has received visions from Sehanine that something is not right in Arcaras, and that there would be a few champions chosen through dreams, that would set things right. She knows the PCs on sight as those chosen by Sehanine, knows about Gilráne, and knows that she must guide them to the Reverie. She does not know more than that on the matter.

Gilráne

Gilráne is a raven-haired, green-eyed high elf who is over 700 years old. He has an ethereal, almost otherworldly quality to his countenance, and the lenses of his eyes exhibit a milky opaque crescent shape.

He is also a herald of Corellon Larethian, sent to oversee the healing process of the elven people, and to give them a helping hand in the trying times that are yet to come. The Seldarine know about the demon at work in Arcaras, and so does Gilrane. He also knows the PCs have been chosen to help the elves in this matter, and is here to guide them. He will not reveal himself outright, nor will he work directly against the corrupting forces, but instead will test and aid the elven people, and their leaders, through subtle words and indirect deeds. When needed, he will use his clerical abilities to cure the PCs, but that is the extent of what he permitted to do.

BAD GUYS

Galdor Fefalas

When the former High King went corrupt, and used the Heart of the Hornwood for his own selfish endeavors, Prince Galdor Fefalas was one of the few of his court who survived the giant invasion that followed. When the high elves were finally liberated, in no small part due to Shivanshallos and his company, Galdor took over leadership of the Hornwood court. However, when Shivanshallos returned he saw Prince Galdor beginning to use the Heart as his father had before him. Shivanshallos, winning the support of the people, exiled Prince Galdor. The former prince has been bitter ever since, and during his exile, was approached by a an elven bard named Lythaeus who tempted him with promises of revenge and a return to the stewardship of the Hornwood. Most importantly, he told him Shiver's secret.

The fact that he was banished by a half-breed, spawned of the elves' ancient enemy, has started Galdor on a crusade to exact revenge upon the usurping Shivanshallos. To that end, he has gone so far as to kill a Naven Du'aellesti squire named Firval and assume his identity though magics so as to strike at Shivanshallos from the most advantageous place. He rationalizes his act of kinslaying because those who serve Shivanshallos, must be enemies of the high elves. Cikatrix's insidious words incited Galdor, but it is the former prince who has succumbed to the temptations of evil. He has not been corrupted, so much as chosen this path. He is quite unstable and desperate at this point.

Cikatrix

The insidious Cikatrix is a fiend of possession and corruption in the service of the powerful red dragon Brerrapyrizaax (aka Brimstone). For almost 200 years he has been a corrupting influence in the Hornwood court, both doing the bidding of his master, as well as collecting souls for his own ascension. He has possessed and cursed objects in the Royal Court (particularly the *Staff of the Hornwood*), rendering them useless against him, and (when in physical form) he has ingratiated himself to the royal court by masquerading as a high elven bard. His corrupting influence caused the former High King Zyath to use the power of the Hornwood Heart to build Arcaras into a magnificent city of stone, and create material wealth and items of power for his own use. This drained the Heart and led to the deaths of hundreds of elves when the giants invaded for the Heart was too weak to stop them. Upon Zyath's death, Cikatrix began influencing his son Prince Galdor, who would have done the same as his father had he not been stopped by Shivanshallos. When Shiver took possession of the *Staff of the Hornwood*, the demon Cikatrix left with his pawn, the former Prince Galdor, upon his banishment. Galdor had been too easy to manipulate, a willing and useful pawn, and the demon wanted to ensure that his soul was permanently corrupted before returning to Arcaras.

Upon his and Galdor's return in disguise, Cikatrix set about causing the demise of Shivanshallos. He knows about Shivanshallos' desire for Lorindoriel, and in the guise of the high elven bard Lythaeus, has been subtly tempting the High King by making him alternatively less and more desirable (draining and boosting his Charisma). Shivanshallos is almost ready to do anything if it will mean getting Lorindoriel to be attracted to him. Cikatrix has been using this particular weakness to sap Shivanshallos' will, and make him an easy target for corruption, but Brimstone has grown impatient, and now wants Shivanshallos dead (and wants his body as proof), and is sending redspawn arcaniss to do the job. This is less subtle than Cikatrix prefers, but he will help the redspawn if it so pleases his master.

DM AID #5: EMBER OF DRAGONFIRE

(*Dungeon Master's Guide II*)

When a fire-breathing dragon uses its breath weapon to destroy other powerful creatures, the site of the battle might become an *ember of dragonfire*. Imbued with the dragon's magical fire, the souls of the destroyed creatures are bound to the ground where they died. This contained dragonfire causes the area to glow with an unsettling heat, reminiscent of a glowing ember, which serves to mark the location as magical, although it causes no physical harm.

Lore: Characters can gain the following pieces of information about an *ember of dragonfire* by making a Knowledge (arcana) checks at the appropriate DCs, as given below:

DC 10: An *ember of dragonfire* is a magical site that holds the essence of a dragon's fiery breath.

DC 15: *Embers of dragonfire* are sometimes created when powerful creatures succumb to a dragon's fiery breath.

DC 20: *Embers of dragonfire* allow certain creatures to capture the essence of the dragon's fire within themselves and breathe it out again, just like a dragon can.

Description: Because they form in a wide variety of location and under various conditions, *embers of dragonfire* tend to have few physical characteristics in common. The only constants are the heat and the faint red glow in the area of the original embers.

Prerequisite: Only characters with three or more character levels can sense and access the power of an *ember of dragonfire*.

Location Activation: Any qualified creature that enter the site senses the burning that suffuses it. By spending a full-round action within the confines of the ember, the creature takes this latent power into itself. If the creature is unintelligent, it instinctively draws forth the power of the site unless threatened by combat.

Recharge: Once an *ember* has conferred its power upon a creature, it cannot do so again for one year.

Special Ability (Su): A creature empowered by an *ember of dragonfire* can breathe a 30-foot cone of fire one time*. Every creature within the area of the cone takes 6d8 points of fire damage, though a successful Reflex save (DC 10 + ½ empowered creature's HD + empowered creature's Con modifier) halves the damage.

Duration: The ability to breath fire lasts for 24 hours*.

Aura: Strong evocation.

***NOTE:** This is different from the *Dungeon Master's Guide II*. The PC must use this power within the confines of this adventure, and can only use it once.

DM AID #6: THE HEART AND STAFF OF THE HORNWOOD

THE HEART OF THE HORNWOOD

The elven legends say that when the world was created, before the First War, the wiser gods banded together and called themselves the Seldarine, or Brothers and Sisters of the Woods. They used their power to emulate the grandeur of their celestial home of Arvandor by covering the barren lands of the new world with lush forests, tall grasses, flowers of incredible beauty and animals of every kind.

As the legend goes, the forests were created when Corellon Larethian carved pieces from the Great Tree and 'planted' the splinters into the ground throughout the new world. The pieces took root and these roots spread for miles over millenia, covering the land in forests of tall evergreens and stout hardwoods. Over time, the splinters of the Great Tree petrified, and the elements wore their surfaces smooth, so that they eventually looked as monoliths of purple stone. When Corellon created the elven people, he gave them stewardship of the forests. The homes of the elves thusly sprang up around the Hearts of the Forest, the high elves in the Hornwood, and the gray elves and wood elves in the Dim Forest. Each forest had it's own Heart, and each was imbued with the primal energy of the Great Tree and the Preserver's will.

The Heart of the Hornwood is the source and lifeblood of all within the borders of the Hornwood. It is also an anchorpoint to the fey realms. As long as the Heart endures, it imbues the forest with a preternatural life-sustaining energy. The woods and the creatures within the magical woods thrive, and the elves live relatively carefree. The potent energy of the Heart can also be tapped by it's Bondmate, a steward who dedicates his or her life to the care of the Heart and in return is the conduit for it's power, as well as serving as it's mouthpiece when necessary (though this is very rare).

The Bondmate works with the High King and together they can use the power of the Heart for the benefit of the elven people. The energy of the Heart can be used for many things, mostly growing and sustaining the forest when it has been harmed, but it's energy is not inexhaustible, and the Bondmate serves as it's mouth as well as to make sure the Heart serves the benefit of the elven people, and vice versa, as was the Creator's intent.

THE STAFF OF THE HORNWOOD

The Staff of the Hornwood is the symbol and scepter of the High King of the Hornwood high elves. Each Heart of the Forest has an item of power associated with it and fashioned at least in part from the same material as the Heart itself. The Staff of the Hornwood has a piece of purple stone imbedded in the head. The staff is held by the High King of the Hornwood elves, and is the tangible link to the Heart in the triumvirate of the High King, the Heart, and the Bondmate. While the king wields the staff, he can use the Heart's power, though the consent of the Bondmate makes the process easier. Without a Bondmate, the High King, or any who wield the staff, could use the staff to access the power of the Heart directly, but without a Bondmate, the Heart goes dormant, so the power, in theory, is balanced between the three.

DM AID #7: THE DREAMING AND DREAMWALKING

A good portion of the *By Light of Twain Moons* takes place in the Region of Dreams (aka The Dreaming), where the PCs enter the dreamscapes of particular NPCs. The following information details The Dreaming), as well as the method with which the PCs enter The Dreaming.

(*Manual of the Planes* 201)

REGION OF DREAMS (THE DREAMING)

The Region of Dreams, usually simply called Dream (or The Dreaming by the elves), is where dreams cavort, heedless of the waking world. Dreams once dreamt fade into obscurity, but their echoes resonate forever through Dream. Carcasses of particularly vile dreams, charged with dark emotion, sometimes rampage from dreamscape to dreamscape, giving rise to terrible nightmares.

Into the Region of Dreams come dreamers, whether they will it or not, every time they fall asleep. Their minds take flight to the Region of Dreams. The edges of Dreams expand and contract with temporary dreamscapes as dreamers on every plane sleep and wake. Dream would exist even if there were no dreamers, though.

The many dreamscapes created by dreamers last but a short time, and they rarely impinge on each other accidentally. However, there are those who knowingly walk between dreamscapes, doing as they will. Sometimes such lucid dreamers pierce the very heart of Dream, where average dreamers dare not roam.

DREAM TRAITS

The Region of Dream has the following traits.

Subjective Directional Gravity: Within most dreamscapes, the strength of gravity is the same as on the Material Plane, but each dreamscape can pull in a different direction. The subjective gravity of most dreamscapes appears to conform to normal gravity, but other dreamscapes may have wildly different gravity traits.

Flowing Time: For every 10 minutes in Dream, only 1 minute passes on the Material Plane. But the nature of the plane makes time spent on the plane less real. No matter what visitors experience, only memories remain when they leave Dream. Spells cannot truly be cast or learned, nor items won or lost, nor experience points earned when dreaming, except if the visitor is dreamwalking.

Infinite Size: Dream is infinite, though individual dreamscapes are finite. Even a single dreamscape can seem quite large, however, depending on the nature of the individual dream.

Highly Morphic Trait: Dreamscapes are born from wild dream-stuff the moment a dreamer's mind plunges into Dream. Left alone on Dream, wild dream-stuff is as ephemeral as thought. But once a dreamscape solidifies, it has the alterable morphic trait similar to the Material Plane. Visitors skilled in Lucid Dreaming may be able to morph a dreamscape more to their own liking.

-No Elemental or Energy Traits

-Mildly Neutral-Aligned

-Normal Magic: Spells can be cast normally, but travelers who leave Dream discover that any spells they used on the plane weren't really cast (they still have them as prepared spells or available spell slots). Similarly, any spells still in effect when a traveler leaves Dream are gone as if they were never cast.

DREAM LINKS

The Region of Dreams is coterminous to the Material Plane and a other Transitive, Inner, or Outer Planes. The easiest method of reaching Dream is through the Portal of Sleep, which living creatures the multiverse over access without conscious thought while they slumber.

When sleep claims a living mind, the consciousness of the sleeper comes to the Region of Dreams, and the dreamer enters into his or her own dreamscape. When the sleeper wakes, the mind returns to the body, and the dreamscape usually fades into undifferentiated dream-stuff. Sometimes dreamscapes linger and pass into the Dreamheart, taking on a more permanent reality.

Dreamwalkers--frequent visitors to the Region of Dream--can enter Dream through the Portal of Sleep like any dreamer, or they can pass bodily into dreams by finding rare physical portals into Dream or casting the *dream walk* spell.

DREAM INHABITANTS

All manner of creatures are found in Dream, ranging from small animals to abominable nightmares. Dreamers run the gamut as well, though dreamscapes of similar creatures are generally clustered together like archipelagoes in a sea of wild dream-stuff.

MOVEMENT AND COMBAT

Movement within a dreamscape is often like that on the Material Plane. But the rules can vary from dreamscape to dreamscape. In one dreamscape, every creature might fly from place to place, and in the next, swimming might be the only mode of transport.

Moving between dreamscapes is intentionally done only by dreamwalkers who have entered Dream via dream walk. A traveler can hop from dreamscape to dreamscape or aim for the Dreamheart itself. Although dreamscapes don't usually overlap, dreamwalkers can find places where the borders are thin enough that a single step transfers the traveler from one dreamscape to the next.

The passage between dreamscapes is a gradual change, not a sudden wrenching. As the traveler approaches the border of the dreamscape, the surroundings become more and more like the neighboring dreamscape, while features of the current dreamscape are less noticable. Eventually the dreamwalker has passed wholly into the new dreamscape. A dreamwalker, like any other dreamer, can "wake up" to leave Dream entirely.

Waking Up: A dreamer or dreamwalker can attempt to wake up from a threatening dreamscape as a move-equivalent action by succeeding at a Wisdom check (DC 10). When the dreamer who created the dreamscape awakens, the dreamscape bursts. Any other visitors (dreamwalkers) are sent headlong into the nearest dreamscape. When a dreamwalker wakes, the dreamscape and the original dreamer are unaffected.

FEATURES OF THE REGION OF DREAMS

In a cosmology with the Region of Dreams, your dreams can indeed hurt you. Of course, most mortals live out their lives without coming to any harm in the great untamed wildness of Dream, but some are not so lucky.

When an average dreamer enters Dream, she retains all her abilities and even gains dream-stuff equivalents of carried or worn items. Likewise, her hit points, ability scores, and all other values are exactly as they were before she fell asleep. For example, if she is a 5th-level wizard with a wand of lightning, she can use both her spells and her wand in Dream. When she wakes up, she'll find that she neither cast any prepared spells nor expended charges from her wand (unless she was dreamwalking).

If a dreamer dies in a dreamscape, she wakes immediately with a hammering heart but is otherwise unharmed. If a dreamwalker dies in a dreamscape, she dies in real life. A dreamer or dreamwalker slain in the Dreamheart dies on the Material Plane. Worse, their spirits are snared forever at the heart of Dream, so raise dead and resurrection spells don't work.

Dreamscapes

Many dreamscapes are small--no more than two or three rooms in a drab building, a small clearing in a stormwrecked forest, or a mist-shrouded rural crossroads. Other dreamscapes extend for miles and contain all manner of oddities, architecture, and inhabitants. However, all dreamscapes share one feature: the dreamer.

The dreamer's unconscious mind forms the dreamscape, which the dreamer then moves through, usually unconscious of the fact that he is dreaming at all. The dreamer alters large or small aspects of his personal dreamscape, though he never does so consciously. Dreamscapes usually burst when the dreamer awakens, although occasionally dreamscapes linger or survive permanently under unusual circumstances or magic.

DREAMWALKING

The PCs reach The Dreaming with the help of a ritual enacted by High Priestess Aisling. The ritual can only function during Lunar Hallowsings, and only while inside the temple of Sehanine Moonbow in Arcaras. When the moonlight of a full moon shines into the center of the temple, a portal to The Dreaming (aka the Region of dreams) opens and any sleeping (or trancing) person previously selected by the High Priestess, and located inside the temple, is affected as per the *dream walk* spell (see New Rules section below).

Because the PCs are dreamwalkers, they can physically travel from dreamscape to dreamscape, but because of the nature of the temple's portal to The Dreaming, they first experience overlapping dreamscapes of nearby NPCs (within 30 feet). The PCs may enter a particular NPC's dreamscape by virtue of following them from this initial overlapping dream. From then on, they have little control over which dreamscape they stumble upon and wandering far into one dreamscape may lead to the next. Once an NPC awakens, that dreamscape bursts, and the PCs are forced to the next dreamscape. When this happens, it is indicated by a 'lurching' feeling in the stomach, and usually, a change of landscape.

Waking Up: A dreamwalker can attempt to wake up from a threatening dreamscape as a move-equivalent action by succeeding at a Wisdom check (DC 10). When the dreamer who created the dreamscape awakens, the dreamscape bursts. Any other visitors (dreamwalkers) are sent headlong into the nearest dreamscape. When a dreamwalker wakes, the dreamscape and the original dreamer are unaffected.

Note: Unlike normal dreamers, dreamwalkers are physically in The Dreaming (their bodies and gear disappear from the material world) and they can die just as if they were on another plane of existence (though there are no mortal combats in this adventure). Any spells or consumables used by dreamwalkers (PCs) in The Dreaming are actually used up, and any wounds sustained are real.

DM AID #8: THE REVERIE AND SEHANINE MOONBOW

During the high holynight known as the Reverie of the Twain Moons, elves experience lucid visions while they dream sent to them by the goddess of dreams, Sehanine Moonbow. The Reverie of the Twain moons only happens once every few decades, and is celebrated by a festival and Reverie held during the conjunction of a full Luna (the white moon), and a crescent Celene (the blue moon).

Both followers of Sehanine Moonbow, as well as followers of Corellon Larethian observe this holy night, because the moons are highly symbolic, and represent the joining of Sehanine Moonbow and Corellon Larethian, which in turn represents the creation of the elven race. Luna is symbolic of Sehanine herself, while the smaller, blue crescent moon Celene represents Corellon (at least on this night). Though the blue crescent moon appears smaller in the sky, elven astronomers who venerate Corellon Larethian say that it is because the blue moon is much farther away, making it appear smaller than the dominant Luna. Both are held in high esteem by the elves during the Reverie.

Sehanine Moonbow

Gender: Female

Rank: Intermediate Deity

Areas of Concern/Portfolio: Mysticism, Dreams, Far Journeys, Death, Full Moons, Transcendence

Titles: The Lady of Dreams, Daughter of the Night Skies, Moonlit Mystery, The Mystic Seer, The Luminous Cloud

Holy Symbol: A full moon topped by a crescent shaped haze

Alignment: CG (NG)

Origin of Worship: Elf

Core Worshippers: Elves

Favored Weapon: Quarterstaff

Weapon of the Deity spell: +1 *ghost touch* quarterstaff

Domains: Chaos, Dream (CD), Good, Knowledge, Oracle (CD), Repose (Ss), Travel, Trickery

Sehanine Moonbow (SAY-hah-noon MOON-boe) appears as a youthful, and ageless female elf wearing a diaphanous flowing robe of moonbeams, using her magic and wands to stun her foes or put them into a deep sleep. The wife of Corellon Larethian, Sehanine shed tears that mingled with his blood and formed the first elves. She watches over elves' spirits on their journey from death to the afterlife. As a moon goddess, she is also responsible for dreams, omens and illusions, but protects her faithful against lunacy. Her symbol is a full moon topped by a crescent haze. Sehanine's clerics are mystics and seers, serving as spiritual counselors to elves and half-elves who embark on journeys in search of enlightenment and transcendence. They serve her aspect as guardian of the dead by administering funeral rights and guarding the remains of the fallen; they consider undead to be a blasphemy. They create illusions to guard elven lands and strongholds, and cast divinations to discover potential threats to their community. They adventure to discover lost arcane knowledge, particularly that of illusion and divination. Sehanine's clerics pray for their spells whenever the moon is fullest during the day. Holy days are tied to the positions of heavenly bodies, particularly the phases of the moons and eclipses. Many of these celebrations occur once in a decade, century or even longer.

DM AID: NEW RULES

NEW ITEMS

Ring of Misdirection (Arms and Equipment Guide)

This plain silver band is nondescript and unadorned. The wearer is under a continual *misdirection* effect, redirecting Divination spells that reveal auras cast upon him. Such spells automatically target their caster rather than the ring's wearer.

Faint illusion; CL 3rd; Forge Ring, *misdirection*; Price 7,000 gp; Weight n/a.

NEW SPELLS

Dream Walk (Heroes of Horror)

Conjuration (Teleportation)

Level: Oneiromancy

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched, or up to eight willing creatures joining hands

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

You move yourself or some other creature into a dreamscape. You must be able to see the dreamer whose dreams you wish to enter or be within 30 feet of her. This spell otherwise functions exactly as *plane shift*.

CRITICAL EVENT SUMMARY: GEO7-01 BY LIGHT OF TWAIN MOONS

For use only at RaptorCon 2007.

1. Did the players kill the demon Cikatrix? Yes No

If so, list player names/PC names here:

2. Did Cikatrix escape?

Yes No

If so, list player names/PC names here:

3. Did Cikatrix escape with High King Shivanshallos' body?

Yes No

4. Did any PC suffer the joystealet's drain emotion ability and NOT get it removed via *remove curse*?

Yes No

If so, list player names/PC names here:

5. Did the former prince Galdor escape?

Yes No

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):