

GEO2-06



SUMMER'S PASSING

A Two-Round D&D[®] LIVING GREYHAWK[®]
Geoff Regional Adventure
Version 1

by Eric Menge and Diane Hazlett

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

Arwyn Greenleaf, the Archdruid of Geoff, has embraced the Winter King. In the wake of his departure, the druids of the Old Faith gather on the Isle of Rhun and seek council from their Oracle. In the past, the Oracle's revelations have been shrouded in cryptic images and phrases open to interpretation. Now, the revelations of the Oracle have left little room for interpretation. Can the druids successfully locate the next Archdruid before the Balance is drastically altered? An adventure for characters levels 1 – 8.

The Second Verse of the Song of Gifts and Glamer

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

This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 system License, please visit www.wizards.com/d20.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA[®] are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2002 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

Scoring

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

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

LIVING GREYHAWK Levels of Play

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

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

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

Time Units and Upkeep

This is a two-round continuous Regional adventure set in Geoff. All characters playing in region pay two Time Units to participate in the adventure. Adventures' Standard Upkeep costs 24 gp. Rich Upkeep costs 100 gp, and Luxury Upkeep costs 200 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

This adventure is set in the early winter of CY 592. At this time, the Army of Liberation has just cleansed the Oytwood of the presence of much of the giant army. Grand Duke Owen resides in Hochoch and is married to Calisse Skotti, the youngest daughter of King Kimbertos Skotti of Keoland.

The adventure centers on the succession of the next Archdruid of Geoff. The Archdruid is leader of the Old Faith druids in Geoff. The Archdruid is selected through consultations with the five gods of the Old Faith (Beory, Obad-hai, Ehlonna, Pelor, and Nerull). The will of the Old Faith gods is given to the druids through the Oracle. If the Old Faith gods do not have a preference, the next Archdruid is chosen by ritual contest.

The Old Faith Druids of Geoff dwell on the Isle of Rhun, in the midst of Lake Avon Ffyn. The giants cut off this lake from the rest of Geoff, but the giants were unable to conquer the island and the druids there despite several attempts. The Old Lore Bardic College of Canaith fled to the Isle when Geoff was overrun. The College still operates there today.

Many years ago, Lluth, who is the father of Owen, the current Grand Duke of Geoff, made a bargain with the Faerie King Aodhan. What Lluth received from this bargain is known only to a few, but it required Lluth to send a son to King Aodhan upon Lluth's death. The son would be Aodhan's ward and would live forever in Faerie.

Lluth had three children, Elidyr, Gwenllian, and Owen. Lluth groomed Elidyr to succeed himself on the throne and selected Owen to travel to Faerie and live with Aodhan. To prepare Owen for his future in Faerie, Lluth had him trained in illusion magic with the gnomes in the Stark Mounds.

Elidyr died in CY 556 fighting giant raiders. His body was never recovered. Lluth was old and dying and had to react quickly before his death and the payment to Aodhan came due. Owen was summoned from the Stark Mounds and began training as the heir. When Lluth died two years later, Gwenllian, who had been studying with the druids, was sent to Faerie instead of Owen.

This was not part of the original bargain, which specifically stated that it should be a son sent to Aodhan. The druids renegotiated the bargain with Aodhan, who drove a hard bargain. What the druids paid is unknown, but in the end Gwenllian left them and disappeared into Faerie. That was 34 years ago. She has not been seen since.

In the fall of CY 592, Arwyn the Greenleaf, the Archdruid of Geoff dies. The Oracle reveals that Gwenllian is the next Archdruid. The druids must send someone to Faerie to retrieve her. The Oracle reveals the names of those who must go for the quest to be successful. The names are those of the characters.

Summer's Passing is a two-round continuous adventure set in the Grand Duchy of Geoff. In the first round, the characters meet the druids of the Old Faith

and receive their quest to retrieve the next Archdruid from Faerie. They then travel to Fiddler's Green. In the second round, the characters journey to the Glades of Shadows Lurking to find the means for getting Gwenllian released. They then must escape back to Fiddler's Green with their prize.

The adventure begins with Pwyll, an Old Lore Bard, informing the characters that they have been summoned by the Old Faith Druids to the Isle of Rhun. He asks them to accompany him there.

In Encounter 1, Pwyll leads the characters through the Ways of the World, a secret means of travel used by the Old Faith Druids. Along the way, the characters are attacked by vargouilles, proving that the Ways are not altogether safe.

In Encounter 2, the characters arrive at the holy Isle of Rhun, where the characters meet with the druids. The druids inform the characters that the next Archdruid of Geoff is Gwenllian merch Lluth, sister of Owen. She is currently in Faerie. The druids ask the characters to go to Faerie and retrieve her.

In Encounter 3, the characters journey to the Plane of Faerie, arriving at Fiddler's Green, a seelie realm in the Lands of Bright Summer. Along the way, they learn that words can shape reality in Faerie.

In Encounter 4, the characters meet with King Aodhan of Fiddler's Green and discover that the faerie lord has no intention of releasing Gwenllian to them. The characters can then talk with Annwyl, the King's daughter, who advises them to cheat.

In Encounter 5, the characters must interact with the seelie faeries of Fiddler's Green to learn how to cheat King Aodhan. After winning games, solving puzzles, or helping faeries, the characters learn that the Three Sisters would know how to cheat the King, and the characters learn how to find the Three Sisters.

In Encounter 6, the characters reach the home of the Three Sisters, which is in the center of the Frog Fens. The characters must figure out the pattern that gets them across the fens.

In Encounter 7, the characters must negotiate with the Three Sisters to learn how to cheat the King's Death. The characters must bribe the Three Sisters with a memory, magic, or the answer to a riddle. Once the characters meet the Three Sisters' price, the Sisters tell the characters that they need to get King Aodhan's Death and threaten him with it. The Sisters tell the characters where the Death is located and give them the means to get there.

In Encounter 8, the characters travel to the Glades of Shadows Lurking, an unseelie realm in the Lands of Dark Summer. Here, King Aodhan has hidden his death in a tower. Inside the tower, the characters must overcome a series of challenges before they gain possession of the King's Death.

In Encounter 9, the characters travel through the Glades of Shadows Lurking. Along the way, they come across an unseelie polo game, where Gaunt, an unseelie sidhe, feels the presence of the seelie King's Death.

In Encounter 10, the characters come to a crossroads. They must use their knowledge that words shape reality to find the way out of the Glades of Shadows Lurking. Before they can leave the crossroads, Gaunt arrives to taunt the characters.

In Encounter 11, the characters stumble into an enormous trap prepared for them by Gaunt. The trap takes the form of a hedge maze. In the maze, Gaunt attempts to trick the characters into giving him the King's Death. The characters cannot leave the hedge maze until they solve the puzzle that opens the gates to the path, leading out of the unseelie realm.

In Encounter 12, the characters must use the King's Death to force Aodhan to release Gwenllian. Unfortunately, when Gwenllian leaves Fiddler's Green, it fulfills the terms of Aodhan's gesa, which kills King Aodhan. At that point, the King's Death transforms into King Aodhan, who thanks and rewards the characters for carrying him to Fiddler's Green and permitting a new incarnation of the King to take shape.

The adventure concludes with the characters escorting Gwenllian back to the Isle of Rhun, where she is invested as the Archdruid of Geoff.

Important Note on Illusions

Illusions in 3rd edition D&D are run a little bit differently than in earlier versions. First, there are many types of Illusions. These types are: figments, glamers, patterns, phantasms and shadows.

Figments and glamers are used extensively in this adventure. Figments create a false sensation. Those who perceive the figment perceive the same thing, not their own slightly different versions of the figment. A figment cannot make something seem to be something else. A glamer spell changes a subject's sensory qualities, making it look, feel, taste, smell, or sound like something else, or even seem to disappear.

However, as figments and glamers are unreal, they cannot produce real effects the way that other types of illusions can. They cannot cause damage to objects or creatures, support weight, provide nutrition, illuminate darkness, or provide real protection from the elements.

Creatures encountering an illusion effect do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion. Interacting with an illusion includes having a conversation with it, touching it, casting a spell on it, or attacking it in combat (melee or ranged).

See the *Player's Handbook* for a complete description.

INTRODUCTION

The adventure begins in the town of Hochoch. The characters must have a reason for being in the town. Have each of the characters announce why there are in Hochoch. Once this is done, read the following:

A cool breeze of early winter caresses Hochoch. The air is clean and fresh as the wind pulls away the stench of the overcrowded

city. The weather itself might be echoing the joy of the recent harvest. The land was bountiful and the granaries are full to bursting. Perhaps they might even last through the coming winter.

As you conduct your business in Hochoch, a man of Flan descent, a bard to be precise, approaches you. His manner of dress and presence tells you he is a bard of the Old Lore. In a clear and charming voice, he introduces himself as Pwyll (pronounced pwil) of the Verdant Ivy. He is handsome, and there is a twinkle of mischievousness in his eye. His message to each of you is the same.

"You have been summoned by the Druid's Circle on the Isle of Rhun. You must accompany me with all speed. Meet me at Beory's Teeth as soon as you can. Prepare for a long journey."

Beory's Teeth is the druidic ringstones on the easternmost of The Shalm's Shoulders, a pair of hills north of Hochoch. It is the center point of the Old Faith in this area. Characters from Geoff automatically know this. Those who are from elsewhere can learn this by simply asking any native in Hochoch.

Pwyll refuses to give any more information to the characters or to explain why they are being summoned. He says:

"That is not for me to reveal. You must save your questions for the druids."

If the characters agree to meet at Beory's Teeth, go to Encounter 1. If they refuse, Pwyll looks at them curiously and says:

"The Druid's Circle has summoned you. I'd advise you to heed the summons. The Circle will likely be wroth if you should spurn them."

If the characters still refuse, Pwyll says:

"Your life and your choices are your own. As will be the consequences." He then departs.

Go to Conclusion A.

ENCOUNTER 1: THROUGH THE WAYS OF THE WORLD

Pwyll awaits the characters at Beory's Teeth. The characters can arrive one at a time or all together, if that is their preference. When the characters are all gathered, allow them to introduce themselves to each other and get acquainted. If the characters don't think of this themselves, Pwyll suggests it.

Once all the characters are gathered and introductions have been made, Pwyll leads the characters to a dolmen that faces north. He stands between the stones of the dolmen and performs an ancient ritual in the secret Druidic language. This is a ritual that they do not share with anyone outside of the Old Faith or the Old

Lore. The characters can overhear what he is saying if they can speak Druidic and make a Listen Check (DC 30). Even then, all they know is that he gave thanks to the Old Faith gods. Spellcraft checks reveal nothing, as this is not a spell effect. Read the following:

In the space between the two massive stones, a creature appears out of nothing as it turns to face you. It appears vaguely elven, but she has light green skin, and her "hair" consists of feathers.

The creature smiles at Pwyll. "Ah, Pwyll, my nightingale. You owe me a song."

"Indeed, I do, milady Guardian, but I am not at leave to sing for you. The druids have asked me to bring these to them."

"You are never at leave," she pouts. "Those druids work you too hard."

"Soon. I promise." Pwyll says. "On the 29th day of this month."

"Pwyll, you know I'm no good with time. What day is it now?"

"The ninth."

"You wouldn't be trying to trick me again?"

"Of course not," Pwyll responds.

The creature nods. "The Ways of the World are open to you." She reaches out to touch the stones on each side of her. Almost immediately, the space between the upright stones fills with swirling mists. Pwyll motions for you to enter.

If the characters are curious, they remember that each month in Greyhawk only has 28 days.

The Ways of the World are a secret means of travel for the Old Faith druids of the Flanaess. They were constructed millennia ago when the Flan tribes roamed throughout the lands. They access a portion of the Ethereal Plane, which allows travelers to cover long distances on Oerth by walking a short distance in the Ethereal.

When the characters enter the Ways of the World, read the following.

You find yourselves standing on an island of stone that floats in a sea of mist. The mist is so thick that it is impossible to see more than 20 feet off the island. Behind you is the dolmen, and between the stones you can still see Beory's Teeth, but it is distorted and out of focus.

There is a single bridge of stone that leads off the island away from the dolmen. Pwyll leads you across this bridge that slowly arches up into the mists. You seem to be traveling in a dream. Time seems to have been simultaneously slowed down for some senses and sped up for others.

The bridge reaches the top of its arch and begins to angle down. The bridge has no railings or markings. Eventually, it ends at another island floating in the mist. This one has no dolmens on it. Instead, there is an obelisk covered in markings in the center of the island. There are four bridges that lead off the island. Pwyll walks up to the obelisk and starts reading the markings on the obelisk.

The writing on the Obelisk is Druidic. It is also in code and impossible for the characters to understand unless they are instructed in it. If any characters ask Pwyll what the writing is, he says that they are directions because the

path through the Ways of the World drifts. If characters ask how they might learn the code, Pwyll says that they must ask the druids at the Isle of Rhun.

Pwyll looks at the obelisk in the center for a moment. He then goes to the bridge opposite of the one you entered on. The process repeats itself twice more; an island with an obelisk followed by another bridge.

On the third bridge you hear faint screams far off in the mists. The screams are chilling and echo strangely through the thick vapor that surrounds your path through the Ways. The screams seem to be getting louder.

If the characters ask Pwyll what the screams are, he says "A parasite." If the characters ask for more information, he says, "They are called Head Horrors. Best be ready to defend yourself. Beware of their kiss." At that point, he pulls out a mandolin and begins to sing and play. Immediately thereafter, the vargouilles burst out of the mists and attack the party.

If the characters do not ask Pwyll about the screams, the screaming gets louder until the vargouilles burst out of the mists and attack.

Creatures:

APL 2 (EL 4)

➤ **Vargouilles (2):** hp 5, 5; see *Monster Manual*.

APL 4 (EL 6)

➤ **Vargouilles (4):** hp 5, 5, 5, 5; see *Monster Manual*.

APL 6 (EL 8)

➤ **Vargouilles (8):** hp 5, 5, 5, 5, 5, 5, 5, 5; see *Monster Manual*.

APL 8 (EL 10)

➤ **Vargouilles, Advanced (12):** hp 15, 15, 15, 15, 15, 15, 15, 15, 15, 15, 15, 15; see Appendix 1: NPCs.

Tactics: The vargouilles use the mists and the bridge to their advantage. They approach as closely as they can in the mist and then shriek just as they leave it. As they have the mists for cover, the vargouilles surprise the characters and use the surprise round to advance 30 feet toward them; the mists end 60 feet away from the bridge. On the first standard round of combat, the vargouilles shriek, trying to paralyze the characters. The vargouilles try to position themselves to affect as many characters as possible with their shriek. The characters must make a separate save for each vargouilles' shriek. On the second round, they swoop in and attempt to kiss paralyzed characters.

They spread out when they attack and no vargouille is within 10 feet of another until they are in melee with the characters. Remember to use all three dimensions and have some of the vargouilles attack from above and below. A few of the vargouilles use the underside of the bridge as partial cover as they approach the characters.

Important Note: There is no sun in the Ways of the World. So if any of the characters were kissed by the vargouilles, the transformation process begins immediately.

Pwyll sings and plays the mandolin throughout the fight. He inspires courage in the characters and countersongs the vargouilles' shriek. The powers of his song accrue as soon as he takes an action on the first round. His perform skill is of such quality that his countersong is more than sufficient to make the Fort save DC. Unfortunately, he automatically goes last in the initiative order so the characters must face the vargouilles' shrieks without his assistance. Do not tell the characters that he automatically goes last. Pwyll also automatically passes all saves against the vargouilles' shrieks.

❖ **Pwyll:** Male human Brd8; hp 44; see Appendix 1: NPCs.

The remainder of the journey through the Ways of the World is uneventful. From this point it takes six hours to complete the journey to the Isle of Rhun. If the characters do not have access to *remove disease*, characters that were kissed by the vargouilles undergo the rapid transformation as per the *Monster Manual*.

After several more hours of travel, Pwyll leads you to an island that has a single dolmen on it. The space between the stones is filled with swirling mists. Pwyll touches the mists, and it transforms into an image of a shore of a large lake. You can barely see an island in middle of the lake. Pwyll steps through.

When the characters step through, go to *Encounter 2*.

ENCOUNTER 2: THE ISLE OF SANCTUARY

You leave the Ways of the World and find yourself on a low hill overlooking a mist-shrouded lake. Mountains, tall and majestic, rise from the far side of the lake, their feet lost in the fog, but you can see their snow-covered peaks well and the sight is breathtaking.

Pwyll leads you to the shore where there is a hazel tree. A ram's horn hangs from one of the branches. Pwyll takes the horn and blows two long blasts.

A boat appears from across the lake. It is an enormous canoe, made of wood and stretched hide. Four bare-chested men paddle the boat silently and swiftly through the water. Their skin is covered in swirling tattoos and ritual markings. Their heads have been shaved, leaving only a strip down the center front to back. This strip of hair has been hardened and spiked with lime.

At the front of the boat stands a young woman, dressed in simple wool, decorated with beads and knot-work embroidery. She never takes her eyes off of you as the boat approaches.

The boat is crewed by four Guardians of the Old Faith, who are monks sworn to defend the Old Faith Druids. The woman is Nesta, a druidic initiate of the Old Faith.

When the boat reaches the shore, Pwyll greets the woman. "Prynhaun da (pronounced preen-hown da), Nesta. It is good to see your face again. The world would be a grayer place without your smile."

Nesta laughs. "Pwyll, stop being such a flirt." She turns to you. "Welcome to Lake Avon Ffyn. Please climb aboard, for the Druid's Circle awaits you."

When the characters board, read or paraphrase the following.

The Guardians push the boat off and start paddling the canoe toward the island in the center of the lake. The boat glides silently along as the paddles of the Guardians of the Old Faith make the barest hint of sound as they slip into the water.

In the distance you can hear the sound of singing. It's a wordless melody of deep, rich voices that hint at ancient mysteries and the timelessness of the land.

Far to your left, a large serpentine form crests through the surface of the lake. The sunlight glints off of its bronze scales and the massive wings folded tightly against the body of the creature. The serpent drives back under the water. Its tail is the last to disappear beneath the deep waters.

A few minutes later, you notice that your destination is not the large island, but a small one next to it.

The characters may wish to ask Nesta or Pwyll what the smaller island is. If they do so, either one tells them that the smaller island is the Isle of Sanctuary. The larger island is the Isle of Rhun. Only those who are members of the Old Faith are permitted on the Isle of Rhun, so guests are taken to the Isle of Sanctuary.

The boat rapidly closes with the smaller island. At the water's edge is an older woman, who stands with her hands folded in front of her, and waits expectantly for you to land. Behind her are two more Guardians of the Old Faith, as well as an enormous stag. The Guardians beach the boat onto the shore and the woman speaks.

"Welcome to the Isle of Sanctuary. I am Ceinlys (pronounced kine-lees) the Briar's Rose. Come ashore and be welcome. Share our mead and our salt and have the guest's rights."

The characters most likely have many questions, but Ceinlys asks them to hold their questions for when the full Circle has gathered. If any of the characters have been kissed by the vargouilles, she casts *remove disease* on them, which stops and reverses the transformation process.

Assuming that the characters come ashore and follow Ceinlys, read or paraphrase the following.

You are led to a small village on the island. Even though the giants cut off the lake from the rest of the Sheldomar Valley, the village has a good number of people.

Ceinlys turns to you "Please wait here at the village. I will notify the Circle of your arrival, and we will want to meet with you. Please make yourself at ease, and enjoy the food and cider.

An initiate will come to you, when the Circle is ready to meet with you." She then leaves.

Unless the characters stop her, she crosses the bridge to the Isle of Rhun. Continue with the following.

"You must be hungry," Pwyll says. "We should join the college for a meal while we wait for the druids. They might be a while."

Assuming that the characters agree, read or paraphrase the following.

Pwyll leads you to the village, which is a collection of five buildings gathered around a green. There is a large circular hall, a smithy, and three cottages that seem to be homes. The smell of cooking food wafts your way from the hall, which seems to be a communal mess hall and gathering place.

The village is now the home of the College of Canaith. The college was forced to retreat to the Isle of Sanctuary when the giants overran Geoff in CY 581. The College has occupied the village and continues to persist at the doorstep of the Old Faith Druids.

The characters are not likely to get a chance to visit the rest of the village, because the action draws them along fairly quickly. If the characters somehow do so, they find that the smithy is a weaponsmith and armorer, as well as a blacksmith. The largest of the three cottages houses the highest-level bards and the library of the College of Canaith.

When the characters enter the village hall, read or paraphrase the following.

You enter the circular hall that is the heart of the village. It is filled with smell of food and the noise of dozens of people eating. One of the bards waves you and Pwyll over, inviting you to join their meal.

If the characters go over and join the bards, proceed with the following.

You sit down at long tables and are given generous portions of traditional Flan food. There is venison and rabbit mixed with generous helpings of leeks. They also have something called rarebit, which seems to be melted cheese on toasted bread. All of this is washed down with cider.

Your companions at the table are several bards of the Old Lore. They are Brython of the Sheltering Laurel, Mairwen of the Draping Willow, and Siani (pronounced shee-ahn-nee) of the Rustling Alder.

During the course of the meal, the conversation turns to your purpose here. Brython speaks up, "I suspect that it has to do with the succession. Arwyn died. All of the Old Faith druids are here for the selection of the next Archdruid."

Before, he can elaborate, Nesta, the druid initiate from the canoe on the lake, approaches you. She informs you that the Circle is coming, and you should follow her.

When the characters follow Nesta outside, go to Meeting with the Druid's Circle below.

Bridge to the Isle of Rhun

If a character leaves the village hall and tries to cross over to the Isle of Rhun, the best way to do so is by the bridge. At the point where the Isle of Sanctuary comes closest to the Isle of Rhun is a bridge linking the two. The arched bridge is completely made of wood is about 100 feet long. The bridge does not appear so much built as grown, as it is solid wood and there is no evidence of nails or other human handiwork.

If the characters try to cross to the bridge, two Elder water elementals rise out of the water and block their path. They are assisted by two Elder Earth elementals, if the characters make it to the far shore.

If the characters attempt to swim or fly over to the Isle of Rhun, they are attacked by the elder water elementals (if swimming) or by two elder air elementals (if flying).

All APLs (EL 16)

➤ **Elder Air Elementals (2):** hp 204, 204; see *Monster Manual*.

➤ **Elder Earth Elementals (2):** hp 228, 228; see *Monster Manual*.

➤ **Elder Water Elementals (2):** hp 228, 228; see *Monster Manual*.

If any character that is not of the Old Faith places a single foot on the Isle of Rhun, their lives are forfeit, and the druids take the character for sacrifice to cleanse the island. The druids have sufficient strength to overwhelm any resistance from the characters and take the offending character.

Meeting with the Druid's Circle

Nesta leads you to the bridge just as the druids are emerging from the trees on the other island. Dozens of green-clad druids cross the bridge in a single file. Among their number you see Lowen Oakroot, Briallen the Heatherdown, and Dorindel the Hawthorne. Guardians of the Old Faith escort them as they walk.

The final four druids draw your eye. The first is Ceinlys the Briar's Rose, the elderly woman who met you at the shore. She bears the symbol of Beory. The second is a handsome, mature man with a strong and powerful build, who bears the symbol of Obad-hai. Third is a waif-thin woman with large limpid eyes, who bears the symbol of Ehlonna. The last is a bald middle-aged man with a fierce look about him. He bears the symbol of Nerull.

The druids pass through the village and enter the serencolvi (ser-en-kol-vee) grove on the far side. Nesta urges you to follow after them.

Assuming the characters follow, proceed with the following.

You follow the procession into the grove. The druids gather in a ring around the large star tree in the center. The white trunk tree has a face carved into it that is disturbingly alive. The eyes

are painted red and glare out from the bark. No matter where you stand in relation to the tree, you get the unsettling feeling that they are looking right at you.

The last four druids take positions in the center of the ring. The druids all then sink to their knees in reverence before the tree. Minutes pass and the druids make no movement or noise. Finally, the bald man speaks.

"The Balance is kept." The other druids repeat the words in unison. "The Wheel turns." Again, the other druids repeat his words. "The Circle continues." The druids repeat a third time and rise as one to their feet. The four druids in the center turn to face you. The bald man speaks again.

"I am Maelor, Keeper of Winter, the season of death and change. Therefore, in this time of transition, I lead the Circle."

"Our Archdruid, Arwyn the Greenleaf, has embraced the Winter King. He has passed from Oerth to his reward beyond the sea. It now falls to us to determine who will be the next Archdruid of Gyruff. We have posed the question to the Oracle."

The thin young woman speaks. "I am Rhianeth, Keeper of Spring, the season of planting and expectations. The Oracle has revealed that the next Archdruid will be Gwenllian, sister to Owen the Brenin. She is in Aodhan's (pronounced ow-than) realm in the lands of Faerie.

Ceinlys then speaks. "I am Ceinlys, Keeper of Autumn, the season of plenty and fruition. The Oracle has revealed that you are the ones who must be sent if Gwenllian is to be returned to us. We have brought you here to send you on again.

Finally, the handsome muscular man speaks. "I am Tavan, Keeper of Summer, the season of growth and strength. You must journey to the Lands of Bright Summer, to the court of King Aodhan, and beseech him to return Gwenllian to us.

Maelor speaks again. "You must have questions before you begin your quest. Ask them of us, and we shall answer as we see fit."

Below are the most likely questions that the characters ask. If the characters ask a question that is not on the list, make the answer as best you can. The druids are extremely closed mouthed and repeatedly tell the characters that things are not their concern if the characters are asking for information that has little to do with their accomplishment of the quest.

Q: Who is the Oracle?

A: "The Oracle is called Hen Wen. She is infallible."

Q: Why is Gwenllian in Faerie?

A: "She was promised to repay a debt."

Q: What debt?

A: "That is not your concern."

Q: How long has Gwenllian been in Faerie?

A: "About 30 years."

Q: Will King Aodhan give her back willingly?

A: "Perhaps, but not freely. We will provide you with gifts for King Aodhan so that he will release her to you."

Q: What if Aodhan still will not release her?

A: "You must bring her back. If he will not give her up willingly or by exchange of gifts, then you must rescue her by force or trickery."

Q: How can we find Aodhan's realm?

A: "You must have a guide to the land of Faerie. The path is difficult and the way tricky. Pwyll knows the way. He will be your guide."

Q: What do we get out of this?

A: "Our gratitude, knowledge that the Circle continues, a place in song. If you desire trinkets, we can find something suitable for you."

Q: Is time an issue?

A: "No, not particularly. The Balance will hold for many months yet."

Q: What if we refuse to go on this quest?

A: "You endanger the Balance. You threaten the Circle. We did not bring you here on a whim, but we are not slavers. We will not force you to accept his quest."

When the characters have exhausted their questions, the druids ask them if they accept the quest. If the characters refuse the quest, go to Conclusion A. Otherwise, read or paraphrase the following:

Maelor speaks. "Make what preparations you need today and tonight. You should leave tomorrow morning. May the Circle bring fortune to your journey; May the Balance weigh in your favor." The druids then depart the grove and return to the Isle of Rhun.

Later that night, Nesta visits the characters and brings with her the gifts for King Aodhan. They are:

- A tulip made of the clearest crystal
- A silver mirror set in an intricate gold frame
- A bag of seeds from a magnolia tree.
- A song of regret for youth squandered

When the characters leave the Isle of Sanctuary the next morning, go to Encounter 3.

ENCOUNTER 3: OF SIGNPOSTS AND GATES

The following morning, you leave the Isle of Sanctuary. The Guardians row you and Pwyll to the southern shore of the lake. Pwyll leads you west and south from Lake Avon Ffyn, across the snow-dusted heath.

After several days of travel, you enter a pleasant forest. Autumn is in its full glory here. The leaves have turned from summer's green to brilliant yellow, somber brown, and glorious red.

Pwyll leads you down a path that meanders through the forest. These woods are rich with game and the sounds of

wildlife. An autumn sun shines through the trees and falling leaves drift by you as they settle to the ground.

As the party walks through the forest, Pwyll asks if they have been to the land of Faerie before. If they have (such as in "Gifts of the Fey"), he reminds them to heed what they learned there. He also warns them about the flowing time aspect of Faerie. Time flows differently there and hours inside of Faerie can be days in the Flanaess.

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

- Be careful.
- The fey operate by their own rules.
- Obey their rules or be prepared to suffer the consequences.
- Look for unusual solutions and ways to cheat.
- Fey have to be bargained with; combat is rarely a good solution.
- Fey do not like iron. They see it as a perversion of nature.
- Gifts must be recognized and should be reciprocated with another gift.
- Passage is a gift; be sure to ask for permission to leave Faerie.
- The fey lords are immensely powerful; do not cross them.
- The fey have no respect for possessions; except their own.
- A fey's possessions are usually part of the fey. If you gain power over the possession, you gain power over the fey.

The deeper into the forest you go, the more beautiful and breathtaking the forest becomes. For some reason you cannot identify why, but you have butterflies in your stomach.

After hours of walking, the path you are following meets with another. At the intersection of the path is a sign. The sign is merely a piece of wood, cut to have a point on one end that has been nailed to an upright pole. The sign is currently blank. Pwyll shakes his head and asks, "That's not very helpful, is it?"

Pwyll approaches the sign and retrieves a small jar of paint and a brush from his pack. He then uses the paint to write the words "Fiddler's Green" on the wood. When he is done, he steps back and grins at you. "This is my favorite part," he says.

In a few seconds, the sign post twists and points down one of the trails.

The characters may not have realized it, but they have entered into a Fading Land as they walked down the forest path. Characters can identify this forest as on the border of Faerie with a successful Knowledge (Fey) check (DC 10). If they ask Pwyll, he tells them this information.

This Fading Land forms a bridge between Faerie and the Oerth. The deeper they go into the forest, the deeper into the Fading Land they are and the closer to Faerie. Without Pwyll's help, it would require a successful Knowledge (Fey) check (DC 20) or a successful Knowledge (the Planes) check (DC 25) to find this path.

The signpost is extremely magical. After about five minutes, any writing on the sign fades. When the new words are written on the sign, the signpost twists and points down one of the four paths. That path does not look any different than before, but it now leads to whatever destination is written on the sign. The path creates an extremely limited one-way gate from this Fading Land to the destination. Once the characters reach their destination, the path disappears behind them.

The characters do not get a chance to explore using the sign, as Pwyll leads them down the far path that now leads to the Fiddler's Green.

Characters recognize the name Fiddler's Green with a successful Knowledge (Fey) check (DC 15). It is a Seelie Realm in the Lands of Bright Summer, ruled King Aodhan. Pwyll knows this information as well and shares it with the characters if asked.

You continue down the pleasant forest path that the sign pointed to. As you walk, you notice that fewer leaves are falling in this part of the forest. In fact, most of the leaves are still green, and the weather is more akin to summer than to autumn.

Characters can identify that they are approaching the Lands of Bright Summer with a successful Knowledge (Fey) check (DC 10). Pwyll knows this information as well and shares it with the characters if asked.

The path ends at a small meadow. The trees and bushes are green and lush, with no hint of autumn color in them. Tall grass and wildflowers fill the meadow and sway in a soft summer breeze.

Across the middle of the meadow extends a stone garden wall. It is low, about eight feet tall and made of dull gray fieldstones. In the center of the wall is an arched wooden door that is painted a bright red. On one side of the door lays an enormous lion with wings and the head of a ram. The creature is looking at you with amusement.

The doorway acts as a gate to the plane of Faerie. Specifically, it opens to Fiddler's Green in the Lands of Bright Summer. The creature by the door is a Faerie Criosphinx who has been bound to guard the door by King Aodhan.

To gain entrance to Fiddler's Green, the characters must pass through the door. If the characters go around the wall, they find that it ends at the edge of the meadow, but there is only meadow on the other side. If the characters climb the wall, they also find nothing but meadow. The guardian does nothing to stop the characters from climbing or going around the wall.

When the characters approach the red door, read or paraphrase the following.

The combination lion-ram-eagle creature watches as you approach. When you are a few dozen feet away, it speaks. Its voice is low and nasal, "Greetings, mortals. King Aodhan is expecting you. Enter the Lands of Bright Summer and be welcome." The red door then opens of its own accord. Now that

you are closer, you can see that it is decorated with the carvings of thousands of tiny flowers.

The characters are likely to be confused by this, but the guardian insists that this is the case. King Aodhan has invited mortals matching their descriptions to visit his court. They are to be given the gift of passage.

The characters may know enough about the Fey that they want to give a gift to the Guardian in return for the gift of passage. If the characters do so, the guardian declines the gift as the King himself invited the characters. They should save their gifts for the King.

When Pwyll tries to enter, read or paraphrase the following.

"Wait, you!" The Guardian points at Pwyll. "You have not been given the gift of passage. You are not allowed to pass." The creature's interested face suddenly seems angry. "Do not even try to enter, mortal."

Pwyll is not permitted to enter Fiddler's Green by the Guardian. No amount of begging, pleading, or bargaining gains him entry. King Aodhan has specifically forbidden all Old Lore Bards to enter his realm. Pwyll reluctantly accepts this fact and wishes the characters well on their quest. He sets up a small camp in the meadow before the garden wall.

When the characters enter Fiddler's Green, go to Encounter 4.

Important Note: When the characters cross the threshold, they enter Faerie. When they do so, they have left the Material Plane, and several important changes occur.

First, all iron or steel carried by the characters becomes silver. This does not change its performance, weight, or damage. However, faeries that are harmed by iron are no longer harmed by the characters' equipment. The characters notice the change with a Spot Check (DC 15). Repeat this check every hour until the characters notice the change. When the characters leave Faerie, their equipment reverts back to normal.

Second, the characters immediately notice the light gravity, as described in Appendix 3.

Third, all spells cast on Faerie are maximized, empowered, and extended, as described in Appendix 3. The characters won't discover this until they cast an appropriate spell or with a successful Knowledge (the Planes) check (DC 20), with a successful Knowledge (Fey) check (DC 15), or a successful Bardic Knowledge check (DC 25).

Fourth, the flowing time of Faerie affects the characters, even though they won't notice it. As described in Appendix 3, for every day the characters spend on Faerie, a week passes on Oerth. Since the sun never sets in the Lands of Bright Summer, keep track of how many times the characters rest. Once the characters leave Faerie, they must spend one TU for each time they rested in Faerie. Characters are aware of the flowing time of Faerie with a successful Knowledge (the Planes) check (DC 20), a successful Knowledge (Fey) check (DC 15), or

a successful Bardic Knowledge check (DC 25). Also, Pwyll mentioned this to them on their journey.

Fifth, if a character casts *true seeing* in Faerie, they see through the veil that the fey create to mask their true nature. The character must make a Will save (DC 20). If successful, the character is stunned for a round and the spell is lost. If the character fails the Will save, she loses the spell, is unconscious for 2d4 rounds, then blinded for 1d4 rounds, and then stunned for 1 round. Either way, the character only has vague recollections of what she saw. She mostly remembers spindles of light constantly changing shape.

Creatures:

All APLs (EL 9)

☛ **Criosphinx:** hp 85; see *Monster Manual*.

ENCOUNTER 4: MEETING WITH KING AODHAN

Once you have passed through the red door, you find yourself in a meadow that is similar to, yet oddly different than, the one on the other side of the wall. The grass is more lush and green than before, and the meadow is overgrown with wildflowers of usual shapes and extraordinary colors. Bees and dragonflies fly about lazily.

Tall and magnificent trees surround the field and create a dense boundary that is broken by paths that lead deep into the forest.

In the center of the meadow is an oar that is planted into the ground so that the paddle blade is upright. Near the oar is a throne carved from a single piece of rock.

Allow the characters to look around the meadow. The grass is springy and comes up to their shins. The flowers are indeed strange and unusual. Even druids may not identify many of the varieties since many of these are not from the natural world. The oar is a normal average everyday oar. It is weathered and the paint has faded and is peeling. The throne is a masterpiece of craftsmanship. It is covered in designs of flowers, trees, and the sun.

Once the characters have taken a look at the oar and the throne, read the following.

Your attention is drawn to one of the paths. Two birds, a man-sized rooster and another bird of similar size that has a beak that looks something like a trumpet, have just stepped out into the field. The bird with the trumpet beak plays a fanfare to the field that is empty except for you. The rooster calls out in a loud voice that carries through the field.

The following should be read in a goofy voice, preferably one that resembles the crowing of a rooster.

"Ladies and gentleman, mortals and faeries, the Land of Bright Summer proudly announces our instantaneous and fantabulous festival pageant of summertime glamor and imagination in a

bewildering variety of tantalicious exuberance. Rise in awonder for King Aodhan's Seelie Court of Fiddler's Green!"

The rooster bows and backs out of the way as a procession of faeries erupt from the path into the meadow all to the sound of an upbeat and catching marching tune. Pixies zip through the air humming the march. Grigs jump about with their bows to their fiddles and satyrs play on their panpipes. Faerie rabbits hold soft mallets and play tortoise shells with the tortoises still in them.

A score of nymphs and dryads run into the meadow dancing, frolicking, and waving long veils, ribbons, and streamers. All about you, you see tents and pavilions springing up like mushrooms. A maypole rises like a weed, and all manner of field games and dancing greens blossom like flowers.

The nymphs run toward you with their silken veils, and the satyrs wink at you. The march crescendos into a final fanfare, nymphs swirl around the throne, obscuring it from your view with their veils. The rooster calls out "All bow before his majesifence, Aodhan, King of Bright Summer!" There is a final fanfare and all the faeries drop to their knees.

The veils drift aside and sitting on the throne is one of the most handsome creatures you have ever seen. He is vaguely elven in appearance, but his skin is a lush green and the backs of his ears are shaped like a fish's fins. Two ram's horns sprout from his head and curl back. His eyes have no pupils. Instead, they are the clear blue of a summer day. He is dressed in resplendent clothing that accentuates his muscular and attractive physique. His hands are laden with rings of gold, and set with the most rare of gems.

The characters need to make a Will save (DC 24) or be stunned upon seeing the beauty of the Seelie King. Those who are stunned cannot do anything but stare at King Aodhan for one minute. Aodhan is used to this affect on mortals. He patiently waits for them to recover.

Beside King Aodhan is a sidhe. She is very fair to behold and has light green skin and dark green hair. Her eyes have pupils unlike King Aodhan, but they are the same sky blue.

Behind the king and the faerie woman are two man-size sunflowers. They hold wicked looking pole-arms in their leaves and have a rough look about them. The rooster takes a place on the side of the throne opposite the sidhe.

"Welcome to Fiddler's Green," King Aodhan says. "I trust you have enjoyed the gift of passage and the gift of this audience." His voice is a warm, rich baritone and even when he talks it sounds almost like singing.

Characters realize with a successful Knowledge (Fey) check (DC 10) or a Bardic Lore check (DC 20) that they need to offer King Aodhan a return gift. Almost anything special to the characters or generally unusual would be appropriate. The characters can even offer one of the gifts given to them by the Old Faith druids.

If the characters are slow at offering a gift, the Herald (the Rooster Faerie) hints that a gift to King Aodhan might be appropriate.

Once the characters have presented their gift, Aodhan asks them what message they have brought to him from the Old Faith Druids. Assuming that the

characters tell him that druids seek the return of Gwenllian, Aodhan says:

"How many times must I renegotiate this bargain?"

It is likely that this confuses the characters. If they ask how many times it has been renegotiated before, Aodhan answers that this is the second. If the characters ask how it was renegotiated, Aodhan says:

"I was supposed to receive the son. Instead, they sent the daughter. Why should I revisit this bargain again?"

Allow the characters to make their case as to why Gwenllian should return with them to the Old Faith druids. Aodhan dismisses their arguments and says that the bargain was done. He did as he was asked, and he was paid in the coin he desired. Even the gifts sent with the characters by the Old Faith refuse to sway Aodhan. If the characters finally ask what would make him change his mind and release Gwenllian, Aodhan says the following.

"You must bring me a shirt without seams. You must bring me a stone as soft as new cheese. You must bring me the song of a dragonfly. You must bring me an honest politician. You must bring me the fruit of a palm tree that grew on a glacier. You must bring me water that is not wet. You must bring me the beard of an infant. You must bring me the head of ancient dragon. You must bring me, in a single tome, the entire store of knowledge kept at the Library of Greyhawk. You must bring me the smell of fresh baked bread. You must bring me a fish that is allergic to water. You must bring me the center of an onion. You must bring me a necklace woven of stardust. When you have done all of this, I will return Gwenllian to you.

The characters should quickly realize that the quests are impossible. If they tell King Aodhan this, he says:

"Yes, it is impossible. I'm sorry that your journey was for naught. Please stay and enjoy the festival." He then dismisses you with a wave of his hand. You suddenly find yourself several dozen feet away from the King and his courtiers, but you don't remember stepping back.

Go to Encounter 5.

ENCOUNTER 5: FIDDLER'S GREEN

The characters are standing in the middle of Fiddler's Green. All around them is the festival of the Seelie Court. The characters are likely uncertain as to what to do next. Give them a chance to talk among themselves and stew over some options, but after a few minutes, the King's daughter approaches them. The characters recognize her as the female sidhe who was standing next to Aodhan.

As you stand in the middle of Fiddler's Green, the female sidhe approaches you. She is exceedingly beautiful and moves with an unnatural grace. "Good day to you, mortals. Please do not be wroth with my father. The druids of the Isle of Rhun have been mercurial in their bargaining. I am afraid that you have suffered for it, but do not let that discourage you. Enjoy the sights and pleasures of the King's Court."

It is important that the characters not know that this is Gwenllian. If the characters ask who she is she says that she is called Annwyl (pronounced *ahn-weel*), which those characters who speak Flan know means beloved.

If the characters ask her if she is Gwenllian, she laughs and says the following.

Do I look like a mortal? I am the King's daughter and a sidhe (pronounced *shee*).

If the characters ask her for her help, she says the following.

My father does not want you to succeed. He wishes to keep Gwenllian with us here in Faerie. So pray tell me mortals, why should I help you?

Gwenllian is currently Indifferent in her attitude toward the characters. The characters must improve her attitude to Friendly. They can do this with a successful Diplomacy or Charisma check (DC 15). Give the characters a +2 circumstance bonus to their check if they roleplay convincingly. If the characters succeed, read or paraphrase the following.

"King Aodhan will never give Gwenllian to you. Therefore, you need to cheat."

If the characters ask her how to cheat, she says:

"I don't know, but someone in the Green must. Perhaps you should ask around." She then excuses herself and returns to King Aodhan's side.

The characters should start exploring Fiddler's Green. There are a number of activities for them to do. Give them *Player's Handout 1*. The areas in Fiddler's Green are numbered and described below.

At each area, the characters are faced with a challenge. The challenge varies with the area. Some are easy. Some are hard. Each time the characters succeed at the challenge, the faerie involved gives them a clue as to how to cheat King Aodhan. The clues are at the end of this encounter. There are twice as many activities as clues, so the characters only have to succeed at half of the activities.

Area 1: Duel to First Laugh

You approach what looks to be a makeshift boxing ring. Inside there is a four-foot tall gray cat that is washing itself. The cat notices you after a while and stands up on black boots you did not notice before, and walks gracefully over to you.

"Hello mortals, and welcome to Fiddlers Green." Her voice is soft and purring. "I challenge you (choose a strong-looking character) **to a duel, a duel to the first laugh. How about it? Hmmm?"**

The faerie goes by the name of "Puss" and is an expert duelist. It only answers questions if the characters best it in a duel, and Puss only fights to the first laugh. It refuses all other forms of contest.

To duel to the first laugh, Puss and the character begin 30 feet apart and wield enormous ostrich feathers. The goal is to tickle the other duelist with the feather until she busts out laughing. Throwing out silly jokes gives you bonuses.

The enormous ostrich feathers cause "tickle" damage instead of real damage. When the amount of tickle damage exceeds the hit points of the participant, the character must make a Will save (DC equal to the amount of tickle damage the duelist has taken that exceeds the duelist's hit points). If the duelist fails the save, she bursts out laughing.

The enormous ostrich feathers have the same weapons stats as a longsword (1d8/19-20/x2), but require an exotic weapon proficiency to use properly. Enormous ostrich feathers cause tickle damage and not real damage. In addition, bonus strength damage does not apply to enormous ostrich feathers.

Tickle damage fades immediately after this combat. The faeries do not allow either combatant to use potions or other spell power-ups, but combatants may use any continuous magical items that they possess.

In addition, Puss and the character may get a +1 morale bonus to attack and damage if they tell a joke while attacking. A new joke must be told each attack to receive the bonus. The jokes must be short enough to fit into six-second rounds (or be reasonably close). Feel free to come up with the jokes that Puss uses. Some examples of the types of jokes she says are:

- Q. What time is it when an elephant sits on a bench? A. Time to fix the bench.
- Q. Why don't ducks fly upside down? A. They quack up.
- Q. What do you get if you cross a grizzly bear and a harp? A. A bear faced lyre!
- Q. Why didn't the horse say hello to the Old Lore Bard? A. Nothing. Horses don't speak Flan.
- Q. Why was the broom late? A. It over swept!
- Q. What type of noise woke me up this morning? A. The crack of dawn.
- Q. Why do mice need oiling? A. Because they squeak!
- Q. What do you get if you cross a crocodile with a flower? A. I don't know, but I'm not going to smell it!

If the character wins the duel, Puss gives the party a clue. If the character loses, Puss compliments them on their efforts. She is not willing to duel again.

Important Note: At APLs 6 and 8, Puss has the feat "Quicker than the Eye". She uses this every round to deny the character his Dex bonus and gain sneak attacks. See Appendix 3 for a complete description of the Feat.

Creatures:

APL 2 (EL 2)

🐾 **Puss, Seelie Faerie Cat:** Female Cat Rog1/Ftr1; hp 14; see Appendix 1: NPCs.

APL 4 (EL 4)

🐾 **Puss, Seelie Faerie Cat:** Female Cat Rog1/Ftr3; hp 28; see Appendix 1: NPCs.

APL 6 (EL 6)

🐾 **Puss, Seelie Faerie Cat:** Female Cat Rog2/Ftr4; hp 40; see Appendix 1: NPCs.

APL 8 (EL 8)

🐾 **Puss, Seelie Faerie Cat:** Female Cat Rog3/Ftr5; hp 52; see Appendix 1: NPCs.

Area 2: Rhyming the Impossible Rhyme

You walk over to the stage and see a grig crying on the bench in back. He is sobbing horribly while holding a tiny quill and a piece of parchment.

The grig's name is Wheezy. Assuming that the characters ask the grig what's wrong, he says the following.

"I am a bard, and I need to sing songs. But I need my words to rhyme. I can't think of anything that rhymes though! Hey, could you help me?"

To gain a clue, the characters must help Wheezy think of rhymes for his song. Unfortunately, Wheezy has chosen bad words to try to rhyme, but he insists that he needs the first word as is.

The characters must make up the second line to each of the following five lines. The second line made up by the characters must rhyme with the first. The lines that Wheezy needs help rhyming are as follows.

1. *The beast was hairy like the bear and horned like the rhinoceros.*
2. *And so poor Finn went east in pursuit of his foolish strategy*
3. *The sea stretched ever west until it faded at the horizon.*
4. *The small little coracle drifted down the river month after month.*
5. *He feasted upon all manner of fruits, but his favorite was the orange*

Wheezy does not accept made-up words, and he is strict on the rhyming. He insists that final syllable be the exact

same sound. In addition, he does not change the text of his first line.

For example, for Wheezy's purposes, strategy rhymes with apogee but not with tragedy. Rhinoceros rhymes with preposterous but not with jurist. Horizon rhymes with wizen, but not with risen. Good luck rhyming month or orange. It is extremely unlikely that the characters are able to rhyme the last two lines.

If the characters help him rhyme all five lines, Wheezy gives them a clue.

Creatures:

All APLs

🐾 **Grig:** hp 2; see *Monster Manual*.

Area 3: The Great Race

At the far side of the field you see a crowd gathering and a lot of cheering going on. When you have finally made it through the fey crowd, you see that you are standing next to the starting point of a large racetrack, but you can only see two contestants; a tortoise and a hare.

No sooner than the characters get there, the race begins. The hare takes off at breakneck speed, while the tortoise plods along and is soon left far behind the rabbit. The characters can see the rabbit making faces and fun of the tortoise as it gallivants down the track.

If the characters get close, the tortoise asks for their help. He points out the hare having all this fun at his expense. To help the tortoise, they must get him across the finish line before the hare does. The tortoise has a speed of 10, while the hare has a speed of 30. The racetrack laps the circumference of Fiddler's Green and is 3000 feet long. The hare is 300 feet ahead of the tortoise when the characters talk to the tortoise.

There are many ways to help the tortoise win. The characters can cast fly on the tortoise or increase its speed with magic. A fast-moving character could even pick up the tortoise and carry him.

If the characters help the tortoise win, the Tortoise then dances and makes fun of the Hare. The two then switches places. The Hare puts on the tortoise shell and the Tortoise puts on the rabbit ears. As they do so, their entire forms switch as well.

The new hare gives the characters a clue. The new tortoise says:

"Thanks a lot. I finally beat that bum, when he fell asleep, and I got to be the hare for once. Now that's ruined and I'm stuck being the tortoise again. I hope you're happy."

The two then go off to race again.

Area 4: So Kiss Me

As you approach this part of Fiddler's Green, beautiful music washes over you. In a few moments you find its source; dancing green with fey musicians! The urge to dance fills you, and you catch your feet tapping with the beat of the music.

The characters are welcome to join in the dancing and the festivities. If the characters do so, satyrs and dryads approach them. The satyrs offer to dance with the female characters, while the dryads offer to dance with the male characters. The fey dance with the characters and make wonderful conversation with them.

You are enjoying yourself until you see a sight you never wanted to see. The ugliest fey you have ever seen is limping and hobbling toward you. When it gets close, it asks you (choose the ugliest character) **for a dance.**

The gender of the ugly faerie is the opposite of the gender of the ugliest character. If the character refuses to dance with the faerie, the character is booed and jeered by the other faeries until the character either agrees or leaves the dancing green. If the character agrees to the dance, the ugly faerie dances horribly and stomps on the character's toes and elbows him often.

At the end of the dance, the faerie asks for a kiss. If the character refuses, the faerie runs away sobbing. If the character agrees, he must make a Fortitude Save (DC 15) or suffer the effects of a *stinking cloud* spell cast by a 5th level caster. Meanwhile the faerie shouts, "The curse is broken!" and turns into a swan. The faerie offers a gift to the character for helping. The faerie is willing to give the characters a clue before it flies away.

Meanwhile, the dryads and the satyrs cast *charm person* on their partners to convince them to stay and frolic in Fiddler's Green. The fey are careful and discrete about using their power. The offer is very tempting. There is plenty of food, wine, music, and good company.

At the very least, they attempt to lead the characters into secluded parts of the forests for some intimate fun. Satyrs and dryads are extremely comely creatures and have a sensual abandon in their actions and words. The invitation of the satyrs and the dryads to "frolic" is extremely tempting.

It is important to note that *charm person* is a charm, not a compulsion. The offers of the faeries are like requests coming from trusted lovers. The characters are not compelled to stay. See the *Player's Handbook* for an explanation of the different types of enchantments.

If a character agrees to stay, he remains at Fiddler's Green until the other characters return in Encounter 12, at which point the character receives another saving throw. If the character refuses to leave at the end of the adventure, the character is lost to the Faeries and is retired from play.

Any character who joins either a satyr or a nymph in intimacy has a 50 percent chance of begetting a child. The percentage is so high because of the incredibly fertile nature of the fey. Secretly roll the percentage and make note of the result. The characters do not know that this has occurred until after the adventure.

Creatures:

All APLs

☛ **Dryads:** hp 7; see *Monster Manual*.

☛ **Satyrs:** hp 22; see *Monster Manual*.

Area 5: A Leap that Must Be Made

As you walk through the merriment and festivities of Fiddler's Green, you see a giant squirrel bound over to you. It looks all of you over then nods in satisfaction. "Hey," it says (direct this at the most acrobatic and athletic looking character). **"You wanna play leap frog with me and my friends? Pleeeeease?"**

If the character agrees, read or paraphrase the following.

The giant fey squirrel leads you to an open part of the meadow, which has a white starting line and a white finish line painted on the ground. The two are separated by about 50 feet of lush grass. There are several teams competing: the squirrels, the possums, the hedgehogs and the porcupines. The squirrel points to the porcupine. "That's your team."

The game is leapfrog, and the rules are quite easy. The porcupine and the character must jump over each other in turn. The character and the porcupine must make running high jumps to clear each other. A successful Jump check (DC 18) clears the partner. The character may take 10 on the roll, and the character receives a +2 circumstance bonus on the Jump check because of the light gravity of Faerie (see *Appendix 3*).

If the character fails the Jump check, he or she takes damage (1d4 hps – APL 2, 2d4 hps – APL 4, 3d4 hps – APL 6, 4d4 hps – APL 8) and walks funny until healed. Fortunately for the character, the porcupine always makes his Jump check.

It takes 10 Jump checks to cover the distance from start to finish. If the character makes every Jump check, the porcupine and the character come in first. If he misses one, their team comes in second. If he misses two, they come in third and so forth.

If the character and the porcupine place in the top three of the contest, the porcupine is willing to give the character a clue.

Area 6: Blown Calls

Your attention is drawn to two curvaceous and beautiful nymphs who are calling to you and waving. They are standing in front of a badminton net made out of a spider web. "Would you care for a game?" they ask of you.

The nymphs are only interested in playing doubles. If the characters agree to play, the nymphs provide two of them with rackets. The characters must choose two of their number to play. A nixie sits on a tall stool looking down on the badminton court. He is wearing a striped shirt and has a whistle around his neck.

The nymphs serve first. Determine randomly which character receives the serve. The character must make a melee touch attack against AC 12 to hit the badminton bird, which is an actual bird, but it doesn't seem to mind. The character must then make a ranged touch attack to get it where they want it to go. AC 10 gets it over the net,

and AC 14 gets it in bounds. At the point, the nymphs must do the same to return the bird.

If one side misses a swing, or the bird hits the net or lands out of bounds, the other team gets a point. The team that reaches 10 points first wins.

However, there is a bit of a catch. The nixie referee rules against the characters every time. If the nymphs miss a swing, then the referee rules that the characters had hit it out of bounds. Point for the nymphs. If the nymphs hit the bird and it lands out of bounds, then the referee rules that the shot was actually in bounds. Point for the nymphs. This happens even if it is obvious that the referee's call is dead wrong. The nymphs and the nixie agree that the referee can't be wrong as he is the referee and his rulings always stand.

The characters must bribe the nixie referee in order to win. The bribe can take almost any form and as judge you have discretion to determine what would interest a nixie. Once the characters have bribed the nixie, the rulings are then fair.

If the characters lose, the nymphs are willing to play again. If the characters lose three times in a row or if there are any characters with high Charisma (+3 or better modifier), the two nymphs decide they like the two characters players and invite them to join them for an after-game party. The offer sounds even more enticing when backed by a *charm person* spell, which requires a successful Will save (DC 15) to resist.

The after game party is a lovely frolic and the nymphs lead the chosen characters to a tent for some intimate fun. The invitation of the nymphs to "frolic" is extremely tempting. See the Area 4 description for the differences between *charm person* and compulsion.

The nymphs try to get the chosen characters to remain at Fiddler's Green. If a character agrees, he stays until the other characters return in Encounter 12, at which point the character receives another saving throw. If the character refuses to leave at the end of the adventure, the characters are lost to the Faeries and are retired from play.

Any character who is intimate with either a satyr or a nymph has a 50 percent chance of begetting a child. The percentage is so high because of the incredibly fertile nature of the fey. Secretly roll the percentage and make note of the result. The characters do not know that this has occurred until after the adventure.

If the characters win the game, the nymphs are willing to give them a clue.

Creatures:

All APLs

🔮 **Nymphs:** hp 10; see *Monster Manual*.

🔮 **Nixie:** hp 3; see *Monster Manual*.

Area 7: The Giggle Gives It Away

You are walking near where the oar is sticking out of the ground when you see a couple of giggling pixies flying around it. They notice you and one flies over to you shyly and speaks. "Um,

<giggle> would you mind <giggle> playing hide-and-seek with <giggle> us?"

If the characters agree, the pixies all shout "Not it!" and make all of the characters start out as "it." The oar is home, so the characters must close their eyes and count to 20. The pixies meanwhile turn invisible and hide anywhere within 100 feet of the oar. They hide in barrels, behind banner poles, in shrubs, and inside pavilion tents.

Normally the pixies' invisibility would make them difficult to find, but they giggle incessantly. Each round the characters may make a Listen check (DC 0) to get the general direction of the where one of the two pixies is hiding. The DC is increased by 1 point for each 10 feet away the characters are. Once the characters are in the immediate area, they can make a Listen check (DC 20) to identify the precise location of the pixie.

Once the location is identified, a character can "tag" a pixie with a melee touch attack. Remember the 50 percent miss chance from invisibility. If a character misses a tag, both pixies race for the oar at top speed. If the pixies get there before the character can tag one of them, the pixies are safe and the characters must be "it" again.

If the characters tag a pixie, they win, and the pixies are willing to give the characters a clue.

Creatures:

All APLs

🔮 **Pixies (2):** hp 3; see *Monster Manual*.

Area 8: There's a Flower Standing Guard

To one side of the meadow away from the music and festivities, you notice a glass case with flowers all around it. When you get close enough, you see a body is lying in the glass case. You reach down toward it, and get smacked on the hand by unusually strong and tough leaf. You look up and see a giant sunflower glaring at you with a spear in one of its leaves.

"You stay away from 'im! I can't believe I 'ave to wait for 'im to wake up while everyone else gets to play! 'umph! It ain't fair!"

The body in the case is the sailor who founded Fiddler's Green. He has been dead for centuries, but the faeries think that he is resting. The faeries have preserved his body by putting him inside a glass box.

The sunflower guard is cranky and annoyed that he has drawn guard duty. He knows that the mortal in the box founded Fiddler's Green a long time ago. The sailor picked up an oar and walked and walked until he found a place where someone said "What's that thing you are carrying?" and pointed to the oar. The sailor then set up his home right here in the meadow and called it Fiddler's Green.

If the characters explain to the sunflower guard that the sailor is dead, he is most grateful, because he was getting bored. He then is willing to give the characters a clue.

The Clues and the Solution

The characters must gather four clues before they know the right way to leave Fiddler's Green. The clues are listed below and must be given in the order provided:

1. Go see the Three Sisters. If the King has a weakness, they would know it.
2. The Three Sisters live outside of Fiddler's Green in the Frog Fens.
3. The Three Sisters have a granddaughter named Mary. She visits them often.
4. Mary has a pet lamb that follows her.

Once the fourth clue is given, the characters see a lamb, which runs off after a young girl down one of the paths leading from Fiddler's Green. They lead the characters to *Encounter 6*.

ENCOUNTER 6: THE FROG FENS

You follow the lamb through the sylvan forest for nearly an hour. The sun never moves in the sky above. White puffy clouds drift by on a summer breeze. The lamb's wool is the same pure white as the clouds.

The lamb moves quickly for such a little creature. You have to hustle down the path just to keep up with it, and no matter how fast you run it always keeps ahead of you so that you see it disappearing around twists in the trail far ahead.

Eventually you come out of the woods and find yourself on the edge of a large stretch of swamp. You can hear the croaking of many frogs. There is an island in the middle of the swamp that has a cottage and a large tree. You can see the white lamb lying in the grass next to the tree.

Looking around, there doesn't seem to be any way across the fens. The water is choked with reeds and grass and mud. To your left is a large ash tree whose trunk has been worn smooth where it faces the swamp.

This is the Frog Fens, and the cottage on the island is the home of the Three Sisters. The characters need to reach the cottage to speak with them.

If the characters approach the edge of the marsh, they notice that scattered through the swamp are lily pads with giant frogs on them. The giant frogs are croaking at random intervals and eating flies. If the characters listen carefully, they notice that the frogs croaking sound like words. The characters must be within 10 feet to hear what word a frog is croaking.

The words and exact position of the frogs is shown on DM's *Aid 2*. You may give the players *Player's Handout 2* at this time. The handout shows the location of the frogs, but does not list which word they are croaking.

A simple Track check (DC 10) shows a large number of tracks leading to one particular frog that is croaking the word "Mary." The frog is marked on DM's *Aid 2*.

The characters must jump on the frogs to sound out a portion of "Mary Had A Little Lamb" to get across the

swamp. The words are: "Mary had a little lamb whose fleece was white as snow". The correct path is marked on the DM's aid.

DM's should note that there are several false trails that lead to dead ends and doubling back results in stepping on the wrong frog.

The pattern must be completed by each character and is calculated for each character individually. So if two characters begin hopping on frogs at the same time, they do not affect each other.

If a character steps on the wrong frog, it croaks its word and sinks beneath the water. The character is then snatched by the octopus's tentacle as described below. This applies even if the character goes down the wrong path and must double back.

If the characters attack a frog, the wound regenerates almost immediately and spells don't affect them. The frogs do not attack the characters.

The frogs are separated by 5 feet of mud, reeds, and water. The characters must make standing long jumps to hop from one frog to another. The DC for the Jump is 14, and the characters may take 10 on the check. In addition, because of the light gravity of Faerie, all characters receive a +2 circumstance bonus. If a character misses a Jump, they can clamber onto the giant frog they were aimed for with nothing hurt but their pride. If the character misses a jump and does not immediately climb onto the giant frog he aimed for, the character is then snatched by the octopus's tentacle as described below.

If a character tries to swim, wade, or fly across, then that character is snatched by the octopus's tentacle as described below.

The Octopus's Tentacle

If a character triggered the tentacle as described above, a large octopus's tentacle reaches out of the water, grabs the character automatically, and throws the character against the tree whose bark was worn smooth that grew near the path that leads to this encounter.

The character slams into the tree upside-down and takes damage (1d6 hps – APL 2, 2d6 hps – APL 4, 4d6 hps – APL 6, 8d6 hps – APL 8). He may make a Reflex Save (DC 20) for half damage. The character then slides down the tree and lands on the ground headfirst. The character takes no damage from this.

After a character is flung, that character must restart the melody. This does not affect any of the other characters that must do the melody individually.

There are as many tentacles as needed and they reach as high as they need to. Remember, teleportation magic does not work in Faerie, as per *Appendix 3*.

When the characters get to the island, Mary comes out of the cottage and says hello. She tells the characters to go on in, that her grandmothers will see them. She skips across the frogs playing the melody backward and runs back down the path. The lamb follows her. The characters can enter the cottage. Go to *Encounter 7*.

ENCOUNTER 7: MEETING WITH THE THREE SISTERS

Some would call the cottage cozy. Others would call it small and crowded. The cottage consists of two rooms. The main room is filled with all manner of clutter, clothes, and odds and ends. The door to the back room is covered by a cloth drape.

Three faeries sit amongst the jumble of furniture and other possessions. The youngest one is tending to a pot boiling over the fire in the fireplace, while a matronly-looking faerie is working on an embroidery hoop. The oldest and ugliest one is sitting in a rocking chair by the window.

"Well, look what the cat coughed up," says the one in the rocking chair.

"That's drug in, Oonagh," says the one by the fire.

"I said coughed up, and I'm sticking to it."

"Sisters, not in front of guests," says the one with the embroidery hoop. "Welcome to our home, mortals. Would you care for a cup of tea?"

The faeries are the three sisters, Oonagh, Orla, and Oife. They are keepers of all sorts of mysteries and secrets. Oonagh (pronounced *ooh-nag*) is a withered and ugly old crone. Orla (pronounced *or-la*) is a matronly looking woman who fusses and tuts over things. Oife (pronounced *oy-fee*) is a plain and young looking faerie who constantly looks amused by, and superior to everything around her.

The sisters are currently Indifferent in their attitude toward the characters. The characters must improve their attitude to Friendly. They can do this with a successful Diplomacy or Charisma check (DC 15). Give the characters a +2 circumstance bonus if they roleplay convincingly. If the characters succeed, read or paraphrase the following.

Orla nods and says, "So you want to force the king to return Gwenllian, do you? Well, he won't be willing. You need to find something that even he is afraid of and threaten him with it".

The characters likely ask what that might be. If so, read or paraphrase the following.

"His death," Oonagh cackles at you.

Oife nods in agreement. "Yes, you must find King Aodhan's death and threaten him with it."

If the characters ask where the King's Death can be found, read or paraphrase the following.

"Oh, you aren't going to like this," Oonagh says. "He hid it far from here and in the last place you would think to look."

"Yes, most difficult to find," Orla adds.

"It's a secret," Oife smirks at you.

The characters should ask how do they find the King's Death and how can they get there, or if the characters ask how they can learn the secret, read or paraphrase the following.

"Enough chatter!" Oonagh shouts. "They must give a gift if they want such knowledge."

"I'm afraid Oonagh is right," Orla says, "You must offer us a gift for such knowledge. Give us a gift and we shall tell you how to find the King's Death and give you the means to get there."

"And the gift must equal the secret we are about to reveal," Oife says. "We will accept one of three gifts for this knowledge. For your first choice, one of you can give me an important memory."

"Or you can give us magic from the mortal world," says Orla.

"Or you can answer a riddle," Oonagh says. "One that you'll never figure out."

The characters have three ways of gaining the information from the Three Sisters. The characters can explore each of the three options so they can still give a memory to Oife if they try Oonagh's riddle and fail. The characters only need to give one of the three gifts.

The first is for one of the characters to give Oife an important memory. Once this memory is given, the character has no recollection of that event. The event must have been crucial and unique. For example, it could be the memory of the character's first kiss, or the first time the character cast a spell, or when the character was accepted into the temple to train to be a cleric. Leave it to the player to suggest the precise memory.

Once it is given, the character's Wisdom permanently lowers by one point. Oife does not mention the Wisdom drain to the characters. This Wisdom reduction cannot be restored by any means short of a *wish* spell. *Restoration* and other such magic does not work, as the character gave away the memory rather than having it drained. Oife takes the memory and puts it in a small glass jar that she puts on a shelf. Again, only one character needs to give up a memory.

If the characters offer magic from the mortal world, Orla requires magic worth 1,000 gp multiplied by the APL of the party. So an APL 8 table must offer 8,000 gps of magic before Orla agrees that the gift is sufficient.

Finally, the characters can answer Oonagh's riddle. She gives them five minutes to come up with the answer. She refuses any answers after that time.

I am a word composed of nine pieces. Remove a piece and yet I'm whole. You can do this eight times, and it still proves true. In the end only I remain. What word am I, and what are the words that I become as you whittle me away?

The answer to the riddle is: startling - starting - staring - string - sting - sing - sin - in - I. However, there are other words that satisfy the criteria of the riddle. This is a very difficult riddle and it is unlikely that the players are able to solve it.

Once the sisters receive a gift that meets their satisfaction, read or paraphrase the following.

Orla says, "The King's Death is in a tower in the Lands of Dark Summer on the outskirts of the Glades of Shadows Lurking."

"The King has protected his Death from other faeries with tricks and puzzles. Once you pass these, you will have to brave madness and the eater of spirit where no faerie will dare tread."

"But you might get lost in the dark," Oife says. "Here, take this candle. It will light your way to the Lands of Dark Winter. Your path will be perilous, but brave mortals like you aren't afraid. Fare thee well."

The door to the cottage closes in your face. You do not remember stepping outside, but you are gathered in front of the door.

The characters are not able to regain entry to the cottage. The door does not budge, the windows are shuttered, and the shutters do not break. Even the chimney is blocked and the walls are impassable.

Characters can identify that the Glades of Shadows Lurking as an Unseelie realm in the Lands of Dark Summer with a successful Knowledge (Fey) check (DC 10) or a successful Bardic Lore check (DC 20).

The characters can cross the fens by jumping the melody backward. They should know to do this as they watch Mary do it before they met with the Three Sisters. If the characters forget, an Intelligence check (DC 10) reminds them.

Once on the other side of the fens, the characters need to reach the tower that holds King Aodhan's Death. To reach the tower, the characters need only light the candle given to them by Oonagh. When the characters do so, read or paraphrase the following.

As you light the candle, you hear the creaking of wood and the rustling of leaves. A path suddenly appears, leading deep into the woods. The trees crowd close to the path and it seems slightly darker and more ominous than the bright lands of Fiddler's Green.

This path winds deep into the forest and eventually leads to the Lands of Dark Summer and Encounter 8.

End Round 1 of Summer's Passing

ENCOUNTER 8: TOWER OF THE FEY KING'S DEATH

You walk through the forest by light of the candle. The path leads you into the deepest parts of the forest where the trees crowd thickly overhead and block the sunlight. All the while you walk, the forest grows darker and darker.

You come out of the forest after walking for what must have been hours. Your candle has burnt down to the end of the wax and you watch the last of it burn out in your hands. It is night, and you see a large full moon staring you in the face.

As your gaze sweeps around the glade, you see an eerie tower perched on the top of a hill. The tower is pitched oddly and is filled with wrong angles. How the structure stands is beyond you.

When the light of the candle fades, the path closes behind the characters. The action is silent and subtle, so the characters do not notice until they turn around and try to return to Fiddler's Green.

There is one other path from this glade. It leads in the opposite direction from the vanished path that once led to Fiddler's Green.

The tower is the Tower of the King's Death. The characters must go inside to retrieve Aodhan's Death. There is nothing of interest in the glade besides the tower. As the characters approach the tower read or paraphrase the following.

You walk up the hill and find a large wooden door in front. The door is closed and bound shut with a large iron chain and lock. There do not appear to be any other doors into the tower.

The windows on the tower are decorative and are filled with solid stone. The stone resists all attempts to shape, alter or penetrate it. The ceiling and the chimney are just as impenetrable.

The only way into the tower is through the door and the locked chain. The characters must pick the lock or break it. The lock is a good lock (DC 30 to pick) and is trapped.

Iron Lock: 1 in. thick; hardness 10; hp 30; AC 5; Break (DC 26).

Trap:

APL 2 (EL 0)

The lock is not trapped at this APL.

APL 4 (EL 1)

Lock Smear with Contact Poison: CR 1; mechanical; touch trigger (attached); manual reset; poison (bloodroot, Fort save [DC 12] resist 0/1d4 Con + 1d3 Wis); Search (DC 19); Disable Device (DC 19).

APL 6 (EL 3)

Lock with Burning Hands Trap: CR 3; magic device; proximity trigger (alarm); automatic reset; spell effect (*burning hands*, 5th-level wizard, Reflect save [DC 11] half damage, 5d4 fire); Search (DC 26; Disable Device (DC 26)).

APL 8 (EL 5)

Lock with Glyph of Warding (Blast) Trap: CR 5; spell trigger; no reset; spell effect (*glyph of warding* (blast), 12th-level cleric, Reflect save [DC 14] half damage, 6d8 sonic); multiple targets (all targets within 5 ft.); Search (DC 28; Disable Device (DC 28)).

The lock and the chain are iron. Yes, real iron. King Aodhan has allowed this iron to exist as the first defense of his tower against other faeries. If the characters think about it, they can take the chain with them and use it as an improvised weapon. The faeries do not like iron and

recoil from the metal. Do not suggest this idea to the characters. Let them come up with it on their own. The chain is 10 feet long.

As you enter through the large wooden door, you see a circular room with a cobbled stone floor. The walls are colorfully painted with blue sky and clouds. You hear a rumbling sound above you and when you look up, you see rain clouds drifting across the ceiling. The sun shines brightly behind them.

On the far wall about the door is a painting of an enormous black kettle filled with golden coins. You do not see another door from the room.

In the middle of the room, a leprechaun materializes out of nowhere and begins to dance while singing:

"Oh, stay and listen and you'll be told

About a treasure that's better than gold

Light and rain are keys to my fame

And if you want passage, you'll do the same"

And with that, the leprechaun disappears.

Give the characters *Player's Handout 3*.

The floor of this room is set with large cobblestones. The stones look gray unless water is splattered on them. If water is placed on the stones, they turn into the colors of the rainbow. Each stone takes a different color. Which stones take which color is marked on *DM's Aid 3*.

The characters must walk across the stones in the order of the colors in a rainbow. They must go red, orange, yellow, green, blue, indigo, violet.

If anyone tries to fly or spiderclimb or otherwise attempts to circumvent the puzzle, the rain clouds rumble ominously. If the character persists, a *lightning bolt*, as cast by a 5th level caster, hits him or her; Reflex save (DC 17) for half. All spells are maximized and empowered in Faerie, so the *lightning bolt* does 45 points of damage. One *lightning bolt* strikes each round a character is over the stones. This is particularly dangerous for characters who are spider climbing.

Remember teleportation magic and like magic does not work in Faerie (see *Appendix 3*).

If the characters step on the wrong colored stone, something bad happens to the character. You may either roll randomly on the "Something Bad Table" below or choose a punishment that strikes your fancy. Use all the options before repeating a punishment. The punishments do not reset for a particular stone until after all characters leave the stone.

Something Bad Table

APL 2 (EL 1)

1. The character takes a poison cream pie in the face.

☞ **Poison Cream Pie:** CR 1; magic device; proximity trigger (alarm); automatic reset; Atk +10 ranged touch; 1d6 + poison [small centipede poison, Fort save (DC 11) to resist 1d2 Dex/1d2 Dex]; Search (DC 20); Disable Device (DC 16).

2. A swordfish shoots through the air at the character like a spear. If it hits, it wiggles a bit before fades away.

☞ **Swordfish Spear:** CR 1; magic device; proximity trigger (alarm); automatic reset; Atk +10 ranged (1d6/x3, swordfish); Search (DC 18); Disable Device (DC 16).

3. Half a dozen eggs are thrown at the character.

☞ **Poison Eggs:** CR 1; magic device; proximity trigger (alarm); automatic reset; Atk +10 ranged touch; 1d6 + poison [greenblood oil, Fort save (DC 13) to resist 1 Con/1d2 Con]; Search (DC 18); Disable Device (DC 16).

4. A giant glove slaps the character.

☞ **Giant Glove:** CR 1; magic device; proximity trigger (alarm); automatic reset; Atk +10 melee (2d6/x2, glove); Search (DC 18); Disable Device (DC 16).

APL 4 (EL 3)

1. The character takes a poison cream pie in the face.

☞ **Poison Cream Pie:** CR 3; magic device; proximity trigger (alarm); automatic reset; Atk +16 ranged touch; 1d6 + poison [large scorpion venom, Fort save (DC 18) to resist 1d6 Str/1d6 Str] Search (DC 20); Disable Device (DC 18).

2. A giant glove slaps the character.

☞ **Giant Glove:** CR 3; magic device; proximity trigger (alarm); automatic reset; Atk +16 melee (4d6+2/x2, glove); Search (DC 20); Disable Device (DC 18).

3. Half a dozen eggs are thrown at the character.

☞ **Poison Eggs:** CR 3; magic device; proximity trigger (alarm); automatic reset; Atk +16 ranged touch; 1d6 + poison [medium-size spider venom, Fort save (DC 14) to resist 1d4 Str/1d6 Str] Search (DC 20); Disable Device (DC 18).

4. 1d3 swordfish shoot through the air at the character like spears. If one hits, it wiggles a bit before fades away.

☞ **Swordfish Spear:** CR 3; magic device; proximity trigger (alarm); automatic reset; Atk +16 ranged (1d6+4/x2, swordfish); Search (DC 20); Disable Device (DC 18).

APL 6 (EL 5)

1. A bucket of paint appears above the character, flips over, and splatters paint all over them. The bucket lands on the character's head.

☞ **Poison Paint:** CR 5; magic device; proximity trigger (alarm); automatic reset; Atk +12 ranged touch; Poison (ungol dust, Fort save (DC 15) to resist 1 Cha/1d6 Cha + 1 Cha permanent); Search (DC 22); Disable Device (DC 20).

2. An anvil drops on the character

✧**Falling Anvil:** CR 5; magic device; proximity trigger (alarm); automatic reset; Atk +12 melee (6d6, anvil); Search (DC 22); Disable Device (DC 20).

3. Characters hear a hacking sound from above as a giant loogie lands on the character.

✧**Poison Loogie:** CR 5; magic device; proximity trigger (alarm); automatic reset; Atk +12 ranged touch; Poison [terinav root, Fort save (DC 16) to resist 1d6 Dex/2d6 Dex]; Search (DC 22); Disable Device (DC 20).

4. Glove with a giant mallet appears and a disembodied voice asks, "One lump or two?" but no matter what the character says; they get two whacks on the head.

✧**Mallet Wielding Glove:** CR 5; magic device; proximity trigger (alarm); automatic reset; Atk +15/+10/+5 melee (1d8+4/x3, mallet); Search (DC 22); Disable Device (DC 20).

APL 8 (EL 7)

1. A bucket of paint appears above the character, flips over, and splatters paint all over them. The bucket lands on the character's head.

✧**Poison Paint:** CR 7; magic device; proximity trigger (alarm); automatic reset; Atk +16 ranged touch; Poison [burnt othur, Fort save (DC 18) to resist 1 Con [permanent drain]/3d6 Con; Search (DC 24); Disable Device (DC 22).

2. An anvil drops on the character

✧**Falling Anvil:** CR 7; magic device; proximity trigger (alarm); automatic reset; Atk +20 melee (8d6, anvil); Search (DC 24); Disable Device (DC 22).

3. Characters hear a hacking sound from above as a giant loogie lands on the character.

✧**Poison Loogie:** CR 7; magic device; proximity trigger (alarm); automatic reset; Atk +20 ranged touch; Poison [terinav root, Fort save (DC 16) to resist 1d6 Dex/2d6 Dex]; Search (DC 22); Disable Device (DC 20).

4. Glove with a giant mallet appears and a disembodied voice asks, "One lump or two?" but no matter what the character says; they get two whacks on the head.

✧**Mallet Wielding Glove:** CR 4; magic device; proximity trigger (alarm); automatic reset; Atk +20/+15/+10 melee (2d8+4/x3, great-mallet); Search (DC 24); Disable Device (DC 22).

Once they have hopped to the other side, a rainbow appears on the ceiling and reaches down to the floor for

the characters for when they want to leave the tower. The characters may now climb up a flight of stairs behind the door.

Once the characters cross the room, they must find the secret door that leads to the stairs up to the next floor. The door is hidden within the painting of the black kettle and requires a Search check (DC 20) to find.

The stairs beyond lead to Tower Level 2.

Tower Level 2

You climb the stair and ascend higher into the tower. The stairs are twisted and steps uneven, but soon enough you find yourself at a door at the top of the stairs.

The characters are likely to want to make preparations before opening the door. Nothing stops them from doing so. When they open the door, continue below.

When you open the door, you look out onto a sagging and rotten front porch of a farmhouse. Beyond the porch, you can see fields drenched in a strange pale light. The light is wan and feeble, but enough to show that the fields are filled with gray wheat that stand motionless. Not a hint of a wind moves the grain stalks. Across the field, you can see another dilapidated farmhouse.

The door is gateway to the border of the Negative Energy plane, called the Doldrums. The Doldrums is a limited area where the negative energy is typically suppressed. There are many of these areas on the border of the Negative Energy Plane. This Doldrums is particularly small. It consists of half-dozen acres. See DM's Aid 4 for the layout of the Doldrums.

Negative energy washes over the area periodically (every 1d4+1 rounds). This roll is the number of rounds separating the waves. The wave starts on one side of the Doldrums and rolls across the gray land, moving perpendicular to the path of travel of the characters. The wave is 10 feet thick and infinitely high and infinitely wide and even penetrates the ground. The wave moves at 250 feet per round.

The wave of negative energy has the following effects. It dispels the turning of undead at a level of the cleric depending upon the APL.

APL 2 – 4th level cleric
APL 4 – 6th level cleric
APL 6 – 8th level cleric
APL 10 – 10th level cleric

See the *Player's Handbook* for information on dispelling turning.

In addition, it inflicts negative energy damage as follows.

APL 2 – 1d6 points of damage
APL 4 – 2d6 points of damage
APL 6 – 3d6 points of damage
APL 8 – 4d6 points of damage

This negative energy damage heals undead creatures, such as allips.

Clerics can channel positive energy to counter the effects of the negative energy wave in a 60-foot radius burst centered on the cleric. Within that 60-foot burst, characters do not take damage from the negative energy, undead are not healed, and the turning of undead is not dispelled. See the *Player's Handbook* for details on channeling positive energy. Due to the speed of the wave, the cleric must ready an action in order to get the timing right to counter the negative energy wave.

The first time the characters see the negative energy wave, allow the characters to make a Knowledge (the Planes) check (DC 10) to identify it as negative energy. If the clerics in the party do not realize they have the ability to channel positive energy, have them make a Knowledge (religion) check (DC 10) to remember that they are capable of doing this.

King Aodhan has the path go through a plane other than Faerie to ensure that the fey would not reach the third floor of the tower. The doors of the two farmhouses are the gates that correspond to the two doors of the tower. To cross the Doldrums, the characters must reach the other farmhouse, which is 1,000 feet away.

Nothing physically prevents the characters from crossing from one farmhouse to the other. However, allips sense their life energy when they are a quarter of the way across the field. They quickly move to attack. The allips use their incorporeal ability to approach the characters through the gray motionless wheat. Characters who make a Spot check opposed by the allip's Hide check can react on the surprise round, when the allips begin babbling when they come within 60 feet of the characters. Those who do not make the Spot check are surprised.

The characters do not have to destroy the allips to defeat this encounter. They merely need to reach the far farmhouse and run through the door to return to Faerie and continue their ascent of the Tower of the King's Death.

If the characters cross the Doldrums and any of the allips survive, the undead are here waiting for the characters when they return on their way out of the tower. However, the King's Death keeps them at bay.

Creatures:

APL 2 (EL 2)

There are no allips at this APL. The characters must contend only with the waves of negative energy.

APL 4 (EL 4)

☛ **Allip:** hp 26; see *Monster Manual*.

APL 6 (EL 6)

☛ **Allips (2):** hp 26, 26; see *Monster Manual*.

APL 8 (EL 8)

☛ **Allips, Advanced (2):** hp 56, 56; see Appendix 1: NPCs.

Tower Level 3

You climb another twisting set of stairs and find yet another door.

Again, the characters may want to make preparations before opening the door. Nothing stops them from doing so. When they open the door, continue below.

When you open this door, you find another circular room. The room is a richly appointed bedroom. There is a large four-poster bed on the far wall with a nightstand next to it. There is a wardrobe to the left of the bed. There is a fireplace on the right and the coals are banked down nicely. There is absolutely nothing to distinguish this room from thousands of other bedrooms of rich merchants or minor nobility across the Flanaess.

There is no trap or anything dangerous in this room, but there are several items of value here. On the nightstand is a small beautifully carved box. Inside the box is a fine golden chain set with gems worth 500 gp. See the treasure summary at the end of the adventure.

In the wardrobe are several suits of fine clothes. The fashion is woefully out of date and would not be worth anything. On the top shelf are various belts and socks. At APLs 4, 6, and 8, there is a *scroll of restoration*.

The King's Death is hidden in a small wooden box under the bed. The box is not trapped or locked. The lid of the box reads:

**Ebler Farragut
Fine Shoes
Artisans' Quarter
City of Greyhawk**

King Aodhan has modeled the hiding place on the most popular hiding place for mortals. He doesn't completely understand mortals so he assumes some magical form of protection surrounds a shoebox under the bed.

The King's Death looks like a crystal sphere about one foot in diameter. It crackles with lightning on the inside. It has very little weight and feels rubbery to the touch. In fact, the King's Death bounces quite nicely, while making a satisfying "boing" sound.

The characters can easily transport the King's Death by holding it or carrying it in a pack or sack. The King's Death cannot leave the Plane of Faerie for any reason (with the exception of crossing the Doldrums to escape the Tower and the final encounter of the adventure in *Encounter 12*). Therefore, the King's Death cannot be placed into an extra-dimensional space, such as a *bag of holding* or a *Heward's handy haversack*. Attempts to do so, causes the King's Death to bubble up out of the sack like a balloon placed underwater.

Once the characters have the King's Death, they are free to leave the Tower. The King's Death creates a barrier 10 feet in radius that blocks the allips and protects those inside from the negative energy waves of the Doldrums. As long as the characters remain huddled around the King's Death, they can cross the Doldrums safely.

Once the characters are out of the Tower, they discover, if they have not already, that the path back to Fiddler's Green has vanished. There is one other path from the glade. It leads in the opposite direction. If the characters follow this path, go to *Encounter 9*. If the decide to cut through the woods, they eventually stumble out into *Encounter 9* about 2d4 hours later. The woods of the Unseelie realm makes any blundering through the woods unpleasant, with lots of scratches and bruises, but no real damage.

ENCOUNTER 9: ONE WHO WOULD COVET DEATH

The path winds through the dark and eerie forest. The moon still broods above you and the tree branches seem to reach and scratch at the night sky.

The path opens into a large glade, which is filled with activity and the sounds of galloping horses. The glade is dominated by a high field on which two teams of four unseelie sidhe are playing polo. They ride faerie horses about the field and are whacking a ball with their long mallets.

The far side of the field is a gentle slope and you can see all manner of unseelie faeries cheering their teams on to victory. The referee has passed out drunk on the sidelines. The teams are taking advantage of the referee's absence by fouling each other constantly.

You hear a hard whack of the mallet and the ball whistles through the air in your direction. As it gets closer, you realize that the whistling is actually a high-pitched scream. The ball is a human head, and it bounces across the field, crying out in pain with each jolt on the ground. It rolls to a stop not too far away, and its eyes fix upon you. "Kill me. Please kill me," it pleads. "If there is any goodness in you, you'd kill me. The pain!"

The characters can easily reach down and pick up the head. Doing so instantly kills the head. If the characters do so, go to *Dead Ball* below. If the characters do not kill the head, go to *Live Ball*.

Live Ball

If the characters do not kill the head, read or paraphrase the following.

One of sidhe rides over toward the head and hits it with a mallet toward the far goal. The skull cracks with the force of the blow and the head screams in pain. The game continues without pause.

If the characters have played Gifts of the Fey, they recognize the Unseelie sidhe who just rode over as Gaunt. If any of the characters have Gaunt's Vengeance, he recognizes them.

The rider who hit the head stops and turns his head toward you; you recognize the ruby-eyed faerie with the sharp features. It is Gaunt, and unseelie sidhe you've met before.

"Well, well, well. What a fortuitous meeting? You are truly fools to come here. I've been looking forward to tasting my vengeance, and now it comes so easily."

He stops suddenly and stares hard at you (the character who is carrying the King's Death). "Whatever would bring you to the Unseelie Lands? You'll find naught but Death here. Or was that what you were looking for?"

"Gaunt!" One of the other unseelie shouts. "They have the ball. They're going to score if you don't play!"

Gaunt snorts in disgust. "This is not finished," he says to you and rides off and rejoins the game

Gaunt can feel the King's Death. It is a very powerful Seelie spirit, as the party learns in *Encounter 12*. As a consequence, it is easily felt by an unseelie sidhe of Gaunt's ability, regardless of how well hidden or protected it may be.

The characters can watch the remainder of the game or press on. Go to *Game Over* below.

If none of the characters have Gaunt's Vengeance and the characters did not interfere with the head, Gaunt says:

The rider who hit the head stops and turns his head toward you; he is tall and emaciated. All of his features seem to be sharp edges and points. His eyes are glittering rubies, and there is an aura of malice about him.

"You are a long way from home, mortals. You'd best be careful in case something happens to you. It would be a terrible shame if something did."

He stops suddenly and stares hard at you (the character who is carrying the King's Death). "What ever would bring you to the Unseelie Lands? You'll find naught but Death here. Or was that what you were looking for?"

"Gaunt!" One of the other unseelie shouts. "They have the ball. They're going to score if you don't play!"

Gaunt snorts in disgust. "This is not finished," he says to you and rides off.

The characters can watch the remainder of the game or press on. Go to *Game Over* below.

Dead Ball

The characters can easily reach down and pick up the head, which instantly kills it. The head breathes "Thank you" and its eyes roll back in its head and a death rattle comes from its throat. When that happens, read the following:

The air is filled with the pounding of hooves, as the sidhe ride over in force. They are strangely beautiful in a dangerous, malicious way. Their faces are perfect but unsettling. Their grace is unnatural.

"What have you done?!" says one of the sidhe. "You've ruined our ball. It's dead. We can't play with a dead ball."

"I guess that's it then," says another sidhe. "Game's done."

"What's the score?" the first one asks.

"1,304 to 1,239. Victory is yours, Haggard."

"Splendid! A feast is in order. To my glade!" Haggard turns to you. "You can keep the ball," he says casually. "We don't need

it anymore. We'll get another one for the next game." He then rides away without a care.

Assuming the characters don't take any actions, continue reading.

The sidhe separate and go their separate directions, leaving one of their numbers, the one who reported the score, sitting on horseback before you.

If the characters have played Gifts of the Fey, they recognize this sidhe as Gaunt. If any of the characters have Gaunt's Vengeance, he recognizes the characters as well.

You recognize the ruby-eyed faerie with the sharp features. It is Gaunt, an unseelie sidhe you have met before. "Well, well, well. What a fortuitous meeting? You are truly fools to come here. I've been looking forward to tasting my vengeance, and now it comes so easily."

He stops suddenly and stares hard at you (the character who is carrying the King's Death). "What ever would bring you to the Unseelie Lands? You'll find naught but Death here. Or was that what you were looking for?"

Gaunt can feel the King's Death. It is a very powerful Seelie spirit, as the party learns in *Encounter 12*. As a consequence, it easily felt by an unseelie sidhe of Gaunt's ability, regardless of how well hidden or protected it may be.

Allow the characters to make their retorts to Gaunt, if they so desire. Gaunt simply replies:

"You are a long way from home, mortals. You'd best be careful in case something happens to you. It would be a terrible shame if something did." He sneers at you and rides off.

Gaunt is not physically present. This image of him is just a glamer, which the characters can detect after interacting with the illusion (Will save DC 18). Gaunt is invisible some distance away. If the illusion is attacked, Gaunt has it flee, while moving away himself. Go to *Game Over* below.

If none of the characters have Gaunt's Vengeance and the characters did not interfere with the head, Gaunt says:

He is tall and emaciated. All of his features seem to be sharp edges and points. His eyes are glittering rubies, and there is an aura of malice about him.

"You are a long way from home, mortals. You'd best be careful in case something happens to you. It would be a terrible shame if something did."

He stops suddenly and stares hard at you (the character who is carrying the King's Death). "What ever would bring you to the Unseelie Lands? You'll find naught but Death here. Or was that what you were looking for?"

Gaunt can feel the King's Death. It is a very powerful Seelie spirit, as the party learns in *Encounter 12*. As a consequence, it easily felt by an unseelie sidhe of Gaunt's

ability, regardless of how well hidden or protected it may be.

Allow the characters to make their retorts to Gaunt, if they so desire. Gaunt simply replies:

"You still are a long way from home, mortals. It would be a terrible shame if something did happen to you." He sneers at you and rides off.

Gaunt is not physically present. This image of him is just a glamer, which the characters can detect after interacting with the illusion (Will save DC 18). Gaunt is invisible some distance away. If the illusion is attacked, Gaunt has it flee, while moving away himself. Go to *Game Over* below.

Game Over

There are three paths from the polo field glade. It really doesn't matter which path the characters take. They all lead to *Encounter 10*. However, do not tell the characters that.

If the characters killed the ball, they notice that Haggard's team goes down one path, while Gaunt's team goes down a second path. The rest of the faeries wander off down all three paths in equal numbers.

If the characters did not interfere with the game, the faeries remain in the glade, rooting for their respective teams.

If the characters ask directions, the faerie asked just grins hungrily at them and shrugs their shoulders. Other faeries try to drag characters into games of "Hurts, don't it?" or other games that involve physical pain or humiliation on the part of the characters. Either way, the characters get no help from the unseelie.

If the party is truly stuck about which path to go down, the character carrying the King's Death hears a whisper in her head, urging her to go down a particular path. If the characters take that path, go to *Encounter 10*.

ENCOUNTER 10: AT THE PERILOUS CROSSROADS

You have been walking down the path for what seems like an hour, but there is no way to tell. There are cornfields surrounding the path, but the strange part about them is that they are all pecked down to nothing. After a while, you come to a crossroad with a wooden signpost stuck in the ground. The signs point to four different directions. One sign says 'peril', another says 'dire peril', and another says 'unfathomable peril', and yet another says 'unfathomable dire peril'. You look around for any sort of clue, but all you see is the crossroad and the signpost; and that scarecrow with a couple of fat crows perched on him.

When characters stop at crossroads to read the signs, the scarecrow talks to the characters. The scarecrow's name is Rags, and he is a real downer and a pessimist, but isn't evil. He interjects into the characters' conversation with comments of "Why bother?" and "It just doesn't matter."

If the characters ask him which way to go, he asks them where they want to go. If they say "out" or the seelie lands, he tells them that they should find a trail that goes there.

If asked where that trail is, he says that none go there now. If asked where they go now, he says that they all go to the same place more or less. If they want to go somewhere else, he says, "Words have power here."

If the characters just go down one of the roads without changing the sign, go to the *Perilous Encounters* below. If they change the sign to read "out" or "Seelie Lands" or "Fiddler's Green", the sign twists and points to one of the paths. However, before the characters can take the path, the following occurs.

The scarecrow drops his head down so that his hat hides his face. He lifts his head again and the scarecrow is noticeably changed. Instead of the rag cloth face, you see alabaster skin and ruby eyes. "Pray mortal, will you dance with me?" the faerie asks.

The faerie is Gaunt who has masked Rags with an illusion. Rags is a much weaker faerie than Gaunt, so the unseelie sidhe has usurped the form of Rags and changed his appearance to look like Gaunt. Gaunt is not physically present. This is all done through glamer, which the characters can detect after interacting with the glamer (Will save DC 18).

Let the characters respond as they wish. They cannot hurt Gaunt, as he is not really there. Gaunt eventually makes them a proposition.

"You are fools, mortals. When we find a group of half-wits in the Glades of Shadows Lurking, oh, the fun we have! You think that just by changing the sign that you can walk out of here without paying the piper for his tune? Take a look at the sign, sweetlings.

If the characters look at the sign, they notice it now reads "Torment". This is a glamer (*major image*). The sign is still pointing the correct direction and the path still leads out.

Allow the characters to bluster all they want at this point. Gaunt merely mocks them.

"We shall dance, mortals. You are on my field now, and I make the rules."

He then fades away, leaving Rags hanging on his post. Rags is quite out of it and won't talk to the party. The glamer on the sign disappears, leaving the sign reading whatever the characters changed it too.

The characters are then free to proceed to *Encounter 11*.

Gaunt and the King's Death

Gaunt has realized that the King's Death provides him with an unparalleled opportunity. If he can consume the faerie spirit that is the King's Death, he can usurp its power and become a faerie lord on the level with King Aodhan. Therefore, Gaunt desperately wants to take possession of the King's Death.

There is a trick, however. The King's Death is a Seelie spirit, and Gaunt can only take the spirit if he is willingly offered the Death by a mortal. This is the final defense of King Aodhan to keep other faeries from consuming his Death. Therefore, Gaunt must get the characters to offer him the Death willingly. He cannot take it by force. He cannot loot it from their dead bodies. He cannot even use magic to compel them to give him the Death. A mortal must do this of her own free will. However, a charm spell does not remove a person's will. So Gaunt can receive the King's Death from a character under the influence of *charm person*.

So Gaunt first has run off to prepare a special trap for them, which is *Encounter 11*.

Perilous Encounters

Silence is the only thing you hear as you walk down the path. Very little light comes in through the thick forest around you, and everything you pass seems to want to reach out and grab you and rip you apart. A cold tingly feeling runs down your back and makes you shiver, but still you press on. You travel for quite a while, but nothing seems to happen. You believe you hear laughter, but the laughter you hear sends a chill through your bones. You desperately hope that this path ends soon.

The characters are affected by a *scare* spell, though a successful Will save (DC 16) negates the effect. If they continue on the road, they are affected by a *fear* spell though a successful Will save (DC 18) negates. If they still progress, the characters run into the Peril listed below, which does its best to kill the characters. If the characters turn and run back to the crossroads, the creature does not pursue them.

Once back at the crossroads, the characters can choose another path. All the paths lead to perilous encounters until the characters change the signs.

Creatures:

Peril

All APLs (EL 14)

🦇 **Nightwing:** hp 110; see *Monster Manual*.

Dire Peril

All APLs (EL 16)

🦇 **Nightwalker:** hp 136; see *Monster Manual*.

Unfathomable Peril

All APLs (EL 18)

🦇 **Nightcrawler:** hp 162; see *Monster Manual*.

Unfathomable Dire Peril

All APLs (EL 19)

🦇 **Nightwalker:** hp 136; see *Monster Manual*.

🦇 **Nightcrawler:** hp 162; see *Monster Manual*.

ENCOUNTER 11: THE GAUNTLET

This encounter is the final challenge for the characters before they leave the Unseelie Realm of the Glades of Shadows Lurking. However, Gaunt has created quite a nasty little surprise for the party. This encounter is rather complex, but the fun and torment of it is well worth it. Please read this encounter carefully to make sure you understand how it works.

The most important thing to keep in mind is that the characters are not intended to win this encounter by combat. Instead, it is a puzzle that is disguised as a combat. The characters must figure out the trick before they can escape the Glades of Shadows Lurking.

Also, Gaunt is not out to kill the characters. Instead, he needs them to give him the King's Death. He is going to use everything that he can think of to get the characters to willingly give him the King's Death.

Gaunt has drawn upon the nature of the Unseelie side of Faerie to create a complicated hedge maze. He binds the characters to the Glades of Shadows Lurking through the statues in the maze. The Hedge Maze and the statues are described in *Mechanics of the Hedge Maze*.

Gaunt has also populated the maze with some nasty unseelie spirits. He also intends to hound the characters himself. These encounters are covered in *Dangers of the Hedge Maze*.

In order to escape the Glades of Shadows Lurking, the characters must break the link that Gaunt has used to bind them to the maze. This is discussed in *Escaping the Maze*.

The creation of the hedge maze is an enormous use of power that has exhausted some of the normal magical might of Faerie. As a consequence, the Enhanced Magic trait of Faerie is not in effect.

Important Note: Because the Enhanced Magic trait is not in effect, spells are not maximized, empowered, or extended during this encounter.

Approaching the Hedge Maze

If this is the path that leads out of the Glades of Shadows Lurking, it certainly doesn't seem it. The dark trees crowd the path and seem to create an impenetrable wall of malice to either side of you. As you walk, the creaking of the branches is unsettling, and if you concentrate hard enough, the creaking almost seems to be words.

*Creaka cracka creaka cracka
Something's not right.
Many wicked icky things gonna happen tonight.
Creaka cracka creaka cracka
Mortal man beware.
There's torment up ahead and murder in the air.*

The path you are following ends at the entrance to a hedge maze. The gleaming silver gates are wide open. The hedges are tall and thick and abound with large, nasty-looking thorns.

You hear a rustling behind you. You turn and find that the path behind you has disappeared. All you can see are ranks of dark trees with their grasping branches.

The characters are now blocked from going back. If they persist in going any other direction than the hedge maze, they find that every path through the trees leads back to the entrance of the hedge maze. If the characters attempt to fly over the trees, but they must overcome the *antipathy* spell listed below.

When the characters pass through the gates, read the following if one of the characters has Gaunt's Vengeance.

You enter a small yard at the beginning of the maze. Two separate stairs climb a steep slope to a path. At the base of the slope is a pool with a statue standing in it.

A statue in the center of the pool changes from cold stone into the unseelie sidhe Gaunt. He looks as cruel and malicious as before. His form is all sharp and pointed and his eyes are glowing rubies. "Pray mortal, would you dance with me?"

Let the characters respond as they choose, but steer the conversation toward the following:

"Let me tell you the steps in our dance, sweetlings. Before you can leave the Glades of Shadows Lurking, you must run through this little Gauntlet that I've prepared for you. Your pathetic little mortal selves won't solve this puzzle though. There's no Queens to save you this time. This time, I will win the dance."

If the characters pass through the gates and none of the characters have Gaunt's Vengeance, read or paraphrase the following.

You enter a small yard at the beginning of the maze. Two separate stairs climb a steep slope to a path. At the base of the slope are fountains.

A statue along the raised path changes from cold stone into the unseelie sidhe you encountered before. His form is all sharp edges and points and his eyes are glowing rubies.

"Pray mortal, would you dance with me?"

Let the characters respond as they choose, but steer the conversation toward the following.

"Let me tell you the steps in our dance, sweetlings. Before you can leave the Glades of Shadows Lurking, you must run through this little Gauntlet that I've prepared for you. Your pathetic little mortal selves won't solve this puzzle though. I will win this dance."

Regardless of which speech is read to the characters, Gaunt laughs a high-pitched maniacal laugh. If the characters do nothing, he fades away. The image of Gaunt is an illusion. Any spells or melee attacks on it are useless. However, the characters won't know that unless they can see through the illusion. Please refer to "Saving Throws and Illusions" in the *Adventure Summary and Background*.

Mechanics of the Hedge Maze

For a map of the hedge maze, please refer to DM's Aid 5.

The hedge maze is composed of 10-foot wide paths between the hedgerows. The hedges are thick and strong and are similar to the attributes of a *wall of thorns* spell (see the *Players Handbook*). The salient attributes of the hedges are as follows.

- Any creature forced into the hedge takes 25 points of damage per round, minus 1 point for each point of the creature's AC. Dex and dodge bonuses do not count, and a shield spell only applies if it is facing the direction of the hedge.
- Creatures can force their way through the hedge with a successful Strength check (DC 20). A successful creature moves a number of feet equal to its Strength check result minus 19. A character forcing their way through the hedge takes damage as listed above. A character can remain motionless to avoid taking more damage.
- Fey and creatures with the ability to pass through overgrown areas unhindered can pass through the hedges at normal speed without taking damage. *Note:* Druids can pass through the hedge without taking damage.
- The hedges can be hacked away at the rate of 1 foot for every 10 minutes of work. Magical fire burns away a 10-foot by 10-foot section of the hedge in 10 minutes.

If a character tries to fly or climb over the hedge walls, he must make a Will save (DC 32) against an *antipathy* spell. If the character fails the save, he immediately dives back to the ground and refuses to fly above the level of the hedges. If the character makes the save, he can fly over the hedge maze, but it does little good. The character encounters a *wall of force* that restricts movement past the gates out of the Unseelie Lands.

The maze is not flat. There are many steps that take the characters up and over other paths. These are marked on the map with the stair symbol. Also, when one path crosses over another, there is a stone bridge with railings that is worthy of the wealthiest of gardens.

While exploring the hedge maze, the characters encounter statues. There are six statues all together. They are lettered A through F.

When the characters enter the hedge maze, randomly match each character with one of the lettered statues. That statue depicts the character doing horrible, evil things. The statues are unaffected by weapons and spells. They can only be changed as described below.

On the base of the statue is the placard describing the action. The placard is made of wood and screwed to the base of the statue with brass screws. The screws are smooth-headed, making them nearly impossible to remove. The writing is finely painted onto the wood in black. The handwriting is a fine cursive hand.

You need to develop the description on the placards for the statue of each character. Try to develop

descriptions that match the character's interests, profession, and background. For example, if the character is a druid and has a wolf companion, the legend would read, "Jed eats his wolf." Other examples include:

- Micha steals from her friends
- Jamie kills his mother
- Sartmal forsakes his oath
- Kelvin murders the innocent.
- Bellene robs from the sick.
- Polb ignores those in need.
- Caitlyn betrays her kin.

For information on how these statues figure into the puzzle of the hedge maze, go to *Escaping the Maze* below.

Dangers of the Maze

There are several dangers that plague the characters throughout the entire maze. First, is Gaunt himself. He is a sorcerer of no small power and has all the abilities of a sidhe as well.

APL 2 (EL 6)

☛ **Gaunt (unseelie):** Male sidhe* Sor4; hp 17; see Appendix 1: NPCs.

APL 4 (EL 8)

☛ **Gaunt (unseelie):** Male sidhe* Sor6; hp 25; see Appendix 1: NPCs.

APL 6 (EL 10)

☛ **Gaunt (unseelie):** Male sidhe* Sor8; hp 33; see Appendix 1: NPCs.

APL 8 (EL 12)

☛ **Gaunt (unseelie):** Male sidhe* Sor10; hp 41; see Appendix 1: NPCs.

The second danger is the other unseelie faeries that Gaunt has drawn into the maze. He uses these creatures to weaken and confuse the characters.

APL 2 (EL 3)

☛ **Nightshade:** Male cinciut*; hp 7; see Appendix 1: NPCs.

APL 4 (EL 5)

☛ **Nightshade:** Male cinciut* Rog1/Sor1; hp 17; see Appendix 1: NPCs.

APL 6 (EL 7)

☛ **Nightshade and Hemlock:** Male cinciut* Rog1/Sor1; hp 17, 17; see Appendix 1: NPCs.

APL 8 (EL 9)

☛**Nightshade and Hemlock:** Male cinciut* Rog3/Sor1; hp 25, 25; see Appendix 1: NPCs.

The Gauntlet requires a great deal of DM preparation, as the characters can roam the paths of the maze in a variety of directions. The Gauntlet is designed to be a roaming battle that saps the characters little by little until they either figure out how to escape or they give Gaunt the King's Death.

Gaunt is not out to kill the characters. Instead, all he really cares about is the King's Death, and he needs a mortal (i.e., a character) to give it to him of his or her own free will. Everything he does is aimed at convincing the characters to give him the King's Death. Tormenting the characters is just bonus fun.

Gaunt has the characters at a terrible disadvantage and he knows it. While the characters are in the hedge maze, he has many advantages, such as the ability to pass through the hedges at will (see *Mechanics of the Hedge Maze*).

In addition, Gaunt relies on Tails, his cat familiar, to follow the characters at a discrete distance within the hedge itself so that he can tell where the party is within the maze. The cat counts as fey and can move through the hedges with impunity and it relies on the hedges for cover and concealment. For simplicity's sake, have Tails take 10 on all Hide checks. This gives Tails a 31 Hide Check to oppose any Spot checks. Also, don't forget to subtract 1 from the characters Spot check for each 10 feet between Tails and the characters. Tails tries to keep at least 30 feet between her and the characters.

Gaunt regenerates all damage done to him in Faerie, unless it is done by iron (or steel). Since all the characters' iron was transformed into silver when the characters entered Faerie, it is extremely unlikely that Gaunt is permanently killed here. If he is reduced to -10 hit points using non-iron means, his body dissolves into ichor. However, he continues to regenerate and reforms his body when he reaches 1 hit point.

Before Gaunt initiates any sort of attacks on the characters, he casts and reads scrolls of any spells that have a duration that lasts 10 minutes or more. When the characters enter the maze, Gaunt has the following spells precast.

APL 2

scroll of cat's grace, scroll of eagle's splendor, scroll of mage armor, scroll of nondetection (Caster level check DC 7).

APL 4

scroll of cat's grace, scroll of eagle's splendor, scroll of mage armor, scroll of nondetection, scroll of protection from arrows.

APL 6

mage armor, protection from arrows, scroll of cat's grace, scroll of eagle's splendor, scroll of endurance, scroll of nondetection, scroll of owl's wisdom, scroll of stonkskin.

APL 8

expeditious retreat, mage armor, eagle's splendor, protection from arrows, nondetection, scroll of cat's grace, scroll of endurance, scroll of owl's wisdom, scroll of stonkskin.

Right before he attacks, Gaunt reads scrolls or casts spells that last a round per level if they are appropriate for his attack. Due to their short duration, Gaunt can make only one assault under the influence of these short-term spells.

Gaunt relies on hit and run tactics. He repeatedly attacks the characters and retreats after the first round. Gaunt's initial attacks are designed to weaken the characters. He knows that mortal adventurers come with a lot of magic and other surprises. His early assaults are designed to bleed off the party's spells and one-use magic items. In particular, he is looking to get rid of powerful healing spells, party pump spells, and other long duration magic. By attacking and then retreating, Gaunt hopes to limit the effectiveness of their spells that last rounds per level. For more about Gaunt's tactics, see *Gaunt's Strategy* below.

Specific Locations in the Maze

The areas correspond to the numbers on the map of the Gauntlet. Each time the characters pass the numbered area, an event occurs as described below. Due to the varying paths that the characters take, you may need to reorder these encounters as needed. Feel free to do so. The hedge maze is designed to be flexible.

Area 1 – The Entrance

This yard is the entry point to the hedge maze. Gaunt appeared in the opening taunt on the raised path overlooking the yard, as described in *Approaching the Maze*. There is nothing but a statue of a human reeling in shock now.

Area 2 – The Rosebushes

The path through the hedge maze leads to a small yard, bordered on all sides by the thick hedge. The yard is empty except for several rose bushes planted here and there. The roses are yellow and white, but someone has been painting them red. Whoever was doing this is gone now, but they left all the paint cans and brushes piled up in the corner. There is still paint in the cans.

The redcaps (cinciut) are still here. They are just hiding. They do not attack the characters at this time. Instead, they wait for Gaunt to give them orders, as described under *Gaunt's Strategy* below.

Area 3 – The Jack-in-the-Box

In the center of this yard is a large wooden box, which has been painted bright red. Jutting from the side is a large crank. There is a note hanging from the crank. In flowing handwriting, the note reads, "Don't Turn Me".

The box is 10-foot square. Naturally, the box is a jack-in-the-box. If the characters turn the crank, the Jack-in-the-

Box plays a merry ditty. At the end of the ditty, the top of the box flips open and the rust monsters spring out of the box. The rust monsters land next to the closest characters. If there is more than one rust monster, each rust monster lands next to a different character. Rust monsters must land within 20 feet of the box. They immediately attack.

If you are in initiative order when the crank is turned, turning the crank takes a standard action and the ditty is a free action. Immediately thereafter, the rust monsters burst out joining the initiative order at this point in the round.

If the characters decline to turn the crank, Gaunt approaches invisibly and casts suggestion on a character who is likely to have a low Will save (fighters, barbarians, and rogues). If the spell is successful, Gaunt recommends that the character turn the crank. Gaunt then flees.

Should the characters manage to avoid turning the crank, Gaunt lets them go. He'll use his enchantments to get someone to turn the crank later.

The Jack-in-the-Box is immune to fire and other energy attacks. If a character strikes the box with a weapon (melee or ranged) it does no damage, but the crank begins to turn on its own.

Rust monsters eat all metal, not just iron. While they prefer iron and go after it first, they attack and eat silver, gold, mithril, adamantite, and any other form of metal. See the rust monster description in the *Monster Manual*.

Metal equipment that is rusted by the rust monster dissolves away into rusty bits. A *make whole* spell restores the physical item if the rust monster has not eaten the item. *Make whole* does not restore any enchantments.

A rust monster can eat a rusted medium-size and smaller weapon in 1 round. Large weapons take two rounds to eat. A rust monster can eat a rusted suit of light armor in 1 round. Medium armor takes 2 rounds. Heavy armor takes 3 rounds.

Important Note: Enchanted items make a Reflex save to avoid the affects of the rust. The item, not the character, makes the save. The item's Reflex save is 2 + 1/2 of the caster level needed to make the item (round down). For example, the saving throw of a +1 breastplate is +3 [2 plus 1 (caster level of 3 times .5 for 1.5, round down to 1)]. See the *DUNGEON MASTER'S Guide* under *Damaging Magic Items*. See page the *DUNGEON MASTER'S Guide* for armor and shield caster levels. See the *DUNGEON MASTER'S Guide* for weapon caster levels.

Creatures:

APL 2 (EL 0)

At this EL, a large puppet head on a spring bounces up out of the box. The puppet head resembles Gaunt. The puppet head is inanimate, and the characters are in no danger.

APL 4 (EL 3)

☛ **Rust Monster:** hp 27; see *Monster Manual*.

APL 6 (EL 5)

☛ **Rust Monster (2):** hp 27, 27; see *Monster Manual*.

APL 8 (EL 7)

☛ **Rust Monster (4):** hp 27, 27, 27, 27; see *Monster Manual*.

Tactics: The rust monsters attack the nearest character with the largest amount of metal. They attack characters with heavy armor first, working their way down to light armor. If there is no more armor available, they start attacking weapons. Once a rust monster has rusted a piece of metal, it immediately begins eating the rust. While eating, it fights to defend itself, but would prefer to ignore everything while it feeds.

Area 4 – The Well

The yard is unremarkable except for a well in the center. The stones around the well come to about waist height. There doesn't seem to be anyone here.

The well is 5 feet across and is very deep (50 feet). The bottom of it is filled with a gray ooze. The ooze cannot climb the walls of the well, so the characters are not in danger unless they jump into the well.

When the characters are in the courtyard, Gaunt steps out *invisible* and reads a *scroll of mass suggestion* caster level check (DC 13). At lower APLs, Gaunt uses a *suggestion* spell instead.

Gaunt's suggestion is: "Throw your weapon with the greatest enhancements down the well, and it will be blessed beyond your wildest dreams." All the characters must make a Will Save (DC 19) or run to the well and throw their best weapon (weapon with the highest gold piece value) down the well. Movement to the well is likely a single move action. Dropping a weapon down the well is a free action for a character standing next to it. Gaunt then flees.

Any weapon thrown into the well immediately sinks into the grey ooze at the bottom. The grey ooze does 40 points of damage per round to all weapons that sink into it. Items get no save from this damage as the item is sinking into the ooze.

Creatures:

All APLs

☛ **Gray Ooze:** hp 26; see *Monster Manual*.

Area 5 – The Exit

The path through the hedge maze opens to another yard. This one is larger than the previous yards, and a pair of large bright silver gates pierces the hedge on one side. The gates are firmly closed.

In front of the gates in the middle of the yard is a statue of King Aodhan with his hands held forward with the palms up. On the base is some writing, but it is difficult to read from this far way away through the grass.

The gates block the path that lead out of the maze and away from the Glades of Shadows Lurking. They are

currently shut tight and warded with a *wall of force*. The characters can only counter the *wall of force* by solving the puzzle of the Gauntlet, as described in *Escaping the Maze* below.

However, Gaunt has laid a trap here for the characters. He has cast *alter self* and *stoneskin* (if he has the scroll of it) to look like a statue of King Aodhan. He is standing on a low stone pedestal (about 6 inches high) which is inscribed in the stone itself, with the words "*Give me what is mine and the way will open to you.*" written in Sylvan. If none of the characters speak Sylvan, the words are close enough to elven for a character who speaks elven to puzzle out the words.

The statue has its hands out as if to receive something. The King's Death would fit nicely into the statue's hands.

With a successful Knowledge (Fey) check (DC 12 — APL 2, DC 14 — APL 14, DC 16 — APL 6, DC 18 — APL 8) the characters realize that King Aodhan would have no power over an Unseelie land and couldn't open the gates. The same information can be gained by a Bardic Knowledge check (DC 20), but only if the character asks for one.

Any character that inspects the statue may make a Spot check opposed by Gaunt's Disguise roll. Gaunt's Disguise ability is +16 (it can be 1 or 2 points higher depending on Gaunt's *Eagle's Splendor* roll) with the *alter self* power in effect.

If a character places the King's Death into the hands of the statue, the characters are automatically surprised when the statue moves. Gaunt thanks them (still maintaining the statue disguise but sounding very much like Gaunt). Go to *Conclusion B*.

If the characters don't place the King's Death into Gaunt's hands but don't suspect him, Gaunt continues to pretend to be a statue until the characters leave. If the characters seem about to figure out his ruse, he flees before they get a chance to harm him.

If the characters spend time here confused and frustrated by trying to get out of the hedge maze, the character carrying King Aodhan's Death hears a whispering in his head. The voice says "*Gaunt has bound you to this place. You must find what is binding you and undo what he has done. Until you have done this, the gates will remain closed to you.*" The voice refuses to identify itself or answer further questions.

Gaunt's Strategy

Gaunt wants King Aodhan's Death. Tormenting the characters is just icing on the cake. He does not try to kill the characters, as that would ruin his ability to take the King's Death. Instead, he tries to trick one of the characters into giving it to him.

The encounters at the fixed areas above are designed to weaken and confuse the characters. While the characters are stumbling across these encounters, Gaunt pursues a strategy designed to separate the characters from the King's Death.

The important thing with Gaunt is to be flexible. He is very intelligent and very cunning. If these strategies

don't work, Gaunt abandons them immediately and can try new strategies not listed here but that you make up.

First Strategy – Posing as the Statue

Gaunt's first strategy is to pretend to be a statue of King Aodhan as described in Area 5. Gaunt does not interfere with the characters on their way to Area 5. He wants them to get there quickly so that he can trick them into getting the King's Death.

If this succeeds go to *Conclusion B*.

Second Strategy – Divide and Conquer

If this does not work, Gaunt moves onto his next strategy. Gaunt attempts to separate the party and trick one of the characters into giving him the King's Death by masquerading as another character. He must first weaken the party. He takes the following steps.

Gaunt approaches invisibly. He reads a *scroll of Otiluke's dispelling screen* (caster level check DC 12) to get rid of as much magic on the characters as possible. He places the screen to fill the entire path. Every character is subjected to a targeted dispel magic (1d20 + 11 (caster level of the scroll) against a DC of 11 + the level of the character spellcaster). Gaunt then runs away to attack later.

As soon as the situation seems right, Gaunt approaches invisibly and reads his *scroll of mind fog* (caster level check DC 11; Will Save DC 17 to resist). He positions the *mind fog* in the middle of the party to separate them. He then follows it up with a *confusion* spell. He then flees to attack later.

If the *confusion* doesn't separate the party, Gaunt approaches invisibly and casts *fear* on the party. He runs away immediately afterward.

If a few of the characters seem inclined to chase him, Gaunt uses his *major image* ability to create illusions of himself. He has the illusions lure the characters away from the others.

Once the characters are separated, Gaunt appears as party members (using *alter self*) and tries to get the character with the King's Death to give it to him. He tries tactics like:

- "I am still in full health, give me the King's Death."
- "Gaunt knows that you have the King's Death. It will be safer with me. Give me the King's Death."
- "Gaunt is using enchantments. I can resist them better. Give me the King's Death."

At the same time, he casts *dominate person* on one (or more) of the characters and gets them to attack the character with the King's Death or to attack the character with the highest Will save. Gaunt has the dominated character alternatively attack the other characters or be friendly with them.

Gaunt uses the *domination* and his own ability to *alter self* to sow confusion and paranoia among the characters. If the characters did not trip the Jack-in-the-Box trap yet, he has a dominated character run over and do it now.

If this strategy succeeds, go to *Conclusion B*.

Third Strategy – Using the Power of Love

This strategy is a corollary to the second strategy as it only works if the characters are separated.

Gaunt approaches invisibly and casts *suggestion* on the character holding the King's Death. If successful, he suggests that the person is very thirsty and should drink some wine from a skin hanging from the arm of a nearby statue. The wine is actually a *potion of love*. Gaunt appears and charms the character and asks him to give him the King's Death.

If this does not work, Gaunt tries to get another character to drink the *potion of love* and fall in love with him using a *suggestion* spell. Gaunt isn't terribly picky about the gender of the character. Gaunt uses up to half his 2nd level spells on *suggestions* in this manner.

Gaunt asks the characters to bring him the King's Death, as it is the only way out of the maze, and Gaunt showers the characters with gifts if they hand it over. If this strategy succeeds, go to *Conclusion B*.

Finally, the enamoring effect of a *potion of love* is permanent. There is a place to note this permanent effect in the *Treasure Summary*.

Fourth Strategy – Quid Pro Quo

Gaunt's last strategy is to use the redcaps to steal the characters' equipment. Gaunt then offers to return all the characters' equipment in return for the King's Death.

The redcaps leave their yard once the statue strategy does not succeed. Once Gaunt flees Area 5, he gathers the redcaps and sends them out to start robbing from the characters. The redcaps start their larceny while Gaunt starts Second Strategy.

The redcaps approach invisibly and attempt to pickpocket the characters. As per the *Players Handbook*, pick pocketing requires several different rolls. First, the redcaps must make a Hide check opposed by the characters' Spot. If the redcaps succeed, they approach unnoticed. To pull a small object from a pouch requires a Pick Pocket check (DC 20). The characters may make a Spot check with the DC equal to the redcap's Pick Pocket check. If the Spot is successful, the character notices the pickpocket attempt. Noticing the pick pocketing action does not stop the pick pocketing. It is possible for the redcap to be successful at the pickpocket and the character notice the action.

The redcaps use *detect magic* spells at APLs 4-8 to locate the characters' magic items. The redcaps attempt to take wands, potions, and other items loose in pouches. They can even pull necklaces (and similar items like periapts) off from around throats, but the DC on the pickpocket attempt is slightly higher (DC 25).

Redcaps can even try to pickpocket from items like *Heward's handy haversacks* and *bags of holding*. Nothing in the description of these items prohibit a greedy little unseelie hand from reaching in and grabbing something. However, because the *detect magic* does not penetrate the bag, what the redcap pulls out is random.

If any characters are knocked unconscious and left alone, the redcaps rob the character of everything they possess, leaving them in their underclothes. If given time, the redcaps paint the unconscious character a bright red and give him a wedgy.

The redcaps take stolen items to Gaunt, who places them in his *Heward's handy haversack*. If the characters agree to trade the King's Death for their equipment, Gaunt does give them all their possessions back. Go to *Conclusion B*.

Escaping the Maze

Gaunt has bound the characters to the Unseelie lands through the statues in the hedge maze. In order to escape the Gauntlet, the characters must change those statues. Killing Gaunt (if even possible) does nothing to free the characters. In fact, fighting him does nothing but drain the characters time, energy and resources.

To change the statues, the characters must change the words on the base of the statue. Almost any sort of means suffices, as long as it is permanent. The characters can use stone shape to alter the carving, cross out the words with ink and write new words above it, or even use the paint and brushes from Area 3. Changing the words with illusion does not work, because that is not permanent.

When the words are changed, the statue changes to match what was written. Assuming that the new statue shows the character doing something that is not unseelie (defined as something unpleasant and repulsive), the character is free to leave the Gauntlet. The *wall of force* still blocks the other characters until their statues are changed too, but selfish characters could leave their companions to their own fate in the Gauntlet.

There have been multiple hints on how to solve the puzzle. The characters watched Pwyll write on the signpost to get it to change. They had to do the same themselves at the Perilous Crossroads.

If the characters are absolutely having no luck figuring it out, the character carrying King Aodhan's Death hears a whispering in his head. The voice says "Gaunt has bound you to this place. You must find what is binding you and undo what he has done. Until you have done this, the gates remain closed to you." The voice refuses to identify itself or answer further questions.

Once the characters pass through the gates in Area 5, the path leads them back to Fiddler's Green and *Encounter 12*.

ENCOUNTER 12: DEATH OF A FEY KING

The path winds its way through the dark forest. You notice the path is steadily rising. You climb hills and the path is a series of switchbacks as often as not.

The forest becomes lighter and less ominous. The night gives way to dawn and then morning. You can see the sun shining through the tree breaches overhead.

The character that is carrying King Aodhan's Death hears a voice in her head. "Ah, yes. The sun. Home at last." The voice does not respond to any comments by the character.

The sunlight has swelled and brightened to the fullness of day, when you hear music and laughter from ahead. You round another bend in the path and see Fiddler's Green ahead. The festival is still in full swing.

If any characters remained here with the nymphs, the dryads, or the satyrs, the party can meet up with them again before talking to King Aodhan.

The characters should approach King Aodhan and demand Gwenllian's return. They have his death, but it is likely the characters do not know how they should use it. The character that is carrying King Aodhan's Death hears a voice in her head that says "Take me to the current incarnation of the King." The voice does not further elaborate.

If the characters ask any of the other faeries what they should do with King Aodhan's Death, the faeries do not understand what the characters mean. If the characters show the faeries the death, they run away screaming.

Sooner or later, the characters approach King Aodhan. When they do, read or paraphrase the following.

King Aodhan sits on his stone throne in the center of Fiddler's Green. His daughter, his sunflower guards, and many sidhe and other faeries surround him. He looks intently at you as you approach. The green tone of his skin seems to grow pale as you grow nearer. He does not speak and sinks deeper into his throne.

Annwyl does not shrink back. Instead, she looks intrigued and says, "Greetings again. Why do we have the pleasure of a second audience with such resourceful mortals?"

At this point, the characters should insist that King Aodhan release Gwenllian. He refuses, while looking quite fearfully at the characters. When the characters show him his Death and insist, he says.

"You do not understand. If she leaves Fiddler's Green, I will die."

This should confuse the characters. If they ask what he means, Gwenllian informs the characters that every faerie king has a gesa that is their undoing. If the gesa is met, the faerie lord dies.

Gwenllian does not explicitly tell the characters what Aodhan's gesa is. Instead, she allows them to figure out for themselves that if Gwenllian leaves the Lands of Bright Summer, King Aodhan dies.

King Aodhan promises much to the characters if they do not make him return Gwenllian. He offers them long life, magical items, and his favor. He becomes more desperate if the characters refuse his initial offers. In the end, he promises them immortality and power from the beginning of time.

Aodhan can make good on his promises for immortality and power. Unfortunately, it involves removing the characters from play because the process

takes decades. However, the characters are immortal, so a century is of no importance.

If the characters accept the offer, Gwenllian remains in Faerie. The Old Faith Druids are greatly upset at the characters for failing to bring her back. Pwyll refuses to show them the way back out of Faerie. Go to Conclusion C.

If the characters refuse to yield and insist the Aodhan release Gwenllian, he reluctantly agrees.

Aodhan turns to Annwyl. "The mortals leave me no choice, daughter. Go with them, and may you have fond memories of your time with us."

"I will, papa. This day had to come. I am needed. I can feel the yearning even now."

The characters had best hold onto King Aodhan's Death until they pass through the door in the garden wall and leave Fiddler's Green. If the characters drop the King's Death, he immediately has two faeries grab it and carry it away. He then destroys the characters. His power is such that running the combat is unnecessary.

With Gwenllian in their company, the characters can leave Fiddler's Green. Gwenllian does not answer any questions at this time.

You pass through the red door in the garden wall and leave Fiddler's Green. Pwyll is in the meadow outside. He has set up a camp and is practicing his harp.

When the last of you is through the red door, you hear a single loud clear note behind you. When you look through the doorway back into Faerie, you can see Aodhan on his knees singing that one note. The note wavers and rapidly ascends in pitch. There is a burst of light from deep inside the fey king and his form erupts into hundreds of butterflies. The butterflies flap ways in a hundred different directions. The note fades into nothing.

Let the characters absorb this for a few moments, then the character that has the King Aodhan's Death feels the globe of light start jumping around. It eventually flies from the character's grasp. If it is in a pouch, it tears through the fabric. If it is in a magical container (such as a glove of storing), the container opens and the Death flies out. Remember, the King's Death cannot enter a Heward's handy haversack or a bag of holding so the Death does not have to escape one of these extra-dimensional containers. Nothing prevents the King's Death from bursting forth and transforming.

The King's Death flies from your grasp and hovers in the air before you, the casing shatters and the lightning inside flashes powerful and strong.

The flash of light acts as a blindness spell, Fort save (DC 16) negates, that affects all the characters.

When the burst of light fades, King Aodhan stands before you in full health and all his glory. He flexes his hands while looking at them as if he has never seen them before.

There is more to King Aodhan's Death than just the ability to kill King Aodhan. The fey king is immortal, but his aspect changes on occasion. King Aodhan's Death was the next incarnation of the king. When the terms of King Aodhan's gesa were met, he died and was replaced with this incarnation that has a different gesa and a new death.

Once King Aodhan is satisfied with inspecting his new form, he addresses the characters.

"Form at last. The ability to touch is a precious thing, mortals. Do not ever take it for granted. You have assisted in obtaining this manifestation. It would seem that I owe you a gift."

King Aodhan is in a mood to be particularly generous. He gives each of the characters his favor, which may be exchanged for magical rods, bardic music feats, or a magical fey weapon.

If there is a female character in the party with a Charisma bonus of +1 or better, King Aodhan makes her a special offer. If there is more than one character, Aodhan makes the offer to the one with the highest Charisma. He offers the following.

"Sweet mortal, we journeyed together, and you have become dear to me. Please accompany me back to my realm for a time. There, you will be my consort, and we shall have such delightful distractions. We can sing and dance and drink from cups of wine that never empty. Bliss will be yours if you would come with me."

Aodhan wants the character to accompany him back to Fiddler's Green, where she is his consort, for a time. The character has a delightful time in Faerie, but he bores of her fairly soon. The character must succeed at a Will Save (DC 5) or be forever lost in Faerie. If the save succeeds, the character spend 12 TUs in Faerie but returns slightly Feytouched. The character gains a +1 inherent bonus to Charisma. The TU cost and chance of being lost in Faerie should NOT be revealed until after the character accepts.

If the characters ask Aodhan asks what happened when they saw one Aodhan die and the King's Death transform, he says, "It was time for the King's aspect to change."

If the characters ask Aodhan if Gwenllian is his daughter, he says that she is. If asked if Owen is his son, he says that is not for him to say. If asked if Owen and Gwenllian are siblings, Aodhan says that they were born of the same mother. Aodhan does not volunteer this information.

When all the characters questions are done,

Aodhan turns to Gwenllian and caresses her cheek. "Farewell, daughter. I wish you best amongst the mortals. I will do my best not to forget you, but I likely will."

"I know, papa, but we will meet again. I go to serve the Makers, but part of me will always belong here. Faerie is bound to the Flanaess and the Flanaess with Faerie."

"The Makers' will is all. Go in peace and love." King Aodhan ducks through the door and returns to Fiddler's Green, the gates closing behind him.

Pwyll then leads Gwenllian and the characters back to the Isle of Rhun. Gwenllian casts *remove blindness* on any characters that were blinded by the transformation. She can cast one a day and it is a four day journey back to the Isle of Rhun.

Go to Conclusion D.

CONCLUSION

Conclusion A – The Characters Refuse the Summons

If the characters refuse the summons, then skip directly below. If the characters refuse the quest at the Isle of Rhun, Pwyll guides them back through the Ways of the Word. Then read or paraphrase the following.

You enjoy a peaceful winter, snug in the town of Hochoch. It's a pleasant couple of months without threat of giant invasion.

After a few months, word spreads through the town. The Old Faith Druids have chosen a new archdruid. His name is Dorindel the Hawthorne. For some reason, you get an uneasy feeling about this choice.

Conclusion B – Gaunt Gains the King's Death

Gaunt has gained possession of the King's Death The characters placed it in his hands in his guise as a statue, he tricked them into giving it to him, or he bargained for it. Regardless of the means, read or paraphrase the following.

Gaunt takes the King's Death and lifts it to his mouth. Either the sphere shrinks in size or his head grows, because Gaunt shoves the King's Death into his mouth and swallows with a contented grin.

Immediately, Gaunt begins to change. His form ruptures with light that stabs out and around him like spears. The light is so bright that you have to turn away and shield your eyes.

The flash of light acts as a Blindness spell [Fort save (DC 16) negates] that affects all the characters.

The light fades quickly and you are standing before a tall and powerful figure. It has ram's horns growing from its head and the backs of its ears are shaped like a fishes' fins. But his eyes are terrible bright rubies, and then he smiles.

"Ah, sweetlings. The power. You cannot comprehend the power." He gestures once and the ground surges up to engulf you. The dirt then solidifies into solid rock, trapping you firm and fast. "I am a Faerie King!" Gaunt screams in triumph. In a much lower voice, he adds. "And I owe it all to you. It would seem that I owe you a gift."

Gaunt indeed gives the characters a gift. He allows them to leave the Glades of Shadows Lurking without further interference. That is his gift to them. He lets them leave knowing that they have failed in their mission and have created an unseelie lord.

In addition, Gaunt knows that Gwenllian has likewise transformed. All faerie lords come in pairs; one king and one queen. Also, one is seelie and the other is unseelie. Since Gaunt has become an Unseelie King, the Plane of Faerie immediately began casting about for a Seelie Queen. It finds Gwenllian.

Your journey back to Fiddler's Green is a quick one. Your meeting with King Aodhan is just as quick. "She is gone," he says. "She suddenly vanished from Fiddler's Green. I fear that she will never return. There has been a shift in the power of Faerie and she has been swept up in the tides of change. Gwenllian is no longer mine to give. Now she is of Faerie. Now and forever."

King Aodhan does not die when Gwenllian becomes a Queen, because she did not leave the Lands of Bright Summer.

Aodhan is speaking the truth here. Gwenllian has been transformed into a faerie queen. She cannot return with the characters to become the Archdruid. The characters have failed in their quest.

In addition, the characters must spend an extra TU for each time they rested in Faerie. This is due to the flowing time of Faerie. Note the number of TUs spent on each character's adventure certificate.

You return to the druids empty handed. They do not say a single word of reproach to you. They merely bow their heads sadly and return to their island for further council. They did not admonish you, but you cannot help but notice that they did not reward you either.

The druids do not ask for the gifts intended for King Aodhan. The characters may keep them if they have not already given them away.

Pwyll guides you through the Ways of the World back to Hochoch, where he takes his leave of you. After a few months, word spreads through the town. The Old Faith Druids have chosen a new Archdruid. His name is Dorindel the Hawthorne. For some reason, you get an uneasy feeling about this choice.

Conclusion C – The characters Give the Death to King Aodhan

If the characters give King Aodhan's Death to Aodhan, he immediately tries to start warping any promise that he made to them. His favorite tactic is to keep them in Fiddler's Green with them forever.

Regardless of what he promised, once Aodhan has the death, he refuses to release Gwenllian. Without the Death for leverage, Aodhan is immovable and he has the characters escorted out of Fiddler's Green as soon as he can. The characters have failed in their quest.

In addition, the characters must spend an extra TU for each time they rested in Faerie. This is due to the flowing time of Faerie. Note the number of TUs spent on each character's adventure cert.

You return to the druids empty handed. They do not say a single word of reproach to you. They merely bow their heads sadly and return to their island for further council. They did not admonish you, but you cannot help but notice that they did not reward you either.

The druids do not ask for the gifts intended for King Aodhan. The characters may keep them if they haven't already given them away.

Pwyll guides you through the Ways of the World back to Hochoch, where he takes his leave of you. After a few months, word spreads through the town. The Old Faith Druids have chosen a new Archdruid. His name is Dorindel the Hawthorne. For some reason, you get an uneasy feeling about this choice.

Conclusion D – The characters Return with Gwenllian

If the characters held onto the King's Death and have managed to get Aodhan to release Gwenllian, read the following:

You leave the shelter of the forest, and any semblance of autumn is swept away. A cold wind blows down out of the Barrier Peaks to the north. The sky is a slate gray and light snow falls on you as you trudge across the heath.

The weather does not appear to affect Gwenllian. She walks with confident steps while wrapped in furs. You notice that the green in her cheeks is fading and that her hair is a rich deep brown, instead of a dark green. Also, her eyes, where once they were sky blue are now gray, as gray as the eyes of Owen.

At this point the flowing time of Faerie catches up with the characters. The characters must spend an extra TU for each time they rested in Faerie. Note the number of TUs spent on each character's adventure cert.

Several days later, you reach the shores of Lake Avon Ffyn. The druids ferry you across the lake to the Isle of Sanctuary. Gwenllian is lead to the Isle of Rhun, where she is invested as Archdruid of Gyruff. There is great rejoicing among the Guardians of the Old Faith and the Old Lore Bards, and you are treated to a superb feast and hours of entertainment from the bards.

A few days later, Gwenllian crosses the bridge and meets with you. "I wish to thank you one last time. Your bravery and resourcefulness made this day happen. I want you to know that you have my deepest gratitude. The Balance has been kept. The Cycle continues."

As you talk with her, there does not appear to be any fey traits to her appearance at all. She looks completely human.

Now that Gwenllian is the Archdruid, she is in a position to reward the characters. She allows the characters to keep the gifts intended for King Aodhan. In addition, she makes available to the characters an awakened dire wolf cohort and Torc of the Old Faith. Both of these are described in the *Treasure Summary* section below.

After the rewards are given, read or paraphrase the following.

You take your leave of the druid isles and cross the lake. Pwyll guides you through the Ways of the World back to Hochoch, where he takes his leave of you.

Weeks have passed since you left Hochoch, and Winter has settled over the town. You have had some fabulous adventures, but in the end there is nothing quite like the comfort of coming home.

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 to each character.

Encounter 1: Through the Ways of the World

Defeat the vargouilles.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Encounter 5: Fiddler's Green

Find the clues through good roleplaying.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Encounter 6: The Frog Fens

Negotiate the frog fens.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Encounter 8: Tower of the Fey King's Death

Defeat the trap at the front door.

APL 2	0 XP
APL 4	30 XP
APL 6	90 XP
APL 8	150 XP

(Level 1) Negotiate the rainbow room.

APL 2	30 XP
APL 4	90 XP
APL 6	150 XP
APL 8	210 XP

(Level 2) Defeat the allips and survive the Doldrums.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP

APL 8

240 XP

Encounter 11: The Gauntlet

Defeat the rust monster(s).

APL 2	0 XP
APL 4	90 XP
APL 6	150 XP
APL 8	210 XP

Defeat Nightshade and Hemlock.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Defeat the gauntlet and foil Gaunt's attempts to gain possession of the King's Death.

APL 2	180 XP
APL 4	240 XP
APL 6	300 XP
APL 8	360 XP

Encounter 12: Death of a Fey King

Negotiate Gwenllian's release from the Plane of Faerie.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Discretionary Roleplaying Award

Good roleplaying and investigation.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Total Possible Experience

APL 2	600 XP
APL 4	1140 XP
APL 6	1680 XP
APL 8	2220 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 treasurer.

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 minute 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 (that is, 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 piece 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 treasures from each encounter add it up and that is 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.

Treasure Key:

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter 8: Tower of the Fey King's Death

Search and find the jewelry (and scroll) on level 3 of the tower.

APL 2: L: 0 gp; C: 50 gp; M: 0

APL 4: L: 0 gp; C: 50 gp; M: *scroll of restoration* (Value 120 gp per character).

APL 6: L: 0 gp; C: 50 gp; M: *scroll of restoration* (Value 120 gp per character).

APL 8: L: 0 gp; C: 50 gp; M: *scroll of restoration* (Value 120 gp per character).

Encounter 11: The Gauntlet

Defeat Nightshade (and Hemlock) and strip the gear.

APL 2: L: 42 gp; C: 0 gp; M: *potion of cat's grace* (Value 45 gp per character).

APL 4: L: 88 gp; C: 0 gp; M: *potion of cat's grace* (Value 45 gp per character); *potions of hiding and sneaking* (Value 23 gp per potion per character); *scrolls of expeditious retreat, jump, and reduce* (Value 8 gp per scroll per character).

APL 6: L: 176 gp; C: 0 gp; M: 2 *potions of cat's grace* (Value 45 gp per potion per character); 2 each *scrolls of expeditious retreat, jump, and reduce* (Value 8 gp per scroll per character); 2 *goggles of minute seeing* (Value 150 gp per goggles per character).

APL 8: L: 176 gp; C: 0 gp; M: 2 *potions of cat's grace* (Value 45 gp per potion per character); 2 each *scrolls of expeditious retreat, jump, and reduce* (Value 8 gp per scroll per character); 2 *cloaks of elvenkind* (Value 300 gp per cloak

per character); 2 pair *boots of elvenkind* (Value 300 gp per pair per character).

Conclusion B, C, and D

The druids permit the characters to keep the gifts intended for King Aodhan; the tulip made of clearest crystal and the silver mirror set in an intricate gold frame.

APL 2: L: 0 gp; C: 400 gp; M: 0

APL 4: L: 0 gp; C: 800 gp; M: 0

APL 6: L: 0 gp; C: 1,000 gp; M: 0

APL 8: L: 0 gp; C: 1,000 gp; M: 0

Total Possible Treasure

APL 2: 537 gp

APL 4: 1,173 gp

APL 6: 1,784 gp

APL 8: 2,684 gp

Special Rewards

Characters may earn one of more of the following rewards during the adventure. Note which ones, if any, they receive on the adventure certificate.

Awakened Dire Wolf Cohort (value 0 gps, frequency: regional): You must have the Leadership feat to take this wolf. The wolf's effective character level (ECL) of the wolf is its class +3. The wolf begins with one level of rogue. It can advance either as a barbarian or a rogue. The wolf has the normal stats of the dire wolf (as listed in the Monster Manual) except that it has an Intelligence of 11, a Charisma of 12, and +2 HD.

Begat a Fey Child (value 0 gps, frequency: adventure): You have shared intimacy with a faerie and conceived a child. The consequences of this are unknown, but there are consequences. Female characters that gain this reward must spend 12 TUs birthing the child in the year following the year that this adventure is played.

Consort of the Fey King (value 0 gps, frequency: adventure): A female character may stay with the Faerie King Aodhan as his consort. The character must succeed at a Will Save (DC 5) or be forever lost in Faerie. If the save succeed, the character spend 12 TUs in Faerie but returns slightly Feytouched. Character gains a +1 inherent bonus to Charisma.

Favor of a Fey King (value 0 gps, frequency: adventure): This favor may be redeemed for one of the following after any Geoff regional adventure:

- May purchase a metamagic rod of Lesser Enlargement, Lesser Extension, or Lesser Sculpting.
- Gain access to any one bardic music feat from *Song and Silence*. The character must spend 4 TUs in Faerie receiving instruction.
- *Fey King's Spear* (value 2,301 gp): A mysterious and magical halbspear +1. It has many additional powers that will be revealed later, character must purchase this item to possess it.

Hole in the Mind (value 0 gps, frequency: cursed): A character has given an important memory to the Three Sisters of Faerie. The character's Wisdom is permanently reduced by 1 point. This point may only be restored by a *wish*, *limited wish*, or a *miracle*.

Influence with Gwenllian the Archdruid of Gyruff (value 0 gps, frequency: adventure): You have won Gwenllian her freedom from Faerie. She remembers your efforts on her behalf.

In Love with Gaunt (value 0 gp, frequency: cursed): You are not sure whether it is his glittering ruby eyes, the callous attempts to kill you, or the *potion of love* that you drank, but you are hopelessly in love with the Unseelie sidhe Gaunt.

Time Lost in Faerie (value 0 gp, frequency: adventure): You have been caught by the flowing time of Faerie and have stayed longer than intended. Upon your return to the Flanaess, you realize that you have spent _ extra TUs in Faerie.

Torc of the Old Faith (value 11,200 gp, caster level seventh, frequency: adventure): Allows bearer to wildshape as per the 5th level druidic ability once per week. Bearer must be part of a metaorganization affiliated with the Old Faith or an Old Faith god (Beory, Obad-hai, Ehlonna, Pelor, or Nerull). If character already possesses the ability to wildshape, then the character gains one additional wildshape each day. Torc fills the necklace slot. The character must purchase this item to possess it.

APPENDIX I: NPCS

Encounter 1: Through the Ways of the World

APL 8 (EL 10)

➤ **Vargouilles, Advanced (12):** CR 3; Small outsider (evil); HD 3d8+3 hp 15; Init +1; Spd Fly 30 ft. (good); AC 12 (touch 12, flat-footed 11); Atk +5 melee (1d4 and poison, bite); SA Shriek, poison, kiss; AL NE; SV Fort +4, Ref +4, Will +4; Str 10, Dex 13, Con 12, Int 5, Wis 12, Cha 8.

Skills and Feats: Listen +6, Spot +6; Weapon Finesse (bite).

All APLs

➤ **Pwyll:** Male human Brd8; CR 8; Medium-size humanoid (human); HD 8d6+8; hp 44; Init +2; Spd 30 ft.; AC 13 (touch 13, flat-footed 11); Atk +9/+4 melee (1d6/19-20, short sword); SQ Bardic music (*inspire courage, countersong, fascinate, inspire competence, suggestion*) bardic knowledge +10; AL NG; SV Fort +3, Ref +8, Will +8; Str 10, Dex 14, Con 12, Int 15, Wis 11, Cha 17.

Skills and Feats: Bluff +14, Concentration +12, Decipher Script +13, Gather Information +14, Perform +14, Tumble +13; Dodge, Iron Will, Mobility, Weapon Finesse (short sword).

Possessions: masterwork short sword, ring of protection +1, masterwork mandolin, traveler's outfit.

Spells Known (3/4/4/2; base DC = 13 + spell level): 0 – dancing lights, daze, detect magic, ghost sound, prestidigitation, read magic; 1st – charm person, feather fall, mage armor, protection from evil; 2nd – cat's grace, detect thoughts, invisibility, tongues; 3rd – displacement, greater magic weapon, haste.

E5: Area 1: Duel to First Laugh

APL 2 (EL 2)

➤ **Puss, Seelie Faerie Cat:** Female Cat Rog1/Ftr1; CR 2; Tiny animal; HD 1d6+1d10+2; hp 14; Init +4; Spd 30 ft.; AC 18 (touch 16, flat-footed 14); Atk +7 melee (1d8 tickle damage/19-20, enormous ostrich feather); SA Sneak attack (+1d6); SV Fort +3, Ref +6, Will –1; AL N; Str 10, Dex 18, Con 13, Int 12, Wis 9, Cha 12.

Skills and Feats: Balance +12, Bluff +5, Climb +3, Craft (trapmaking) +5, Diplomacy +5, Hide +8, Listen +3, Move Silently +8, Search +5, Sense Motive +3, Spot +3, Swim +4, Tumble +8; Exotic Weapon Proficiency (enormous ostrich feather), Weapon Finesse (enormous ostrich feather).

Possessions: 2 enormous ostrich feathers, leather armor.

APL 4 (EL 4)

➤ **Puss, Seelie Faerie Cat:** Female Cat Rog1/Ftr3; CR 4; Tiny animal; HD 1d6+3d10+4; hp 28; Init +4; Spd 30 ft.; AC 20 (touch 16, flat-footed 16); Atk +10 melee (1d8 tickle damage/19-20, enormous ostrich feather); SA

Sneak attack (+1d6); SV Fort +4, Ref +7, Will +0; AL N; Str 10, Dex 19, Con 13, Int 12, Wis 9, Cha 12.

Skills and Feats: Balance +11, Bluff +6, Climb +2, Craft (trapmaking) +5, Diplomacy +5, Hide +7, Listen +4, Move Silently +7, Search +5, Sense Motive +3, Spot +4, Swim +4, Tumble +7; Exotic Weapon Proficiency (enormous ostrich feather), Quicker than the Eye*, Weapon Finesse (enormous ostrich feather), Weapon Focus (enormous ostrich feather).

Possessions: 2 enormous ostrich feathers, masterwork chain shirt.

*See Appendix 2: New Rules for additional information.

APL 6 (EL 6)

➤ **Puss, Seelie Faerie Cat:** Female Cat Rog2/Ftr4; CR 6; Tiny animal; HD 2d6+4d10+6; hp 40; Init +4; Spd 30 ft.; AC 20 (touch 16, flat-footed 16); Atk +12 melee (1d8+2 tickle damage/19-20, enormous ostrich feather); SA Sneak attack (+1d6); SQ Evasion; SV Fort +6, Ref +9, Will +1; AL N; Str 10, Dex 19, Con 13, Int 12, Wis 9, Cha 12.

Skills and Feats: Balance +11, Bluff +10, Climb +5, Craft (trapmaking) +5, Diplomacy +5, Hide +8, Listen +4, Move Silently +8, Search +5, Sense Motive +4, Spot +4, Swim +4, Tumble +9; Exotic Weapon Proficiency (enormous ostrich feather), Quicker than the Eye*, Weapon Finesse (enormous ostrich feather), Weapon Focus (enormous ostrich feather), Weapon Specialization (enormous ostrich feather).

Possessions: 2 enormous ostrich feathers, masterwork chain shirt, cloak of resistance +1.

*See Appendix 2: New Rules for additional information.

APL 8 (EL 8)

➤ **Puss, Seelie Faerie Cat:** Female Cat Rog3/Ftr5; CR 8; Tiny animal; HD 3d6+5d10+8; hp 52; Init +5; Spd 30 ft.; AC 23 (touch 18, flat-footed 18); Atk +13/+8 melee (1d8+2 tickle damage/19-20, enormous ostrich feather); SA Sneak attack (+2d6); SQ Evasion, uncanny dodge (Dex bonus to AC); SV Fort +7, Ref +10, Will +2; AL N; Str 10, Dex 20, Con 13, Int 12, Wis 9, Cha 12.

Skills and Feats: Balance +11, Bluff +12, Climb +5, Craft (trapmaking) +5, Diplomacy +5, Handle Animal +2, Hide +9, Jump +5, Listen +4, Move Silently +8, Search +5, Sense Motive +4, Spot +4, Swim +5, Tumble +11; Exotic Weapon Proficiency (enormous ostrich feather), Quicker than the Eye*, Weapon Finesse (enormous ostrich feather), Weapon Focus (enormous ostrich feather), Weapon Specialization (enormous ostrich feather).

Possessions: 2 enormous ostrich feathers, masterwork chain shirt, amulet of natural armor, ring of protection +1, cloak of resistance +1.

*See Appendix 2: New Rules for additional information.

Encounter 8: Tower Level 2

APL 8 (EL 8)

✦ **Allips, Advanced (2):** CR 5; Medium-size undead; HD 8d12; hp 56; Init +5; Spd Fly 30 ft. (perfect); AC 15 (touch 15, flat-footed 14); Atk +5 melee (1d4 permanent Wisdom drain, incorporeal touch); SA Babble, Wisdom drain, madness; SQ Undead, incorporeal, +2 turn resistance; AL NE; SV Fort +2, Ref +3, Will +6; Str –, Dex 12, Con –, Int 11, Wis 11, Cha 18.

Skills and Feats: Hide +9, Intimidate +12, Intuit Direction +5, Listen +9, Search +8, Spot +9; Flyby Attack, Improved Initiative.

Encounter 11: The Gauntlet

Appearance: Gaunt is approximately under six and a half feet tall. He is generally humanlike, except that his skin is as smooth and white as polished alabaster and his eyes are glittering rubies. Gaunt's features are subtly sharp and pointed, just enough to be inhuman.

Roleplaying Notes: Gaunt is casually malicious and intensely ambitious. He seeks to improve his standing and reputation among the other unseelie sidhe. This has led him to take greater risks than the other faeries, such as leaving his home realm of the Glades of Shadows Lurking on occasion. Gaunt is insufferably arrogant and quite confident that he will reach all of his goals eventually. He is immortal so time is irrelevant to him. If he suffers a defeat, he simply changes tactics and tries something new. If Gaunt has one good trait, it is his perseverance. Gaunt speaks with a nasal sharp voice that drips with sarcasm and scorn. He has little respect for mortals, calling them "sweetlings, pretties, and darlings." He derides their abilities and their allegiances.

APL 2 (EL 6)

✦ **Gaunt (unseelie):** Male sidhe* Sor4; CR 6; Medium-size Fey; HD 4d4+4; hp 17; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +1 melee (1d6-1/18-20, rapier); SA Spell-like abilities; SQ Immune to magic sleep spells and effects, +2 racial bonus to saving throws against Enchantment spells or effects, low-light vision, alter self, regeneration 5; SR 15; SV Fort +2, Ref +4, Will +4; AL NE; Str 8, Dex 16, Con 12, Int 16, Wis 10, Cha 19.

Skills and Feats: Bluff +8, Concentration +6, Disguise +8, Knowledge (arcana) +9, Knowledge (Fey) +5, Listen +4, Spellcraft +7, Spot +4; Improved Initiative, Spell Focus (Enchantment).

Possessions: rapier, *potion of love*, *scroll of cat's grace*, *scroll of eagle's splendor**, *scroll of mage armor*, *scroll of nondetection*, *scroll of Otiluke's dispelling screen**, *scroll of protection from arrows*, *scroll of protection from law*, *scroll of protection from good*, 4 scrolls of suggestion.

Spells Known (6/7/4; base DC = 14 + spell level; 16 + spell level for Enchantment spells): 0 – *dancing lights*, *daze*, *detect magic*, *mage hand*, *prestidigitation*, *read magic*; 1st – *charm person*, *expeditious retreat*, *shield*; 2nd – *hold person*.

Familiar (Cat) - Tails: Tiny animal; HD 4d8; hp 8; Init +2; Spd 30 ft.; AC 16 (touch 14, flat-footed 14); Atk +6 melee (1d2-4) and +1 melee (1d3-4, bite); SQ Alertness, improved evasion, share spells, empathic link, touch; AL NE; SV Fort +2, Ref +4, Will +5; Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +5, Hide +17, Listen +4, Move Silently +9, Spot +4; Weapon Finesse (claw, bite).

*See Appendix 2: New Rules for additional information.

APL 4 (EL 8)

✦ **Gaunt (unseelie):** Male sidhe* Sor6; CR 8; Medium-size Fey; HD 6d4+6; hp 25; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +2 melee (1d6-1/18-20, rapier); SA Spell-like abilities; SQ Immune to magic sleep spells and effects, +2 racial bonus to saving throws against Enchantment spells or effects, low-light vision, alter self, regeneration 5; SR 17; SV Fort +3, Ref +5, Will +5; AL NE; Str 8, Dex 16, Con 12, Int 16, Wis 10, Cha 19.

Skills and Feats: Bluff +9, Concentration +8, Disguise +9, Knowledge (arcana) +11, Knowledge (Fey) +5, Listen +4, Spellcraft +9, Spot +4; Greater Spell Focus (Enchantment)*, Improved Initiative, Spell Focus (Enchantment).

Possessions: rapier, *Heward's handy haversack*, *potion of love*, *potion of remove blindness*, *scroll of cat's grace*, *scroll of confusion*, *scroll of eagle's splendor**, *scroll of mage armor*, *scroll of nondetection*, *scroll of Otiluke's dispelling screen**, *scroll of protection from arrows*, *scroll of protection from law*, *scroll of protection from good*.

Spells Known (6/7/6/4; base DC = 14 + spell level; 18 + spell level for Enchantment spells): 0 – *dancing lights*, *daze*, *detect magic*, *mage hand*, *open/close*, *prestidigitation*, *read magic*; 1st – *charm person*, *expeditious retreat*, *grease*, *shield*; 2nd – *glitterdust*, *hold person*; 3rd – suggestion.

Familiar (Cat) - Tails: Tiny animal; HD 6d8; hp 12; Init +2; Spd 30 ft.; AC 17 (touch 14, flat-footed 15); Atk +7 melee (1d2-4) and +2 melee (1d3-4, bite); SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master; AL NE; SV Fort +2, Ref +4, Will +6; Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +5, Hide +17, Listen +4, Move Silently +9, Spot +4; Weapon Finesse (claw, bite).

*See Appendix 2: New Rules for additional information.

APL 6 (EL 10)

Gaunt (unseelie): Male sidhe* Sor8; CR 10; ✦ Medium-size Fey; HD 8d4+8; hp 33; Init +7; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +3 melee (1d6-1/18-20, rapier); SA Spell-like abilities; SQ Immune to magic sleep spells and effects, +2 racial bonus to saving throws against Enchantment spells or effects, low-light vision, alter self, regeneration 5; SR 19; SV Fort +4, Ref +6, Will

+7; AL NE; Str 8, Dex 16, Con 12, Int 16, Wis 10, Cha 20.

Skills and Feats: Bluff +11, Concentration +10, Disguise +11, Knowledge (arcana) +13, Knowledge (Fey) +5, Listen +4, Spellcraft +11, Spot +4; Greater Spell Focus (Enchantment)*, Improved Initiative, Spell Focus (Enchantment).

Possessions: rapier, Heward's handy haversack, cloak of resistance +1, potion of lesser restoration, potion of love, potion of remove blindness, scroll of cat's grace, scroll of eagle's splendor*, scroll of endurance, scroll of haste, scroll of mass suggestion, scroll of mind fog, scroll of nondetection, scroll of owl's wisdom, scroll of Otiluke's dispelling screen*, scroll of protection from arrows, scroll of protection from law, scroll of protection from good, scroll of slow, scroll of stoneskin.

Spells Known (6/8/7/6/4; base DC = 15 + spell level; 19 + spell level for Enchantment spells): 0 – dancing lights, daze, detect magic, light, mage hand, open/close, prestidigitation, read magic; 1st – charm person, expeditious retreat, grease, mage armor, shield; 2nd – glitterdust, hold person, protection from arrows; 3rd – dispel magic, suggestion; 4th – confusion.

Familiar (Cat) - Tails: Tiny animal; HD 8d8; hp 16; Init +2; Spd 30 ft.; AC 18 (touch 14, flat-footed 16); Atk +8 melee (1d2-4) and +3 melee (1d3-4, bite); SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; AL NE; SV Fort +2, Ref +4, Will +8; Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +5, Hide +17, Listen +4, Move Silently +9, Spot +4; Weapon Finesse (claw, bite).

*See Appendix 2: New Rules for additional information.

APL 8 (EL 12)

☛**Gaunt (unseelie):** Male sidhe* Sor10; CR 12; Medium-size Fey; HD 10d4+10; hp 41; Init +7; Spd 30 ft.; AC 15 (touch 14, flat-footed 12); Atk +5 melee (1d6-1/18-20, rapier); SA Spell-like abilities; SQ Immune to magic sleep spells and effects, +2 racial bonus to saving throws against Enchantment spells or effects, low-light vision, alter self, regeneration 5; SR 21; SV Fort +5, Ref +7, Will +10; AL NE; Str 8, Dex 16, Con 12, Int 16, Wis 10, Cha 20.

Skills and Feats: Bluff +12, Concentration +12, Disguise +12, Knowledge (arcana) +15, Knowledge (Fey) +5, Listen +4, Spellcraft +13, Spot +4; Greater Spell Focus (Enchantment)*, Improved Initiative, Iron Will, Spell Focus (Enchantment).

Possessions: masterwork rapier, amulet of natural armor +1, Heward's handy haversack, cloak of resistance +1, ring of protection +1, potion of lesser restoration, potion of love, potion of remove blindness, scroll of cat's grace, scroll of endurance, scroll of haste, scroll of mass suggestion, 2 scrolls of mind fog, scroll of owl's wisdom, scroll of Otiluke's dispelling screen*, scroll of protection from law, scroll of protection from good, scroll of slow, scroll of stoneskin.

Spells Known (6/8/7/7/6/4; base DC = 15 + spell level; 19 + spell level for Enchantment spells): 0 –

arcane mark, dancing lights, daze, detect magic, light, mage hand, open/close, prestidigitation, read magic; 1st – charm person, expeditious retreat, grease, mage armor, shield; 2nd – eagle's splendor*, glitterdust, hold person, protection from arrows; 3rd – dispel magic, nondetection, suggestion; 4th – confusion, fear; 5th – dominate person.

Familiar (Cat) - Tails: Tiny animal; HD 10d8; hp 20; Init +2; Spd 30 ft.; AC 19 (touch 14, flat-footed 17); Atk +9 melee (1d2-4) and +3 melee (1d3-4, bite); SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; AL NE; SV Fort +3, Ref +5, Will +9; Str 3, Dex 15, Con 10, Int 10, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +5, Hide +17, Listen +4, Move Silently +9, Spot +4; Weapon Finesse (claw, bite).

*See Appendix 2: New Rules for additional information.

Redcaps

The Glades of Shadows Lurking is filled with shadows. There is always a shadow within 10 feet. In addition, the Glades are dim so the light sensitivity does not inhibit them here unless the characters bring a *daylight* spell with them.

APL 2 (EL 3)

☛**Nightshade:** Male cinciut*; CR 3; Medium-size fey; HD 2d6; hp 7; Init +6; Spd 30 ft., fly 20 ft. (clumsy); AC 15 (touch 12, flat-footed 13); Atk +5 melee (1d6 plus poison/18-20, rapier) or +3 ranged (1d6 plus poison/x3, composite shortbow); SA Poison; SQ Hide in plain sight, light sensitivity, low-light vision, skills; AL NE; SV Fort +0, Ref +5, Will +5; Str 11, Dex 14, Con 10, Int 16, Wis 14, Cha 13;

Skills and Feats: Hide +5, Jump +10, Move Silently +4, Spot +4, Wilderness Lore +4; Improved Initiative, Track, Weapon Finesse (rapier), Weapon Focus (rapier).

Possessions: composite shortbow, leather armor, masterwork rapier, *potion of cat's grace*, 50 ft. silk rope.

*See Appendix 2: New Rules for additional information.

APL 4 (EL 5)

☛**Nightshade:** Male cinciut* Rog1/Sor1; CR 5; Medium-size fey; HD 3d6+1d4; hp 17; Init +6; Spd 30 ft., fly 20 ft. (clumsy); AC 16 (touch 12, flat-footed 14); Atk +5 melee (1d6 plus poison/x3, composite shortbow) or +4 ranged (1d6 plus poison/x3, composite shortbow); SA Poison, sneak attack (+1d6), spells; SQ Hide in plain sight, light sensitivity, low-light vision, skills; AL NE; SV Fort +0, Ref +7, Will +7; Str 11, Dex 14, Con 10, Int 16, Wis 14, Cha 14;

Skills and Feats: Hide +8, Jump +10, Knowledge (arcana) +4, Move Silently +7, Pick Pocket +6, Spellcraft +6, Spot +4, Wilderness Lore +4; Improved Initiative, Point Blank Shot, Track, Weapon Finesse (rapier), Weapon Focus (rapier).

Possessions: masterwork composite shortbow, masterwork studded leather armor, masterwork rapier, *potion of cat's grace*, *potion of hiding*, *potion of sneaking*, *scroll of expeditious retreat*, *scroll of jump*, *scroll of reduce*, 50 ft. silk rope.

Spells Known (5/4; base DC = 12 + spell level): 0 – *detect magic*, *mage hand*, *open/close*, *prestidigitation*; 1st – *animate rope*, *grease*.

*See Appendix 2: New Rules for additional information.

APL 6 (EL 7)

☛ **Nightshade and Hemlock:** Male cinciut* Rog1/Sor1; CR 5; Medium-size fey; HD 3d6+1d4; hp 17; Init +6; Spd 30 ft., fly 20 ft. (clumsy); AC 16 (touch 12, flat-footed 14); Atk +5 melee (1d6 plus poison/18-20, rapier) or +4 ranged (1d6 plus poison/x3, composite shortbow); SA Poison, sneak attack (+1d6), spells; SQ Hide in plain sight, light sensitivity, low-light vision, skills; AL NE; SV Fort +0, Ref +7, Will +7; Str 11, Dex 14, Con 10, Int 16, Wis 14, Cha 14;

Skills and Feats: Hide +8, Jump +10, Knowledge (arcana) +4, Move Silently +7, Pick Pocket +6, Spellcraft +6, Spot +4, Wilderness Lore +4; Improved Initiative, Point Blank Shot, Track, Weapon Finesse (rapier), Weapon Focus (rapier).

Possessions: *goggles of minute seeing*, masterwork composite shortbow, masterwork studded leather armor, masterwork rapier, *potion of cat's grace*, *scroll of expeditious retreat*, *scroll of jump*, *scroll of reduce*, 50 ft. silk rope.

Spells Known (5/4; base DC = 12 + spell level): 0 – *detect magic*, *mage hand*, *open/close*, *prestidigitation*; 1st – *animate rope*, *grease*.

*See Appendix 2: New Rules for additional information.

APL 8 (EL 9)

☛ **Nightshade and Hemlock:** Male cinciut* Rog3/Sor1; CR 7; Medium-size fey; HD 5d6+1d4; hp 25; Init +6; Spd 30 ft., fly 20 ft. (clumsy); AC 16 (touch 12, flat-footed 14); Atk +7 melee (1d6 plus poison/18-20, rapier) or +6 ranged (1d6 plus poison/x3, composite shortbow); SA Poison, sneak attack (+2d6), spells; SQ Hide in plain sight, light sensitivity, low-light vision, skills, evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +1, Ref +8, Will +8; Str 11, Dex 14, Con 10, Int 16, Wis 14, Cha 14;

Skills and Feats: Hide +20, Jump +12, Knowledge (arcana) +4, Move Silently +20, Pick Pocket +8, Spellcraft +6, Spot +6, Tumble +9, Use Rope +6, Wilderness Lore +4; Improved Initiative, Point Blank Shot, Precise Shot, Track, Weapon Finesse (rapier), Weapon Focus (rapier).

Possessions: *boots of elvenkind*, *cloak of elvenkind*, masterwork composite shortbow, masterwork studded leather armor, masterwork rapier, *potion of cat's grace*, *scroll of expeditious retreat*, *scroll of jump*, *scroll of reduce*, 50 ft. silk rope.

Spells Known (5/4; base DC = 12 + spell level): 0 – *detect magic*, *mage hand*, *open/close*, *prestidigitation*; 1st – *animate rope*, *grease*.

*See Appendix 2: New Rules for additional information.

APPENDIX 2: NEW RULES

Circuit (Red Caps) As presented in Polyhedron No.147

Medium-size fey

Hit Dice: 2d6 (7 hp)

Initiative: +6

Speed: 30ft., 20 ft. (clumsy)

AC: 15 (+2 Dex, +2 leather armor, +1 natural)

Attacks: Rapier +4 melee, or composite short bow +3 ranged

Damage: 1d6 + poison

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Poison

Special Qualities: Hide in plain sight, light sensitivity, low-light vision, skills

Saves: Fort +0, Ref +5, Will +5

Abilities: Str 11, Dex 14, Con 10, Int 16, Wis 14, Cha 13

Skills: Hide +5, Jump +10, Move Silently +4, Spot +4, Wilderness Lore +4

Feats: Improved Initiative, Track, Weapon Finesse (rapier), Weapon Focus (rapier)

Climate/Terrain: Temperate and warm land

Organization: Solitary, gang (2-4), or band (6-11)

Challenge Rating: 3

Treasure: No coin, no goods, double items

Alignment: Always neutral evil

Advancement: By character class

Some fey are known for their mischievous ways, but one type is known for mischief only in malevolence: the circuit. Circuit are the assassins of the fey world. Cheerful in their love of death, they sometimes hire themselves out to ruthless lords or desperate druids as mercenaries or assassins. They use the blood of their enemies to die their pointed hats a dark crimson.

Sometimes called red caps, the circuit have humanlike heads, torsos, and abdomens, all as dark as night. Their legs, while the same color, are of the same form as those of crickets; leading some sages to wonder whether or not red caps are some degenerate form of grig. Their bat-like wings are made of shadow-stuff instead of skin. These fierce fairies wear their red hair in braids, which some adorn with gems from persons they have slain. Their eyes are large and faceted like gemstones, or insect eyes, but are dull and dark. Their legs look like those of a deep black shiny cricket. They usually clad themselves in skintight leather armor, and always arm themselves with fine rapiers.

Combat

The circuit are cheerfully driven toward the macabre arts. It is said that they enjoy death as much as other fey enjoy dance, and usually go at their dark work with off-color or morbid jests coming from lips twisted into ghoulish smiles. They strike first from the shadows, and creep back into the shadows whenever a fight is not going their way. Typically circuit fight in pairs.

Poison (Ex): These fey naturally secrete a lesser form of the shadow essence poison from spiky hairs on the cricket-like legs. Each circuit produces enough of this poison to foul their weapons with it up to three times a day. For a circuit to coat its weapon with this shadow's drip, they must expend a move-equivalent action – Shadow's Drip: Injury, Fortitude save (DC 13); initial damage 1 temporary Strength; Secondary damage 1d2 temporary Strength; price per dose 100 gp.

Hide in Plain Sight (Su): Circuit can use the Hide skill even while being observed. As long as they are within 10 feet of some sort of shadow, circuit can hide themselves from view in the open without anything to actually hide behind. They cannot, however, hide in their own shadows due to the fact that they do not produce them in any lighting conditions.

Light Sensitivity (Ex): Circuit suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Skills: Due to their cricket-like legs and shadow wings, circuit, while poor fliers, are uncanny jumpers. Circuit gain a +8 racial bonus to Jump checks. Their association with darkness and shadows grants them a +10 racial bonus to Hide checks.

Sidhe

Medium-Size Fey

Hit Dice: 1d6-1 (3 hps)

Initiative: +2 (Dex)
Speed: 30 ft.
AC: 12 (+2 Dex)
Attacks: Longsword +0 melee; or longbow +2
Damage: Longsword 1d8; or longbow 1d8
Face/Reach: 5 ft. by 5 ft. / 5 ft.
Special Attacks: Spell-like abilities
Special Qualities: Sidhe Traits, Alter self, Regeneration 5
Saves: Fort +1, Ref +2, Will +2
Abilities: Str 10, Dex 15, Con 8, Int 16, Wis 10, Cha 18
Skills: Knowledge (arcana) +1, Spellcraft +3, Search +3 Spot +2
Feats: Spell Focus (Enchantment)

Climate/Terrain: Temperate Forest and Mountains
Organization: Solitary, or small troop (2-4).
Challenge Rating: 2
Treasure: Standard
Alignment: Usually Neutral Evil or Chaotic Good.
Advancement: By character class.

Sidhe (pronounced *shee*) are the nobles of the fey. They dwell in the lands of Faerie, which is a demi-plane that connects to the Prime Material plane and Greyhawk in many locations.

Sidhe come in many, many forms, but are generally humanlike beings that are over 6 feet tall. Their skin is a light green, while their hair is a dark green. Male sidhe have ram's horns. Both genders have large ears that are shaped like a fish's fins. Eye color varies widely.

Sidhe love to feast and live for the moment. Like most faeries, they are easily distracted. They enjoy games, riddles, and competitions. They also have a weak understanding of time. Sidhe are effectively immortal and nearly impossible to kill in Faerie. As a consequence, age and death have little meaning to them. Fey speak Sylvan, and most know Common and Elven.

Most sidhe are sorcerers, but they are occasionally druids or bards. The information in the statistic block is for one who is a 1st level sorcerer. See the *Player's Handbook* for more about the sorcerer class.

Combat

Sidhe are faeries and weak in melee combat but strong in spellcasting. Sidhe prefer to use spells and their special abilities to confuse and baffle mortals they run across. If the sidhe is in mortal danger of dying, it flees without hesitation.

Spell-like Abilities: At will – *Invisibility* (self only), *major image*

Sidhe Traits (Ex): Sidhe benefit from a number of racial traits.

- Sidhe gain a +2 racial bonus to Dexterity, Intelligence, and Charisma, but receive a -2 racial bonus to Strength and Constitution.
- Proficient with longsword, rapier, longbow, composite longbow, shortbow, and composite shortbow.
- Immunity to magic sleep spells and effects.
- +2 racial bonus to saving throws against Enchantment spells or effects.
- Low-light vision
- +2 racial bonus to Bluff, Disguise, Listen, and Spot checks.
- Spell Resistance 11+ class level.

Alter Self (Su): A sidhe can assume other forms at will. The ability functions as an *alter self* spell cast by a 12th-level sorcerer.

Regeneration (Ex): Sidhe take normal damage from iron (and steel).

Sidhe Society

The sidhe are the nobles of Faerie. Only the fey kings and queens are more powerful and have more influence. However, rulership in Faerie is a tricky thing. There are no strict lines of authority as in human lands. Instead, the other faeries just naturally defer to the sidhe, and the sidhe assumes that all the other faeries will defer to him.

Sidhe are incapable of begetting children. Instead, they steal mortal children, carry them back to faerie and raise them as their own. In the place of the mortal child, the sidhe leave changelings, faeries glamered to look like a human child.

Like Faerie itself, the sidhe are divided into two courts, the Seelie and the Unseelie. These courts are not places but philosophies and physiologies. The sidhe naturally align themselves into these two courts as their very nature determines the court in which they fall. Many confuse Seelie and Unseelie with good and evil, but this is not strictly true. Fey are nature spirits and have no soul, and the concepts of good and evil are for the souled mortals. Instead, it is best to think of the Seelie and Unseelie as pleasant and unpleasant. The Seelie are beautiful to behold and charming to deal with, but they can be as cruel and capricious as a demon if the mood takes them. The Unseelie are ugly, misshapen, and repulsive. Dealings with them are decidedly unpleasant, but they can be gentle or kind when it is their fancy.

Also, while the Seelie and the Unseelie are opposed to one another and often have acrimonious relations, they are not truly enemies. The fey recognize that both Seelie and Unseelie are faeries and that common bond binds them together. It is best to think of them as a feuding family that closes ranks in the face of outsiders.

Greater Spell Focus [General] As presented in *Tome and Blood*

Choose a school of magic to which you already have applied the Spell Focus feat. Your magic spells of that school are now even more potent than before.

Prerequisite: Spell Focus

Benefit: Add +4 to the DC for all saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Quicker Than the Eye [General] As presented in *Song and Silence*

Your hands can move so quickly that observers don't see what you've done.

Prerequisite: Dexterity 19+

Benefit: While under direct observation, you can make a Bluff check as a move-equivalent action, opposed by the Spot checks of any observers. If you succeed, your misdirection makes them look elsewhere while you take a partial action. If your partial Action is an attack against someone who failed the opposed check, that opponent is denied a Dexterity bonus to AC.

Eagle's Splendor As presented in *Tome and Blood*

Transmutation

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

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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

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

Otiluke's Dispellying Screen As presented in *Tome and Blood*

Abjuration

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

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

Effect: Wall whose area is up to one 10-ft square/level or a sphere or hemisphere with a radius of up to 1 ft/level

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

You create an opaque, immobile, shimmering screen of violent energy. Any creature or unattended object passing through the screen is affected by a targeted dispel magic cast at your caster level (see the *Player's Handbook*).

You make a dispel check against the spell or against each ongoing spell currently in effect on the object or creature. A dispel check is 1d20+1 per caster level (maximum +10) against a DC of 11 + the spell's caster level. The screen has no effect on any items a creature carries.

If an unattended magic item passes through the screen, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 1d4 rounds.

Spell effects that are not operating on objects or creatures cannot pass through the screen. A *disintegrate* or successful *dispel magic* spell removes Otiluke's *dispelling screen*, while an *antimagic field* suppresses it.

Material Component: A sheet of fine lead crystal.

Owl's Wisdom As presented in *Tome and Blood*

Transmutation

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

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature becomes wiser. The spell grants an enhancement bonus to Wisdom of 1d4+1 points, adding the usual benefits to Wisdom-based skills. Clerics, druids, paladins, and rangers who receive *owl's wisdom* do not gain extra spells, but the save DCs for their spells increase.

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

Appendix 3: The Plane of Faerie

As presented in Manual of the Planes

The Outer Plane of Faerie is a land of soft lights and cruel desires, the home of powerful elflike beings that care little for mortals other than as playthings and prey. It is a country of little people with great desires. It is a place of music and death.

Faerie is an oddity in most cosmologies: a coexistent Outer Plane. It functions like an Outer Plane, but it connects closely to the Material Plane, and a location on the Material Plane matches with a Faerie duplicate. Faerie overlaps the Material Plane in such a way that travelers don't need the Astral Plane to cross between the two planes. Moving onto the Plane of Faerie from old ruins on the Material Plane, for example, puts a traveler at the door of a Faerie lord's castle.

The Plane of Faerie is a realm of eternal twilight, with slow lanterns bobbing in the gentle breeze and huge fireflies buzzing through groves and fields. The sky is alight with the faded colors of the setting, or perhaps rising, sun. But in fact the sun never truly sets or rises; it remains stationary, dusky and low in the sky. Away from the settled areas of the Seelie Court, the land is a tangle of sharp-toothed brambles and syrupy fens – perfect territory for the Unseelie to hunt their prey.

Faerie Traits

The Plane of Faerie has the following traits.

- **Light Gravity:** The gravity of this plane is less intense than on the Material Plane. As a result, creatures find that they can lift more, but their movements tend to be ungainly. Characters on planes with the light gravity trait suffer a –2 circumstance penalty on attack rolls and Balance, Ride, Swim, and Tumble checks. All items weigh half as much. Weapon Ranges double, and characters gain a +2 circumstance bonus on Climb and Jump checks. Strength and Dexterity don't change as a result of light gravity, but what you can do with such scores does change. These advantages apply to travelers from other planes as well as natives. Falling characters on a light gravity plane take 1d4 points of damage for each 10 feet of the fall, to a maximum of 20d4 points of damage.
- **Infinite Size:** At the very least, the Plane of Faerie is as large as the Material Plane.
- **Alterable Morphic:** Objects remain where they are unless affected by physical force or magic.
- **No Elemental or Energy Traits:** Sections of the plane may have minor positive-dominant or minor negative dominant trait, but Faerie as a whole does not.
- **Mildly Neutral-Aligned:** A mildly neutral aligned plane does not apply a circumstance penalty to anyone.
- **Enhanced Magic:** The Plane of Faerie is highly magical and all arcane spells cast there are maximized, empowered, and extended (as if prepared or cast with the appropriate feats). The fair folk do not care much for the pious of any faith, so divine magic is unaffected.
- **Flowing Time:** For every day spent on the Plane of Faerie, a week passes on the Material Plane. But unlike most planes with the flowing time trait, time lost on the Plane of Faerie catches up with the traveler. Non-natives who spend time on the Plane of Faerie and then return to a plane with the normal time trait instantly “catch up.” Those affected may be ravenous if they have not eaten in weeks as measured by Material Plane time. A visitor who stays a long time on the Plane of Faerie may die if “catching up” with Material Plane time takes her beyond her normal life span (maximum ages for each race are given in Table 6 – 5 in Chapter 6 of the Player's Handbook). The natives of Faerie are unaffected by this phenomenon, and only the most astute natives mention it to visitors from the Material Plane.

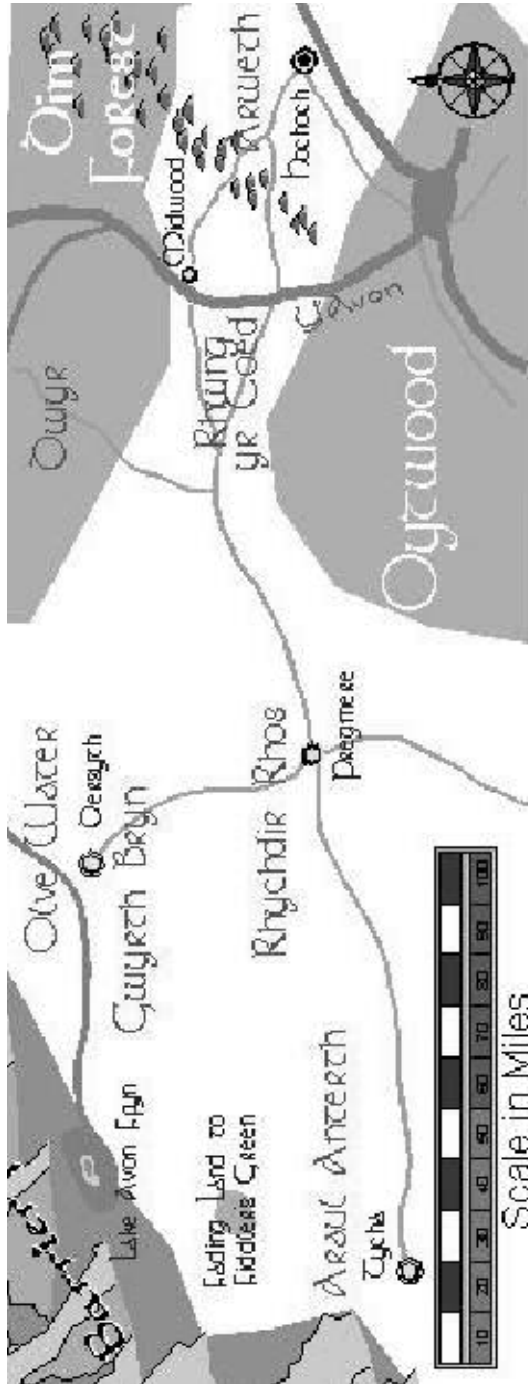
Faerie Links

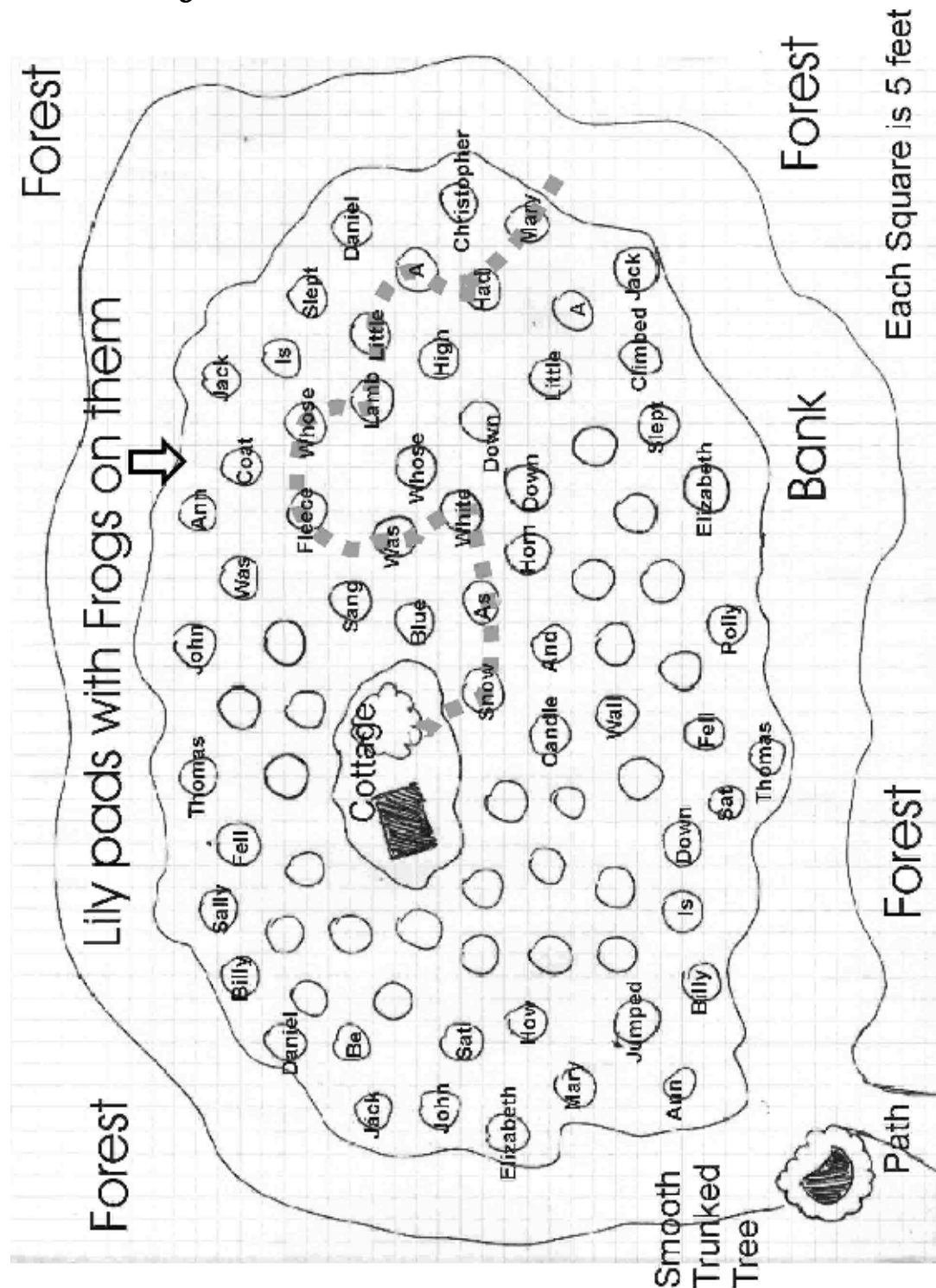
The Plane of Faerie is coexistent with the Material Plane and can be reached without passing through the Astral Plane. It is a separate plane from the Transitive, Inner, and Outer Planes. It follows the topography of the Material Plane closely; should two portals to the Plane of Faerie be a mile apart on the Material Plane, they will similarly be a mile apart on the Plane of Faerie.

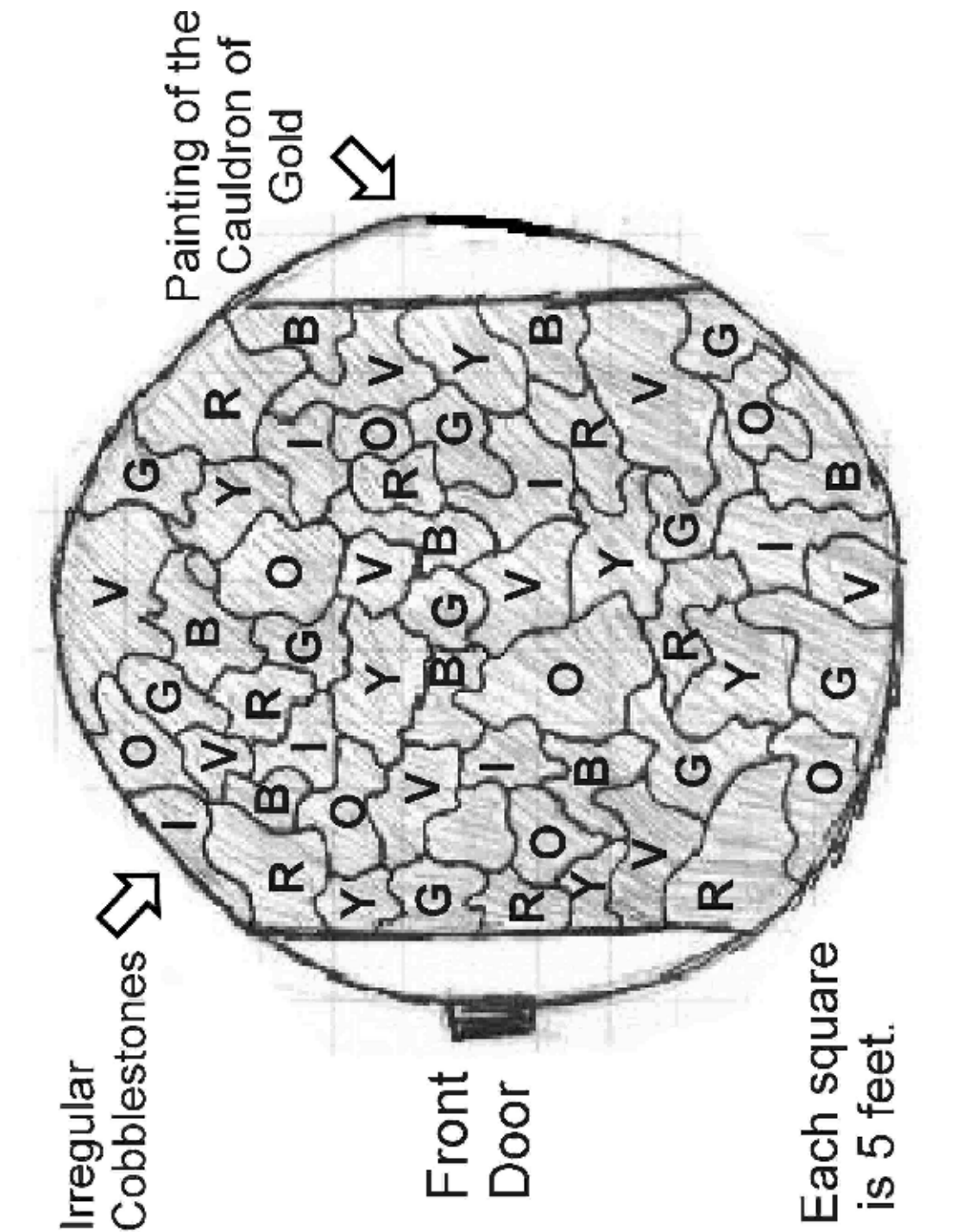
Portals to the Plane of Faerie only appear at certain times, such as during a new moon, at equinoxes, or once every ninety days. Such portals often exist within standing stones or pools on the Material Plane.

Because the Plane of Faerie doesn't connect to the Astral Plane, the Ethereal Plane, or the Plane of Shadow, spells that use those planes do not function on the Plane of Faerie.

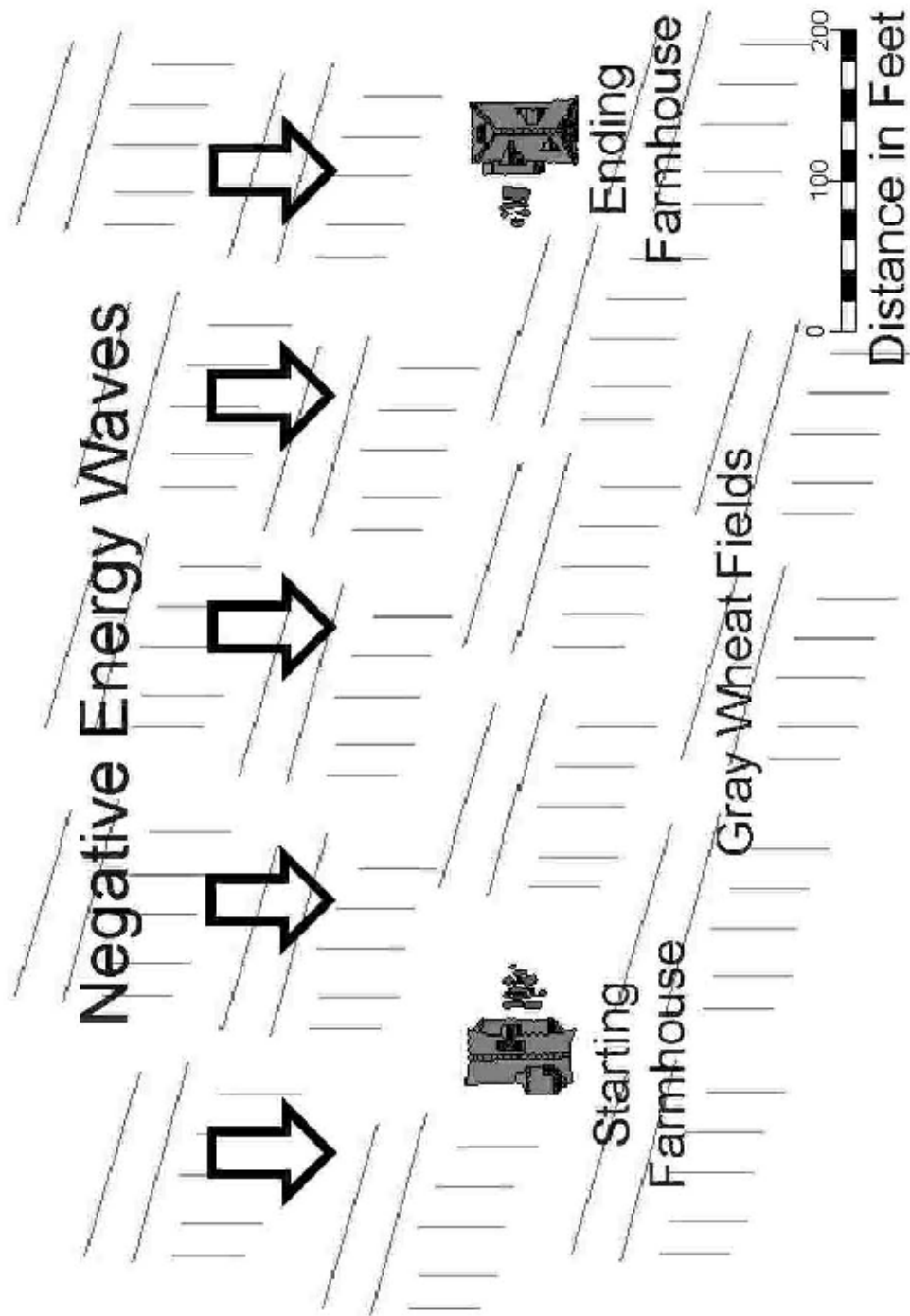
DM's Aid 1: Map of Gyruff



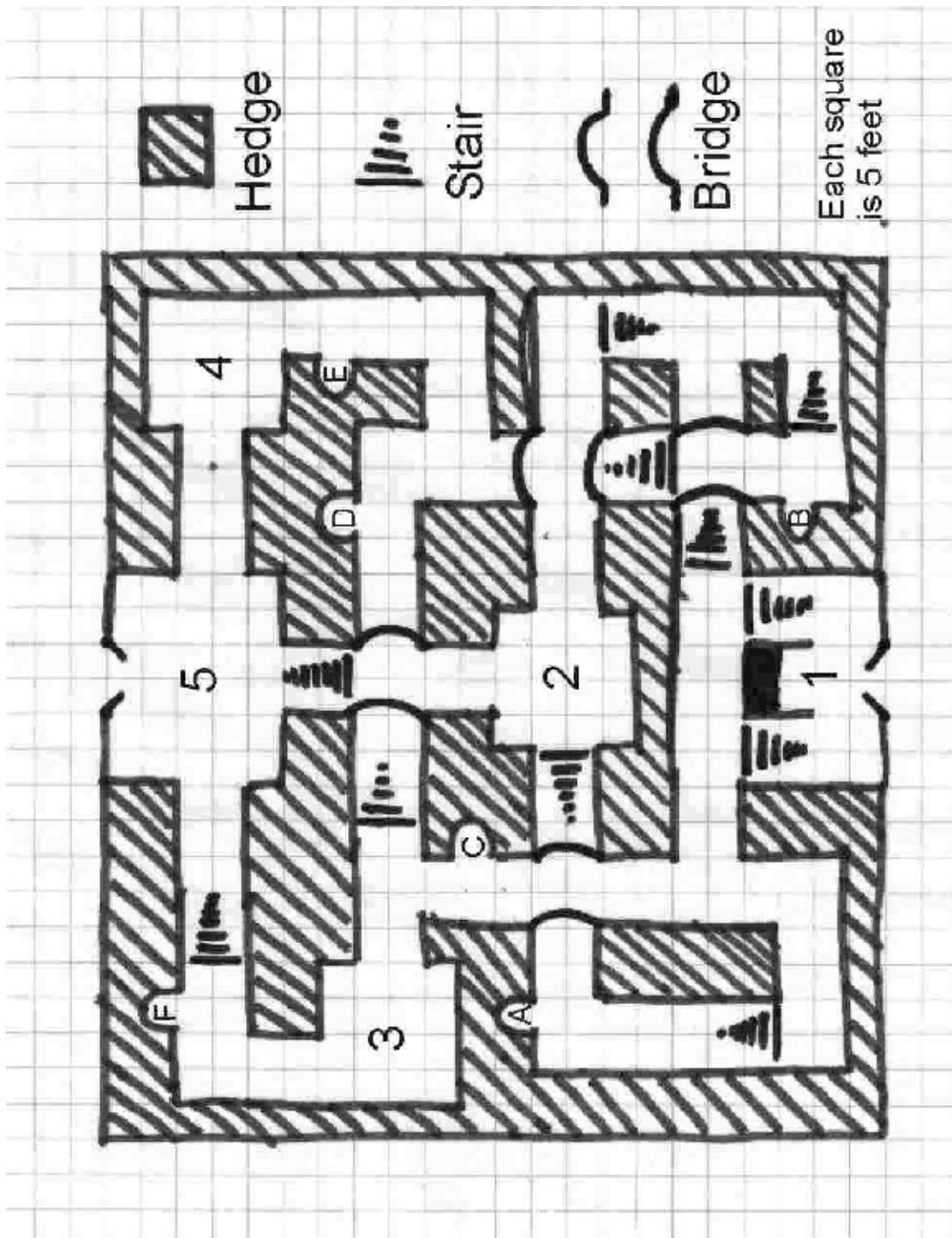




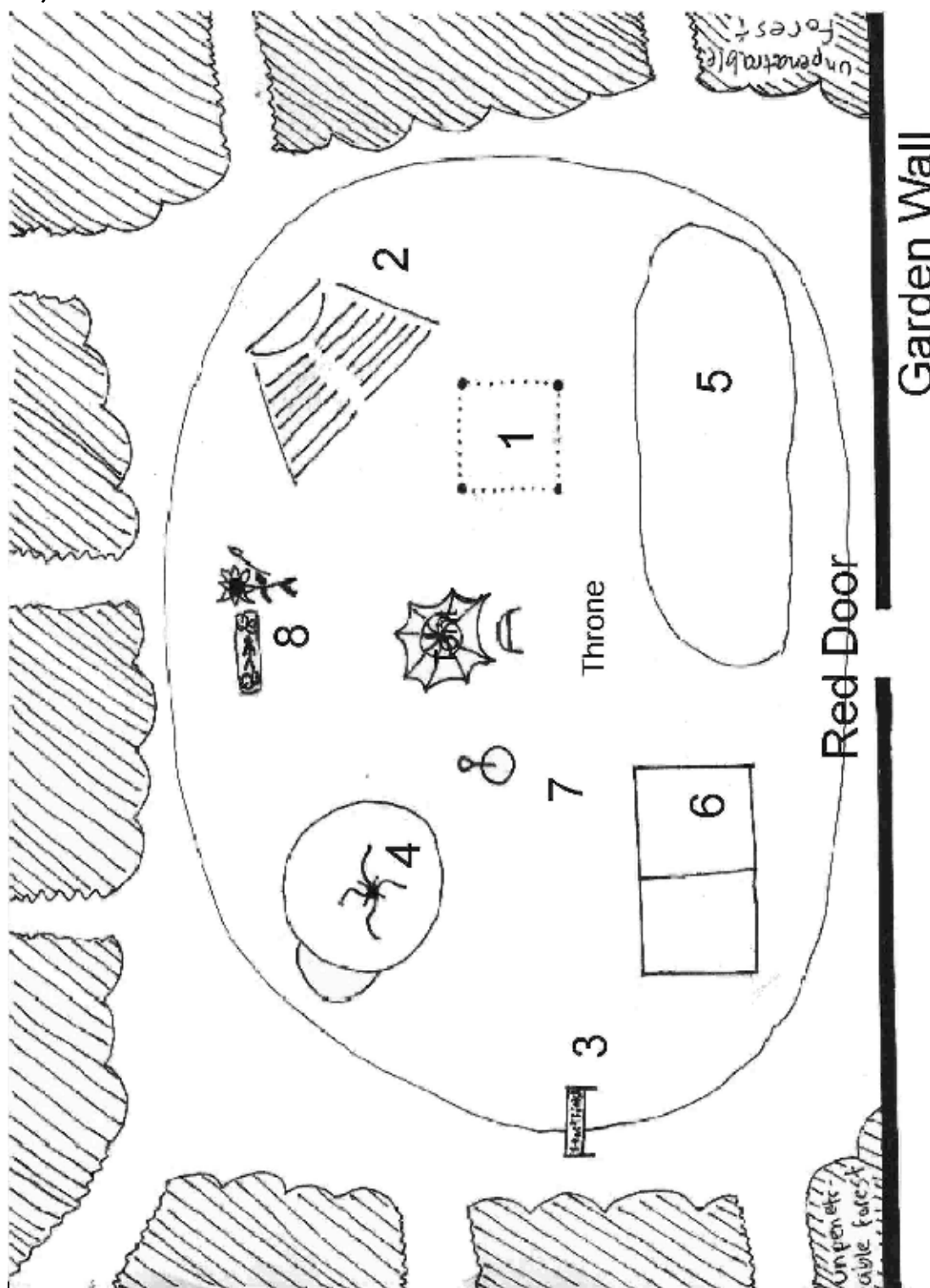
DM's Aid 4: Tower of the King's Death Level 2



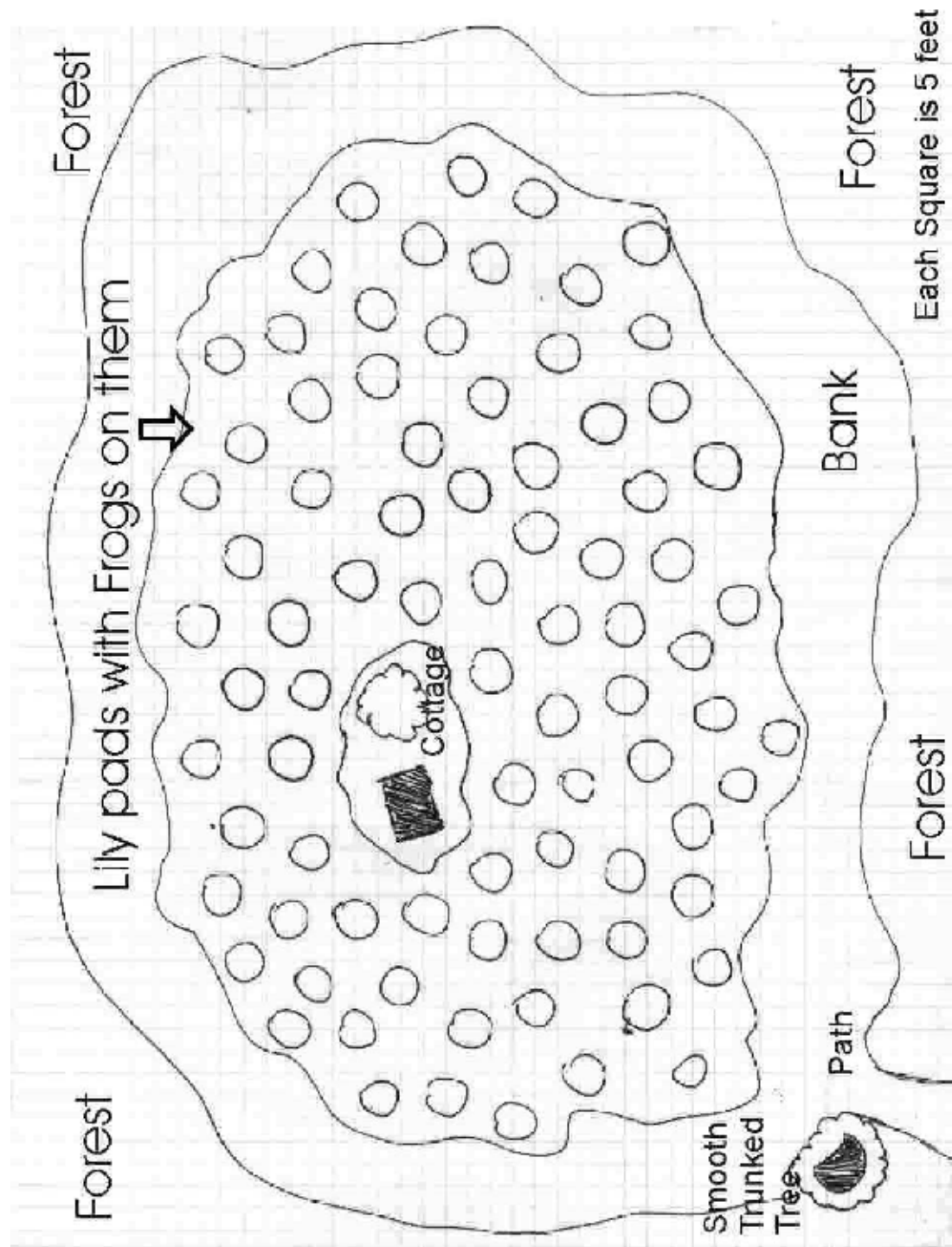
DM's Aid 5: The Gauntlet



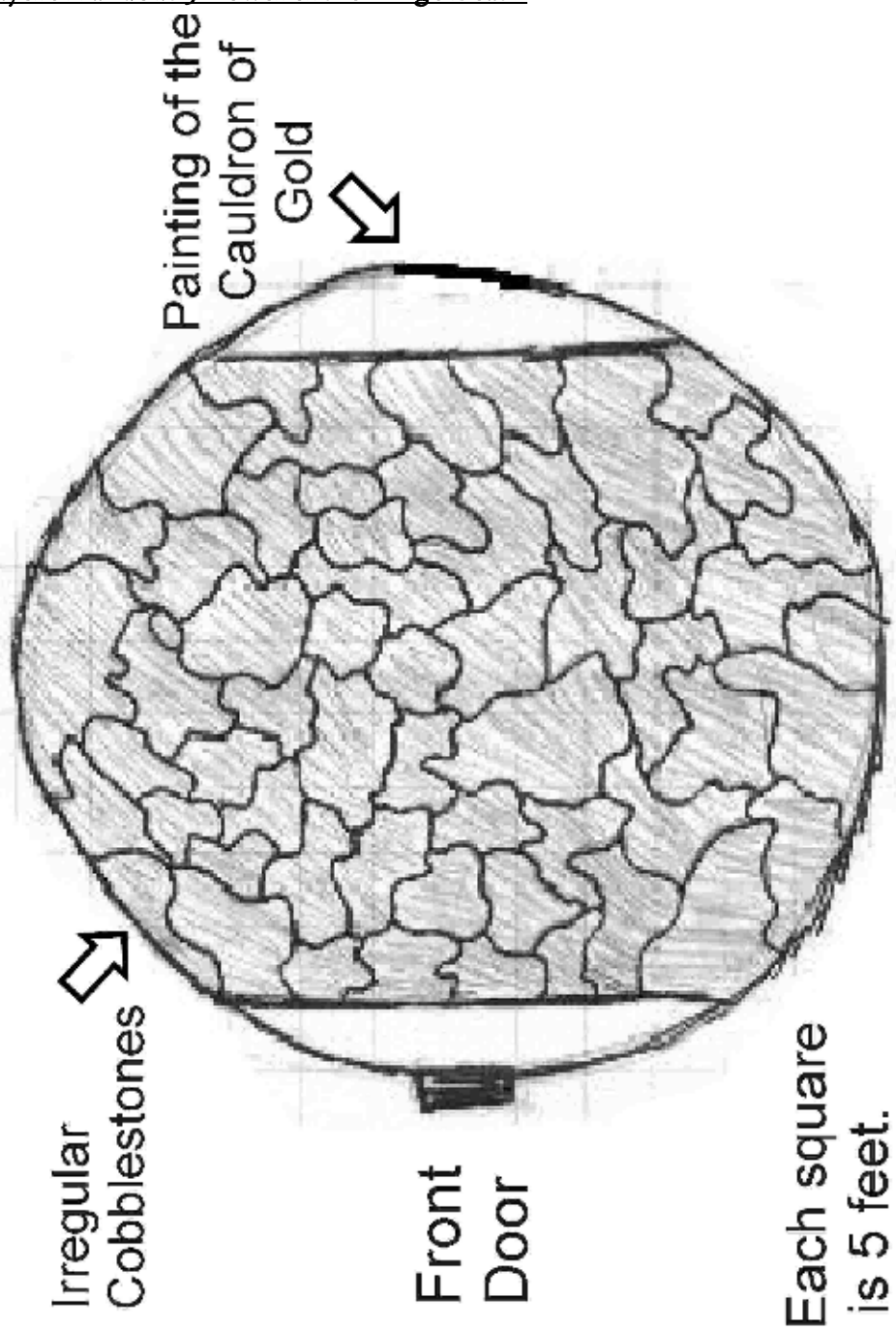
Player's Handout 1: Fiddler's Green



Player's Handout 2: Frog Fens



Player's Handout 3: Tower of the King's Death



ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.