

GEO5-08

# Sorrow as Deep as Night

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

Version 1.0

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Calisse presses on to the Pits of Sharpest Frost,  
Where Tor has revealed that Owen's half is lost.  
Grace walks beside her, and she carries Love inside:  
A radiance ever burning to push her fear aside.  
Down in the depths cloaked in darkness and cold,  
The dangers are mounting in a grim Faerie hold.  
As the quest runs its course far from the bright,  
Calisse learns of loss and sorrow as deep as night.

A Grand Duchy of Geoff regional adventure for APLs 4-10, and Verse Three of the Song of Three Summonings.

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

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Visit the LIVING GREYHAWK website at [www.rpga.com](http://www.rpga.com).

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

## Introduction

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

### Preparation

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

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

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

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

### Playing the Game

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

### Tracking

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

### LIVING GREYHAWK

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

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

## LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

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

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

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

1. Attempt to create a table of six 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

## Time Units and Upkeep

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

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may

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

suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

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

## Adventure Background

Sorrow as Deep as Night is the third verse in the Song of Three Summonings. This story arc consists of three, one-round modules: GEO4-03 (or GEO6-IS1) *Grace as Pure as Snow*, GEO5-02 *Love as Bright as Blood*, and GEO5-08 *Sorrow as Deep as Night*.

This adventure occurs in the fall of CY 595. At this time, Owen has "left" Geoff to find new allies. The armies of Geoff, Keoland, and Gran March are marching on Gorna to liberate the capital from the giants.

Calisse Skotti, wife of Owen the Brenin and Princess of Keoland, is on a quest. Gwenllian the Eglantine, Archdruid of Gyruff, informed her that Owen is not dead, as she had thought. Instead, his soul is divided. His faerie half was banished to Faerie. Gwenllian collected his mortal soul into a set of crystals. Owen gave up his life—not his soul—when he was sacrificed. The Weirds of Rhun told Calisse that in order to find her husband, she must find "grace as pure as snow, love as bright as blood, and sorrow as deep as night."

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

Calisse entered Faerie along with Pwyll of the Verdant Ivy, an Old Lore Bard, who was her guide. Together, the two journeyed to the "Home Beneath the Snowy Boughs," a Seelie realm in Dark Winter. There, Calisse used the delicate knife to call a group of heroes to her aid. With their help, she overcame the challenges of the Home and won the assistance of the unicorn Snowmantle. These events are covered in the Geoff regional adventure GEO4-03 *Grace as Pure as Snow*.

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

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

Calisse summoned the PCs to help her. They repaired the ship and saw Calisse to the Biting Mountain, where she had to prove that she had the Radiance. Becoming the Radiance involved hanging from a magical tree for a day and a night. With the PCs' help, she succeeded and became the Radiance. These events are covered in the Geoff regional adventure GEO5-02 *Love as Bright as Blood*.

Once she is the Radiance, Calisse forced King Tor, lord of the Biting Mountain, to tell her where Owen is. He said that Owen fell into the deepest part of Faerie and that she will find her lost love in the Pits of Sharpest Frost.

Calisse and Snowmantle journeyed to the Pits to find Owen. Meanwhile, Tor was furious at being compelled and told his son Gaunt where Calisse went. Gaunt is in the service of the Hollow Prince. He set an ambush on a troll bridge, and the trolls attacked Calisse and Snowmantle. During the fight, the crystal holding Owen's soul tumbled down into the pits beneath the bridge. Calisse then summons the PCs using the delicate knife.

# Adventure Summary

## Introduction:

Calisse summons the PCs into Faerie using the delicate knife. The PCs must agree to help her or they return to the Flanaess.

## Encounter One:

The PCs foil the ambush of Calisse and Snowmantle on the bridge. The ambush consists of crystalline trolls and Élan who is disguised as Gaunt. Élan has been in the Coercell and serves the Hollow Prince. The PCs defeat the trolls and Élan and possibly kill him. After the fight, Calisse realizes that the crystal with Owen's soul was ripped from her and fell down into the pits.

## Encounter Two:

The PCs and Calisse set off down the pit to find the lost crystal. They can climb down, fly down, make their way through the caverns, or recruit the luna moths to help them.

## Encounter Three:

The PCs find the crystal, but it is shattered and Owen's soul is lost. Gaunt shows up and captures the PCs.

## Encounter Four:

The PCs are taken to the Hollow Prince's Encampment. The fey take all their possessions. The Coercell needs to recharge after binding Élan. Calisse is staked to the ground before the Coercell. The PCs have a set amount of time before Calisse is loaded into the Coercell and bound to the Hollow Prince.

Gaunt tells the PCs that the Hollow Prince means to use Calisse to place Queen Maeve's crown on his head and make him King of Dark Winter. Only a mortal ruler can bring this sort of change to Faerie, but doing this will kill Calisse.

The PCs talk to Pwyll and learn that every faerie lord has a geasa. If the geasa comes true, then the faerie lord dies. Prince Romero knows the Hollow Prince's geasa.

## Encounter Five:

The PCs are allowed to wander around the camp as the fey don't see them as a threat without their gear. In order to speak to Romero, the PCs must obtain sufficient rank. The PCs can earn their rank in the camp by overcoming tests and meeting challenges.

## Encounter Six:

Prince Romero is pouting and has encased himself in ice and the PCs must coax him out. A goblet in the middle of the satyr camp is pouring out freezing mist. On it read the words, "Warm Hands; Warm Heart." The PCs notice that their hands are cold. When the PCs express love, they notice that their hands are warmer. They can melt the ice around the satyrs.

Romero is a prince and has more free will than most of the faerie. From him, they learn that the Hollow Prince's geasa is a kiss from a mortal princess. If this ever happens, he will be undone. Romero also offers the PCs the Elixir of Laughter and Forgetting, which will cause Calisse to cease being mortal and become useless to the Hollow Prince.

## Encounter Seven:

If the PCs take the Elixir of Laughter, they offer it to Calisse and she forgets her sorrows. She becomes a Seelie sidhe and runs off with Prince Romero.

## Encounter Eight:

If Calisse does not take the elixir, the time comes for her to be put into the Coercell. The Coercell must bind what ever is in it, but Calisse is the Sacrifice Come Freely (the Radiance from Love as Bright as Blood) and she cannot be bound. So the Coercell explodes. The fey are freed from its compulsion.

The PCs must protect Owen from the vengeful Unseelie until Calisse can kiss him. Calisse kisses the Hollow Prince and restores his memory and his mortality. Then the Radiance returns to Owen. Owen explains that he gave her his heart which allowed him to survive the sacrifice.

## Conclusion:

There are three conclusions depending on whether the PCs restore Owen's humanity, lose Calisse's humanity, or don't finish in time.

## Preparation for Play

It is strongly suggested that all PCs play GEO4-03 *Grace as Pure as Snow* or the Geoff Introductory adventure of the same name if the full adventure has retired, as well as GEO5-02 *Love as Bright as Blood*. This adventure builds on the events that transpire in *Grace as Pure as Snow*. Find out which of your players have participated in these adventures.

**Lost in Faerie:** PCs may have earned the "Lost in Faerie" reward from GEO4-03 *Grace as Pure as Snow*. If so, they can play this adventure. The delicate knife pulls them to Calisse. At the end of the adventure, Calisse sends them back to the Flanaess. The PC can spend no more than 26 Time Units in Faerie being lost.

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

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

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

At the beginning of the adventure, you should have the PCs roll six d20 rolls and give you their saving modifiers. These rolls are used at various parts of the adventure when the PCs don't know they are making saves.

## Introduction

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

***The year has ripened into autumn. The orchards are heavy with deep red apples, and the fields give forth their golden bounty. A crisp breeze rustles the painted leaves at the turning of the year.***

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

You should tailor the summoning to each PC, but the basic theme is the same.

***You are going about your daily business when something odd catches your eye. A nearby mirror is not showing a reflection. Instead, you see a dark cave, coated in ice. A horrific***

***monster lunges past the mirrored window. It snags a jeweled necklace with its claw and flings it into the darkness.***

The reflective surface does not have to be a mirror. It can be anything that would reflect, such as a piece of metal, a window, or even a pool of water. Size does not matter. The PC can be looking into a spoon and get pulled through.

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

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

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

## Encounter One: Say That You'll Help Me

The PCs arrive in the middle of a vicious battle between Calisse and Snowmantle and some ambushing trolls. Calisse has used the delicate knife to summon the PCs to help her. Unfortunately, her pet ermine Llelo has already fallen to his death and the crystal that contains "Owen's soul" has been ripped from Calisse and cast in the pit below.

***When you regain your senses you find yourself standing on a stone bridge covered in treacherous ice. The bridge arches across a shaft that vanishes into the darkness below.***

***The only light is coming from a woman who is glowing with rose-colored radiance. She is bleeding heavily from a claw wound across her upper chest. She holds the hilt of a knife made of glass in her hands but it has no blade.***

***Trolls, made of ice or crystal, are hovering over the chasm on dragonfly wings. Another faerie floats in mid air as shards of ice drift about him. His skin is polished alabaster and he is seemingly all angles. He smiles maliciously, and his ruby eyes glitter.***

***"Help me! Say that you'll help me!" the young woman shrieks. A crystalline troll roars and rakes its massive claws down upon her.***

The woman is Calisse Skotti, Princess of Keoland and Grand Duchess of Geoff. PCs who have played GEO3-06 *Rite of Eternal Spring*, GEO4-01

*Stormy Night in Hochoch*, GEO4-03 *Grace as Pure as Snow*, or GEO5-02 *Love as Bright as Blood* recognize her. PCs also recognize her with a successful Knowledge (local - Sheldomar) check (DC 15), a successful Knowledge (nobility & royalty) check (DC 10), or a successful Bardic Lore check (DC 15).

Please give the players **Player Handout #1**.

When roleplaying Calisse, depict her as well mannered and well spoken. She was tutored at the royal court in Niole Dra, Keoland, where she learned the art of rulership and nobility. She is a smart and charming young woman with a kind heart. She is just over 20 years old, but the last year has been rough on her. In that time, she has lost her husband, then her social standing in Geoff, and finally even her home at Caer Dwr Gwyldy. She is now on a quest that she does not really understand, but she is determined to see it through and rescue her lost husband.

**Calisse Skotti:** female augmented human Wiz6(diviner)/Ari2; hp 47 currently 34, see *Appendix Six*.

Calisse is assisted by her companion Snowmantle, a unicorn she met during the course of GEO4-03 *Grace as Pure as Snow*. Snowmantle is a quiet and dignified creature. He is fiercely loyal to Calisse and puts himself at risk to help her.

**Snowmantle:** male unicorn Swashbuckler 7; hp 168, see *Appendix Six*.

PCs can know that they were brought to this place by a conjuration (calling) spell with a successful Spellcraft check (DC 25).

PCs can identify that they are on the Plane of Faerie with a successful Knowledge (planar) or Knowledge (nature) check (DC 15).

Calisse has called the PCs to her in Faerie using the *delicate knife*. The *delicate knife* can call heroes to her three times. Each use allows her to bring up to six heroes. As per the spell *planar binding*, Calisse must bargain with the PCs to solicit their help. This is Calisse's third and final use of the knife. The knife's blade melts as the PCs arrive. If the PCs think to look later in the adventure, the scabbard that held it is empty. Since this is a calling spell, the PCs must agree to help Calisse in order for them to stay on the Plane of Faerie.

The PCs join the combat at the top of the round. However, on their first round they must accept the

calling, which takes a standard action. The PCs do not have to accept but they are incapable of moving or taking any action until they do so. Calisse spends her turn holding concentration on the *delicate knife*. If she is injured, she must make a Concentration check to maintain the spell. If her concentration is broken, the PCs have one round to accept before they are cast back to the Flanaess.

The ruby-eyed faerie mentioned in the description is "Gaunt." Show the PCs **Player Handout #2**. However, this is Élan disguised as Gaunt. Élan is a Seelie sidhe who was helping Calisse but has been captured by the forces of the Hollow Prince and placed in the Coercell. He now serves the Hollow Prince. Treat this effect as a *geas*. It can be dispelled for 1d4 minutes (check against a 20th level caster) and a *break enchantment* has a similar effect. The control can be suspended by a *protection from evil* or similar magic.

Élan has been sent to capture the PCs. Élan is under the guise of a *veil* spell (cast by the real Gaunt) to appear as Gaunt. Gaunt is an Unseelie sidhe and a field marshal in army of the Hollow Prince. The PCs met him in GEO1-03 *Gifts of the Fey*, GEO2-08 *Summer's Passing*, and GEO3-08 *Rite of Eternal Spring*. To pierce the *veil*, the PCs must make a Will save (DC 19) when they interact with Élan. Talking to him is not sufficient. They must touch, target with spells, or attack him. Use the saves that the PCs prerolled at the beginning of the adventure.

If the PCs manage to pierce the *veil* that cloaks Élan (either by making their save or dispelling the magic), read the following description.

***The cold icy visage of Gaunt melts away, revealing a faerie with a mane of dark red hair and a fox's tail. His golden-amber eyes are tremendously sad and hold a hint of wistfulness and fear. A tattoo of a black chain circles his neck.***

Show the PC who made the save **Player Handout #3**.

If the PCs "kill" Élan without piercing the *veil*, the illusion vanishes so that the PCs can see who they killed. Hopefully, the PCs catch on that Élan is not really Gaunt. Élan is using his double-bladed daggers, which the PCs may have seen in GEO5-02 *Love as Bright as Blood*. Also, Gaunt is primarily a spellcaster, whereas Élan is a scout and ranged fighter. Élan does not radiate evil, and if the PCs cast *detect magic* on him, he radiates

moderate illusion magic and artifact level enchantment magic.

If the PCs manage to capture Élan, they can talk to him. See **Talking to Élan** below.

**Note:** When the fey die here, they vanish into a mote of light that burns out. Their spirit reforms a physical body over time. The more powerful the spirit, the longer that process takes. If the killing blow is done with cold iron, the faerie is destroyed forever.

**Note:** The EL of this encounter has been reduced by 2 to account for the presence of Calisse and Snowmantle and that the fey are attacking to subdue. This balances out the precarious starting position of the PCs. The fatigued half-fey trolls cannot run and cannot charge. These negatives are incorporated into the stat blocks.

#### APL 4 (EL 7)

**Fatigued Half-fey Crystalline Troll:** hp 83; see *Appendix One*.

**“Gaunt”:** Male sidhe; hp 27 see *Appendix One*.

#### APL 6 (EL 9)

**Fatigued Half-fey Crystalline Trolls (2):** hp 83 each; see *Appendix Two*.

**“Gaunt”:** Male sidhe Scout4; hp 71; see *Appendix Two*.

#### APL 8 (EL 11)

**Half-fey Crystalline Trolls (3):** hp 83 each; see *Appendix Three*.

**“Gaunt”:** Male sidhe Scout7; hp 89; see *Appendix Three*.

#### APL 10 (EL 13)

**Troll Bridge Takers (2):** Male half-fey crystalline troll Rog4; hp 113 each; see *Appendix Four*.

**“Gaunt”:** Male sidhe Scout8/Master Thrower1; hp 104; see *Appendix Four*.

**Tactics:** “Gaunt” and the trolls attack to subdue and capture the party. The trolls take –4 to their attacks. Élan’s skives are merciful at APLs 6 and 8, otherwise he takes a –4 penalty as well.

There are up to three places where the trolls can start. Keep filling in the positions as needed starting closest to Calisse. The trolls attack everyone fearlessly and viciously. They use their ability to fly to get around the bridge and prevent

flanking. They are not averse to hiding under the bridge until they heal and then coming up and attack again. The trolls also attempt to bullrush (or use their *ring of the ram*) a few of the PCs off the bridge onto the net below. The trolls only use one charge on the ring at a time at APLs 4 and 6. They use two charges at a time at APL 8 and three charges at a time at APL 10.

Élan has cast *fly*, *cat’s grace*, and *heroism* on himself before the battle. He casts *mirror image* during the battle if he feels threatened. These changes are reflected in the power-up suite in the stat blocks.

At APL 4, Élan uses his skives to hit the PCs and attempts to use them to disrupt spellcasters. These weapons have the returning ability. He moves at least 10 ft. each round so that he can use his skirmish ability to increase his damage.

At APLs 6, 8, and 10 Élan uses his ranged disarm feat to disarm PCs who are in combat with the trolls. If successful, the PCs must pick up the weapon, provoking attacks of opportunity from the trolls.

At APL 10, he uses his doubletoss ability to throw both skives as a standard action, allowing him to move and gain his skirmish ability.

Calisse uses her spells to help the party as best she can. She casts *fly* on Snowmantle or the best PC fighter so that he can fly out to fight the flying trolls. Calisse uses her scroll of *fly* on another melee PC if needed.

Snowmantle attacks the trolls fearlessly to defend Calisse. Once she is out of danger, he attacks whoever he thinks is the biggest threat. He uses his spring attack feat to avoid giving the trolls the opportunity to rend. He’ll use his healing freely throughout this encounter.

**Encounter Area:** The bridge itself is 10 feet wide and 150 feet long. It is considered hewn stone and lightly slippery. PCs must make Balance checks (DC 12) to move half speed. A failure by 4 or less means the PC cannot move that round. A failure by 5 or more (a roll of 7 or less) means the PC falls in that square. PCs balancing on the bridge are considered flat-footed while balancing unless they have 5 or more ranks in Balance. Since the trolls have wings and Élan flies, they are unaffected by this unless the PCs counter their ability to fly. For more information on Balance checks, see p. 67 of the *Player’s Handbook*.

There is a web (as per the spell) across the shaft about 100 feet below bridge. It catches all PCs



who fall off the bridge. Tiny creatures (like Llelo) fall right through into the pits below. The web is elastic so falling PCs take half falling damage. Also, Faerie has light gravity, so damage is only 1d4 for every 20 feet—for a total of 5d4 points of damage.

PCs that land in the web must make saving throws as per the spell description. They land in the top 5 feet of the web. If characters can get loose, they can climb across the web (as if they were moving through the web as described in the spell) and climb up the wall. The walls of the shaft are coated in ice and extremely difficult to climb. They count as a slippery natural rock wall (DC 25 to climb).

If the PCs can fly, they don't need to worry about climbing.

See **Judge Aid #1** for a map of the encounter area.

**Treasure:** The crystalline trolls and Élan each have a magic item which remains even though the trolls vanish into mist when slain. If a troll is slain while flying or levitating, its item falls down the shaft and can be found in Encounter Three.

APL 4: L: 0 gp, C: 0 gp, M: *ring of the ram* (717 gp), +1 *skive of returning* (692 gp).

APL 6: L: 0 gp, C: 0 gp, M: *ring of the ram* (2) (717 gp each), +1 *skive of returning* (692 gp).

APL 8: L: 0 gp, C: 0 gp, M: *ring of the ram* (3) (717 gp each), +1 *mithril chain shirt* (175), +1 *merciful skive of returning* (1,525 gp).

APL 10: L: 0 gp, C: 0 gp, M: *amulet of mighty fists* +1 (2) (500 gp each), *elixir of firebreath* (2) (92 gp each), *ring of the ram* (2) (717 gp each), +1 *mithril chain shirt* (175), +1 *merciful skive of returning* (2) (1,525 gp each), *cloak of elvenkind* (208 gp), *boots of elvenkind* (208 gp).

On the off chance that Élan and the trolls capture the PCs, they take them to the Hollow Prince's encampment. Go to **Encounter Four**.

### **Talking to Calisse**

After the fight is finished, Calisse realizes that the crystal with Owen's soul was ripped from her and fell into the pits.

**"No!" Calisse screams. She rushes to the side of the rock bridge. "Owen! No, no, no. This can't be happening." She closes her eyes for a moment and steels herself. "He's not lost!**

**Llelo saved the necklace, I know it! We must go to the bottom, and hurry!"**

With the threat gone, the shock of what has happened sinks in. The PCs can talk to her at this point. She is extremely upset at losing the necklace with Owen's soul and Llelo's leap into the pit. She is also wounded, and she needs the PCs to heal her.

If the PCs try to talk to Calisse, she can tell them the following.

Q. What is your quest?

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

Q. What do you mean by lost?

**Calisse says in a voice strained to keep emotion out of it, "I have recently learned that my husband is half-fey. When the druids sacrificed him, they did so using a very special knife. This knife dismissed his fey half to Faerie."**

**"I must find his fey half. I carry with me a necklace—" she chokes on her words for a second. "It contains the last echoes of Owen's mortal half. It will make him whole again."**

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

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

Q. How do you expect to find Owen?

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

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

Q. What are the Weirds?

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

Q. Where is Pwyll?

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

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

Q. Are you aware that your father is dead?

**"Yes, I have been told. I do not wish to speak of it."**

Calisse was informed of her father's death when she summoned heroes to help her in GEO5-02 *Love as Bright as Blood*.

Q. What about your son Rhys?

**Calisse has a pained expression. "Rhys is with the druids at Kindler's Isle. I do not like being away from him, but Faerie is especially dangerous for an infant. I had to leave him behind."**

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

Q. Where are we?

**Calisse says, "You are in Faerie—the Lands of Dark Winter. We were traveling to the Pits of Sharpest Frost."**

Q. Why are you going there?

**Calisse says, "I forced Bad King Tor of the Biting Mountain to tell me where I could find Owen. He said that I would find Owen in the Pits of Sharpest Frost and so there I go."**

### **Talking to Élan**

If the PCs managed to capture Élan, they can attempt to talk to him. However, they must suppress the magical compulsion that binds him. *Protection from evil* works, as does an *anti-magic* spell. *Dispel magic* and *break enchantment* suppress the compulsion for 1d4 minutes. Other actions might work at your discretion. Just keep any suppression is temporary as the Coercell is a minor artifact.

If the PCs manage to suppress the compulsion, Élan can tell them many things. When roleplaying Élan, he is a soft-spoken and skittish creature. He speaks in a very high register (lots of archaic

words and old-fashioned turns of phrase). He is extremely shy and nervous around multiple people at once. Élan is very sad and wistful throughout the conversation, as he is being forced to do things against his will.

Élan can tell the PCs the following things:

Q. Who are you?

**"I am Élan, the Earl of Tramontane. I am a Seelie Sidhe of Bright Summer."**

Q. Why are you attacking us?

**"I was instructed to do so by Gaunt. He is a marshal in the army of the Hollow Prince."**

Q. Why are you doing Gaunt's bidding?

**"I was surprised by two score pixies in the service of the Hollow Prince. They overwhelmed me and took me to the Hollow Prince. I was bound in the Coercell."**

Q. What is the Coercell?

**"'Tis a powerful binding device. The Hollow Prince is using it to bind thousands of fey to his service."**

Q. Where were you going to take us and why?

**"I was instructed to take Princess Calisse to the Hollow Prince's camp in the Pits of Sharpest Frost. The Hollow Prince is very eager to find the mortal princess. I know not why."**

Q. Why were you following the princess before you were bound?

**"I was asked to keep her safe from harm and aid her as I could. I owe a gift to Aodhan's daughter that I must repay."**

Q. Who is Aodhan's daughter?

**"Her given name is Gwenllian. She is a powerful druid."**

Q. What was the gift?

**"I remember not. Speak to one of Canaith. They know."**

Élan is incapable of providing any more detail. If one of the PCs is a member of the College of Canaith, the bard is not familiar with this story but knows that the deans of the college would know the particulars. With a successful Bardic Lore check (DC 15), a bard knows that Gwenllian is King Aodhan's daughter.

Q. How do we get down to the Pits of Sharpest Frost?

***"I know of two ways. You can travel the depth of the shaft, but 'tis a mile down. Or you can follow the tunnels through the tangled skein to the pits. That is how I came."***

Q. Can you show us the way through the tangled skein?

***"Mayhap. It is a twisting way, and the path changes when you are not looking."***

When the PCs are ready to head down to the Pits of Sharpest Frost, go to **Encounter Two**.

## Encounter Two: Descent into the Depths

The PCs, Calisse, and Snowmantle need to find their way deeper in the Pits of Sharpest Frost. They can fly down on their own, climb down, enlist the aid of the luna moths, or follow the winding caverns.

### Flying Down

The PCs can fly down the shaft. It is a long, long way down. The pit is approximately 6,000 feet down from the bridge to the base of the shaft. For the sake of reference, it is as deep as the Grand Canyon. Any form of flight the PCs have must be sufficient to last that long. If not, the PCs fall the rest of the way down.

Even if the PCs have the ability to fly, they are buffeted by winds. A strong wind (as per the *Dungeon Master's Guide* p. 95) is blowing upward in the shaft. This wind checks the progress of any flying PC who is size small or smaller. They must hold onto a larger PC to make the trip down.

In addition, severe gusts of wind occasionally buffet any flying creature of size medium or smaller against the walls of the shaft. Five times during the PCs' descent, fliers must make a Strength check (DC 5+APL) to resist slamming into the walls due to the wind. Slamming into the wall deals damage (1d6 – APL 4; 2d6 points – APL 6; 3d6 points of damage – APL 8; 4d6 points of damage – APL 10).

The PCs can hear the rushing wind heading at them with a successful Listen check (DC 10+APL). If so, they can grab onto the side of the shaft, which give them a +5 to their Strength check.

When the PCs reach the bottom of the shaft, go to **Encounter Three**.

### Climbing Down

The PCs can also climb down. This is an extremely difficult task. The Climb check DC is 25 and must be accomplished each round of movement for more than 6,000 feet. If all the PCs can't take 10 and get a 25 on a Climb check, you should advise them that the climb is impossible for them. Even with the light gravity, a fall from this height will be fatal (no save and no damage dice is rolled).

When the PCs reach the bottom of the shaft, go to **Encounter Three**.

### Luna Moths

The PCs could convince some nearby residents of the Pits to give them a hand. The next cavern across the bridge is home to a cloud of luna moths. They fly use the shaft to hunt. The PCs won't know of the moths' presence and are most likely to stumble upon them.

***You leave behind the seemingly bottomless shaft to find a safer path down into the depths. After a short distance the narrow, winding tunnel opens into a large cavern. You can hear the rustling of soft wings above you, their source hidden by the darkness. The ground is covered with thick powder that stirs about your feet as you walk.***

The creatures hidden in the darkness about 100 feet above the PCs are luna moths. They are large moths (magical beasts) that are invisible, except by moonlight. Their invisibility is natural and not subject to *invisibility purge*, *Faerie fire*, or *see invisibility*. *Glitterdust*, however, does work normally.

The dust on the ground is sleep dust that has fallen from the wings of the luna moths. If any PC moves faster than a slow walk through the cavern, they stir up the dust. All creatures in the cavern must make a Will save (DC 14) or fall asleep, as per the *sleep* spell. The dust only affects creatures with 4 Hit Dice or less. PCs can identify the dust with a successful Spellcraft check (DC 21).

If the PCs are careful, they can collect some of the dust for later use. Collecting the dust requires a small bag and a DC 10 Dexterity check. Each check collects one pinch. There is enough dust for each PC to collect three pinches.

**Treasure:** The PCs can collect a small bag of the luna moths' sleepdust.

APL 4: L: 0 gp, C: 0 gp, M: *bag of faerie sleepdust* (63 gp).

APL 6: L: 0 gp, C: 0 gp, M: *bag of faerie sleepdust* (63 gp).

APL 8: L: 0 gp, C: 0 gp, M: *bag of faerie sleepdust* (63 gp).

APL 10: L: 0 gp, C: 0 gp, M: *bag of faerie sleepdust* (63 gp).

If the PCs take a close look at the dust, they may make a Bardic Lore check (DC 15) or a Knowledge History check (DC 15). If successful, the PC remembers the story that the elves of Celene rode luna months during the Hateful Wars. They spread sleep dust with their wings and put vast numbers of orcs to sleep. The elves would then put them to the sword.

If the PCs either hear the story or find a way to realize that the creatures above them are invisible they may make a Knowledge (arcane) check (DC 15). A successful check allows the PCs to identify the creatures as luna moths because of the evidence of the invisibility and the falling dust. If they best the DC by five or more, they know that the creatures are visible in moonlight.

If the PCs have captured Élan, he is capable of identifying the luna moths and can tell the PCs all the information that they would have received from the Knowledge checks.

If the PCs manage to somehow summon moonlight (which is nowhere to be found in these underground caverns) or get around the moth's invisibility, they can see the creatures. Calisse's radiant glow does not pierce the moth's invisibility.

***Hanging from the ceiling above you are hundreds of enormous moths. They have shimmering green wings and plump, white bodies. White eyespots dot their four wings and their hind wings curve gracefully away from their bodies like long tails.***

If the PCs think to summon the image of the moon (illusion spells work for this), or are able to create moonlight, the luna moths flutter down to gather around the source of the light. *Faerie fire* has a similar effect upon them. Normal flames or everburning torches do not. Calisse can cast *silent image*, if the PCs need her to.

The PCs may recruit some of the luna moth creatures to carry them down the pit. The PCs

must bargain for the moths' assistance. The moths speak Sylvan, but the PCs can communicate with them through clever pantomime. The moths accept any sort of magical cloth (cloaks, bags, blankets, tunics, vestments, et alia) in payment.

If the PCs convince the moths to carry them, read the following:

***The moths encircle your arms with their legs and lift you off the ground. Their wings beat swiftly but silently as they carry you through the darkness. They flutter out of their cavern and descend into the shaft. The moths are large enough to ignore the cold wind that whistles by you.***

When the PCs reach the bottom of the shaft, go to **Encounter Three**.

### **The Twisting Path Downward**

If the PCs can't fly and don't discover the luna moths, they can follow the path Calisse and Snowmantle had been walking. This path presents its own challenges.

***The tunnel worms its way down into the rock. Ahead of you, it splits into two equally unremarkable tunnels. Both tunnels split again further down. Ice crusts the rock, making walking treacherous. The slight breeze coming up from below carries a deathly chill. It is cold—very, very cold.***

The path down splits and breaks apart and then reforms again. A number of dead ends force the PCs to backtrack some. There is no map of the paths. Randomly determine the splits in the tunnels as often as needed.

The PCs can tell which way to go by following the air currents. The breeze is too faint to tell without using some sort of tool. A candle flame flickers in the air currents and can reveal which way to go. Other such ideas, such as a holding up a feather, will also work.

Simply making a Survival check is not sufficient. However, a successful Knowledge (Dungeoneering) check (DC 10+APL) gives the PCs the hint to follow the breeze.

If the PCs learn how to tell which way to go using the wind, it takes three hours to hike from the bridge to the bottom of the shaft, assuming the PCs have a speed of 30 ft. Adjust the number of hours proportionately to reflect a different speed (20 ft. makes it in four hours; 40 ft. makes it in two hours).

While they travel, the PCs are exposed to the cold. The temperature of the Pits is cold (40° to 0° F) as per p. 302 of the *DMG*. The PCs must make a Fortitude save every hour (DC 15 + 1 per previous check) or take 1d6 points of non-lethal damage.

If the PCs are wearing winter clothing, they need not make this check. PCs with *endure elements* (cold) cast upon themselves do not need to make checks either, regardless of what they are wearing. Calisse has memorized this spell and casts it on herself. She also has two pearls of power, so she can cast it again on two PCs.

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

Each time the PCs wander down a path that does not have a breeze, they have a 50% chance of encountering a pit trap.

#### APL 4 (EL 4)

**Camouflaged Pit Trap:** CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 17.

#### APL 6 (EL 6)

**Wide-Mouth Pit Trap:** CR 6; mechanical; location trigger, manual reset; DC 25 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); Search DC 26; Disable Device DC 25. *Market Price:* 28,200 gp.

#### APL 8 (EL 8)

**Well-Camouflaged Pit Trap:** CR 8; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 27; Disable Device DC 18. *Market Price:* 16,000 gp.

#### APL 10 (EL 10)

**Poisoned Spiked Pit Trap:** CR 10; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 25, Open

Lock DC 30); DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); Search DC 16; Disable Device DC 25.

In addition, if the PCs simply wander down the pathways, they are lost for some time. They are affected by the Flowing Time of Faerie and lose a time unit.

**Flowing Time of Faerie:** You have been caught by the flowing time of Faerie. Upon your return to the Flanaess, you realize that you have spent \_\_ extra TUs in Faerie (this number can be negative).

When the PCs reach the bottom of the shaft, go to **Encounter Three**.

## Encounter Three: Deepest Sorrow

At the bottom of the pit, the PCs find the shattered remains of the crystal. It doesn't matter how they get down. The description presumes the luna moths flew them down. If they walked down, adjust the text to reflect them entering from the side.

*The pit ends in a large grotto. Boulders litter the snow-covered rocky ground. A few stunted trees and scrawny shrubs grow around the area. The stone walls rise up and up out of sight.*

*The shattered remnants of a large crystal are scattered over the rocks next to the broken, bloody body of a snow-white ermine. The light that once filled the crystal is gone.*

*Calisse runs forward, letting out a loud, heart-wrenching wail. "Owen!" she cries desperately. She falls to her knees before the shards, desperately scraping them together.*

Calisse is absolutely distraught by the death of Llelo and the destruction of the crystal that hold Owen's soul.

The shattered crystal can be repaired with a *make whole* spell, but it will be non-magical and the light that filled it cannot be reignited. Llelo is dead from the 6,000 ft. fall. Since he was an awakened creature, he can be returned to life with a *raise dead* or *reincarnate* spell, if the PCs wish to do so.

If the PCs talk to Calisse, she says:

***"I lost him. I lost him. The gods have mercy on me. I lost him." She buries her face in the ground, as if that would hide the memory.***

Hopefully, the PCs come up and attempt to console her. She is distraught and sobbing uncontrollably. She is crushed by both the loss of Owen's soul, the death of Owen, and her own failure in searching for Owen for so long and all for nothing.

At the appropriately dramatic moment, Gaunt and the Unseelie arrive.

***The click of boots on stone heralds the arrival of several Unseelie faeries. A dozen or so flat-headed goblins enter the grotto at the base of the pit. They are led by a ruby-eyed fey identical in appearance to the one that you met far above. He looks quite dapper in his matching coat and kerchief. You notice a black tattoo of a chain around his neck.***

***"Aw. Did the rat fall down and go boom? Don't cry, sweetling. You've got a date with the Coercell. We've been looking for you a long time. King Tor said I'd find you here.***

***"Who are you?" Calisse asks.***

***"I am Gaunt, Field Marshal of the Hollow Prince. His right hand. His lieutenant. I am bound to serve, as we all are. As you soon will be."***

***"Now stand down and surrender."***

Calisse is too distraught to respond coherently. If the PCs don't surrender immediately, "Gaunt" orders his followers to attack. If the PCs surrender, they are put into a magical slumber. Go to **Encounter Four**.

If the PCs don't surrender, Gaunt responds.

***"Bravely said, cur. You deserve a treat. I'd like you to meet an old friend."***

***The faerie gestures and a handsome young man walks up beside him. His rich brown hair has a slight curl to it. He is wearing the blue baldric of the Old Lore Bards.***

If the PCs have played GEO4-03 *Grace as Pure as Snow* or GEO5-02 *Love as Bright as Blood*, they recognize the man as Pwyll of the Verdant Ivy. Give the PCs **Player Handout #4**.

***The faerie's grin is hideously malicious. "I hope you don't mind. I invited a few additional friends to join us."***

***Scores and scores of pixies appear all around you. Their elf shot rains down like hail. There are too many to fight and the yawning blackness of unconsciousness engulfs you.***

This encounter is designed to capture the PCs as quickly as possible. The PCs are overwhelmed by the pixie archers using sleep arrows or by Gaunt's enchantment.

When the PCs have surrendered or are captured, go to **Encounter Four**.

## **Encounter Four: Captured!**

The PCs are brought to the Hollow Prince's Encampment in the Pits of Sharpest Frost. Eventually, they awaken from their magical slumber.

***You slowly come to consciousness to the sound of Calisse singing softly to herself. The song is a mixture of a prayer and a lullaby.***

***"Father Pelor, your light ends the darkest of nights. Shine down on me; shine down on me.***

***Father Pelor, your light ends the darkest of nights. Light my way; light my way."***

***You are lying on the cold, dark ground. Looking up, you see cavern walls stretching so high that the sky is shadowed, and all light comes from the flickering campfires around you.***

***Calisse is manacled and chained to a large pole. She is dirty, bruised, and wounded. Her dress is a ruined mess, and her cheeks are stained with tears.***

***You are also bound hand and foot by manacles. All your possessions have been confiscated, and you wear only a dirty sheet. Nearly twenty flat-headed goblins in coat and kerchief stand guard.***

The PCs are held by masterwork manacles. The fey took all the PCs' armor, weapons, magic items, holy symbols, spell components, and gear. These items are hidden where it is impossible for the PCs to find them. Only the Hollow Prince knows where they are.

If a PC has something hidden inside their person somehow, then it is possible that they still have it. The fey searched thoroughly (taking 20) and were

assisted by many pixies for a Search check of 50. The PCs were also scanned for magic with a *detect magic* spell and targeted with *dispel magic* repeatedly until all the PCs' magic was dispelled. Since the fey tried until they succeeded and have many casters available to them, rolling the caster level checks is not necessary.

Paladin mounts have been dismissed and have returned to their home plane. Animal companions have run away and won't be found until after the adventure. Familiars are in cages with the flat-headed goblins, as described in Encounter Five.

The PCs have been asleep for eight hours, and it is the start of a new day. For convenience sake, all subdual damage has been healed. In addition, spellcasters may regain their spells, but wizards do not have their spellbooks.

The PCs have now spent the night in Faerie and are affected by the Flowing Time of Faerie and lose a time unit.

**Flowing Time of Faerie:** You have been caught by the flowing time of Faerie. Upon your return to the Flanaess, you realize that you have spent \_\_ extra TUs in Faerie (this number can be negative).

The chain that binds Calisse is adamantine. The pole is 10 feet tall. Two nearby goblins keep a close eye on the PCs to make sure they don't try to free Calisse. They don't care if the PCs talk to Calisse.

If the PCs try to free Calisse, the goblins sound the alarm. There are twenty other goblins nearby. Use the statistics for the flat-headed goblin bogeymen in Appendix Five for these goblins. Feel free to add more Unseelie fey as needed to recapture Calisse. The hags do not intervene one way or the other.

Calisse is quite distraught. She believes that she has failed in her quest. The crystal that held Owen's soul is shattered, Llelo is dead, and Pwyll is bound by the Hollow Prince.

When the PCs look around, read the following.

***You are in the midst of the Unseelie army's camp. Tents fill the bottom of the enormous pit in chaotic clusters. Uniformed fey walk the paths that twist and turn through the canvas sea.***

***Three hideous crones tend to an enormous cauldron not far away from you. Gaunt is talking to them.***

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

***Pwyll is also nearby. He stands glumly by a banner with the face of a man made of leaves on it. You see no sign of Snowmantle.***

***Beyond all this is a single large tent, sitting apart from all the others. The tent flap is down and you can see no hint of what is inside.***

The PCs can hear Gaunt having a conversation with the hags. If the PCs make a Listen check (DC 5+APL), they hear Orla say to Gaunt:

***"It will take some time," says the fat hag. "Élan was a stubborn bugger and had to be boiled an extra long time. The Coercell is still cooling down."***

***"Hurry," the sidhe snarls. "The Hollow Prince wants the mortal princess coerced as soon as possible."***

The Coercell needs to recharge after binding Élan. The PCs have a set amount of time before Calisse is loaded into the Coercell and bound to the Hollow Prince. This happens in Encounter **Seven**.

After he finishes the overheard conversation, Gaunt comes over to the PCs to gloat.

***The ruby-eyed faerie heads your way. "Well, sweetlings. It seems that your goose will soon be cooked. Afterward, you'll be as loyal a follower of the Hollow Prince as our good friend Pwyll is."***

***Pwyll hangs his head and says nothing. He has a black chain tattoo around his neck.***

The black chain tattoo is a physical manifestation of the Coercell's binding. Every faerie the PCs meet in the camp has this tattoo unless noted otherwise in the text.

Gaunt is willing to talk to the PCs for a while. He feels he has the upper hand and has nothing to fear from the PCs. Since they are going into the Coercell soon, he figures that they will find it all out soon anyway.

Gaunt is willing to pass along the following information. When roleplaying Gaunt, play him as cold and sneering. He thinks he's better than the PCs and enjoys torturing them.

***The fey rounds on Calisse. "And you have a special part to play in our little coup d'état. You will place Queen Maeve's crown on his head and make the Hollow Prince King of Dark Winter."***

***"Why me?" she asks.***

***"Only a mortal ruler can bring this sort of change to Faerie. Unfortunately, the crown kills any mortal who touches it. It is a slow death, as you are gradually entombed in ice. But don't worry, you will have plenty of time to crown the Hollow Prince as the King of Dark Winter before the ice completely encases you."***

***Calisse draws herself up with as much dignity as she can. "And why would I do this?"***

***Gaunt bends nearly double so that his disturbingly angled face is right in front of hers. "Because you will have no choice. The Hollow Prince wants you coerced first, and the Coercell must bind whatever is put inside of it."***

***Calisse narrows her eyes and brings her forehead down hard on the bridge of his nose. You can hear his nose break from the impact and blood is dripping down his face onto his fine white kerchief.***

***"Varlet! I'll wring your neck."***

***Calisse snarls back, "You laughed when Llelo died."***

***Gaunt draws his knife then stops. "No. This is what you want. You want to die."***

***"You're all talk," Calisse spits.***

***Gaunt sheathes his dagger. "You have to be alive to go in Coercell, but you don't have to be unbruised." The Unseelie sidhe turns to the goblins. "Strap her twenty times. Use the scourges."***

The PCs may wish to do something as this starts. They are bound with masterwork manacles (DC 35 Escape Artist check) and have no weapons, armor, or equipment. There are twenty of the flat-headed goblins here. Use the statistics for the flat-headed goblin bogeymen in Appendix Five for these goblins. Another five flat-headed goblins arrive every other round.

***Gaunt walks away from Calisse towards you as the goblins start whipping her. "Once the princess is bound by the Coercell, you will take your turn in the cauldron."***

***"You're in the army now," Gaunt grins. "This camp is your home. Obey the rules or we will have you peeling potatoes for the next century." It's hard to hear what he is saying***

***over Calisse's screams as the goblins scourge her.***

If the PCs ask what the rules are, Gaunt tells them. Otherwise, the PCs will have to learn for themselves later.

- ***"You must obey the orders of one higher rank than you are. I am Consistently Vicious Viper at Your Heel. I outrank you. So you must do everything I ask."***
- ***"You may not use the number between three and five. Instead, use the number six."***
- ***"When you leave someone you must shout 'For Confection and Candy!'"***
- ***"If you do not follow these rules, ice will entomb you and you will suffocate."***

Throughout the explanation of the rules, the goblins strap Calisse for a total of twenty blows.

All the faeries follow the rules given by Gaunt. They refuse to use the number four and always shout "For Confection and Candy!" when they leave each other.

Each a PC disobeys the rules, that PC is encrusted with ice. It's not all that thick, but it does provide a -1 penalty to the PC's Dexterity. There is no save against this effect and the ice cannot be removed (but for drinking wine at the mess tent). If the penalty ever equals the PC's Dexterity score, the PC is encased in ice and cannot move. In addition, the PC begins to suffocate as per the rules on p. 304 of the *Dungeon Master's Guide*.

***"Without your trinkets and baubles, you won't be much of a threat," Gaunt says. "Your first order is to report to the quartermaster and get your uniforms. Oh.... for confection and candy." Gaunt turns on his heel and walks away.***

***Calisse falls face first into the snow. Her back is sliced to ribbons and the snow around her is turning a bright crimson to match Gaunt's eyes.***

***The goblins standing guard lift you up and remove your bonds.***

The PCs may wish to chase after Gaunt and beat the tar out of him. The goblins move to prevent them from doing this. Gaunt summons enough reinforcements to fend off the PCs and drive them unconscious again. If this happens, the PCs are manacled for the rest of the adventure.



If the PCs run over to Calisse, she is unconscious from subdual damage but she is alive. If the PCs have some way to heal her without holy symbols and magic items (like a paladin's ability to lay on hands), this works. The PCs can also tear up the rags they wear to bandage her with the Heal skill.

***Calisse grabs your wrist with fevered strength. "You must help me find a way out of this. I would rather die than be enslaved by the Coercell."***

After Gaunt leaves, Pwyll gives them the lead they need to move forward.

***"I am bound by the Coercell too and can't stop this," Pwyll whispers desperately. "I can't even heal her without permission. The sorrow of my betrayal is a bitter pill to swallow. It's up to you, and you haven't much time."***

Pwyll confirms that Gaunt spoke the truth. Pwyll is bound by the Coercell so he cannot directly speak against the Hollow Prince or take action that is against him. Instead he speaks in vague statements.

***"You must do something to help Calisse. She cannot go into the Coercell." He screams in agony as an invisible hand tightens around his neck. He chokes and kicks for a moment and the pain seems to subside.***

***"I have to pick my words carefully because of the coercelling. So you will have to fill in the holes on your own. Every faerie lord has a geasa that is his undoing. It is their nature.***

***"The most recent addition to the army is Prince Romero, lord of the satyrs. Romero has been in the Coercell too. He is a strong spirit. Compulsions do not easily bind him. If any here can help you, it is Romero."***

Pwyll does not know how long it takes for the Coercell to recharge. He presumes that it won't be long. He'll send pixies to give the PCs updates.

If the PCs ask for other information about the Pits of Sharpest Frost, Pwyll can tell the PCs the following.

- The Hollow Prince has been collecting fey from all over Faerie to build his army. He has sent Haggard, another sidhe officer, out on collecting runs.
- The Coercell is a magical device that compels those inside of it to serve the Hollow Prince to the best of their ability. Gaunt, Pwyll, Élan, and

most of the fey in the camp have been in the Coercell.

- The banner is the Gonfalon of Gyruuff. It is an artifact of power given to the Gyri by the Makers (the gods of the Old Faith). Pwyll does not know how it came to be here, but the Gonfalon has a way of showing up when and where it is most needed.
- Romero, the Satyr Prince, found the Gonfalon and tried to use it against the Hollow Prince, believing that it was a sign of victory. He was wrong.
- Pwyll is bound to stand watch over the Gonfalon and cannot leave it.
- The fey don't consider the PCs a threat. As long as the PCs don't draw too much attention to themselves, they should be able to move about Pits without problem. However, they are going to need to wear their uniforms to avoid notice.
- The possessions of the PCs have been taken by the Hollow Prince and won't be returned until they are coerced.

If the PCs ask Pwyll about Élan, he tells them the following story.

***"Élan, the Earl of Tramontane," Pwyll says with great sadness. His eyes grow distant and he recites in a voice trained to tell tales. "His story is tangled with this place.***

***"Once upon a winter's evening, there was a young lord on a snow-covered hill, drenched in moonlight. I know not his name, but he was handsome and genteel and his voice was the envy of the nightingale. Queen Maeve was abroad in the world that night and heard his song. She fancied him and took him as her consort.***

***"Away with her into faerie, he vanished with the morning light. Days are hours in this half world and the years slipped by without his knowing—lost he was in the glamour of the queen's court. But Maeve is capricious and her fancy passed.***

***"The mortal lord then found his way back to our world, but it was not as he remembered. Four score years had passed and all that he knew—his family, his friends, his lands—had passed away. There was naught left for him but despair.***

***“The lord returned to Faerie brokenhearted. He came to milady, Gwenllian, who at that time dwelt in the court of her father Aodhan, King of Bright Summer. He begged her for release from his sorrow. She let him drink of the Elixir of Laughter and Forgetting.***

***“The elixir was true to its nature. He drank, he laughed, and he forgot. His mortality slipped away, and he became sidhe. No longer mortal, he took the name Élan.***

***“It was in repayment for taking away his sorrows that Élan watched over Calisse at Gwenllian’s bequest. But that too has come to ill fortune.”***

When the PCs are ready to explore the Hollow Prince’s camp, go to **Encounter Five**.

## **Encounter Five: The Pits of Sharpest Frost**

The PCs are allowed to wander around the camp as the fey don’t see them as a threat without their gear.

For a map of the Hollow Prince’s camp, see **Judge Aid #2**. The first place the PCs should visit is Area 2. They should speak with the Quartermaster. They should then go to Area 3 and try to meet with Prince Romero.

### **Locations in the Camp**

There are many places that the PCs can visit in the camp. Their location in the camp is marked on **Judge Aid #2**.

#### **1. The Coercell**

This area is the location of the Coercell, Calisse, Pwyll, the Gonfalon, and the Hollow Prince’s tent. They are described above.

The PCs can also talk to the hags who are tending the cauldron. If the PCs approach them, read the following.

***The three hags are cleaning the cauldron. The oldest one is polishing the blackened surface, occasionally wetting it with spit from her toothless mouth. The wart-covered youngish looking one is inside scrubbing. The fat matronly hag stands back telling the other two how to do their jobs.***

The hags are 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 who tells everyone they are doing things wrong. Orla (pronounced or-la) is a fat and bossy hag who fusses over things. Oife (pronounced oy-fee) is a plain and young looking hag who constantly looks superior to everything around her. They do not have chain tattoos around their neck.

The PCs may have met three sisters in GEO2-08 *Summer’s Passing* who seem surprisingly similar. The hags assure the PCs that they are completely different individuals and have never met the PCs before. The hags refuse to answer questions about their connection to the three sisters. Instead, the hags just cackle, grin knowingly, and change the subject.

**Oonagh, Orla, and Oife (Annis Hags):**  
Female monstrous humanoid; hp 45 each; see *Monster Manual* p. 143.

The hags have been ordered to prepare the Coercell by Gaunt and the Hollow Prince. Nothing the PCs do can cause them to stop their task or leave the Coercell. If the PCs ask about the Coercell, the hags are willing to share some information.

- It is a powerful magic item that was thought lost long ago, but the Hollow Prince found it. He altered it so that it binds everyone put inside as his loyal follower.
- The Hollow Prince bound the hags first out of all his army. Now they bind the others. Misery loves company so it’s fun to bind everyone else.

#### **2. The Quartermaster**

The PCs should go here to receive their uniforms.

***The quartermaster’s tent is staffed by brownies, who are all working hard sewing and making boots. One of the brownies stands a just inside the tent behind a counter. “You need something?” he asks you.***

The brownie’s name is Thimble, Officially Diligent Woodchuck with a Clenched Bum. He is dressed in the coat and kerchief and has a black chain tattoo around his neck. He is a fastidious fey with a high-pitched, nasal voice. He wears spectacles on his nose that keep sliding down, and he keeps pushing them up.

**Thimble:** Male brownie; hp 3.

If the PCs ask for uniforms, Thimble says:

***“Ah! New recruits. You’re a bit taller than most, but we’ll make do. If you’ll stand over here and hold your arms out, we’ll measure you.”***

***Coerced brownies emerge from the back of the tent and start measuring you. They circle you with tape measures flying (and you notice that the number six is listed everywhere that four should be). When they have finished, they scurry off.***

***In the back of the tent, you can hear the sounds of cutting, ripping, sewing, hammering, sawing, and the sudden squawking of a goose.***

***The brownies return a few moments later with exquisite military-style coats, woolen trousers, white silk shirts, boots, and kerchiefs. The brownies assault you with the clothes, forcing you into uniform.***

As long as the PCs wear the uniforms, they can wander around the camp without problem. In addition, they cannot earn any ranks unless they are in uniform.

***“Now your rank,” Thimble says.***

Thimble gives each of the PCs their noun. See **Judge Aid #3** for a list of examples of the ranks. This is not an exhaustive list, and please feel free to make up your own ranks for the PCs. Just be sure to keep them silly and outrageous.

Thimble refuses to answer any other questions about rank, shooing the PCs off.

The PCs may ask for additional equipment. Thimble is very parsimonious about handing things out. If the PCs have three or more ranks (and outrank him), he allows them to requisition one item. Thimble has the following items available.

Any simple weapon, any light armor, and any item off of Table 7-8 “adventuring gear” and “tools and skill kits,” in the *Player’s Handbook* except for mistletoe, a musical instrument, a healer’s kit, and a holy symbol. Items that need each other (like bow and arrows and ink and quill come as a group).

If the PCs ask for a weapon or armor, he sends them to the forge (area 4) and tells them to speak with Ember. He gives them a voucher to get a weapon from Ember. This voucher can be forged if the PCs have paper, ink, and a quill. The PCs can requisition these items from Thimble if they

haven’t used their one item, or they can find materials in the camp if they are creative.

Thimble does have one spellbook. This book, titled *Often Overlooked Magics*, is an old library book from the Grey College in the City of Greyhawk. On the inside cover is the stamp from the Grey College. The last individual to have checked it out was “X. Yragerne.”

**Treasure:** *Often Overlooked Magics*: 0—dancing lights, mending, prestidigitation; 1<sup>st</sup>—animate rope, grease, master’s touch (CV), reduce person, silent image, ventriloquism; 2<sup>nd</sup>—daze monster, pyrotechnics, shatter; 3<sup>rd</sup>—major image, ray of exhaustion, stone shape; 4<sup>th</sup>—entangling staff (CV), minor creation, stone shape; 5<sup>th</sup>—Bigby’s interposing hand, major creation, Mordenkainen’s faithful hound.

### **3. The Satyr Lair**

If the PCs ask anyone where to find Romero, they are directed to Area 3 on **Judge Aid #2**. When the PCs arrive, read the following.

***Prince Romero is camped beyond a narrow fissure in the rock and a screen of dark fur trees. It is hard to see what is there as a misty fog fills the area.***

***The fissure is guarded by two handsome satyrs who are lounging against the wall, talking with each other. They have black chain tattoos around their necks. As you approach, they pick up wicked looking pole-arms and black your path.***

The two satyrs are Jasper and Topaz. The PCs may have met them in GEO3-08 *Rite of Eternal Spring*. They are part of Prince Romero’s tribe and were also captured by the Hollow Prince and bound by the Coercell. Jasper’s title is Devilishly Clever Fox. Topaz’s title is Cuddly Fuzzy Lion.

**Jasper and Topaz:** Male fey brd6; hp 49 each see *Appendix Six*.

The two satyrs are uncharacteristically glum. Normally they would flirt outrageously with any good looking women in the party, but their efforts are half hearted at best. If the PCs ask what’s wrong, they reply

***Jasper sighs and says, “We met the Hollow Prince in battle and lost. Happiness is for the victors. For us, there is naught but the sorrow of defeat.”***

If the PCs ask to speak to Prince Romero:

***Jasper says, "That area is restricted to high-ranking officers, who have six parts to their rank. Sorry, mortals."***

Remember that the fey use the word six here to mean four.

When the PCs are ready to head off and earn their rank, go to **Gaining Rank** below.

### **Gaining Rank**

If the PCs ask how to gain rank, the satyrs say:

***Topaz says, "There are six parts to your rank – a noun, an adjective, an adverb, and a prepositional phrase. You can earn your rank here in the camp through brevity promotions. They don't take long at all to earn."***

***Jasper says, "You'll have to talk to the officers. They'll make you do things or take tests and meet challenges. You can tell who is an officer because they have feathers in their caps."***

The PCs will need to wander the camp to find ways to gain rank.

When the PCs overcome the challenge at each location, they receive a rank in the Hollow Prince's Army. Regardless of where the PCs go, the first rank they earn is their adjective, the second is their adverb, and the third is their prepositional phrase.

The fey commonly borrow from mortals because mortals can create and have new ideas. Fey cannot. For their ranking system, the fey have modeled after the Knights of the Watch, which is the most powerful and effective military organization they know. However, the fey have interpreted the ranks to suit their whimsical nature, and the ranks are all very silly. As the PCs get more words, the ranks become even sillier.

Since there are eight areas and the PCs only need three more ranks (they got the noun free), they do not need to overcome the challenges or even visit all the areas to get the rank they need.

When the PCs have collected all four parts of their rank, go to **Full Rank** below.

### **Full Rank Obtained**

When the PCs have gained their rank, they can cross the bridge where the satyrs are.

***As you approach, the satyrs again block your path. "Do you have your rank yet?" Topaz asks.***

The satyrs only allow PCs who have all four parts of their rank to cross the bridge. Those who do not have their rank cannot cross. The satyrs require each of the PCs to recite their rank in order to cross the bridge.

When the PCs have done so, read the following.

***The satyrs salute and stand to the side. "Rank acknowledged. You may cross."***

**Treasure:** The PCs have obtained a Rank in the Hollow Prince's Army.

When the PCs cross the bridge, go to **Encounter Six**.

## **4. The Mess Tent**

***The mess tent is filled with faeries either making or eating meals. Most of them seem too absorbed in their food, or too busy drowning their sorrows with wine to notice much about them. Bees the size of a housecat buzz about, cleaning the mess tent.***

Those who have played GEO3-8 *Rite of Eternal Spring* recognize one of the bees as Blue Sen, Groovy Cat. He wears a black beret and sunglasses and talks like a beatnik. In addition, he can only understand the PCs if they are dancing. Bees communicate by dancing, and if the PCs don't dance, Blue Sen misunderstands what they say. Blue Sen dances while he talks. Blue Sen does not bestow rank.

**Blue Sen:** Male faerie bee.

The honey served by Blue Sen warms the PCs up if they are suffering from the cold. A meal acts as if the PCs have *endure elements* (cold) cast upon them. The PCs are only served if they are wearing their uniform.

Blue Sen also serves wine which will take off the chill of any ice casing that the PCs have acquired for breaking the rules. The PC must drink an entire goblet (about 8 oz.) to get the benefit. This does get the PC drunk. For the rest of the adventure, treat the PC as dazzled, as per the *Player's Handbook*.

In addition, the PCs can find all manner of food and provisions in the mess tent. If they are creative, they can find appropriate gear and material components to replace some of what they have lost.

## 5. The Forges

***This area of the camp is a reprieve from the cold. Small faeries are working steadily as they whistle under their breath. They tend to the fires as they make and craft items from brass, silver, and gold.***

***Away from the fires, you see one of the creatures carving things out of ice. He has a collection of things made out of ice, including a spyglass, a set of marbles, and what looks like a shield.***

The creatures are called domonvoi. They resemble tiny persons dressed in rags with thick beards and sooty skin. They are the smiths of the Hollow Prince's army. None of the domonvoi will bestow rank.

The domonvoi who is carving things made of ice is Ember, Intermittent Firefly. If the PCs are sent by Thimble to get weapons, he is the one who talks to the PCs. He is an industrious fellow who doesn't like to be disturbed from his work.

**Ember:** Male domonvoi.

If the PCs have received a voucher from Thimble (or have forged one), Ember gives them the appropriate item made out of silver. Ember only has simple weapons and light armor. Ember has a +6 Spot to detect forgeries.

If the PCs ask about the ice, Ember tells them that the ice from the waterfall is very special and can be used to make things if you have the proper skills. He cannot give the PCs any of the items as they are already assigned. If the PCs want an ice item, they have to go to the waterfall and get their own piece of ice.

If the PCs get the ice from the Waterfall (area 6), Ember can make things but only does so if they outrank him and can order him to do it. Alternately, PCs can craft items themselves if they have three ranks in Craft (sculpting), Craft (blacksmithing), Craft (carpentry), Craft (stonemasonry), or any other skill that you, as the judge, deem is applicable and make a successful Craft check (DC 15). The effect is identical to that of a *major creation* spell, except that all items are made of ice even though they may have the physical properties of metal, wood, or stone.

## 6. The Infirmary

***The infirmary is several tents. Faeries, mostly Seelie, are laid out in cots. Some writhe and moan in pain, while others are unconscious. A***

***handful of nymphs are caring to the sick and injured.***

The nymphs here act as nurses and heal the party if they need it. If the PCs are poisoned, the nymphs send the PCs to the unicorns to neutralize the poison.

**Buttercup, Waterlily, Dandelion, and others:** Female nymphs; see *Monster Manual* p. 197.

If the PCs look around, they can find faeries suffering from a variety of practical jokes. The Burn Ward is full of people suffering from Indian burns and red bellies. The Wedgy Ward is self explanatory. A number of sprites are recovering from Pluck the Pixie's Wing. The worst are the fey who are suffering from the aftershock of the game of Little Wild Pillow. They are nearly catatonic and are just shaking their heads and begging for mercy. All the fey here refuse to describe what Little Wild Pillow entails.

The nymphs ask the PCs to help them with the injured. The nymphs are not shy about using their charm abilities to convince the PCs to help. Lotions and balms need to be put on bruised and blistered skin, clothing must be unwedged with long tongs, and wings need to be glued back onto pixies using sovereign glue. Alas, nothing can be done for those suffering from Little Wild Pillow.

If the PCs frolic with one of the nurse nymphs, they have a chance of conceiving a child. The nymphs look with favor on handsome men who help them in their duties.

**Treasure:** Any PC who lays with Buttercup, Waterlily, or Dandelion has a 50% chance of receiving a *Half-Fey Child*. Please contact the Geoff Triad for the special AR for this individual.

PCs can find bandages and a healing kit here as well as any other gear that would normally be found in an infirmary. If the PCs ask about holy symbols, the nymphs mention that mistletoe grows out by the unicorn pens.

## 7. The Spriggan Hovels

***The spriggan camp is a collection of filthy, dirty, smelly tents gathered around campfires. Greasy spriggans are sitting around their fires, laughing, drinking, and punching each other.***

***"But where'd da chicken come from in da first place? It hada hatch. So it was da egg," one spriggan screams drunkenly at another.***

***“But the who laid it, huh? Tell me that ye bloody git?” the second spriggan retorts. “I say chicken!”***

***“Egg!”***

***“Chicken!”***

***“Egg! Or I’ll give you such a kickin’!”***

***“A foul threat iffen I ever hurd one. Suck on yer egg!”***

The spriggan’s argument degenerates into a drunken brawl. Drinking and fighting are the two things the spriggans do best. It saves time to do them at once.

If the PCs come up and ask how to get a rank, one of the spriggans stands to meet them. He is Ollie, Unreasonably Cranky Mongrel in His Own Stink. He is assisted by Tobb, Blindingly Stupid Donkey. Ollie is an officer and can bestow rank on the PCs.

**Ollie and Tobb:** Male spriggans.

The spriggans are thugs of the worst type. They are drunk, angry, crude, mean, and filthy. The spriggans want to play a nasty game called “Roshamboe,” in which one kicks their opponent as hard as they can in the crotch. The PCs must select a champion to compete. If the PC can stay upright for three kicks or cause the spriggan to collapse in pain, the adventurers win.

Each contestant makes an unarmed attack roll to kick the other in the crotch. Damage is subdual. The kicked party must make a Concentration check with a DC equal to the damage received to keep from crying out in pain. If the subdual damage ever exceeds the PC’s (or Ollie’s) hit points, he passes out as normal.

Ollie enlarges himself and Tobb just before they take their kick (they are normally small creatures). When enlarged, Ollie has the following attributes: (hp 37 plus the APL; Atk +6 plus APL; damage 1d6 plus APL; Concentration +4 plus the APL).

The spriggans have a bevy of surprises if the PCs seem to be doing well.

- They place a metal plate in their drawers. They take no damage from the PC’s kick. Ollie removes it after one kick.
- Ollie straps a flask of alchemist fire on his boot. Not only do the PCs take the subdual damage, but they catch on fire from the alchemist fire.

- Tobb casts *shatter* (Will save DC 11 to resist) on the PC’s pants just as the kick hits. The distraction causes a -2 on the Concentration check. It also destroys the PC’s pants.

If the PCs win the game, Ollie gives them a rank.

## **8. The Redcap Camp**

***Unlike the spriggans, the redcaps have set up their tents in fairly orderly rows. Yet, the place is full of shadows that cloak any number of wizened old-man faeries who glare at you with baleful eyes.***

***At the center of their camp, a large group of the redcaps are hoisting a brownie up a flagpole by his underwear. The poor fabric is stretching, and the brownie is squirming.***

***“You’d better requisition some tweezers from the quartermaster,” one of the redcaps says with a sneer.***

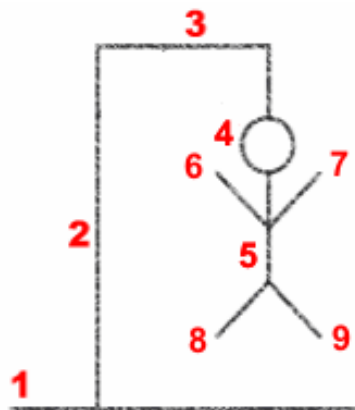
The leader of the redcaps is Nightshade, Too Deadly Lamprey in the Water. The PCs may have met him in GEO2-08 *Summer’s Passing* where he was stealing their stuff in the hedge maze. He is capable of bestowing rank on the PCs.

**Nightshade:** Male redcap.

Nightshade gives the PCs a rank if they beat him at a game of hangman. The game works just like hangman normally does with a few minor adjustments.

The redcaps pick a word from the following list. Feel free to make up equally hard words: abhorred, anguish, parsimonious, rupture, sycophant. PCs must guess the word before the redcaps complete the figure on the gallows.

The redcaps draw out a blank space for each letter in the word in the snow. It’s up to you what method the redcaps use to write in the snow. The PCs can guess a letter. If they guess right, the redcaps fill in the appropriate blank space. If the PCs guess wrong, the red caps fill in part of the gallows. Below is an illustration of the order in which pieces are added to the gallows.



The gallows are painted on a sheet that the redcaps hold up. They use *Nolzur's marvelous pigments* so it looks very, very lifelike.

There are a couple of variations to the normal rules of hangman.

- The PCs cannot guess vowels. Instead they have to buy them by allowing Nightshade to dip his cap in freshly spilled mortal blood. 1d6 points of damage at APL 4 will do it. Increase by 1d6 for each higher APL (2d6 at APL 6 and so on).
- When the redcaps paint on the head (after the fourth wrong guess) with their magical paint, the head takes the likeness of the PC with the lowest Constitution. That PC is in danger of suffocation as per the rules on p. 304 of the *Dungeon Master's Guide*. The PC can hold his breath for a number of rounds equal to twice her constitution. Each guess is a new round. If the PCs dally between guesses, another round passes at your discretion

If the redcaps ever finish the entire drawing, the PC immediately begins to suffocate regardless of whether she made her Constitution checks or not. If the PCs destroy the painting, the suffocation stops. Treat the painting with the same stats as a *rope of ensnarement*. The redcaps are laughing at the PCs the entire time.

If the PCs guess the word, Nightshade gives them a rank.

## 9. The Pixie Comb

***The pixies have built a large bee-hive like comb on this part of the camp. The fragile winged sprites zip this way and that, leaving tiny trails of dust that quickly fades.***

When the PCs approach the camp, one of the PCs (determine randomly) meets Bloody Mary.

***Suddenly something small smacks against your hip. Looking down, you see a pixie with a crimson dress and opaque black wings. She puts her hands on her hips and pouts. "You got in my way. That was mean!"***

The pixie is Bloody Mary, Unpredictably Stinging Hornet with a Full Bladder. She is an officer capable of bestowing rank. She is very upset that the PCs got in her way. She demands that the PCs play a game to make up for it. If the PCs ask for a rank, she agrees only if the PCs play three times.

**Bloody Mary:** Female pixie; see *Monster Manual* p. 236.

The game she wishes to play is called "Where's The Pebble?" The PCs must close their eyes and count to 10. Be sure to listen to see if the PCs use the number four. Mary turns invisible and places the pebble someplace unpleasant. The PCs must find the pebble and pick it up three times.

The three places where Mary hides the pebble are:

1. Up another PC's nose. Strangely, the PC didn't feel it.
2. Down a latrine used by the flat-headed goblins. Diving down means a possibility of contracting filth fever as per p. 292 of the *Dungeon Master's Guide*.
3. In a primed bear trap that has an anvil suspended by a rope over top of it, as well as a crossbow trap that uses 12 different crossbows pointing at the pebble. All of the traps are lethal. The PCs have to figure out how to move the pebble out of the traps without setting them off. The PCs can disarm the traps with three successful Disable Device checks (DC 15+APL). The crossbows are made of ice and were made by Ember. The PCs can take the crossbows, but there is only one bolt for each one.

You will need to draw out this part of the camp for the game. The precise locations do not matter but be sure to include: the pixie comb, the latrine, several rocky boulders, a well, and a bonfire. The traps are not set up until the PCs are looking for the pebble a third time.

To help the PCs, Bloody Mary tells them whether they are hot or cold. When they are hot, they are close. When they are cold, they are far away. If

she needs, Mary also uses warmer and colder as clues.

If the PCs find the pebble three times, Bloody Mary gives them a rank.

## 10. The Jermalaine Warren

*The jermalaine live in the honeycombed walls of the Pits of Sharpest Frost. Almost all the rat-like fey hunker down into their holes when they see you approach. One of them does not. The little vermin strides up to you. "Snaffet, Certainly Mangy Snipe with Ticks. I have need of you. Come with me."*

Snaffet is an officer capable of giving the PCs a rank. She wants the PCs to test a new maze that she has developed.

**Snaffet:** Female jermalaine.

She takes the PCs to the hole in the cliffside which is the entrance to the maze and tells them that they must make it through the maze and find the cheese at the end. Please refer to **Judge Aid #4**. The PCs start at location A. The jermalaine drop a portcullis behind them so that they have to go forward. The PCs must get to point B.

The walls are ten feet high with a grate over top so the PCs can't climb over them. The trick to the maze is that some of the walls pivot on posts. The pivoting walls are built in such a way that if you push the wall on one side of the post, the wall on the other side of the post also moves. This will open some paths while closing others. The pivoting walls are marked on **Judge Aid #4**.

The pivoting walls can be spun in either direction, but they move in 90 degree increments. You can't spin them half way. In addition, they are covered in sharp barbs. Each time a PC pushes on a wall, make an attack roll equal to the APL. If successful, the barbs do 1 point of damage and the PC must make a Fortitude save against poison. This damage cannot be avoided by using gloves (hence the attack roll) but could be if the PCs use some sort of tool to push the walls.

- APL 4 – small centipede poison (DC 11; 1d2 Dex/1d2 Dex).
- APL 6 – medium spider venom (DC 14 1d4 Str/1d4 Str)
- APL 8 – concentrated medium spider venom (DC 16 1d6 Str/1d6 Str)
- APL 10 – giant wasp poison (DC 18; 1d6 Dex/1d6 Dex)

Only one PC can fit into each 5 ft. square on the map. In addition, if a PC is in a square that is "swept" by a pivoting wall, the wall takes an attack and deals damage and poisons as if the PC had pushed on the wall. If all the PCs fall unconscious, they are taken to the infirmary. If the PCs ask for aid after they are out of the maze, the jermalaine send them to the infirmary.

To encourage the PCs to enter the maze, the jermalaine slowly close off area A with compacting walls. The PCs have 10 rounds to enter the maze before the walls close in on them.

The jermalaine have made viewing rooms above so that they can look down on the maze. If the PCs look up, they can see the jermalaine looking down on them and making notes.

Snaffet gives each PC who can get through the maze and find the cheese a rank.

## 11. The Flat-Headed Goblin Camp

*The camp of the flat-headed goblins is littered with contraptions and mechanical devices of all types. A gaggle of goblins is standing on the edge of an open field with a large pile of assorted pieces of wood, rope, and ice.*

If the PCs approach the goblins, one of them steps forward to speak with them. This goblin is Meknak, Overly Pierced Swine on the Ropes. He is capable of bestowing rank on the PCs.

**Meknak:** Male flat-headed goblin.

If the PCs ask how they can earn rank, Meknak gives them a challenge. They must use the pile of items in front of the goblins to make a catapult. They must then use the catapult to try to hit the target. The closer to the bull's-eye, the more points the PCs earn. The goblins will be doing the same thing.

To build the catapult from the pieces of wood, rope, and ice, the PCs must make a DC 20 Craft (siege engine) check. This check can be made untrained, and the PCs can assist each other. However, they may only make one roll and may not Take 20. For each 2 points the PCs miss the DC 20 check, their catapult suffers a -2 circumstance penalty to all attack rolls. While they are building the siege engine, the PCs notice that many of the pieces of the catapult are made of sculpted ice, but are as hard as steel.

The goblins are building their catapult at the same time. They automatically make their check.



Once the PCs and the goblins have built their catapults, the PCs and the goblins have a catapult contest. The goblins reveal a large bull's-eye carved into the side of the Pits. At the center of the bull's-eye are the familiars of the PCs. They are trussed up and secured to the cliff wall.

If the PCs attempt to free their familiars before the game is done, Meknak orders them to stop. If they disobey the order, they have broken a rule and ice starts incrusting them. Meknak barks the order repeatedly so that the PCs are breaking many rules. If the PCs back off, they are not harmed.

If no PC has a familiar, then the goblins have bound Tweedle the grig. The PCs may have met him in GEO1-03 *Gifts of the Fey*.

**Tweedle:** Male grig; hp 5 (DR 5/cold iron); see *Monster Manual* p. 235.

To fire the catapult, one of the PCs takes the role of crew chief. The crew chief makes an attack roll based on her base attack bonus and adds her intelligence modifier. The goblins have an attack modifier equal to two plus the APL (so +6 at APL 4 and so on).

The center of the bull's-eye is AC 10+APL. A hit awards the PCs or the goblins 20 points, but does 2d6 points of damage to the familiar. For each 5 points that the PCs or the goblins miss the bull's-eye, they hit a ring further out. The first ring awards 10 points but does 1d6 points of damage to the familiar. The second ring awards 5 points and does no damage to the familiar. Misses further out score no points.

The goblins and the PCs each get three throws. After that, scores are tallied and the highest wins. If the PCs score higher, Meknak gives them a rank.

## 12. The Rusalka Stones

***A beautiful girl with pale white skin and a hair a strange shade of gold and green is sitting on a icy-covered rock in the stream. She is dressed in the standard coat and kerchief, which looks strangely alluring on her. When she sees you, she slips into the water and hides behind the rock.***

The rusalka is Zhdanka (the “Zh” is pronounced like the “S” in treasure) and a leader among her kind. She is an officer and capable of bestowing a rank. Her rank is Sullenly Distant Gull by the Seashore.

**Zhdanka:** Female rusalka.

If the PCs manage to coax her out (not an easy task and requires a Diplomacy check to improve her reaction to friendly—it is currently unfriendly), Zhdanka is willing to give them a rank, but they must do something for her first.

If the PCs do too good of a job of wooing her out (get enough on their Diplomacy check to improve her reaction to helpful), Zhdanka invites the charming PC to stay with her. If necessary, she uses her beguiling song (DC 17 Will save to resist). The effect acts as a *charm monster* spell and causes the PC to take the most direct route to her.

Zhdanka wants a spoon from the three hags. They are her aunties and she gave them the spoon, and they never gave her anything in return. She is too weak to threaten them but she wants her spoon back.

Please see Area 1 for details on the three hags. Orla has the spoon. It is tucked into her belt. The PCs can try to steal the spoon back, kill the hags and take it, or they can bargain for it. If the PCs try to steal from the hags or kill them, adjudicate the results using the stats for annis hags in the *Monster Manual*.

If the PCs opt to bargain, the hags accept three things as trade for the spoon

- The sinister (left) hand of one of the PCs. The PC who give up a hand cannot use that hand to hold an item or a weapon until it is regenerated. When the hags take the hand, they do so magically. The spell is very painful and causes the PC to lose 10 percent of his hit points. The wound can be healed normal.
- The first-born child of one of the PCs. It's even better if the child is half-fey. If a PC agrees, the hags take the child shortly after the adventure ends. There is no way to prevent this if the PC agreed to the bargain.
- The PCs must best the hags in a riddling contest, which is described below.

The rules for the riddling contest are simple. The PCs must stump the hags with a riddle; they must do so within five riddles. The hags must answer the riddle correctly or lose the contest. The riddle must be a true riddle and not a question like “How do you destroy the coercell?” The hags disqualify questions that they don't believe are riddles.

Unfortunately, the hags can *detect thoughts* and know the answer if the PC knows the answer. The PC can resist their mind read with a successful

Will Save (DC 20+APL). Roll the save for the PCs. If they fail, they don't know that they're thoughts are being detected.

Keep in mind that the PCs have no magic and no items to bolster their saves. The easiest way beat the hags is to ask a riddle that has no answer, such as "Why is a raven like a writing desk?" If the PCs don't know the answer, then the hags don't either and they lose the contest.

When the PCs return with the spoon, Zhdanka gives them a rank.

### 13. The Unicorn Grove

**Several large weeping willow trees hang gloomily over a herd of unicorns. The unicorns look sad and depressed, and hang their heads unhappily.**

**Snowmantle is apart from the others. He is chained to a tree and surrounded by a low fence.**

The fence surrounding Snowmantle is low and not difficult to climb over. The PCs can walk up to Snowmantle and talk to him without challenge. They can climb the low fence without difficulty.

**"Ye've come," Snowmantle says. "I am glad that ye are here. Tell me, how is the Princess? I am overcome with worry and the sorrow of isolation is almost too much for me."**

If the PCs ask for help, Snowmantle has two things to say. The first is:

**"The satyrs believe that they are the children of Obad-Hai. The Gonfalon has the likeness of the Greenman, who is perhaps an aspect of Obad-Hai, and commonly takes a shape similar to the Shalm. If you can control the Gonfalon, you can sway the satyrs."**

Pwyll has the Gonfalon at the Coercell. He does not allow it to move from that position under direct orders from the Hollow Prince. He'll tell the PCs such. The Gonfalon can be used by the PCs in the final encounter of this adventure.

The other aid Snowmantle can offer relies upon them unlocking his chain. If they unlock him, he tells them to call him when they are most in need. They can call him by either singing or playing a musical instrument.

**Lock on Snowmantle:** Hardness 15, 30 hp; Open Locks DC 15+APL.

Snowmantle and the other unicorns can heal the PCs or neutralize any poison if they need it. Also, the PCs can find mistletoe growing on the trees here.

### 14. Griffon Roosts

**Black and gray griffons nest on the high walls of the pits. Large feathers occasionally drift down to the floor of the pit below them.**

The griffons are fierce creatures and are unhappy at being coerced. When the PCs approach, a griffon for each of the PCs takes off and dives as if to attack them. They stop at the last minute and land in front of the PCs. They then shriek at the top of their lungs in an effort to intimidate the PCs. The PCs must make a Will save (DC 5+APL) or be intimidated as per the *Player's Handbook* p. 76.

PCs who are not intimidated earn the griffon's respect. The griffons are led by Proudwing, who is capable of speaking Sylvan. His voice is full of screeches and clicks.

**Proudwing:** Male griffon; hp 59; see *Monster Manual* p. 139.

Proudwing addresses the PCs, complimenting them on their bravery. He tells the PCs that the griffons are bound by the Coercell and must serve the Hollow Prince. Their spirits are nearly broken by the sorrow of enslavement.

Proudwing suggests that if the PCs can break the coercelling the griffons will come to the PCs' aid. All the PCs need to do is snap one of the loose griffon feathers lying about and the griffons will come. The PCs can collect the feathers. They are two feet long and in fine condition.

### 15. The Frozen Waterfall

**The frozen waterfall plunges down the side of the Pit. Its source is lost in the darkness above. The lower reaches are scored where pieces of ice have been cut out. There is a faerie here still slicing out pieces of ice. He looks like a humanoid bird with knives instead of fingers.**

PCs who have played GEO4-02 *Grace as Pure as Snow* recognize Tenknives. Tenknives' rank is Sharply Clawed Wolverine of Precision. He is capable of bestowing rank.

Tenknives can tell the PCs that the ice from the waterfall is very special. It can be shaped into anything you want, and it will take on all characteristics of that item.

**Tenknives:** Male blade-fingered faerie.

Tenknives can cut the ice out for them. But first they must answer a question.

***“Is light the absence of darkness or is darkness the absence of light?”***

There is no correct answer. Tenknives just wants to hear the PCs’ answer and why they give it. If the PCs answer definitively, Tenknives asks them to explain themselves. If the PCs do so, he cuts out pieces of ice for him.

If the PCs ask for a rank, Tenknives has another question for them.

***“There was once a mortal man who lived in abject poverty. He possessed a single jar and in that jar, he had but a single thing. Yet he counted himself the richest of all men. What was in the jar?”***

Again, there is no correct answer. Tenknives just wants to hear the PCs’ answer and why they give it. If the PCs answer the question, Tenknives gives them a rank.

## **16. The Forlorn Doors**

***Two massive stone doors are set into the walls of the cliff. They are so high that their tops are lost in darkness. Each door is engraved in panels, depicting a beautiful faerie queen with long twirling, twisting hair who engages in various acts of casual cruelty, cold-hearted aloofness, and callous disregard***

These are the doors to Queen Maeve’s palace. The Hollow Prince plans on using Calisse to open these doors once he has her coerced. They do not open for the PCs at this time, as they are held shut by the active will of Maeve.

If the PCs did not kill Élan, he is here as well. His rank is Timidly Elusive Hart with a Light Step

***The faerie with a mane of dark red hair and a fox’s tail sits in the snow before the doors. His golden-amber eyes watch the doors with a combination of fear and fascination.***

Élan comes here often though he knows not why. He dreads these doors and what lies beyond them, but they enthrall him at the same time.

If only one or two of the PCs approach carefully, Élan stays to talk with them. Give the PCs warning that their numbers frighten him by having him jump up and prepare to run away.

Assuming that the PCs don’t startle him, Élan answer any of the questions presented in Encounter One. He can also tell the PCs about the various fey in the camp, providing their locations and the background information presented in this adventure.

Élan is very sorry that he had to betray Calisse and is looking for a way to make amends. He helps the PCs as much as he can without violating his coercing.

In addition, he offers to come to the aid of the PCs and Calisse if the coercing can be undone. They need but laugh long and loud, and he will come.

## **Time Runs Out**

If the PCs are unable to collect the needed four parts to their rank before the end of designated time slot for this adventure, go to **Conclusion C**.

## **Encounter Six: The Satyr Prince on Ice**

***Beyond the cleft and the screen of fir trees, you find a glade. Strange chunks of ice are clustered here and there, and you notice a darkened humanoid shape at the center of each chunk of ice. The air is even colder than elsewhere in the Pits. An icy mist covers the ground.***

***The icy blocks become more common as you walk toward the center of the glade, where there is a large grouping of them. At the center is a piece of ice, bigger than the others, where you can see a dark shape sitting on sort of chair.***

***On a rock in front of it is a goblet that is pouring out freezing mist. Oh, is it ever cold.***

Romero lost the battle with Hollow Prince, was captured, and was placed into the Coercell until he was bound to serve the Hollow Prince. He is a powerful faerie and the influence of the Coercell is weaker over him than over the other fey. He is extremely upset about losing and is pouting. He has encased himself in ice and the PCs must coax him out.

Until the PCs break the enchantment on Romero, this area is considered severe cold (below 0° F). The PCs must make a Fortitude save once every 10 minutes (DC 15 + 1 per previous check) or take 1d6 points of non-lethal damage. The coats and kerchiefs provided by the brownies are not cold

weather gear and do not protect the PCs from the cold.

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

If the PCs look at the goblet on the rock, read the following.

***The goblet is made of gold and a splendid horn wraps around it. There are words engraved around the rim that read, "Warm Hands; Warm Hearts." You are positively freezing. Your fingers are stiff from ice.***

Give the PCs **Player Handout #6**. The words seem to be written in the native tongue of whoever is reading it at the time. The rock and the goblet cannot be moved.

If a PC touches the goblet, they have a vision of something that they love. This vision can be of home, family, a lover, their favorite place to drink, anything. When the PC touches a goblet, they must make a Will save (DC 10+APL) or stand staring off into space – lost in remembrance. The PC remains this way until they let go of the chalice, which won't voluntarily happen while in this state. To forcibly remove the PC's hand from the chalice, another PC must pry it away, which requires a successful grapple check.

In order to free the satyr prince, the PCs must warm their hands. In Faerie, exterior appearances match your interior. So the PCs must figure out a way to warm their hearts. What does that mean? Well, it's a puzzle. The PCs must find a way to show love and affection. There is no one solution to this puzzle. One possibility is to tell stories about the loves of their life. This can be any sort of love from romantic to familial to friendship. Another is to physically express love. Yet another is to sing a romantic song.

Use your discretion as judge to determine if the PCs are showing love. You can give them a hint that they are going in the right direction by having their hands warm slightly.

If the PCs need a hint, have them make a Bardic Lore check, Knowledge (local) check, or an Int

(check) (all DC 10). If successful, they remember a proverb "cold hands; warm heart" which means that a reserved, cool exterior may disguise a kind heart.

The PCs can also go out to the crevice where Jasper and Topaz are to ask for help. If the PCs do that, the two satyrs are coy and teasing. "What do you think it means?" Jasper asks. They help guide the PCs, but if there are any pretty women in the party (i.e., females with a positive Charisma modifier), they use this opportunity to try to seduce them. "What's a perfect expression of love? He is a fertility spirit," Topaz says.

**Treasure:** Any PC who lays with Jasper or Topaz has a 50% chance of receiving a *Half-Fey Child*. Please contact the Geoff Triad for the special AR for this individual.

**Treasure:** Any female PC who receives a *Half-Fey Child* also becomes *Slightly Fey Touched*. Please contact the Geoff Triad for the special AR for this individual.

When each of the PCs has expressed love in some manner, their hands are collectively warm enough to melt the ice around Romero. Only when the entire party has warm hands are the PCs able to melt the ice around Prince Romero. When they do so, go to the **Romero Unleashed** below.

### **Romero Unleashed**

***You place your hot hands on the ice and it melts away at your touch. In minutes, you have uncovered the sleeping form of a satyr. His eyes open as the last of the ice melts away.***

***The satyr is tall and unbelievably handsome with high cheekbones, a strong chin, and large, bewitching hazel eyes. His movements are graceful, and his muscles ripple under his fashionable clothing. A golden coronet set with sapphires rests in his thick, russet hair. You can see a tattoo of a black chain around his neck.***

***"Hello," he says with a smile. "Why have you awakened me?"***

***The other satyrs are shrugging off their icy coatings as well.***

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

Romero is a satyr prince. He is the quintessence of male virility and fertility in nature. He is incredibly dangerous in his own way. He is a satyr

and subject to all the desires that are common among the satyrs.

Romero is extremely intelligent and charming. He is cultured, refined, and oh so handsome. He smiles often and is friendly to the PCs. Romero is the ultimate Casanova. He is friends with the men and a charmer with the women.

**Romero:** Male satyr prince Brd16, see *Appendix Five*.

Romero has no rank other than "Prince." This trumps the PCs' rank.

The PCs should ask Romero about the Hollow Prince's geasa or how to stop the hags from coercing Calisse. When they do, read the following.

**Romero smiles knowingly. "We will talk, but we need the proper place to do it." The satyr prince lifts his rod. It is shaped like a long-stemmed rose with the bud still closed. He speaks a word and the bloom opens. Golden pollen swirls from the flower and spreads out in an ever expanding spiral.**

**Around you, the icy world of Pits vanishes as the glass and marble of a palace form out of nothing. Water splashes forth from a nearby fountain. Prince Romero gestures to pillows and low couches. "Please, join me."**

Romero refuses to discuss anything until the PCs join him for a meal. The meal is incredible with excellent wine, roasted meat, warm flat bread, and much more. Use an opulent Roman villa as the model for Romero's feast and palace.

The PCs may explain that they are under a significant time crunch and don't have time to eat and take their leisure. If so, Romero chuckles and says that time is malleable. He then walks over to a sundial and adjusts it so that it reads an hour earlier than it did before.

Adjusting the sundial alters the Flowing Time of Faerie. The PCs gain back a time unit. This negates the time unit that the PCs lost after being captured.

**Flowing Time of Faerie:** You have been caught by the flowing time of Faerie. Upon your return to the Flanaess, you realize that you have spent \_\_\_ extra TUs in Faerie (this number can be negative).

Romero immediately begins to flirt with any attractive female PCs (those with a positive Charisma modifier) in the group. If any female PCs

have a Charisma of 14 or better, his flirting blossoms into outright seduction.

If his smooth personality does not have the desired effect, Romero uses his abilities subtly. He casts *mind fog* using his disguise spell feat so that it blends in with a song, dance, or even an oration. Instead of the normal mind fog effect, Romero's *mind fog* is a thick masculine musk that hangs in the air.

Romero follows that spell with a *mass charm monster* on the PCs using his disguise spell feat. Use the saving throws the players prerolled at the beginning of the adventure for both of these spells as it is unlikely that the PCs even know that Romero is using magic. The Spot check DC to notice Romero's casting is equal to his Perform check.

The satyr prince prefers to use his natural good looks and charm to woo attractive mortal women. He uses spells to as a last resort to crack particularly tough nuts.

Romero attempts to get the object of his affections alone for a frolic. If there are multiple female PCs in the group who have a 14 or higher Charisma, Romero is willing to make that sacrifice.

**Treasure:** Any PC who lays with Romero receives the *Gift of the Satyr Prince*. Please contact the Geoff Triad for the special AR for this individual.

Romero has the potential to be a dangerous NPC. You, as the judge, must use your discretion as to the level of maturity of your table. Romero loves to seduce but he will not rape. If a player strenuously objects to Romero's attention, allow the PC to withdraw from the satyr prince's immediate presence and avoid his attention. This means that the player cannot influence this encounter any further.

Romero's court awoke when he did. There are hundreds of satyrs here. They are all named after precious gems, stones, or minerals. The satyrs assist Romero as needed. Feel free to use the satyrs to provide additional companionship and conversational partners as you see fit.

**Onyx, Agate, Beryl, Lapis, and others:** Male fey; hp 22 each; see *Monster Manual* p. 219.

The PCs are likely to request a gift of Romero for freeing him from his icy prison. He responds that he was not imprisoned but resting. He melted in response to their call. Since he has already fed off

of their stories, he does not need a gift for the audience.

After dinner, Romero is willing to discuss the Hollow Prince's geasa and Calisse's plight. He asks the PCs to explain what has happened in the camp. When the PCs do so, he responds.

***"I can provide two solutions for you. The first is a simple solution and will shield your princess from further suffering. The other is less certain, and she will carry the scars for the rest of her days."***

Romero allows the PCs to choose which solution they wish. It is very likely that the PCs will want to know what both solutions are. Romero explains.

***"For the kinder solution, the Hollow Prince needs her to be human. If she is not, she cannot crown him King of Dark Winter. I have in my possession a small flask of the Elixir of Laughter and Forgetting. If she drinks the liquor, she will forget her sorrows and no longer be mortal. She will join us here between the night and morrow."***

***"For the other solution, she must complete the prince's geasa. If she does that, he will be undone. I warn you though—this path is fraught with woe. She will carry her sorrows with her for the rest of her days. Why seek the trail where sharp rocks cut your feet, when the other way is lush grass and wildflowers?"***

If the PCs choose to give Calisse the Elixir of Laughter and Forgetting, read the following.

***Romero summons Topaz to his side and commands him fetch the Elixir of Laughter and Forgetting. The satyr returns with a crystal vial that is filled with a juice the changes color as you look at it.***

***"Have your princess drink of this and it will bring her solace," Romero says. "Be careful, mortal. Do not taste it yourself. Once forgotten, your mortality cannot be remembered."***

Romero then sends them forth to the camp. If he has not already done so, he turns the sundial back an hour to manipulate the Flowing Time to give the PCs back a time unit.

If a PC drinks of the Elixir of Laughter and Forgetting, that PC must make a Will save (DC 34) or completely forget everything about their humanity. The character is immediately removed from play.

If the PCs want to know the Hollow Prince's geasa, they must convince Romero that it is important that Calisse remember her mortality. The PCs should explain that sorrows are important as they define who we are. They should mention that understanding loss and despair is crucial to mortals. There is deliberately no Diplomacy check to convincing Romero. The PCs must accomplish this through roleplaying. Any argument that satisfies you, as the judge, convinces Romero.

When they have done so, read the following.

***Prince Romero considers you for several moments as he lounges on his throne of birds and bees. "You speak with passion, and I accede to your request. But I caution you to remember the old meaning of passion."***

***Romero sighs. "The Hollow Prince's geasa is a kiss. If he shares a kiss with a princess then he will be undone. A bizarre geasa for an Unseelie lord. I suppose that like attracts like but opposites bind."***

If the PCs ask what the old meaning of passion is, Romero says "to suffer." He can also explain that he knows the Hollow Prince's geasa because of its nature. Kisses fall into his domain, he'll say with a mischievous smile.

If the PCs choose for Calisse to complete the Hollow Prince's geasa, Romero then sends them forth to the camp after he has given them the knowledge. If he has not already done so, he turns the sundial back an hour to manipulate the Flowing Time to give the PCs back a time unit.

If the PCs chose to give Calisse the Elixir of Laughter and Forgetting, go to **Encounter Seven**. If the PCs chose to have Calisse complete the Hollow Prince, go to **Encounter Eight**.

## **Encounter Seven: Of Laughter and Forgetting**

If the PCs have chosen to give Calisse the Elixir of Laughter and Forgetting, the Coercell has not yet cooled when they leave the satyr lair. Assuming that the PCs return to Calisse, read the following.

***The fey army is still at rest when you leave the opulent satyr lair, but you can feel an underlying tension. Something is about to happen and happen soon.***

***You return to the center of the camp. Calisse is still there, chained to the post. You are in luck***

**for it seems that the Coercell has not yet cooled.**

The PCs must convince Calisse to drink the Elixir of Laughter and Forgetting. She is initially reluctant to do so because she would then forget Owen and her child. The PCs must make a convincing argument and a successful Diplomacy check (DC 15+APL) for Calisse to drink the Elixir. If they do, read the following.

**Calisse is chained so you have to help her drink the elixir. The goblin guards on either side of her must not have had orders to stop you from giving her something to drink, and they continue to watch dispassionately.**

**The princess drinks the Elixir of Laughter and Forgetting, swallowing every last drop. She raises an eyebrow as she waits for something to happen.**

**It begins with a giggle. Calisse's lips twitch as she tries to contain it, but the laughter cannot be restrained. It erupts forth from her and she laughs and laughs. Pure laughter for the sake of laughing. There is nothing hidden in it, no sorrows, no pain, no conceit – just a joy that washes everything away before it.**

**On and on it goes until Calisse collapses from exhaustion. Her humanity is gone. Vanished on gales of laughter. You watch as butterfly wings unfold from the back of the nymph-like creature chained to the pole.**

Calisse has lost all her sorrows and her humanity. She remembers nothing of her past life. Her family, her friends, even her name are all stolen away by the power of laughter and forgetting.

Give the PCs a few minutes to talk to Calisse if they wish. Calisse will be very confused and has no idea where she is, how she got there, or even who she is. At this point, Romero comes to her.

**The prince of the satyrs approaches. Romero completely ignores you and walks up to Calisse. Her eyes settle on him and her breath quickens.**

**“Aren’t you the handsome man?” she says.**

**“I am Romero, Prince of the Long Dale. And who you might be?”**

**She knits her brow. “I don’t know. How could I not have a name?”**

**“Then let me give you one. Be known as Solace.”**

**She smiles. “Solace. I like that.”**

Romero then turns to the two guards and commands them to unchain her. They were ordered to chain and guard Calisse the mortal princess. They now have Solace, a Seelie sidhe. The guards agree and release her.

Romero then takes the newly formed sidhe by the hand and takes her away with him back to his palace. He has no further need of the PCs so he leaves them behind. If the PCs try to follow them, the hundreds of satyrs in the lair prevent them from entering.

Go to **Conclusion B**.

## **Encounter Eight: Awakened with a Kiss**

If the PCs decided to have Calisse complete the Hollow Prince’s geasa, then the Coercell has already cooled when the PCs leave the satyr lair. Read the following.

**Most of the camp is strangely empty when you leave the opulent satyr lair. Judging from the noise coming from the center of the encampment, something big is happening there.**

**The fey are gathered in a thick crowd. Spriggans are beating on drums, while flat-headed goblins pick up a struggling Calisse and undo her shackles.**

**The Coercell has cooled.**

The PCs should tell Calisse how to destroy the Hollow Prince. Unfortunately, they are at the back of a large crowd of fey (about 200 feet away) and she cannot hear them. The PCs must either get closer or use magic.

The PCs can use magic to make their knowledge known to the Princess. A *message* spell works really well for this, as would *telepathy* and similar magic. Just be sure the caster has the range to reach Calisse and that the PCs have the spell components.

The PCs can also force their way through the crowds to get closer to Calisse. They can do this by either making a Strength check (DC 5+APL) or an Escape Artist check (DC 10+APL). If successful, the PC can move closer to Calisse up to their speed (a dwarf in full plate can move 20 ft closer). This speed can be increased normally

(such as with *haste* or *expeditious retreat*). The PCs can also fly over the heads of the crowd.

Each round, the PCs can then make Perform (oratory) checks to be heard above the crowd. The DC is 20+APL. Each 10 ft. that the PCs move closer to Calisse reduces the DC by 1.

The PCs have five rounds before the goblins toss Calisse into the Coercell.

When the PCs can finally be heard, Calisse is rather incredulous when learns the Hollow Prince's geasa. She responds with "What?!" Followed by "You've got to be kidding me!" She doesn't have long to argue with the PCs as the goblins carry her to the Coercell.

***Calisse fights hard, kicking at the goblins and squirming in their grasp, but they are too strong, and they carry her to the cauldron.***

***The tent next to the Coercell opens, and a tall man steps out. He is dressed in leather armor of ancient design and a voluminous cloak. Antlers rise from a helm that hides his face in shadow. His eyes burn with green flame that gives no warmth.***

***The Hollow Prince holds up a hand, open palm facing out. He says nothing, but the command is obvious. The fey instantly stop what they are doing. An eerie silence falls over the army. You can almost hear the chain tattoos tightening around their necks.***

***The Hollow Prince's arms are bare. A vivid scar traces along the inside of them from wrist to elbow.***

***"Owen?" Calisse says in disbelief.***

Yes, this is Owen's fey half. When his body was slain, his fey half fell into Faerie. Since Maeve was not in her realm (and nature abhors a vacuum), his fey half was drawn here and became an Unseelie lord. The one pressing need that he remembered was the need to build an army and reclaim his land. Unfortunately, he can't remember which land it is and believes it to be the Pits of Sharpest Frost. This is why he has assembled his army and is attempting to claim the Pits as his own.

The Hollow Prince has no humanity in him. He has no mercy, kindness, joy, or any redeeming qualities. He is a cold, emotionless creature who is relentless in his plans for conquest.

**The Hollow Prince (Owen):** Male half-fey  
Ftr4/III15.

The Hollow Prince orders Calisse into the Coercell.

***The Hollow Prince stabs his finger at the flat-headed goblins, points to Calisse, and then to the Coercell.***

***"Owen, don't you know me?" Calisse pleads. He does not respond.***

***The goblins heave the screaming princess into the cauldron. Two of the hags slide the heavy lid into place. The third hag points her staff at the kindling underneath, which bursts into flame.***

***As it heats, illusionary chains encircle the Coercell like vines growing quickly up a wall.***

***Suddenly, a wave of brilliant rose-colored light erupts from the cauldron. It passes you in a second and rolls across the entire camp.***

***CRACK! The thick quiet is torn into pieces as the Coercell ruptures, bursting forth with a blast of incredible power. The explosion is followed by the sound of chains shattering.***

***The explosion pushes the fey around you back as if it was a physical force.***

***Calisse stands where the Coercell once stood, crackling with light as she turns to stare at the Hollow Prince. Her eyes are completely rose-red and her voice is magnified a hundred-fold.***

***"I am the Sacrifice Come Freely, and I cannot be bound."***

The Coercell must bind what ever is in it, but Calisse is the Sacrifice Come Freely (a role she accepted while hanging from the Summer Tree in GEO5-02 *Love as Bright as Blood*) and she cannot be bound. Since the Coercell must bind what it is inside of it but it cannot bind Calisse, it explodes from the contradiction.

The exploding wave of light disrupts all the enchantments on the PCs and heals all their wounds. It does the same to all the fey who are free of their coercelling.

***There is a roar of joy from the fey as they realize that they are no longer coerced. Their tattoos fade away as the enchantment that bound them unravels.***

***The Seelie begin to celebrate. The pixies, satyrs, and nymphs dance with joy. The Unseelie seem to have a different idea of how to celebrate. Spriggans, redcaps, and flat-***



**headed goblins start working themselves into a frenzy.**

**Gaunt steps to their fore, grinningly evilly. "Time to pay the piper, Hollow Prince." The smell of violence is in the air.**

**"Hold them off," Calisse commands you. "I must reach Owen before they kill him."**

The Unseelie have every intention of killing the Hollow Prince. The Unseelie are composed of redcaps, spriggans, flatheaded goblins, Gaunt, and the hags.

Calisse spends this combat attempting to restore her husband's mortality. She takes an action each round, as described in Calisse and the **Hollow Prince** below.

The hags start next to the Hollow Prince and attack him directly on the first round. The Hollow Prince is more than capable of holding them off for a round. Calisse's action calls them off on round two, and they do not participate in the battle further.

Gaunt, the spriggans, the flat-headed goblins, and the redcaps start further away from the Hollow Prince and try to push their way past the PCs to get at him. The PCs must hold the gap for four rounds, which is long enough for Calisse to bargain with and kiss the Hollow Prince.

The encounter begins with a number of spriggans, redcaps, and flatheaded goblins (and Gaunt at APL 10) facing the PCs. The Unseelie start on different ice "islands" than the PCs. These islands are noted on **Judge Aid #5**.

At the top of each round after the first, a new group of reinforcements arrive. The reinforcements are listed under each APL below.

The Unseelie try to push their way past the PCs to get at Owen. The spriggans stay small for this encounter so that more of them can get across. If they should get past the PCs, the spriggans and redcaps make a beeline for the Hollow Prince and try to take him down.

If enough Unseelie are able to completely surround Owen (i.e. if there are eight unseelie around him), they overwhelm and kill him. Since Owen is still a faerie, his spirit vanishes into a mote of light. It will reform in time but finding it will require another adventure. If this happens go to **Conclusion D**.

The odds are heavily stacked against the PCs at first, but they can make things easier on

themselves by calling on the aid of Pwyll, the satyrs, Élan, the unicorns, and the griffons.

Pwyll's starting location is marked on the map as well. Unfortunately, the destruction of the Coercell has reduced him to 0 hit points. On his first action, he evokes the power of the Gonfalon. This gives all the PCs the benefit of a *greater heroism* spell cast at 20th level (a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and 20 temporary hit points).

Unfortunately, this action knocks Pwyll unconscious and he drops to -1 hit point and starts to die. The Gonfalon falls into the snow beside him. He is carrying his equipment and the PCs can make use of it.

The PCs can claim the Gonfalon. If they can do so, they can command the respect of the satyrs. If a PC is in possession of the Gonfalon and makes a Diplomacy check (DC 20+APL) as a standard action, they can get Jasper and Topaz and the satyrs to come to their aid. If the PCs can't make this check, they can heal Pwyll, and he can do it for them (and he will even recommend it).

If one of the PCs laugh loud and long, taking a standard action to do, they can summon Élan. If the PCs play a wind instrument or sing, Snowmantle and the unicorns come to their aid. If they break the feather, Proudwing and the griffons come to their aid.

Élan, Snowmantle, Jasper, Topaz, and Proudwing join the round after they are summoned (or convinced in the case of the satyrs). They make their way to the island where the PCs start by flying (Élan and Proudwing), swimming (Jasper and Topaz), and jumping (Snowmantle). They fight at the PCs' side against the Unseelie.

Because of the number of NPCs involved in this fight, the judge is encouraged to take short-cuts when handling their actions. Élan and Snowmantle are each quite capable of taking out an Unseelie faerie each round by themselves. So just remove the Unseelie they are attacking. Jasper, Topaz, and Proudwing are a bit weaker and kill an Unseelie every other round.

**Élan:** Male sidhe Scout8/Master Thrower1; hp 104; see *Appendix Four*.

**Snowmantle:** Male unicorn Swashbuckler 7; hp 168, see *Appendix Six*.

**Jasper and Topaz:** Male fey brd6; hp 49 each see *Appendix Six*.

**Proudwing:** hp 59; see *Monster Manual* p. 139.

As the satyrs, unicorns, and griffons join the battle, fewer Unseelie fight the PCs. For each group that joins, delay the arrival of the next set of reinforcements by one round. If the PCs summon all three groups, then no reinforcements arrive at all!

#### APL 4 (EL 7)

**Spriggan Trapper:** hp 50; see *Appendix Five*.

**Flat-headed Goblin Bogeyman:** hp 53; see *Appendix Five*.

**Young Redcaps (3):** hp 24 each; see *Appendix Five*.

**Spriggans (2):** hp 26; see *Appendix Five*.

##### Reinforcements

**Young Redcap:** hp 24; see *Appendix Five*.

**Spriggan:** hp 26; see *Appendix Five*.

#### APL 6 (EL 9)

**Spriggan Trappers (2):** hp 50 each; see *Appendix Five*.

**Flat-headed Goblin Bogeymen (2):** male fey; hp 53 each; see *Appendix Five*.

**Young Redcaps (3):** hp 24 each; see *Appendix Five*.

**Spriggans (2):** hp 26; see *Appendix Five*.

##### Reinforcements

**Young Redcaps (2):** hp 24 each; see *Appendix Five*.

**Spriggan:** hp 26; see *Appendix Five*.

#### APL 8 (EL 11)

**Elder Redcaps (2):** hp 108 each; see *Appendix Five*.

**Spriggan Trappers (4):** male fey; hp 50 each; see *Appendix Five*.

**Flat-headed Goblin Bogeymen (4):** hp 53 each; see *Appendix Five*.

##### Reinforcements

**Spriggan Trappers (2):** hp 50 each; see *Appendix Five*.

**Flat-headed Goblin Bogeyman:** hp 53; see *Appendix Five*.

#### APL 10 (EL 13)

**Gaunt:** Male fey; hp 50; see *Appendix Five*.

**Elder Redcaps (2):** hp 108 each; see *Appendix Five*.

**Spriggan Trappers (4):** hp 50 each; see *Appendix Five*.

**Flat-headed Goblin Bogeymen (4):** hp 53 each; see *Appendix Five*.

##### Reinforcements

**Elder Redcap:** hp 108 each; see *Appendix Five*.

**Spriggan Trappers (2):** hp 50 each; see *Appendix Five*.

**Flat-headed Goblin Bogeymen (2):** hp 53 each; see *Appendix Five*.

**Tactics:** All the Unseelie attempt to get past the PCs as quickly as possible to get at the Hollow Prince. For the PCs, this battle is about protection. They must protect Owen and Calisse for four rounds.

The spriggans move to flank so they can to use their sneak attack ability. They do not use their spell-like abilities in this battle. They regularly use their arterial strike feat to cause bleeding wounds on the PCs.

The redcaps wade in with their scythes. They ignore the PCs and aim for Owen unless engaged.

The flat-headed goblins rage. They do not use their dance ability as it would harm other Unseelie.

Gaunt does not target any of his spells at the Hollow Prince as he is confident that Owen will resist them. Instead, he casts greater invisibility on himself in the first round. He then casts *confusion* on the PCs (if they are grouped together) or *mass suggestion* (recommending that the PCs jump into the icy water). Gaunt avoids direct melee confrontations.

**Note:** *Confusion* is countered by *calm emotions* (which both Jasper and Topaz can cast) and *mass suggestion* can be countersonged with a bard song (which Jasper, Topaz, and Pwyll can do).

**Encounter Area:** The iced-over river has broken from the impact of the Coercell breaking. The entire battle takes place on the splinted pieces of ice. The ice and snow make for difficult terrain. All squares count as 10 feet of moment. Because the PCs are defending a narrow gap, this works in their favor. There is only a limited area for the

Unseelie to cross the river. For a map of the encounter area, see **Judge Aid #5**.

### **Calisse and the Hollow Prince**

On the first round of the combat, Calisse moves toward the Hollow Prince, jumping onto the same ice island as he is.

On the second round, she calls out to the hags and demands their obedience, saying:

***“Stop where you are!” Calisse commands. Her eyes still glow with the Radiance. “I have freed you. Give the Hollow Prince to me in return.”***

***Oonagh cackles. “Done. He is yours.” She and her sisters fall back away from the Hollow Prince.***

On round three, Calisse addresses the Hollow Prince.

***“I have a bargain for you,” Calisse says to the Hollow Prince. “I can let the Unseelie tear you apart, or you could give me what I ask.”***

***The Hollow Prince’s voice is deep and distant, as if it was coming from the bottom of a well. “What?”***

***“A kiss,” Calisse smiles.***

***After a second’s consideration the Hollow Prince nods in acquiescence.***

On round four, Calisse kisses the Hollow Prince.

***Calisse slowly lifts his helm off, and the antlered headpiece falls to the snow. His face is Owen’s, but it is a ruined, hideous remnant of the Brenin. Frostbite has eaten his ears, and his skin is cracked and dry. His eyes are green flames of burning cold.***

***Calisse swallows, stands on her toes, and kisses him. The kiss is unsure and hesitant at first, but it builds and swells, becoming more passionate until it is a mighty flood that completely immerses the Hollow Prince and Calisse.***

***The rose light brightens and seems to pass from her into him. The glowing green fires in his eyes fade, as his eyes were closing. His pale arms reach up from out of the shadowed cloak to wrap around Calisse, drawing her to him in a deep embrace.***

***The faeries watch in silence. The Hollow Prince’s eyes open again but are no longer green. They are gray. His face is whole again***

***and his cheeks are flushed with health and warmth. Calisse breaks the kiss.***

***“Owen,” she sighs.***

***“Cariad,” he replies.***

Calisse’s kiss has undone the Hollow Prince just as the hags said it would. However, it does this by restoring Owen’s memory and his mortality to his fey half. In addition, Calisse has shared the Radiance with Owen as she restored his humanity.

### **Calisse and Owen**

***The Unseelie fall back. Their bloodlust has evaporated now that the Hollow Prince is no more. The reunited lovers remained wrapped in each other’s arms. A soft rose light surrounds them.***

***The two reluctantly pull apart. Calisse says, “Come, beloved. I want to introduce those who aided me several times during my quest. I would not have succeeded without them.”***

***“A pleasure,” Owen says. “Anyone who has aided my wife is a friend of mine.”***

The PCs have an opportunity to ask Owen some questions. He has much to tell them. If the PCs don’t ask what has just happened, Owen says:

***“You look puzzled. Perhaps I can enlighten?”***

Owen can explain the following if the PCs are interested.

- ***“As you have probably learned, I am half fey. My father is Aodhan, King of Bright Summer. I am also the Brenin and was called upon to shed my life’s blood to replenish the land. I shirked my duty at first and Geoff paid the price. But at last I went to the Stone Table and bled to renew the land.***
- ***“At the sacrifice, Gwenllian used a very special blade given to her by Élan, Earl of Tramontaine. When I died, the knife split me in two. My human half died while my fey half was cast into Faerie.”***
- ***“My fey half fell to the Pits of Sharpest Frost. I believe that I was drawn here because Maeve is missing and nature abhors a vacuum. In addition my death restored life to the Greenman, a Seelie creature. Faerie seeks balance and was***

*looking for an Unseelie creature to counter the Greenman."*

- *"I died on the Stone Table and gave my life's blood for the land. However, I told Calisse that 'She holds my heart in her hands.' Because of my nature, this became true. I gave all I had at the table, but part of me had already been given to her. She carried part of me with her and it restored me."*
- *"The necklace was a fraud. Gwenllian thought that you needed something tangible to give you hope and faith. When you kissed me, you returned my heart. Kisses in Faerie are powerful. I am whole once again thanks to your gift and to your love."*
- *Calisse says, "When I spoke with the Sad Lady by the Sea, she told me that there is a power greater than death and that if I drew upon that power I could undo what has been done by blood."*

*Owen turns to you. "I have been away from my kingdom for some time. Please tell me what has happened while I was gone."*

Let the PCs fill Owen in on what has happened in Geoff while he's been away. If the PCs mention the giants are still in Geoff, Owen says.

*"Yes, it would seem that I need an army. How fortunate that I seem to have one."*

When Owen has answered the PCs' questions, go to **Conclusion A**.

## Conclusion

There are three conclusions depending on whether the PCs have Calisse restore Owen's humanity, she loses her own humanity, or time runs out.

### Conclusion A: Mortality Embraced

Calisse kissed Owen and restored his humanity.

*Owen turns to the fey who are standing unusually quiet and attentive, watching the drama unfold before them.*

*"Denizens of fey," Owen calls out in a loud commanding voice. "I am Owen the Brenin and no longer the Hollow Prince. I seek to free my country from the giants. I ask your aid."*

*The faeries murmur among themselves. Finally, Romero, the prince of satyrs, steps forward. "You are the Radiance. The satyrs will follow you."*

*Snowmantle comes forward. "The unicorns will ride with you."*

*One by one the fey agree to aid Owen in reclaiming his land. The final group is Gaunt who speaks for the Unseelie. "We will fight for you. It could be fun."*

*Owen turns to you. "This is too large for one man to lead by himself. You have earned your rank in this army. Will you help me lead it?"*

Owen gives the PCs a choice of which unit they can lead. They can be with the unicorn lancers, the pixie archers, the spriggan infantry, the satyr infantry, the nymph healers, or more. If you are playing this adventure at the premiere, the PCs will be affiliated with this faerie unit in the battle interactive GEO5-IN5 *Stormbreak*.

**Treasure:** The fey present the PCs with a *antlered helm of command* as a symbol of their position in the army.

APL 4: L: 0 gp, C: 0 gp, M: *antlered helm of command* (667 gp).

APL 6: L: 0 gp, C: 0 gp, M: *antlered helm of command* (667 gp).

APL 8: L: 0 gp, C: 0 gp, M: *antlered helm of command* (667 gp).

APL 10: L: 0 gp, C: 0 gp, M: *antlered helm of command* (667 gp).

In addition, the fey come forward with chests that hold all the PCs' gear. Cold iron gear however is incased in ice. This special ice takes a long time to melt. The PC cannot use this item for the next two adventures.

**Treasure:** The PC receives the reward *Cold Iron Entombment* for their weapons.

*As the fey host gathers, Pwyll sings. His voice is pure and strong again.*

*"Calisse carried the Radiance like a brand in the night.*

*She bestowed onto Owen the grace of its light.*

*He gave her his heart;*

*she returned him his life.*

*For there's a power far greater than death.*

*"And the bards will sing tales*

***in praise of the Brenin  
Who gave his life,  
Who fell to the Pits but returned to himself  
Through a kiss from his wife"***

***"And the Gyri will cry: 'Hail the Stag  
Who was slain for the Spring, Come to us.'  
And Oerth will reply: 'Averiad,  
for the land is the Brenin  
And the Brenin is the land.'"***

***Owen ap Lluth has mounted a large white stag  
that he rides bareback. His beloved is astride  
Snowmantle. Owen stretches out his hand to  
the frozen waterfall and calls out.***

***"Greenman! My brother, my twin in death,  
open the way between us so I may return  
home!"***

***Owen turns to the faeries. "Immortal kin!  
Follow me into the Mortal Realms, into battle,  
into the Flanaess! To the return! Averiad!"***

***"Averiad!" the fey host roars.***

***"Averiad!" Owen shouts, and the waterfall  
shatters suddenly, revealing a moving, liquid  
image of the Flanaess.***

***Owen turns his stag mount and charges  
through the gate. Calisse and Snowmantle  
follow after. You and the faeries rush forward  
through the gate and burst out into the  
sunlight.***

When the PCs ride with the faerie army through the gate, they return to the Flanaess. The PCs emerge to the west of Gorna onto Longman Hill.

***You emerge from the side of Longman Hill. The  
chalk carving of a man holding two spears is  
actually a man standing in a doorway and the  
doorway is now open.***

***Before you lies Gorna. The allied armies have  
surrounded the city and are besieging the  
giants in an enormous battle that covers as far  
as you can see. The fate of Geoff hangs in the  
balance.***

If you are playing this adventure at the premiere, the battle between the fey and the giants is covered in the battle interactive GEO5-IN5 *Stormbreak*. Otherwise, the PCs are assumed to have joined the battle and the battle is a victory for the Gyri and the fey.

If your players would like to read a narrative covering the battle, please give them **Player Handout #8**.

The PCs have earned Calisse's favor a third time. If the PCs have collected Calisse's favor from all three of the Song of Three Summonings, they may exchange them for access to the Special Rewards AR.

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

## **Conclusion B: Sorrows Abandoned**

Calisse drank of the Elixir of Laughter and Forgetting and became a fey.

**With the loss of Calisse, the Hollow Prince's plans to dethrone Queen Maeve come to naught. Even worse for the ambitious Unseelie lord, Maeve returns to her realm**

***She stops the Unseelie fey with a gesture and announces that she has returned. She then entraps the Hollow Prince in ice for presuming to usurp her throne.***

***For foiling the Hollow Prince's plans, the Queen of Dark Winter graciously grants you the gift of passage to leave her realm freely.***

***As a token of his gratitude, Prince Romero shows you a path that leads you back to the mortal lands of the Flanaess and home. On his arm is a beautiful Seelie sidhe with honey-blond hair. She looks very happy without a care in the world.***

Because Romero shows the PCs the way back, they are able to escape Faerie without any more losses to the Flowing Time. Pwyll accompanies them.

Alas, Calisse is lost forever to the fey. Owen could possibly be rescued, but that is another adventure.

## **Conclusion C: Time Tolls**

The PCs may not be able to find out the Hollow Prince's geasa before the Coercell is recharged.

***A pixie flitters up to you. "Pwyll sent me. The Coercell is recharged, and Calisse is about to be bound. You'd best come back at once."***

If the PCs hurry back, they can witness the event. Otherwise, they miss the show.

The situation at the Coercell goes just as it does in Encounter Seven. The fey are all gathered around and the goblins are throwing Calisse into the pot.

***The Forlorn Doors open and Queen Maeve emerges from the darkened recesses of her***

***throne room and stops the Unseelie fey with a gesture. She then entraps the Hollow Prince in ice for presuming to usurp her throne.***

***For foiling the Hollow Prince's plans, the Queen of Dark Winter graciously grants you the gift of passage to leave her realm freely.***

As a gift for ending the threat to her realm, she gives Calisse and the PCs free passage out. Pwyll accompanies them. However, they are unable to escape Faerie without being caught in the Flowing Time and losing a TU.

**Flowing Time of Faerie:** You have been caught by the flowing time of Faerie. Upon your return to the Flanaess, you realize that you have spent \_\_\_ extra TUs in Faerie (this number can be negative).

Owen could possibly be rescued, but that is another adventure.

### **Conclusion D: Death of a Prince**

The PCs were not able to hold the line against the Unseelie and they slew the Hollow Prince.

***The Forlorn Doors open and Queen Maeve emerges from the darkened recesses of her throne room and stops the Unseelie fey with a gesture. They fall to their knees before their ruler returned.***

***For foiling the Hollow Prince's plans, the Queen of Dark Winter graciously grants you the gift of passage to leave her realm freely.***

As a gift for destroying the Coercell, she gives Calisse and the PCs free passage out. Pwyll accompanies them. However, they are unable to escape Faerie without being caught in the Flowing Time and losing a TU.

**Flowing Time of Faerie:** You have been caught by the flowing time of Faerie. Upon your return to the Flanaess, you realize that you have spent \_\_\_ extra TUs in Faerie (this number can be negative).

Owen is a faerie spirit and will reform in time, but his rescue, would be another adventure.

**The End**

## **Experience Point Summary**

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total

value (objectives plus roleplaying) to each character.

### **Encounter One**

Defeating the Trolls at the Bridge

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

### **Encounter Two**

Bypassing the pit traps (by following the wind, using the luna moths, or climbing the shaft)

APL 4: 120 xp.

APL 6: 180 xp.

APL 8: 240 xp.

APL 10: 300 xp.

### **Encounter Five**

Earning Rank in the Unseelie Army

APL 4: 45 xp.

APL 6: 60 xp.

APL 8: 75 xp.

APL 10: 90 xp.

### **Encounter Seven**

Securing the Kiss from Owen

APL 4: 90 xp.

APL 6: 120 xp.

APL 8: 150 xp.

APL 10: 180 xp.

### **Encounter Seven**

Protecting Calisse and the Hollow Prince from the Unseelie

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

### **Total possible experience**

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1125 xp.

APL 10: 1350 xp.

## Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

### Encounter One:

APL 4: L: 0 gp, C: 0 gp, M: *ring of the ram* (717 gp), +1 *skive of returning* (692 gp).

APL 6: L: 0 gp, C: 0 gp, M: *ring of the ram* (2) (717 gp each), +1 *skive of returning* (692 gp).

APL 8: L: 0 gp, C: 0 gp, M: *ring of the ram* (3) (717 gp each), 1 *mithril chain shirt* (175), +1 *merciful skive of returning* (1,525 gp).

APL 10: L: 0 gp, C: 0 gp, M: *amulet of mighty fists* +1 (2) (500 gp each), *elixir of firebreath* (2) (92 gp each), *ring of the ram* (2) (717 gp each), +1 *mithril chain shirt* (175), +1 *merciful skive of returning* (2) (1,525 gp each), *cloak of elvenkind* (208 gp), *boots of elvenkind* (208 gp).

### Encounter Two:

APL 4: L: 0 gp, C: 0 gp, M: *bag of faerie sleepdust* (188 gp).

APL 6: L: 0 gp, C: 0 gp, M: *bag of faerie sleepdust* (188 gp).

APL 8: L: 0 gp, C: 0 gp, M: *bag of faerie sleepdust* (188 gp).

APL 10: L: 0 gp, C: 0 gp, M: *bag of faerie sleepdust* (188 gp).

### Conclusion:

APL 4: L: 0 gp, C: 0 gp, M: *antlered helm of command* (1,042 gp).

APL 6: L: 0 gp, C: 0 gp, M: *antlered helm of command* (1,042 gp).

APL 8: L: 0 gp, C: 0 gp, M: *antlered helm of command* (1,042 gp).

APL 10: L: 0 gp, C: 0 gp, M: *antlered helm of command* (1,042 gp).

### Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 0 gp, C: 0 gp, M: 2,639 gp – Total: 2,639 gp (650 gp).

APL 6: L: 0 gp, C: 0 gp, M: 3,448 gp – Total: 3,448 gp (900 gp).

APL 8: L: 0 gp, C: 0 gp, M: 5,081 gp – Total: 5,081 gp (1,300 gp).

APL 10: L: 0 gp, C: 0 gp, M: 8,798 gp – Total: 8,798 gp (2,300 gp).

## Items for the Adventure Record

### Special

**Antlered Helm of Command:** This hardened dark leather helm sports an impressive rack of deer antlers that rise from the crown. When worn, it magnifies the authority of the wearer, granting a +5 competence bonus to all Charisma-related checks. In addition, it grants the wearer the speed of a deer, increasing the wearer's base land speed by 30 feet as per the spell *expeditious retreat*. Wearing this item without having earned the respect of the fey (such as having four parts to your rank as described below) reduces the reaction of all fey to hostile.

Moderate transmutation; CL 6th; Prerequisites: Craft Wondrous Item, *expeditious retreat*, *eagle's splendor*; Market Price: 12,500 gp; Weight: 1 lb.

**Bag of Faerie Sleepdust:** This special dust is light but granulated like very fine sand. A pinch of the dust thrown at a creature or object acts as a *deep slumber* spell as cast by a 5<sup>th</sup> level caster. The dust has a range of 5 ft. and requires a ranged touch attack to strike a creature or object if the object is being wielded or carried. A bag can hold up to three pinches.

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

**Cold Iron Entombment:** You have brought cold iron into Faerie which really annoyed the Fair Folk. They have encased your item in ice that melts very slowly. You may not use any of the cold iron weapons you brought into Faerie for the next two adventures after this one.

**Favor of Grand Duchess Calisse Skotti:** You have assisted Grand Duchess Calisse on her quest in Faerie. Though she cannot reward you at present, she remembers your efforts on her behalf. Favor Level B.

**Flowing Time of Faerie:** You have been caught by the flowing time of Faerie. Upon your return to the Flanaess, you realize that you have spent \_\_\_\_ extra TUs in Faerie (this number can be negative).

**Rank in the Hollow Prince's Army:** By meeting the tests of the Unseelie, you have obtained a high rank in the Hollow Prince's Faerie army. Your rank is:

**Skive:** Élan's unique double-bladed dagger, an exotic piercing ranged weapon. Cost: 20 gp; 1d4 damage (S); 1d6 damage (M); Critical 18-20/x2; Range 10 ft.; Weight 2 lbs.

**Spellbook:** This book, titled *Often Overlooked Magics*, is an old library book from the Grey College in the City of Greyhawk. On the inside cover is the stamp from the Grey College. The last individual to have checked it out was X. Yragerne. 0—*dancing lights, mending, prestidigitation*; 1<sup>st</sup>—*animate rope, grease, master's touch\**; *reduce person, silent image, ventriloquism*; 2<sup>nd</sup>—*daze monster, pyrotechnics, shatter*; 3<sup>rd</sup>—*major image, ray of exhaustion, stone shape*; 4<sup>th</sup>—*entangling staff\*, minor creation, stone shape*; 5<sup>th</sup>—*Bigby's interposing hand, major creation, Mordenkainen's faithful hound*.

Market Price: 2,250; Weight 3 lbs. \*Complete Adventurer.

### Item Access

APL 4:

- *Antlered Helm of Command* (Regional; see above)
- *Bag of Faerie Sleepdust* (Adventure; DMG)
- *Élan's Skive* (Regional; see above)
- *Mithril Chain Shirt* (Adventure; DMG)
- *Ring of the Ram* (Adventure; DMG)
- *Spellbook: Often Overlooked Magics* (Adventure, see above)

APL 6 (all of APL 2 plus the following):

- *Bracers of Armor +2* (Adventure; DMG)

APL 8 (all of APLs 4, 6 plus the following):

- +1 *mithril chain shirt* (Adventure; DMG)
- +1 *merciful skive of returning* (Regional; see above)

APL 10 (all of APLs 4, 6, 8 plus the following):

- *Boots of elvenkind* (Adventure; DMG)
- *Cloak of elvenkind* (Adventure; DMG)



## Appendix One – APL 4

### Encounter One

**Fatigued Half-Fey Crystalline Troll:** CR 8; Large Fey; HD 10d6+50; hp 83; Init +2; Spd 30 ft., fly 60 ft. (good); AC 18, touch 11, flat-footed 16 (-1 size, +2 Dex, +7 natural); BAB/Grp: +7/+16; Atk: +11 melee (1d6+5/20, claw); Full Atk: +11 melee (1d6+5/20, 2 claws) and +6 melee (1d6+2/20, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d6+7, spell-like abilities; SQ Darkvision 60 ft., immune to enchantment spells and effects, immunity to acid, low-light vision, regeneration 5, scent, vulnerability to sonic; AL CN; SV Fort +12, Ref +6, Will +5; Str 21, Dex 14, Con 21, Int 6, Wis 11, Cha 12. *Monster Manual III*, p. 178; *Fiend Folio*, p. 89.

**Skills and Feats:** Climb +12, Hide +9, Listen +14, Spot +14; Alertness, Hover, Power Attack, Track.

**Rend (Ex):** If a crystalline troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

**Regeneration (Ex):** Sonic attacks deal normal damage to a crystalline troll. If a crystalline troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

**Regeneration (Ex):** Sonic attacks deal normal damage to a crystalline troll. If a crystalline troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

**Spell-like Abilities (Sp):** At will—*charm person* (DC 12); 3/day—*detect law*, *protection from law*; 1/day—*confusion* (DC 15), *eyebite* (DC 17), *glitterdust* (DC 13), *hypnotism* (DC 12), *sleep* (DC 12), *Tasha's hideous laughter* (DC 13). Saves are Charisma-based.

**Languages:** Common, Giant, Sylvan.

**Possessions:** *ring of the ram*.

**Physical Description:** This big, bipedal creature is about twice as tall as a human, it has long, ungainly arms and legs. Its hide glimmers faintly, reflecting and refracting light.

**“Gaunt”:** Male sidhe; CR 7; Medium fey; HD 6d6; hp 27 Init +7; Spd 30 ft.; AC 22, touch 18, flat-footed 19 (+3 Dex, +4 chain shirt, +5 deflection); BAB/Grp: +3/+3; Atk: +3 melee (1d6/18-20, rapier) or +7 ranged (1d6+1/19-20,

skyve); Full Atk: +3 melee (1d6/18-20, rapier) or +7 ranged (1d6+1/19-20, skyve); Space/Reach 5 ft./5 ft.; SA Creature of magic, faerie glamer, spells, spell-like abilities; SQ damage reduction 10/cold iron, low-light vision, spell resistance 15, unearthly grace; AL CG; SV Fort +7, Ref +13, Will +12; Str 11, Dex 16, Con 10, Int 17, Wis 15, Cha 20. See Appendix Seven for Sidhe.

**Skills and Feats:** Bluff +12, Diplomacy +16, Disguise +10, Escape Artist +8, Intimidate +10, Knowledge (nature) +8, Knowledge (nobility and royalty) +8, Listen +12, Perform (Dance) +12, Perform (Sing) +12, Sense Motive +11, Spot +11, Tumble +13; Alertness<sup>B</sup>, Exotic Weapon Proficiency (skyve), Improved Initiative, Persuasive<sup>B</sup>, Point Blank Shot.

**Languages:** Sylvan, Common, Elvish, Gnomish, Goblin.

**Spell-like Abilities:** At will—*faerie fire*, *invisibility* (self only); 3/day—*charm monster* (DC 19). Caster level 7th. The save DCs are Charisma based.

**Spells:** A sidhe casts arcane spells as a 7th-level sorcerer.

**Sorcerer Spells Known** (6/8/7/5, save DC 16 + spell level): 0—*arcane mark*, *dancing lights*, *mage hand*, *message*, *prestidigitation*, *read magic*; 1<sup>st</sup>—*color spray*, *expeditious retreat*, *obscuring mist*, *shield*, *sleep*; 2<sup>nd</sup>—*cat's grace*, *mirror image*, *web*; 3<sup>rd</sup>—*fly*, *heroism*.

**Faerie Glamer (Sp):** At will and as a standard action, a sidhe can create illusions that are extremely believable. Faerie glamers are shadow/figments with a maximum area of a 10 ft. cube. They include visual, auditory, olfactory, tactile, taste, and thermal elements. Faerie glamers can speak, support weight, and feel real to the touch. They can move about or be carried. Only the astute can see through a glamer (Will Save DC 20) and even those who would otherwise see through illusions or are immune to illusions must make the save or be fooled. However, every faerie glamer has a single flaw in it which reveals its true nature. The flaw is subtle and only prolonged searching or someone who knows the subject well can identify it. As long as the faerie glamer stays on the Plane of Faerie, it can remain in effect indefinitely. If the faerie glamer leaves the plane, the sidhe must concentrate to maintain the illusion. A sidhe can concentrate on one item per point of Intelligence bonus without interfering with her ability to function normally. The sidhe

do tend to forget to concentrate on faerie glamers outside of Faerie and let them lapse. The sidhe commonly use this ability to disguise themselves in mortal lands. The save DC is Charisma based.

**Creature of Magic:** Sidhe are skilled sorcerers and magic flows through their veins. For any one meta-magic feat applied to a spell requires one less level than normal. In addition, any meta-magic feat applied to a sorcerer's spell requires a standard action instead of a full-round action. A sidhe may do this one time per day for each point of his Charisma modifier (minimum 1).

**Unearthly Grace (Su):** A sidhe adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block already reflects these bonuses).

**Skills:** A sidhe's glorious appearance give it a +2 racial bonus to Diplomacy checks. A sidhe's sharp eyes and innate instincts give it a +2 racial bonus to Sense Motive checks.

**Possessions:** chain shirt, rapier, +1 *skive of returning*.

**Physical Description:** See adventure text.

**“Gaunt” Power-up Suite:** (with *fly*, *cat's grace*, and *heroism*) Init +9; Spd 30 ft., fly 60 ft. (good); AC 24, touch 20, flat-footed 19 (+5 Dex, +4 chain shirt, +5 deflection); BAB/Grp: +3/+5; Atk: +5 melee (1d6/18-20, rapier) or +11 ranged (1d6+1/19-20, skyve); Full Atk: +5 melee (1d6/18-20, rapier) or +11 ranged (1d6+1/19-20, skyve); SV Fort +9, Ref +17, Will +14; Dex 20; +2 to all skill checks.

## Appendix Two – APL 6

### Encounter One

**Fatigued Half-Fey Crystalline Troll (2):** CR 8; Large Fey; HD 10d6+50; hp 83 each; Init +2; Spd 30 ft., fly 60 ft. (good); AC 18, touch 11, flat-footed 16 (-1 size, +2 Dex, +7 natural); BAB/Grp: +7/+16; Atk: +11 melee (1d6+5/20, claw); Full Atk: +11 melee (1d6+5/20, 2 claws) and +6 melee (1d6+2/20, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d6+7, spell-like abilities; SQ Darkvision 60 ft., immune to enchantment spells and effects, immunity to acid, low-light vision, regeneration 5, scent, vulnerability to sonic; AL CN; SV Fort +12, Ref +6, Will +5; Str 21, Dex 14, Con 21, Int 6, Wis 11, Cha 12. *Monster Manual III*, p. 178; *Fiend Folio*, p. 89.

**Skills and Feats:** Climb +12, Hide +9, Listen +14, Spot +14; Alertness, Hover, Power Attack, Track.

**Rend (Ex):** If a crystalline troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

**Regeneration (Ex):** Sonic attacks deal normal damage to a crystalline troll. If a crystalline troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

**Regeneration (Ex):** Sonic attacks deal normal damage to a crystalline troll. If a crystalline troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

**Spell-like Abilities (Sp):** At will—*charm person* (DC 12); 3/day—*detect law, protection from law*; 1/day—*confusion* (DC 15), *eyebite* (DC 17), *glitterdust* (DC 13), *hypnotism* (DC 12), *sleep* (DC 12), *Tasha's hideous laughter* (DC 13). Saves are Charisma-based.

**Languages:** Common, Giant, Sylvan.

**Possessions:** *ring of the ram*.

**Physical Description:** This big, bipedal creature is about twice as tall as a human, it has long, ungainly arms and legs. Its hide glimmers faintly, reflecting and refracting light.

**“Gaunt”:** Male sidhe Scout4; CR 9; Medium fey; HD 6d6+12 plus 4d8+14; hp 71; Init +11; Spd 40 ft.; AC 23, touch 19, flat-footed 20 (+3 Dex, +4 chain shirt, +6 deflection); BAB/Grp: +6/+6; Atk: +9 melee (1d6+2/18-20, rapier) or +13 ranged

(1d6+3/19-20, skive); Full Atk: +9 melee (1d6+2/18-20, rapier) or +13 ranged (1d6+3/19-20, skive); Space/Reach 5 ft./5 ft.; SA Creature of magic, faerie glamer, skirmish (+1d6 damage, +1 AC) spells, spell-like abilities; SQ Battle fortitude +1, damage reduction 10/cold iron, low-light vision, spell resistance 19, trackless step, trapfinding, uncanny dodge, unearthly grace; AL CG; SV Fort +10, Ref +21, Will +13; Str 14, Dex 22, Con 14, Int 18, Wis 12, Cha 22. See Appendix Seven.

**Skills and Feats:** Balance +10, Bluff +12, Climb +6, Diplomacy +20, Disguise +10, Escape Artist +11, Hide +20, Intimidate +12, Knowledge (nature) +9, Knowledge (nobility and royalty) +9, Listen +15, Move Silently +20, Perform (Dance) +15, Perform (Sing) +13, Sense Motive +10, Spot +14, Survival +5, Tumble +18; Alertness<sup>B</sup>, Exotic Weapon Proficiency (skive), Improved Initiative, Persuasive<sup>B</sup>, Point Blank Shot, Precise Shot, Ranged Disarm.

**Languages:** Sylvan, Common, Elvish, Gnomish, Goblin.

**Battle Fortitude (Ex):** At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

**Creature of Magic:** Sidhe are skilled sorcerers and magic flows through their veins. For any one meta-magic feat applied to a spell requires one less level than normal. In addition, any meta-magic feat applied to a sorcerer's spell requires a standard action instead of a full-round action. A sidhe may do this one time per day for each point of his Charisma modifier (minimum 1).

**Faerie Glamer (Sp):** At will and as a standard action, a sidhe can create illusions that are extremely believable. Faerie glamers are shadow/figments with a maximum area of a 10 ft. cube. They include visual, auditory, olfactory, tactile, taste, and thermal elements. Faerie glamers can speak, support weight, and feel real to the touch. They can move about or be carried. Only the astute can see through a glamer (Will Save DC 21) and even those who would otherwise see through illusions or are immune to illusions must make the save or be fooled. However, every faerie glamer has a single flaw in it which reveals its true nature. The flaw is subtle and only prolonged searching or someone who knows the subject well can

identify it. As long as the faerie glammer stays on the Plane of Faerie, it can remain in effect indefinitely. If the faerie glammer leaves the plane, the sidhe must concentrate to maintain the illusion. A sidhe can concentrate on one item per point of Intelligence bonus without interfering with her ability to function normally. The sidhe do tend to forget to concentrate on faerie glammers outside of Faerie and let them lapse. The sidhe commonly use this ability to disguise themselves in mortal lands. The save DC is Charisma based.

**Fast Movement (Ex):** Starting at 3rd level, a scout gains a +10 foot enhancement bonus to her base land speed.

**Skirmish (Ex):** A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st. The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this extra damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd.

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

**Spell-like Abilities:** At will—*faerie fire*, *invisibility* (self only); 3/day—*charm monster* (DC 19). Caster level 7th. The save DCs are Charisma based.

**Spells:** A sidhe casts arcane spells as a 7th-level sorcerer.

*Sorcerer Spells Known* (6/8/7/5, save DC 16 + spell level): 0—*arcane mark*, *dancing lights*, *mage hand*, *message*, *prestidigitation*, *read magic*; 1<sup>st</sup>—*color spray*, *expeditious retreat*, *obscuring mist*, *shield*, *sleep*; 2<sup>nd</sup>—*cat's grace*, *mirror image*, *web*; 3<sup>rd</sup>—*fly*, *heroism*.

**Trackless Step (Ex):** Beginning at 3rd level, a scout cannot be tracked in natural surroundings.

**Trapfinding (Ex):** A scout can use the Search skill to locate traps with a DC higher than 20, and she can use Disable Device to bypass a trap or disarm magic traps.

**Unearthly Grace (Su):** A sidhe adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block already reflects these bonuses).

**Skills:** A sidhe's glorious appearance give it a +2 racial bonus to Diplomacy checks. A sidhe's sharp eyes and innate instincts give it a +2 racial bonus to Sense Motive checks.

*Possessions:* mithril chain shirt, rapier, +1 *merciful skive of returning*.

*Physical Description:* See adventure text.

**"Gaunt" Power-up Suite:** (with *fly*, *cat's grace*, and *heroism*) Init +13; Spd 40 ft., fly 60 ft. (good); AC 24, touch 21, flat-footed 19 (+5 Dex, +4 chain shirt, +6 deflection); BAB/Grp: +6/+8; Atk: +7 melee (1d6+2/18-20, rapier) or +15 ranged (1d6+3/19-20, skyve); Full Atk: +7 melee (1d6/18-20, rapier) or +15 ranged (1d6+3/19-20, skyve); SV Fort +12, Ref +25, Will +15; Dex 26, +2 to all skill checks.

## Appendix Three – APL 8

### Encounter One

**Half-Fey Crystalline Troll (3):** CR 8; Large Fey; HD 10d6+50; hp 83 each; Init +3; Spd 30 ft., fly 60 ft. (good); AC 19, touch 12, flat-footed 16 (-1 size, +3 Dex, +7 natural); BAB/Grp: +7/+17; Atk: +12 melee (1d6+6/20, claw); Full Atk: +12 melee (1d6+6/20, 2 claws) and +7 melee (1d6+3/20, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d6+9, spell-like abilities; SQ Darkvision 60 ft., immune to enchantment spells and effects, immunity to acid, low-light vision, regeneration 5, scent, vulnerability to sonic; AL CN; SV Fort +12, Ref +6, Will +5; Str 23, Dex 16, Con 21, Int 6, Wis 11, Cha 12. *Monster Manual III*, p. 178; *Fiend Folio*, p. 89.

**Skills and Feats:** Climb +12, Hide +9, Listen +14, Spot +14; Alertness, Hover, Power Attack, Track.

**Rend (Ex):** If a crystalline troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

**Regeneration (Ex):** Sonic attacks deal normal damage to a crystalline troll. If a crystalline troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

**Regeneration (Ex):** Sonic attacks deal normal damage to a crystalline troll. If a crystalline troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

**Spell-like Abilities (Sp):** At will—*charm person* (DC 12); 3/day—*detect law, protection from law*, 1/day—*confusion* (DC 15), *eyebite* (DC 17), *glitterdust* (DC 13), *hypnotism* (DC 12), *sleep* (DC 12), *Tasha's hideous laughter* (DC 13). Saves are Charisma-based.

**Languages:** Common, Giant, Sylvan.

**Possessions:** *ring of the ram*.

**Physical Description:** This big, bipedal creature is about twice as tall as a human, it has long, ungainly arms and legs. Its hide glimmers faintly, reflecting and refracting light.

**“Gaunt”:** Male sidhe Scout7; CR 11; Medium fey; HD 6d6+12 plus 7d8+14; hp 89; Init +11; Spd 40 ft.; AC 24, touch 19, flat-footed 20 (+3 Dex, +5 chain shirt, +6 deflection); BAB/Grp: +8/+8; Atk: +10 melee (1d6+2/18-20, rapier) or

+15 ranged (1d6+3/19-20, skive); Full Atk: +10/+5 melee (1d6+2/18-20, rapier) or +15 ranged (1d6+3/19-20, skive); Space/Reach 5 ft./5 ft.; SA Creature of magic, faerie glamer, skirmish (+2d6 damage, +2 AC) spells, spell-like abilities; SQ Battle fortitude +1, damage reduction 10/cold iron, evasion, flawless stride, low-light vision, spell resistance 22, trackless step, trapfinding, uncanny dodge, unearthly grace; AL CG; SV Fort +11, Ref +22, Will +14; Str 14, Dex 23, Con 14, Int 18, Wis 12, Cha 22. See Appendix Seven.

**Skills and Feats:** Balance +10, Bluff +12, Climb +6, Diplomacy +20, Disguise +10, Escape Artist +15, Hide +28, Intimidate +17, Knowledge (nature) +9, Knowledge (nobility and royalty) +9, Listen +16, Move Silently +28, Perform (Dance) +15, Perform (Sing) +13, Search +10, Sense Motive +10, Spot +15, Survival +10, Tumble +21; Alertness<sup>B</sup>, Exotic Weapon Proficiency (skive), Improved Initiative, Persuasive<sup>B</sup>, Point Blank Shot, Precise Shot, Ranged Disarm.

**Languages:** Sylvan, Common, Elvish, Gnomish, Goblin.

**Battle Fortitude (Ex):** At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

**Creature of Magic:** Sidhe are skilled sorcerers and magic flows through their veins. For any one meta-magic feat applied to a spell requires one less level than normal. In addition, any meta-magic feat applied to a sorcerer's spell requires a standard action instead of a full-round action. A sidhe may do this one time per day for each point of his Charisma modifier (minimum 1).

**Faerie Glamer (Sp):** At will and as a standard action, a sidhe can create illusions that are extremely believable. Faerie glamers are shadow/figments with a maximum area of a 10 ft. cube. They include visual, auditory, olfactory, tactile, taste, and thermal elements. Faerie glamers can speak, support weight, and feel real to the touch. They can move about or be carried. Only the astute can see through a glamer (Will Save DC 21) and even those who would otherwise see through illusions or are immune to illusions must make the save or be fooled. However, every faerie glamer has a single flaw in it which reveals its true nature. The flaw is subtle and only prolonged searching or

someone who knows the subject well can identify it. As long as the faerie glammer stays on the Plane of Faerie, it can remain in effect indefinitely. If the faerie glammer leaves the plane, the sidhe must concentrate to maintain the illusion. A sidhe can concentrate on one item per point of Intelligence bonus without interfering with her ability to function normally. The sidhe do tend to forget to concentrate on faerie glamers outside of Faerie and let them lapse. The sidhe commonly use this ability to disguise themselves in mortal lands. The save DC is Charisma based.

**Fast Movement (Ex):** Starting at 3rd level, a scout gains a +10 foot enhancement bonus to her base land speed.

**Flawless Stride (Ex):** Starting at 6th level, a scout can move through any sort of terrain that slows movement at her normal speed and without taking damage or suffering any other impairment.

This ability does not let her move more quickly through terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion.

A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

**Skirmish (Ex):** A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st. The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this extra damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd.

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

**Spell-like Abilities:** At will—*faerie fire*, *invisibility* (self only); 3/day—*charm monster* (DC 19). Caster level 7th. The save DCs are Charisma based.

**Spells:** A sidhe casts arcane spells as a 7th-level sorcerer.

**Sorcerer Spells Known** (6/8/7/5, save DC 16 + spell level): 0—*arcane mark*, *dancing lights*, *mage hand*, *message*, *prestidigitation*, *read magic*; 1<sup>st</sup>—*color spray*, *expeditious retreat*, *obscuring mist*, *shield*, *sleep*; 2<sup>nd</sup>—*cat's grace*, *mirror image*, *web*; 3<sup>rd</sup>—*fly*, *heroism*.

**Trackless Step (Ex):** Beginning at 3rd level, a scout cannot be tracked in natural surroundings.

**Trapfinding (Ex):** A scout can use the Search skill to locate traps with a DC higher than 20, and she can use Disable Device to bypass a trap or disarm magic traps.

**Unearthly Grace (Su):** A sidhe adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block already reflects these bonuses).

**Skills:** A sidhe's glorious appearance give it a +2 racial bonus to Diplomacy checks. A sidhe's sharp eyes and innate instincts give it a +2 racial bonus to Sense Motive checks.

**Possessions:** rapier, +1 *merciful skive of returning*, *glamered mithril chain shirt* +1, *boots of elvenkind*, *cloak of elvenkind*.

**Physical Description:** See adventure text.

**"Gaunt" Power-up Suite:** (with *fly*, *cat's grace*, and *heroism*) Init +13; Spd 40 ft., fly 60 ft. (good); AC 28, touch 23, flat-footed 21 (+7 Dex, +5 chain shirt, +6 deflection); BAB/Grp: +6/+8; Atk: +9 melee (1d6+2/18-20, rapier) or +19 ranged (1d6+3/19-20, skyve); Full Atk: +9 melee (1d6/18-20, rapier) or +19 ranged (1d6+3/19-20, skyve); SV Fort +13, Ref +26, Will +16; Dex 27, +2 to all skill checks.

## Appendix Four – APL 10

### Encounter One

**Troll Bridge Takers (2):** Male giant half-fey troll Rog4; CR 10; Large Fey; HD 10d6+50 plus 4d6+20; hp 113 each; Init +7; Spd 30 ft., fly 60 ft. (good); AC 23, touch 16, flat-footed 16 (-1 size, +7 Dex, +7 natural); BAB/Grp: +10/+22; Atk: +18 melee (1d6+9/20, claw); Full Atk: +16 melee (1d6+9/20, 2 claws) and +13 melee (1d6+5/20, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d6+12, sneak attack +2d6, spell-like abilities; SQ Darkvision 60 ft., evasion, immune to enchantment spells and effects, immunity to acid, low-light vision, regeneration 5, scent, trap sense +1, uncanny dodge, vulnerability to sonic; AL CN; SV Fort +14, Ref +13, Will +4; Str 26, Dex 24, Con 22, Int 8, Wis 11, Cha 16. *Monster Manual III*, p. 178; *Fiend Folio* p. 89.

**Skills and Feats:** Climb +16, Hide +15, Listen +25, Sense Motive +7, Spot +25. Alertness, Blindfight, Hover, Power Attack, Track.

**Rend (Ex):** If a crystalline troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+12 points of damage.

**Regeneration (Ex):** Sonic attacks deal normal damage to a crystalline troll. If a crystalline troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

**Regeneration (Ex):** Sonic attacks deal normal damage to a crystalline troll. If a crystalline troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

**Spell-like Abilities (Sp):** At will—*charm person* (DC 14); 3/day—*detect law, protection from law*; 1/day—*confusion* (DC 17), *eyebite* (DC 19), *glitterdust* (DC 15), *hypnotism* (DC 14), *sleep* (DC 14), *Tasha's hideous laughter* (DC 15). Saves are Charisma-based.

**Languages:** Common, Giant, Sylvan.

**Possessions:** *amulet of mighty fists* +1, *elixir of firebreath*, *ring of the ram*.

**Physical Description:** This big, bipedal creature is about twice as tall as a human, it has long, ungainly arms and legs. Its hide glimmers faintly, reflecting and refracting light.

**"Gaunt":** Male sidhe Scout8/Master Thrower1; CR 13; Medium fey; HD 6d6+12 plus 8d8+16 plus 1d8+2; hp 104; Init +11; Spd 40 ft.; AC 26, touch 21, flat-footed 20 (+5 Dex, +5 chain shirt, +6 deflection); BAB/Grp: +9/+9; Atk: +11 melee (1d6+2/18-20, rapier) or +17 ranged (1d6+3/19-20, skive); Full Atk: +11/+6 melee (1d6+2/18-20, rapier) or +17 ranged (1d6+3/19-20, 2 skives); Space/Reach 5 ft./5 ft.; SA Creature of magic, faerie glamor, skirmish (+2d6 damage, +2 AC), spells, spell-like abilities; SQ Battle fortitude +1, camouflage, damage reduction 10/cold iron, evasion, flawless stride, low-light vision, spell resistance 24, trackless step, trapfinding, uncanny dodge, unearthly grace; AL CG; SV Fort +11, Ref +24, Will +14; Str 14, Dex 23, Con 14, Int 18, Wis 12, Cha 22. See Appendix Seven.

**Skills and Feats:** Balance +10, Bluff +13, Climb +8, Diplomacy +20, Disguise +12, Escape Artist +17, Hide +28, Intimidate +15, Knowledge (nature) +9, Knowledge (nobility and royalty) +9, Listen +16, Move Silently +28, Perform (Dance) +15, Perform (Sing) +13, Search +12, Sense Motive +10, Spot +20, Swim +5, Survival +12, Tumble +25; Alertness<sup>B</sup>, Exotic Weapon Proficiency (skive), Improved Initiative, Persuasive<sup>B</sup>, Point Blank Shot, Precise Shot, Quick Draw, Ranged Disarm, Two Weapon Fighting, Weapon Focus (Skive).

**Languages:** Sylvan, Common, Elvish, Gnomish, Goblin.

**Battle Fortitude (Ex):** At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

**Camouflage (Ex):** Beginning at 8th level, a scout can use the Hide skill in any sort of natural terrain. See the ranger class feature, page 48 of the *Player's Handbook*. She loses this benefit when wearing medium or heavy armor or when carrying a heavy load.

**Creature of Magic:** Sidhe are skilled sorcerers and magic flows through their veins. For any one meta-magic feat applied to a spell requires one less level than normal. In addition, any meta-magic feat applied to a sorcerer's spell requires a standard action instead of a full-round action. A sidhe may do this one time per day for each point of his Charisma modifier (minimum 1).

**Faerie Glamer (Sp):** At will and as a standard action, a sidhe can create illusions that are extremely believable. Faerie glamers are shadow/figments with a maximum area of a 10 ft. cube. They include visual, auditory, olfactory, tactile, taste, and thermal elements. Faerie glamers can speak, support weight, and feel real to the touch. They can move about or be carried. Only the astute can see through a glamer (Will Save DC 21) and even those who would otherwise see through illusions or are immune to illusions must make the save or be fooled. However, every faerie glamer has a single flaw in it which reveals its true nature. The flaw is subtle and only prolonged searching or someone who knows the subject well can identify it. As long as the faerie glamer stays on the Plane of Faerie, it can remain in effect indefinitely. If the faerie glamer leaves the plane, the sidhe must concentrate to maintain the illusion. A sidhe can concentrate on one item per point of Intelligence bonus without interfering with her ability to function normally. The sidhe do tend to forget to concentrate on faerie glamers outside of Faerie and let them lapse. The sidhe commonly use this ability to disguise themselves in mortal lands. The save DC is Charisma based.

**Fast Movement (Ex):** Starting at 3rd level, a scout gains a +10 foot enhancement bonus to her base land speed.

**Flawless Stride (Ex):** Starting at 6th level, a scout can move through any sort of terrain that slows movement at her normal speed and without taking damage or suffering any other impairment.

This ability does not let her move more quickly through terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion.

A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

**Skirmish (Ex):** A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st. The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures,

and creatures immune to extra damage from critical hits are not vulnerable to this extra damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd.

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

**Spell-like Abilities:** At will—*faerie fire*, *invisibility* (self only); 3/day—*charm monster* (DC 19). Caster level 7th. The save DCs are Charisma based.

**Spells:** A sidhe casts arcane spells as a 7th-level sorcerer.

*Sorcerer Spells Known* (6/8/7/5, save DC 16 + spell level): 0—*arcane mark*, *dancing lights*, *mage hand*, *message*, *prestidigitation*, *read magic*; 1<sup>st</sup>—*color spray*, *expeditious retreat*, *obscuring mist*, *shield*, *sleep*; 2<sup>nd</sup>—*cat's grace*, *mirror image*, *web*; 3<sup>rd</sup>—*fly*, *heroism*.

**Doubletoss (Ex):** A master thrower with this ability may, as a standard action, throw two weapons at one or two targets within 30 feet. The character may apply her full strength bonus to each weapon. The normal penalties for fighting with two weapons apply.

**Trackless Step (Ex):** Beginning at 3rd level, a scout cannot be tracked in natural surroundings.

**Trapfinding (Ex):** A scout can use the Search skill to locate traps with a DC higher than 20, and she can use Disable Device to bypass a trap or disarm magic traps.

**Unearthly Grace (Su):** A sidhe adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block already reflects these bonuses).

**Skills:** A sidhe's glorious appearance give it a +2 racial bonus to Diplomacy checks. A sidhe's sharp eyes and innate instincts give it a +2 racial bonus to Sense Motive checks.

*Possessions:* rapier, +1 *merciful skive of returning* (2), +1 *mithril chain shirt*, *boots of elvenkind*, *cloak of elvenkind*.

*Physical Description:* See adventure text.



**“Gaunt” Power-up Suite:** (with *fly*, *cat’s grace*, and *heroism*) Init +11; Spd 40 ft., fly 60 ft. (good); AC 28, touch 23, flat-footed 21 (+7 Dex, +5 chain shirt, +6 deflection); BAB/Grp: +9/+11; Atk: +13 melee (1d6+2/18-20, rapier) or +21 ranged (1d6+3/19-20, skyve); Full Atk: +13/+8 melee (1d6/18-20, rapier) or +21 ranged (1d6+3/19-20, skyve); SV Fort +13, Ref +28; Will +16; Dex 27, +2 to all skill checks.

## Appendix Five – Holding the Line

**Gaunt:** Male sidhe Sor5; CR 12; Medium fey; HD 6d6 plus 5d6; hp 50; Init +9; Spd 30 ft.; AC 25, touch 25, flat-footed 10 (+5 Dex, +10 deflection); Base Atk/Grp: +5/+4; Atk: +4 melee (1d6-1/18-20, rapier) or +10 ranged (1d8-1/20, longbow); Full Atk: +4 melee (1d6-1/18-20, rapier) or +10 ranged (1d8-1/20, longbow); Space/Reach 5 ft./5 ft.; SA Creature of magic, faerie glamer, spells, spell-like abilities; SQ damage reduction 10/cold iron, low-light vision, spell resistance 20, unearthly grace; AL CE; SV Fort +16, Ref +22, Will +24; Str 8, Dex 20, Con 10, Int 20, Wis 16, Cha 30. See Appendix Seven.

**Skills and Feats:** Bluff +14, Concentration +17, Diplomacy +18, Disguise +13 (+15 when acting), Escape Artist +10, Intimidate +15, Knowledge (arcane) +13, Knowledge (nature) +10, Knowledge (nobility and royalty) +10, Listen +14, Perform (Dance) +17, Perform (Sing) +17, Sense Motive +9, Spellcraft +20, Spot +11; Alertness<sup>B</sup>, Improved Initiative, Persuasive<sup>B</sup>, Quicken Spell, Silent Spell, Still Spell.

**Languages:** Sylvan, Common, Dwarven, Elvish, Gnomish, Goblin.

**Spell-like Abilities:** At will—*faerie fire*, *invisibility* (self only); 3/day—*charm monster* (DC 19). Caster level 7th. The save DCs are Charisma based.

**Spells:** Gaunt casts arcane spells as a 12th-level sorcerer.

Sorcerer Spells Known (6/8/8/8/8/7/5, save DC 20 + spell level): 0—*arcane mark*, *dancing lights*, *mage hand*, *message*, *prestidigitation*, *read magic*; 1<sup>st</sup>—*color spray*, *expeditious retreat*, *mage armor*, *obscuring mist*, *shield*; 2<sup>nd</sup>—*blur*, *cat's grace*, *eagle's splendor*, *glitterdust*, *touch of idiocy*; 3<sup>rd</sup>—*dispel magic*, *fly*, *suggestion*, *windwall*; 4<sup>th</sup>—*charm monster*, *confusion*, *greater invisibility*; 5<sup>th</sup>—*dominate person*, *mindfog*; 6<sup>th</sup>—*mass suggestion*.

**Faerie Glamer (Sp):** At will and as a standard action, a sidhe can create illusions that are extremely believable. Faerie glamers are shadow/figments with a maximum area of a 10 ft. cube. They include visual, auditory, olfactory, tactile, taste, and thermal elements. Faerie glamers can speak, support weight, and feel real to the touch. They can move about or be carried. Only the astute can see through a glamer (Will Save DC 25) and even those who would

otherwise see through illusions or are immune to illusions must make the save or be fooled. However, every faerie glamer has a single flaw in it which reveals its true nature. The flaw is subtle and only prolonged searching or someone who knows the subject well can identify it. As long as the faerie glamer stays on the Plane of Faerie, it can remain in effect indefinitely. If the faerie glamer leaves the plane, the sidhe must concentrate to maintain the illusion. A sidhe can concentrate on one item per point of Intelligence bonus without interfering with her ability to function normally. The sidhe do tend to forget to concentrate on faerie glamers outside of Faerie and let them lapse. The sidhe commonly use this ability to disguise themselves in mortal lands. The save DC is Charisma based.

**Creature of Magic:** Sidhe are skilled sorcerers and magic flows through their veins. Any one meta-magic feat applied to a spell requires one less level than normal. In addition, any meta-magic feat applied to a sorcerer's spell requires a standard action instead of a full-round action. A sidhe may do this one time per day for each point of his Charisma modifier (minimum 1).

**Unearthly Grace (Su):** A sidhe adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block already reflects these bonuses).

**Skills:** A sidhe's glorious appearance give it a +2 racial bonus to Diplomacy checks. A sidhe's sharp eyes and innate instincts give it a +2 racial bonus to Sense Motive checks.

**Possessions:** rapier, *bag of holding* (type III), *cloak of charisma* +4, *ring of freedom of movement*, *scroll of veil*, *vest of resistance* +3.

**Physical Description:** See adventure text.

**Flatheaded Goblin Bogeyman:** Male or female goblin Brb5; CR 5; Small humanoid (Goblinoid); HD 5d12+10; hp 53; Init +3; Spd 30 ft., climb 15 ft.; AC 21, touch 14, flat-footed 17 (+1 size, +3 Dex, +1 natural, +6 breastplate armor); Base/Atk/Grp: +5/+3; Atk: +10 melee (1d10+3/20, greataxe) or +9 ranged (see *Player's Handbook*, masterwork net); Full Atk: +10 melee (1d10+3/20, greataxe) or +8 ranged (see *Player's Handbook*, masterwork net); Space/Reach 5 ft./5 ft.; SA Discordant frenzy,

rage 2/day, improved uncanny dodge; SQ Darkvision 60 ft., fast movement, light sensitivity, trap sense +1, tree shape; AL CE; SV Fort +6, Ref +4, Will +0; Str 15, Dex 16, Con 14, Int 8, Wis 12, Cha 8; *Monster Manual III* (under forestkith goblins).

**Skills and Feats:** Climb +13, Hide +11, Jump +7, Move Silently +9; Stealthy, Weapon Focus (greataxe).

**Discordant Frenzy (Ex):** When melee ensues, flatheaded goblins go into a frenzy, jumping about chaotically and screaming loudly. Creatures with 2 HD or fewer within 30 feet of at least three attacking flatheaded goblins become shaken for 1d4 rounds unless they succeed on a DC 11 Will save. A creature that resists the effect cannot be affected by it for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

**Light Sensitivity (Ex):** Flatheaded goblins are dazzled in bright sunlight or within the radius of a daylight spell.

**Tree Shape (Su):** A forestkith goblin can change form into a small tree, shrub, or limb equivalent to the *tree shape* spell as cast by a 12th-level druid. A flatheaded goblin typically uses this ability at or near daybreak as a form of camouflage, due to its dislike for daylight.

**Rage (Ex):** Once per day, this flatheaded barbarian can enter a state of fierce rage that lasts 7 rounds. The following changes are in effect as long as he rages: AC 19 (touch 12, flat-footed 15); hp increase by 2; Atk +12 melee (1d10+5/20, greataxe) or +8 ranged (special, masterwork net); SV Fort +8, Will +4; Str 19, Con 18. At the end of his rage, the flatheaded barbarian is fatigued for the remainder of the encounter.

**Skills:** Flatheaded goblins have a +2 racial bonus on Jump checks. A flatheaded goblin also has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. A flatheaded goblin gains a +4 racial bonus on Hide checks and Move Silently checks in forested areas, and it gains a +4 racial bonus on Craft (weaving) checks to create nets.

**Possessions:** climber's kit, dagger, masterwork greataxe, masterwork net, +1 breastplate, boots of the winterland.

**Physical Description:** This grouchy-looking goblins are a bit taller than normal goblins and have a pronounced flat skull. Their noses and large bat-like ears are pierced repeatedly.

**Spriggan:** CR 3; Small Fey; HD 5d6+5; hp 26; Init +9; Spd 20 ft.; AC 19, touch 15, flat-footed 15 (+1 size, +4 Dex, +4 chain shirt); Base Atk/Grp +2/-2; Atk +6 melee (1d6/19-20, short sword); Full Atk +6 melee (1d4+2/19-20, 2 masterwork small short swords); Space/Reach 5 ft./5 ft.; SA sneak attack +3d6, spell-like abilities; SQ DR 5/cold iron, Low-light vision, size change; AL CN; SV Fort +2 Ref +9 Will +3; Str 10 Dex 20 Con 12 Int 11 Wis 9, Cha 11

**Skills and Feats:** Climb +5 Disable Device +7, Hide +5, Listen +6, Move Silently +10, Open Lock +12, Sleight of Hand +10; Improved Initiative, Weapon Finesse (Short Sword).

**Sneak Attack (Ex):** Anytime a spriggan's target is denied a Dexterity bonus, or when a target is flanked by a spriggan, the spriggan deals an additional 3d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

**Spell-Like Abilities:** At will – *produce flame*, *scare*, *shatter*. Caster level 8<sup>th</sup>; save DC 10 + spell level.

**Damage Reduction (Ex):** A spriggan has damage reduction 5/cold iron.

**Size Change (Su):** At will, spriggans can change their size in a fashion similar to the effect of an enlarge spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution and -2 to attack bonus and Armor class. A spriggan's short sword has the same attributes as a Large short sword when enlarged. An enlarged spriggan is unable to make sneak attacks or use its spell-like abilities.

**Possessions:** short sword, chain shirt.

**Description:** The creature resembles an ugly, mean gnome with greasy reddish-brown hair and dull, yellow skin. Its hair is grown to ridiculous proportions and the little beast proudly sports a bushy mustache, sideburns, and a ponytail. It's disgustingly unclean and exudes an almost nauseating smell of rancid flesh.

**Spriggan Trapper:** Spriggan Rgr2; CR 5; Small Fey; HD 5d6+15 plus 2d8+6; hp 50; Init +10; Spd 20 ft.; AC 22, touch 17, flat-footed 16 (+1 size, +6 Dex, +5 chain shirt); Base Atk/Grp +4/+2; Atk +12 melee (1d4+2/19-20, masterwork small short sword); Full Atk +10 melee (1d4+2/19-20, 2 masterwork small short swords); Space/Reach 5 ft./5 ft.; SA sneak attack +3d6, spell-like abilities, favored enemy (animal), combat style (two-weapon combat); SQ DR 5/cold iron, Low-light vision, size change, wild empathy; AL CN; SV Fort +7, Ref

+12, Will +3; Str 15, Dex 22, Con 16, Int 10, Wis 9, Cha 11.

**Skills and Feats:** Climb +7, Disable Device +8, Handle Animal +1, Hide +5, Knowledge (geography) +1, Knowledge (nature) +1, Listen +6, Move Silently +11, Open Lock +13, Sleight of Hand +11, Spot +2, Survival +4; Arterial Strike, Improved Initiative, Weapon Finesse (Short Sword), Track, Two-Weapon Fighting.

**Sneak Attack (Ex):** Anytime a spriggan's target is denied a Dexterity bonus, or when a target is flanked by a spriggan, the spriggan deals an additional 3d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

**Spell-Like Abilities:** At will – *produce flame, scare, shatter*. Caster level 8<sup>th</sup>; save DC 10 + spell level.

**Damage Reduction (Ex):** A spriggan has damage reduction 5/cold iron.

**Size Change (Su):** At will, spriggans can change their size in a fashion similar to the effect of an enlarge spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution and -2 to attack bonus and Armor class. A spriggan's short sword has the same attributes as a Large short sword when enlarged. An enlarged spriggan is unable to make sneak attacks or use its spell-like abilities.

**Possessions:** masterwork short swords (2), *mithril chain shirt* +1, *potion of aid*, *potion of invisibility* (2), 150 gps.

**Description:** The creature resembles an ugly, mean gnome with greasy reddish-brown hair and dull, yellow skin. The little beast proudly sports a bushy mustache, sideburns, and a ponytail. It's disgustingly unclean and exudes an almost nauseating smell of rancid flesh.

**Young Redcap:** CR 2; Small Fey; HD 4d6+8; hp 22; Init +5; Spd 30 ft.; AC 13, touch 12, flat-footed 12 (+1 size, +1 Dex, +1 natural); Base Atk/Grp +2/+4; Atk +3 melee (2d4+7/x4; scythe) or +5 ranged (1d6+3/20, sling); Full Atk +3 melee (2d4+7/x4; scythe) or +5 ranged (1d6+3/20, sling); Space/Reach 5 ft./5 ft.; SA Eldritch stone, powerful build; SQ DR 5/cold iron, Low-light vision; AL CE; SV Fort +3, Ref +5, Will +5; Str 14, Dex 13, Con 14, Int 11, Wis 12, Cha 13. *Monster Manual III*. p. 138

**Skills and Feats:** Hide +12, Intimidate +8, Listen +8, Move Silently +8, spot +8, Survival +8; Improved Initiative, Power Attack.

**Eldritch Stone (Su):** Bullets fired from a redcap's sling glow with a greenish-blue magical

energy giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

**Powerful Build (Ex):** The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect it. A redcap can use weapons designed for a creature one size large without penalty. However, its space and reach remain those of its actual size. The benefits of this characteristic stack with the effect of powers, abilities, and spells that change the subjects' size category.

**Elder Redcap:** CR 7; Small Fey; HD 12d6+72; hp 114; Init +9; Spd 30 ft.; AC 21, touch 16, flat-footed 16 (+1 size, +5 Dex, +5 natural); Base Atk/Grp +6/+12; Atk +11 melee (2d4+13/x4; scythe) or +13 ranged (1d6+7/20, sling); Full Atk +11/+6 melee (2d4+13/x4; scythe) or +13 ranged (1d6+7/20, sling); Space/Reach 5 ft./5 ft.; SA Eldritch stone, powerful build; SQ DR 10/cold iron, low-light vision; AL CE; SV Fort +10, Ref +13, Will +9; Str 22, Dex 21, Con 22, Int 11, Wis 12, Cha 13. *Monster Manual III*. p. 138

**Skills and Feats:** Hide +24, Intimidate +16, Listen +18 Move Silently +20, Spot +18, Survival +16; Alertness, Cleave, Improved Initiative, Power Attack, Track.

**Eldritch Stone (Su):** Bullets fired from a redcap's sling glow with a greenish-blue magical energy giving them a +1 enhancement bonus on attack rolls and damage rolls as well as dealing 1d6 points of damage (instead of the 1d4 points an ordinary bullet deals).

**Powerful Build (Ex):** The physical stature of a redcap lets it function in many ways as if he were one size category larger. Whenever a redcap is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the redcap is treated as one size larger if doing so is advantageous to it. A redcap is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or

swallow whole) can affect it. A redcap can use weapons designed for a creature one size large without penalty. However, its space and reach remain those of its actual size. The benefits of this characteristic stack with the effect of powers, abilities, and spells that change the subjects' size category.

## Appendix Six – NPCs

**Calisse Skotti:** female augmented human Wiz6(diviner)/Ari2; CR 10; Medium humanoid; HD 6d4+12 plus 2d8+4; hp 47; Init +5; Spd 30 ft.; AC 22 (+1 Dex, +3 insight, +4 *mage armor*, +4 *shield*), touch 22, flat-footed 21; Base Atk +5; Grp +4; Atk +4 melee (1d4-1/19-20/x2, dagger); Full Atk +4 melee (1d4-1/19-20/x2, dagger); SA Holy power, holy touch, spell-like abilities; SQ: Damage reduction 5/evil, diviner specialist (opposition school: necromancy), fast healing 4, improved familiar (Llelo, awakened ermine), immunities, keen vision, protective aura, resistances, *tongues*; AL LG; SV Fort +8, Ref +9, Will +17; Str 8, Dex 12, Con 12 (14), Int 16, Wis 16, Cha 19 (23).

**Skills and Feats:** Bluff +11, Concentration +13, Diplomacy +18, Forgery +5, Gather Information +11, Knowledge (arcana) +7, Knowledge (geography) +5, Knowledge (history) +5, Knowledge (local) +5, Knowledge (nature) +7, Knowledge (nobility & royalty) +8, Perform (wind instruments) +7, Perform (singing) +7, Ride +10, Sense Motive +11, Spellcraft +12; Extend Spell, Improved Familiar, Improved Initiative, Iron Will, Lightning Reflexes, Scribe Scroll.

**Radiant Power (Su):** The save DCs of any and all of Calisse's special attacks, including spells as well as spell-like, supernatural, and extraordinary abilities by +2.

**Radiant Touch (Su):** Calisse's entire being is suffused with holy power, which likewise flows into any weapon she wields. Calisse's melee attacks with any weapon (or unarmed) deal an additional 1d6 points of holy damage against evil creatures, and 1d8 points against evil undead and evil outsiders. Any evil creature that strikes Calisse with a natural weapon takes holy damage as if hit by Calisse's attack.

**Spell-Like Abilities:** At will—*guidance*, *resistance*, *virtue*, and *bless*. Calisse's caster level is equal to her Hit Die total. The save DCs are Charisma-based.

**Immunities (Ex):** Calisse is immune to acid, cold, electricity, and petrification attacks.

**Keen Vision (Ex):** Calisse has low-light vision and 60-foot darkvision.

**Protective Aura (Su):** As a swift action, Calisse can surround herself with a nimbus of light having a radius of 20 feet. This acts as a double-strength *magic circle against evil* and as a *lesser globe of invulnerability*, both as cast by a cleric whose level equal to Calisse's hit dice.

**Resistances (Ex):** Calisse has resistance to fire 10 and receives a +4 racial bonus on Fortitude saves against poison.

**Tongues (Su):** Calisse can speak with any creature that has a language as though using a *tongues* spell cast by 14th-level cleric. This ability is always active.

**Wizard Spells Prepared (5/5/5/4, base DC 15+spell level):** 0—*detect poison\**, *light*, *mage hand*, *mending*, *message*; 1st—*expeditious retreat*, ~~*mage armor*~~, ~~*shield*~~, *silent image*, *true strike\**; 2nd level—*fox's cunning*, *glitterdust*, *mirror image*, *scorching ray*, *see invisibility\**; 3rd level—*arcane sight\**, *deep slumber*, *fly*, *lightning bolt*.

\* *divination bonus spells*

**Spellbook:** 0 – *acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st—*alarm*, *charm person*, *comprehend languages*, *detect secret doors*, *disguise self*, *expeditious retreat*, *feather fall*, *identify*, *mage armor*, *mount*, *obscuring mist*, *protection from chaos*, *protection from evil*, *shield*, *silent image*, *sleep*, *true strike*, *unseen servant*; 2nd—*blur*, *continual flame*, *detect thoughts*, *glitterdust*, *eagle's splendor*, *fox's cunning*, *invisibility*, *knock*, *locate object*, *minor image*, *mirror image*, *protection from arrows*, *resist energy*, *see invisibility*, *scorching ray*, *web*. 3rd—*arcane sight*, *blink*, *clairaudience/clairvoyance*, *daylight*, *deep slumber*, *dispel magic*, *displacement*, *lightning bolt*, *nondetection*, *tongues*, *water breathing*, *wind wall*.

**Languages:** Common, Ancient Suel, Elven, Flan, Keoish, Old Oeridian, Sylvan.

**Possessions:** *amulet of health* +2, *bag of holding* (type I), *circlet of persuasion*, *cloak of charisma* +4, *feather token* (bird), *meta-magic rod of lesser silence*, *ring of freedom of movement*, *pearl of power* (1st) (x2), *pearl of power* (2nd), *potion of remove blindness*, *ring of evasion*, *scroll of fly*, *scroll of invisibility*, *vest of resistance* +4, *wand of fireball* (5th level), *wand of magic missiles* (9th level).

### Tactics for Calisse

Calisse first protects herself. She casts *mage armor* ahead of time, if possible, and follows it up with *shield* on the first round of combat. If she is threatened, she casts *mirror image*. If she is

relatively safe, she uses her offensive spells. She prefers to cast *true strike* before using her *scorching ray*. She makes liberal use of her *wand of magic missiles*. Calisse will back far away from any obvious threat.

**Snowmantle:** male unicorn Swashbuckler7; CR 11; large magical beast; HD 7d10+42 plus 7d10+42; hp 168; Init +5; Spd 60 ft.; AC 21, touch 16, flat-footed 17 (-1 size, +5 Dex, +2 armor, +6 natural); BAB/Grp: +14/+25; Atk: +24 melee (1d8+14/20, horn); Full Atk: +24 melee (1d8+14/20, horn) and +16 melee (1d4+4/20, 2 hooves); Space/Reach 10 ft./5 ft.; SA Dodge Bonus, insightful strike, weapon finesse; SQ Acrobatic charge, darkvision 60 ft., grace, magic circle against evil, spell-like abilities, immunity to poison, charm, and compulsion, low-light vision, scent, wild empathy; AL CG; SV Fort +16, Ref +15, Will +8; Str 24, Dex 20, Con 22, Int 17, Wis 18, Cha 24. Complete Warrior p. 11.

**Skills and Feats:** Balance +14, Hide +8, Jump +26, Knowledge (nature) +8, Listen +16, Move Silently +14, Sense Motive +5, Spot +16, Survival +6, Tumble +15; Alertness, Combat Expertise, Dodge, Mobility, Spring Attack, Weapon Finesse.

**Acrobatic Charge (Ex):** A swashbuckler of 7th level or higher can charge in situations where others cannot. She may charge over difficult terrain that normally slows movement or allies blocking her path. This ability enables her to run down steep stairs, leap down from balconies, or to tumble over tables to get to her target. Depending on the circumstance, she may still need to make appropriate checks (Jump or Tumble checks, in particular) to successfully move over the terrain.

**Dodge Bonus (Ex):** A swashbuckler is trained at focusing her defenses on a single opponent in melee. During her action, she may designate an opponent and receive a +1 dodge bonus to Armor Class against melee attacks from that opponent. She can select a new opponent on any action. This bonus increases by +1 at every five levels after 5th. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

If the swashbuckler also has the Dodge feat, she need not designate the same target for this ability as for the Dodge feat. If she designates the same target, the bonuses stack.

**Grace (Ex):** A swashbuckler gains a +1 competence bonus on Reflex saves at 2nd level. This bonus increases to +2 at 11th level and to

+3 at 20th level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

**Insightful Strike (Ex):** At 3rd level, a swashbuckler becomes able to place her finesse attacks where they deal greater damage. She applies her Intelligence bonus (if any) as a bonus to damage rolls (in addition to any Strength bonus she may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as a rapier, whip, or spiked chain. Targets immune to sneak attacks or critical hits are immune to swashbuckler's insightful strike. A swashbuckler cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

**Magic Circle against Evil (Su):** This ability continuously duplicates the effect of the spell. A unicorn cannot suppress this ability.

**Spell-Like Abilities (Sp):** Unicorns can detect evil at will as a free action. Once per day, a unicorn can use greater teleport to move anywhere within its home. It cannot teleport beyond the forest boundaries nor back from outside.

A unicorn can use *cure light wounds* three times per day and *cure moderate wounds* once per day (caster level 5th) by touching a wounded creature with its horn. Once per day, it can use *neutralize poison* (DC 21, caster level 8th) with a touch of its horn. The save DC is Charisma-based.

**Weapon Finesse (Ex):** A swashbuckler gains Weapon Finesse as a bonus feat at 1st level even if she does not qualify for the feat.

**Wild Empathy (Ex):** This power works like the druid's wild empathy class feature, except that a unicorn has a +6 racial bonus on the check.

**Skills:** Unicorns have a +4 racial bonus on Move Silently checks and a +3 competence bonus on Survival checks within the boundaries of their forests.

**Possessions:** *amulet of mighty fists*, *bracers of armor* +2, ioun stone (dusty ruse prism [+1 insight to AC]).

**Physical Description:** This powerful, equine creature has a gleaming white coat and big, lively eyes. Long, silky white hair hangs down in a mane and forelock. A single ivory-colored horn, about 2 feet long, grows from the center of the forehead. The hooves are cloven.

**Pwyl of the Verdant Ivy:** Male fey-blooded human, Brd9/Ftr1/Drd1; CR 12; medium

humanoid; HD 9d6+18 plus 1d10+2 plus 1d8+2; hp 70; Init +2 (+2 Dex); Spd 30 ft.; AC 18 touch 12, flat-footed 16 (+2 Dex, +6 armor); Base Atk +7/+2; Grp +7; Atk +8 melee (1d8/19-20, masterwork longsword) or +10 ranged (1d8/x3, *thundering longbow* +1); Full Atk +8/+3 melee (1d8/19-20, masterwork longsword) or +10/+5 ranged (1d8/x3, *thundering longbow* +1); Face/Reach 5 ft./5 ft.; SA bardic spells; SQ bardic knowledge +14, bardic music, low-light vision, DR 5/cold iron, SR 15, *ghost sound* 3/day, *invisibility* 3/day (self only), *major image* 1/day; SV Fort +9; Ref +8, Will +8; AL N; Str 10, Dex 14, Con 14, Int 14, Wis 12, Cha 22;

**Skills and Feats:** Bluff +11, Concentration +14, Craft (Painting) +7, Diplomacy +17, Gather Information +13, Handle Animal +9, Knowledge (arcana) +7, Knowledge (geography) +7, Knowledge (history) +7, Knowledge (local) +7, Knowledge (nature) +7, Knowledge (nobility) +7, Knowledge (religion) +7, Perform (Stringed Instruments) +21, Perform (Singing) +9, Ride +5, Sense Motive +5, Spellcraft +9, Survival +3, Swim +0, Tumble +8; Green Ear, Ironskin Chant, Lingering Song, Point Blank Shot, Precise Shot, Rapid Shot.

**Languages:** Common, Draconic, Druidic, Dwarven, Elven, Flan, Giant, Gnome, Sylvan.

**Bardic Spells Known:** (3/5/5/3; DC = 16 + spell level): 0 level—*detect magic*, *mending*, *message*, *prestidigitation*, *read magic*, *summon instrument*; 1<sup>st</sup>—*charm person*, *cure light wounds*, *inspirational boost*, *Tasha's hideous laughter*; 2<sup>nd</sup>—*blur*, *glitterdust*, *harmonize*, *suggestion*; 3<sup>rd</sup>—*crushing despair*, *dispel magic*, *good hope*.

**Druid Spells Prepared** (3/2; base DC = 11 + spell level): 0—*create water*, *light*, *know direction*; 1<sup>st</sup>—*faerie fire*, *longstrider*.

**Bardic Knowledge:** See *Player's Handbook*, p. 28.

**Bardic Music:** Performances can create varied magical effects. 9 times per day. *Countersong* (Su), *Fascinate* (Sp), *Inspire Competence* (Su), *Inspire Courage* +2 (Su), *Inspire Greatness* (Su), *Suggestion* (Sp). See *Player's Handbook* p. 29.

**Fey-blooded Abilities:** damage reduction 5/cold iron, spell resistance 15, *ghost sound* 3/day, *invisibility* 3/day (self only), *major image* 1/day, +1 Charisma.

**Possessions:** *amulet of health* +2, +2 *chain shirt*, *cloak of charisma* +4, masterwork mandolin, masterwork longsword, *thundering longbow* +1, *scroll of bear's endurance*, *scroll of break enchantment*, *scroll of bull strength*, *scroll*

*of cat's grace*, *scroll of haste*, *wand of cure light wounds*.

**Physical Description:** see adventure

**Jasper and Topaz** (2), Male Satyr Brd6: CR10; Medium Fey; HD 5d6+6d6; hp 49; Init +3 (Dex); Spd 40 ft; AC 22 (+3 Dex, +4 natural, +5 chain shirt), touch 13, flat-footed 19; Base Atk/Grp +6/+6; Atks +6 melee (1d6/x2, head butt) or +10 ranged (1d6+1/x3, short bow); Full Atk +6/+1 melee (1d6/x2, head butt) and +2 melee (1d6/18-20, rapier) or +10/+5 ranged (1d6+1/x3, short bow); SA pipes, bardic spells; SQ damage reduction 5/cold iron, low-light vision, bardic lore; bardic music; AL CN; SV Fort +5, Ref +16, Will +12; Str 10, Dex 16, Con 10, Int 15, Wis 14, Cha 18.

**Skills and Feats:** Bluff +12, Concentration +9, Diplomacy +12, Disguise +13 (+15 acting), Gather Information +11, Hide +15, Intimidate +6, Knowledge (Arcana) +7, Knowledge (Geography) +7, Knowledge (History) +7, Knowledge (Local) +7, Knowledge (Nature) +10, Listen +16, Move Silently +15, Perform (Dance) +7, Perform (Wind Instruments) +21, Perform (Percussion) +7, Sense Motive +9, Speak Language +2, Spellcraft +6, Spot +16, Tumble +6, Survival +1 (+3 above ground), Alertness, Dodge, Mobility, Negotiator, Persuasive, Spell Focus (Enchantment).

**Languages:** Common, Elven, Flan, Gnome, Sylvan.

**Spells Known** (3/4/3, save DC 14 [15 for enchantment] + spell level): 0—*ghost sound*, *light*, *message*, *prestidigitation*, *summon instrument*; 1<sup>st</sup>—*cure light wounds*, *disguise self*, *grease*, *Tasha's hideous laughter*; 2<sup>nd</sup>—*calm emotions*, *eagle's splendor*, *suggestion*.

**Possessions:** +1 short bow, +1 chain shirt, satyr pipes, *potion of expeditious retreat*, *wand of invisibility* (possessed by Topaz) or *wand of mirror image* (possessed by Jasper), *cloak of resistance* +1, *Quaal's feather token* (whip).

**Pipes** (Su): Satyrs can play a variety of magical tunes on their pan pipes. When it plays, all creatures within a 60-foot spread (except satyrs) must succeed on a Will Save (DC 10 + 1/2 satyr's Hit Dice + the satyr's Charisma modifier [DC 19]) or be affected by charm person, sleep, or fear (caster level 10th; the satyr chooses the tune and its effect). In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes for 24 hours. The save is Charisma-based.



**Bardic Knowledge:** Jasper and Topaz may make bardic lore checks with a +10 bonus as per the bardic knowledge skill on page 28 of the Player's Handbook.

**Bardic Music:** Jasper and Topaz may make use of the following bardic music effects as described on page 29 of the Player's Handbook: countersong, fascinate, inspire courage (+1 bonus), and suggestion.

**Prince Romero of the Long Dale:** Male Satyr of Legend Brd16; CR 22; Medium Outsider (native); HD 5d8+25 plus 16d6+80; hp 181; Init +5; Spd 40 ft.; AC 24, touch 15, flat-footed 19 (+5 Dex, +9 natural); BAB/Grp: +14/+19; Atk: +19 melee (1d6+5/20, head butt) or +19 ranged (1d6/19-20, shortbow); Full Atk: +19/+14/+9 melee (1d6+5/20, head butt) or +19/+14/+9 ranged (1d6/19-20, shortbow); Space/Reach 5 ft./5 ft.; SA Bardic spells, clerical spells, pipes; SQ Bardic Knowledge +20; Bardic music 16/day, damage reduction 5/cold iron, enhanced attributes, low-light vision, spell resistance 20; AL CN; SV Fort +15, Ref +21, Will +19; Str 20, Dex 21, Con 20, Int 18, Wis 16, Cha 34. *Monster Manual II*, p. 213.

**Skills and Feats:** Bluff +34, Diplomacy +38, Disguise +17 (+19 acting), Hide +17, Intimidate +14, Knowledge (arcane) +10, Knowledge (local) +10, Knowledge (nature) +20, Knowledge (nobility) +10, Listen +21, Move Silently +17, Perform (dance, oratory, percussion, sing, wind instruments) +39, Sleight of Hand +24, Sense Motive +11, Spellcraft +15, Spot +21, Survival +5 (+10 aboveground), Tumble +18, Use Magic Device +25; Alertness, Disguise Spell, Enchanting Song, Extra Music, Improved Initiative, Lyric Spell, Multiattack, Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Subsonics, Versatile Performer.

**Pipes (Su):** Satyrs can play a variety of magical tunes on their pan pipes. Usually only one satyr in a group carries pipes. Usually only one satyr in a group carries pipes. When it plays all creatures within a 60-ft. spread (except satyrs) must succeed on a DC 24 Will save or be affected by *charm person*, *sleep*, or *fear* (caster level 10th; the satyr chooses the tune and its effect). In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes for 24 hours. The DC is Charisma-based.

**Enhanced Attributes (Ex):** The save DC for each of Romero's special attacks, spells, and spell-like abilities increases by +4.

**Skills:** Satyrs have a +4 racial bonus on Hide, Listen, Move Silently, Perform, and Spot checks.

**Bardic Music (16/day):** fascinate, inspire courage +3, inspire competence, inspire greatness, inspire heroics, *song of freedom*, *suggestion*.

**Cleric Spells Prepared (4/3/2; base DC = 21 + spell level):** 1<sup>st</sup>—*detect magic*, *endure elements*, *protection from law*, *sanctuary*; 2<sup>nd</sup>—*calm emotions*, *make whole*, *resist energy*; 3<sup>rd</sup>—*invisibility purge*, *water breathing*.

**Bardic Spells Known (4/6/6/5/5/3/1; base DC = 26 (28, if enchantment) + spell level):** 0—*dancing lights*, *lullaby*, *message*, *prestidigitation*, *read magic*, *summon instrument*; 1<sup>st</sup>—*expeditious retreat*, *inspirational boost*, *silent image*, *Tasha's hideous laughter*, *unseen servant*; 2<sup>nd</sup>—*detect thoughts*, *harmonize*, *suggestion*, *tongues*; 3<sup>rd</sup>—*glibness*, *charm monster*, *major image*, *sculpt sound*; 4<sup>th</sup>—*freedom of movement*, *legend lore*, *modify memory*, *unluck*; 5<sup>th</sup>—*greater dispel magic*, *improvisation*, *mass suggestion*, *mind fog*; 6<sup>th</sup>—*mass charm monster*, *Otto's irresistible dance*.

**Languages:** Common, Draconic, Elven, Flan, Sylvan.

**Possessions:** masterwork panpipes, Romero's rosebud rod, ring of freedom of movement.

**Physical Description:** See adventure.

**Romero's Rosebud Rod:** This slender rod resembles a three-foot long rose stem with thorns. The head is a closed bud of a rose. It acts as a very powerful *rod of splendor*, granting a +8 enhancement bonus to Charisma when carried. It also has the following powers: 3/day—creates clothing worth 1d4+6 x 10,000 gp that last 24 hours; 1/week—creates a palatial mansion which lasts for 3 days.

The rod is tied to Romero. No one else may use its abilities or gain benefit from it. He is always aware of where it is. If someone else gains possession of the rod, they hold dominion over Romero and can force him to do their will. The rod is a minor artifact and can only be unmade if it is taken to Mechanus and ground to dust between two cogs there. This also destroys Romero.

## Appendix Seven – Rule Changes

### Sidhe (Shee)

#### Medium-sized Fey

**Hit Dice:** 6d6 (21 hp)

**Initiative:** +7 (+3 Dex, +4 Improved Initiative)

**Speed:** 30 ft. (6 squares)

**Armor Class:** 22 (+3 Dex, +4 chain shirt, +5 deflection), touch 18, flat-footed 19

**Base Attack/Grapple:** +3/+3

**Attack:** Rapier +6 melee (1d6)

**Full Attack:** Rapier +6 melee (1d6)

**Face/Reach:** 5 ft./5 ft.

**Special Attacks:** Creature of magic, faerie glamor, spells, spell-like abilities

**Special Qualities:** Damage reduction 10/cold iron, low-light vision, spell resistance 2, unearthly grace

**Saves:** Fort +7, Ref +13, Will +12

**Abilities:** Str 11, Dex 16, Con 10, Int 17, Wis 15, Cha 20

**Skills:** Bluff +14, Diplomacy +19, Disguise +11, Escape Artist +8, Intimidate +14, Knowledge (nature) +8, Knowledge (nobility and royalty) +8, Listen +12, Perform (Dance) +12, Perform (Sing) +12, Sense Motive +11, Spot +11

**Feats:** Alertness<sup>B</sup>, Improved Initiative, Persuasive<sup>B</sup>, Silent Spell, Weapon Finesse

**Environment:** Temperate forests and mountains

**Organization:** Solitary or troop (2-4)

**Challenge Rating:** 8

**Treasure:** No coins, 50% goods, 50% items

**Alignment:** Usually neutral good or neutral evil

**Advancement:** By character class

**Level Adjustment:** +8

*The faerie before you resembles an elf or a very thin human, but there is an unearthly beauty about her. The rest of the world seems to fade into dull grayness while she stands out in vivid color. She moves with a dancer's grace and watching her walk is enthralling. Her eyes have no pupils but shine brightly as if they were tiny suns caught by her eyelashes. It is best not to look directly at her. If you look too long, you may lose yourself in her glamour.*

Sidhe (pronounced *shee*) dwell in the lands of Faerie, which is a demi-plane that connects to the Prime Material plane and Greyhawk in many locations. They rarely concern themselves with the travails of mortals and instead involve themselves in the politics of Faerie. 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.

Sidhe come in many, many forms, but are generally elf-like beings that are over 6 feet tall. There is always at least one feature of every sidhe that is distinctive and not found on a mortal elf. These could include a fox's tail, ruby eyes, or hands made of ice. Known sidhe have dark green or sky blue skin, or skin the color of alabaster, but any color is possible. Male sidhe sometimes have ram's horns. Their ears can be extremely long or they can resemble a fish's fins. The only unifying feature of the race is they are all beautiful and majestic in appearance.

The sidhe are the nobles of Faerie. Only the fey kings and queens are more powerful and influential. There are no strict lines of authority as in human lands. Instead, the other faeries just naturally defer to the sidhe, and the sidhe assume that all the other faeries will defer to them. Sidhe gather other fey to them and typically have a large following of lesser fey.

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 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 will close ranks in the face of outsiders.

Like all fey, sidhe have no soul and cannot be raised, resurrected, or reincarnated. When a sidhe dies, its life is forever extinguished. However, if a fey reaches 0 hit points while on Faerie, it dissolves into mist and reforms sometime later. The exact amount of time depends upon the power of the fey. Weaker fey might reform within hours. Stronger fey (like sidhe) could take months. If a fey is dropped to below 0 hit points by a cold iron weapon, they are destroyed and do not dissolve into mist regardless of whether they are on the Plane of Faerie or not.

Since the sidhe have no soul, they are incapable of truly creating or changing. They are immortal but forever the same. Their songs and poetry are repetitions of past performances. Most mortals don't realize this because the sidhe are immortal and have an excellent memory. The number of songs a sidhe knows is in the thousands, but it can never make a new one. Only mortals can create, and the sidhe sometimes lure mortals into Faerie to hear new songs or learn new facts.

This inability to create extends to procreation. Sidhe are incapable of begetting children without a mortal's aid. The Seelie sidhe seduce attractive mortals when the need to procreate takes them. Meanwhile, the Unseelie steal mortal children, leaving behind changelings – faeries glamoured to look like a human child. These half-fey children are drawn to faerie, where their mortal side withers and is lost over time as the children become full sidhe like their parent.

Sidhe can only advance through character levels. Most sidhe are sorcerers, but they are occasionally druids, rogues, or bards. Sidhe exist throughout Faerie, but are rare in Greyhawk. When they come, they bring members of their courts to protect them, and keep to the deep wilderness whether it be mountains, forests, or swamps.

All sidhe speak Common, Draconic, Elven, Gnome, and Sylvan, but most speak many more languages.

### COMBAT

Sidhe are faeries and weak in melee combat but strong in spell casting. Sidhe prefer to use spells and their special abilities to protect themselves.

If the sidhe is in mortal danger of dying, it will flee without hesitation.

**Spell-like Abilities:** At will – *faerie fire*, *invisibility* (self only); 3/day – *charm monster* (DC 19). Caster level 7th. The save DCs are Charisma based.

**Spells:** A sidhe casts arcane spells as a 7th-level sorcerer.

Typical Sorcerer Spells Prepared (6/8/7/5, save DC 15 + spell level): 0 – arcane mark, dancing lights, mage hand, message, prestidigitation, read magic; 1st –color spray, expeditious retreat, obscuring mist, shield, sleep; 2nd – blur, eagle's splendor, Tasha's hideous laughter; 3rd – deep slumber, major image.

**Faerie Glamer (Sp):** At will and as a standard action, a sidhe can create illusions that are extremely believable. Faerie glamers are shadow/figments with a maximum area of a 10 ft. cube. They include visual, auditory, olfactory, tactile, taste, and thermal elements. Faerie glamers can speak, support weight, and feel real to the touch. They can move about or be carried. Only the astute can see through a glamer (Will Save DC 20) and even those who would otherwise see through illusions or are immune to illusions must make the save or be fooled. However, every faerie glamer has a single flaw in it which reveals its true nature. The flaw is subtle and only prolonged searching or someone who knows the subject well can identify it. As long as the faerie glamer stays on the Plane of Faerie, it can remain in effect indefinitely. If the faerie glamer leaves the plane, the sidhe must concentrate to maintain the illusion. A sidhe can concentrate on one item per point of Intelligence bonus without interfering with her ability to function normally. The sidhe do tend to forget to concentrate on faerie glamers outside of Faerie and let them lapse. The sidhe commonly use this ability to disguise themselves in mortal lands. The save DC is Charisma based.

**Creature of Magic:** Sidhe are skilled sorcerers and magic flows through their veins. For any one meta-magic feat applied to a spell requires one less level than normal. In addition, any meta-magic feat applied to a sorcerer's spell requires a standard action instead of a full-round action. A sidhe may do this one time per day for each point of his Charisma modifier (minimum 1).

**Unearthly Grace (Su):** A sidhe adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block already reflects these bonuses).

**Skills:** A sidhe's glorious appearance give it a +2 racial bonus to Diplomacy checks. A sidhe's sharp eyes and innate instincts give it a +2 racial bonus to Sense Motive checks.

### Sidhe as Characters

Sidhe characters possess the following racial traits:

- +6 Dexterity, +6 Intelligence, +4 Wisdom, +10 Charisma.
- Medium size.
- A sidhe's land speed is 30 ft.
- Low-light vision.
- Racial Hit Dice: A sidhe begins with six levels of fey, which provide 6d6 Hit Dice, a base attack bonus of +3, and base saving throw bonuses of Fort +2, Ref +5, and Will +5.
- Racial Skills: A sidhe's fey levels give it skill points equal to 6 x (6+Int modifier). Its class skills are Bluff, Diplomacy, Intimidate, Knowledge (nature), Knowledge (nobility and royalty), Listen, Sense Motive, and Spot.
- Racial Feats: A sidhe's fey levels give it two feats. A sidhe receives Alertness and Persuasive as bonus feats.
- Proficient with longsword, rapier, longbow, composite longbow, shortbow, and composite shortbow, regardless of character class.
- Immunity to magic sleep spells and effects.
- +2 racial bonus to Will saves against enchantment spells or effects.
- Skills: A sidhe has a +2 racial bonus on Diplomacy and Sense Motive checks.
- Special Attacks: creature of magic, faerie glamor, spells, spell-like abilities.
- Special Qualities: damage reduction 10/cold iron, spell resistance equal to 15+class levels, unearthly grace.
- Automatic Languages: Common, Sylvan. Bonus Languages: Draconic, Elven, Gnome, Halfling, Goblin.
- Favored Class: sorcerer.
- Level adjustment +8.

## New Feats

### Arterial Strike [General]

Your sneak attacks target large blood vessels, leaving wounds that cause massive blood loss.

**Prerequisites:** Sneak attack ability, base attack bonus +4.

**Benefit:** If you hit with a sneak attack, you may choose to forgo +1d6 of extra sneak attack damage to deliver a wound that won't stop bleeding. Each wound cause in this manner saps an extra 1 point of damage per round from the victim, until the victim receives the benefit of a DC 15 Heal check or any cure spell or other magical healing. Wounds from multiple arterial strikes result in cumulative bleeding loss (two successful arterial strikes cause an extra 2 points per round until healed). You may deliver only one bleeding wound per successful sneak attack.

### Green Ear [General]

From *Complete Adventurer* p. 110.

Your bardic music can affect plant creatures.

**Prerequisites:** Perform (any) 10 ranks, bardic music ability.

**Benefit:** You can alter any of your mind-affecting bardic music abilities (or similar Perform-based abilities from other classes) so that they influence only plant creatures instead of other creatures. However, plants receive a +5 bonus on Will saves against any of these effects.

**Normal:** Plants are normally immune to all mind-affecting spells and abilities.

### Ironskin Chant [Bardic Music]

From *Complete Adventurer* p. 113.

You can channel the power of your bardic music to enable yourself to ignore minor injuries.

**Prerequisites:** Bardic music, Concentration 12 ranks, Perform 12 ranks.

**Benefit:** As a swift action that does not provoke attacks of opportunity, you can expend one daily use of your bardic music ability to provide damage reduction of 5/- to yourself or to one ally within 30 feet who can hear you until the start of your next turn.

This feat does not function in an area of magical *silence*.

## Lingering Song [General]

From *Complete Adventurer* p. 111.

Your inspirational bardic music stays with the listeners long after the last note has died away.

**Prerequisites:** Bardic music ability.

**Benefit:** If you use bardic music to inspire courage, inspire greatness, or inspire heroics, the effects lasts for 1 minute after an inspired ally stops hearing you play.

**Normal:** Inspire courage, inspire greatness, and inspire heroics last as long as an ally hears the bard sing plus an additional 5 rounds thereafter.

## Ranged Disarm [General]

You can disarm a foe from a distance.

**Prerequisites:** Dex 15, Point Blank Shot, Precise Shot, base attack bonus +5.

**Benefit:** Choose one type of ranged weapon with which you are proficient. You can make a disarm attempt with this weapon as long as your target is within 30 feet.

**Special:** A fighter may select Ranged Disarm as one of his fighter bonus feats.

## New Spells

### Harmonize

From *Races of Stone* p. 162.

Transmutation

Level: Bard 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min/level (D)

You blend magic and music seamlessly. While this spell is in effect, starting a bardic music effect requires only a move action. Concentrating on a bardic music effect that requires concentration still requires a standard action.

### Improvisation

From *Complete Adventurer* p. 152.

Transmutation

Level: Bard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You gain access to a floating “pool” of luck, which manifests as bonus points you can use as desired to improve your odds of success at various tasks. This bonus pool consists of 2 points per caster level, which you can spend as you like to improve attack rolls, skill checks, and ability checks, although no single check can receive a bonus greater than one-half your caster level. You must declare any bonus point usage before the appropriate roll is made. Used points disappear from the pool, and any points remaining when the spell ends are wasted. These points count as luck bonuses for purposes of stacking.

*Material Component:* A pair of dice.

### Harmonize, Greater

From *Races of Stone* p. 162.

Transmutation

Level: Bard 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min/level (D)

You blend magic and music seamlessly. While this spell is in effect, starting a bardic music effect requires only a move action. In addition, concentrating on a bardic music effect that requires concentration only requires a move action.

### Unluck

(From *Complete Arcane* p. 128)

Divination

Level: Bard 4, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

When you cast this spell, you negatively influence the randomness of fortune for the target. Whenever the affected creature undertakes an action involving random chance (specifically, whenever any die roll is made for

the creature, including attack rolls), two separate rolls are made and the worse results applied.

A creature carrying a stone of good luck is immune to the effect of unluck, but the stone's effects do not function for the duration of the spell if the creature fails its save.

*Material Component.* A piece of a broken mirror.

## Appendix Eight: The Plane of Faerie

Faerie has the following traits as defined by the *Manual of the Planes*, p. 210-211.

**Light Gravity:** The gravity of this plane is less intense than on the Material Plane. Characters suffer -2 circumstance penalty on attack rolls, and Balance, Ride, Swim, and Tumble checks. All items weigh half as much. Weapon ranges double, and characters gain a +2 circumstance bonus on Climb and Jump checks. Falling characters take 1d4 points of damage for each 10 feet of the fall, to a maximum of 20d4 points of damage.

**Infinite Size:** At the very least, the Plane of Faerie is as large as the Material Plane.

**Alterable Morphic:** Objects remain where they are unless affected by physical force or magic.

**No Elemental or Energy Traits:** Sections of the plane may have minor positive-dominant or minor negative dominant trait, but Faerie as a whole does not. The inside of Tor's Winter Palace in the Biting Mountain has a very minor negative-dominant trait. PCs inside the Winter Palace take one point of negative energy damage every ten minutes they are inside the Winter Palace. (**NOTE:** This is a change from the *Manual of the Planes* version of the Plane of Faerie.)

**Mildly Neutral-Aligned:** A mildly neutral-aligned plane does not apply a circumstance penalty to anyone.

**Enhanced Magic:** The Plane of Faerie is highly magical and the Unseelie realm of the Pits of Sharpest Frost is unwelcoming to travelers and to light. All light sources produce one-half as much light as normal. Spells that rely on light for their effect (such as *glitterdust* or *sunburst*) are weakened, giving the target a +2 circumstance bonus on the save to resist. (**NOTE:** This is a change from the *Manual of the Planes* version of the Plane of Faerie.)

In addition, *detect magic* and other magic detection spells are not terribly effective in Faerie, as everything radiates as magic. Casters of this spell must make a Fortitude Save (DC 16) or be dazed and lose concentration on the spell. Even if the save is made, no information is gained other than everything is magical.

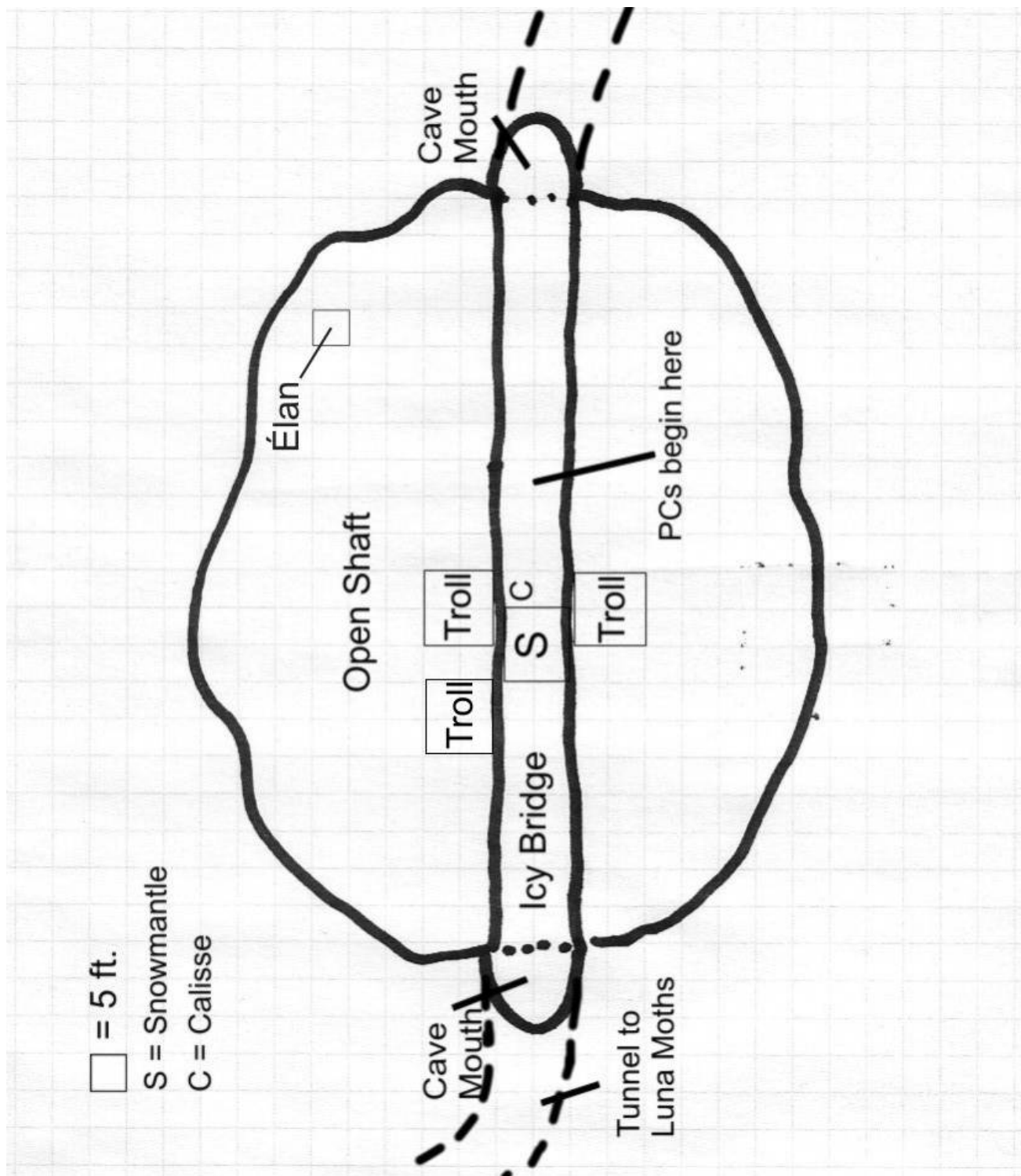
**Flowing Time:** For every day spent on this portion of the Plane of Faerie, a week passes on the Material Plane.

The Plane of Faerie is coexistent with the Material Plane and can be reached without passing through the Astral Plane. It is a separate plane from the Transitive, Inner, and Outer Planes.

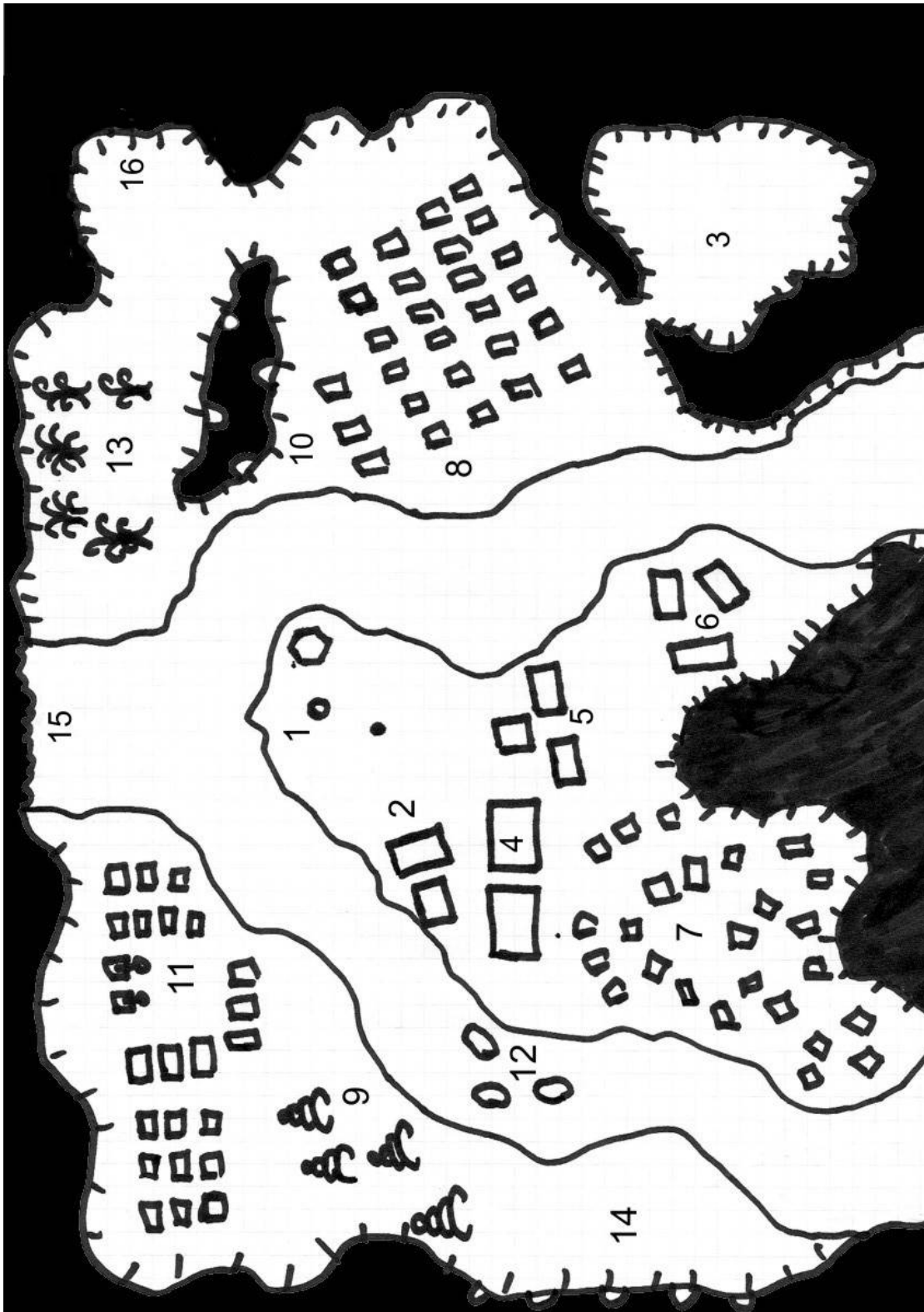
Portals to the Plane of Faerie only appear at certain times, such as during a new moon, at equinoxes, or once every ninety days. Such portals often exist within standing stones, mushroom rings, or pools on the Material Plane.

Because the Plane of Faerie does not connect to the Astral Plane, the Ethereal Plane, or the Plane of Shadow, spells that use those planes do not function on the Plane of Faerie. These spells include, but are not limited to: *astral projection*, *blink*, *dimensional anchor*, *dimension door*, *ethereal jaunt*, *etherealness*, *greater shadow conjuration*, *greater shadow evocation*, *Leomund's secret chest*, *shades*, *shadow conjuration*, *shadow evocation*, *shadow walk*, *summon monster (i-ix)*, *summon nature's ally (i-ix)*, *summon swarm*, *teleport*, *teleportation circle*, *teleport without error*, and *vanish*.

## Judge Aid #1









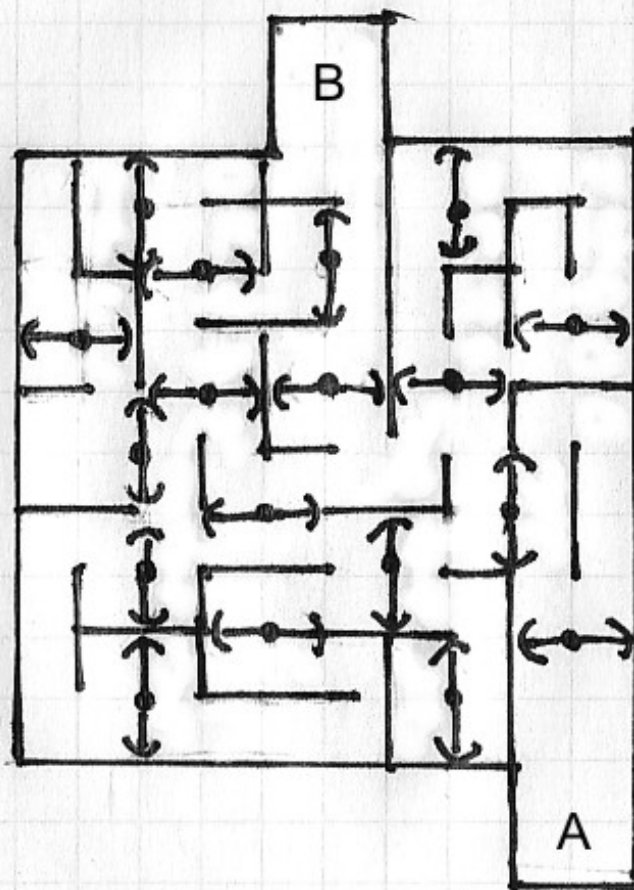
## Judge Aid #3

	Adverbs	Adjectives	Nouns	Prepositional Phrases
1	Absolutely	Atrocious	Aardvark	At any time
2	Absurdly	Auspicious	Anteater	Before its time
3	Approximately	Banal	Armadillo	By the door
4	Atrociously	Befuddled	Beaver	By the numbers
5	Blatantly	Bouncing	Bovine	By the seashore
6	Blindly	Circular	Box Turtle	Down the hatch
7	Brazenly	Deadpan	Camel	Down the pike
8	Emphatically	Dripping	Caterpillar	For posterity
9	Enormously	Drunken	Chipmunk	For the moment
10	Especially	Exotic	Clam	From across the sea
11	Excruciatingly	Fleeing	Cockatiel	From the swamp
12	Existentially	Floral	Corgi	In a tizzy
13	Extremely	Freaky	Dodo	In a white wine sauce
14	Famously	Grouchy	Dormouse	In crisis mode
15	Flatulently	Hooked	Emus	In our midst
16	Fleetingly	Hopping	Flounder	In the queue
17	Harshly	Impetuous	Flumph	In the thick of things
18	Incongruously	Incoherent	Fruit Bat	Of doom
19	Indubitably	Indecent	Goose	Of note
20	Loosely	Lucky	Hedgehog	Of particular note
21	Loudly	Nocturnal	Hippopotamus	On a mule
22	Miserly	Obtuse	Horny Toad	On a pole
23	Mostly	Passionate	Hummingbird	On a stick
24	Mysteriously	Perpendicular	Hyena	On fire
25	Neatly	Posthumous	Inchworm	On holiday
26	Obscurely	Pudgy	Koala	On the beach
27	Obviously	Punctual	Lemur	On the mend
28	Often	Repetitive	Llama	On the road
29	Ordinarily	Salty	Loon	Out of the blue
30	Outrageously	Savory	Mackerel	Out on a limb
31	Overly	Seasoned	Marmoset	To the moon
32	Positively	Secretive	Mockingbird	To the nines
33	Previously	Sinking	Moose	Under a rock
34	Promptly	Skiping	Mosquito	Under foot
35	Quickly	Slippery	Osquip	Under glass
36	Quite	Smelly	Ostrich	Under your nose
37	Repeatedly	Smiling	Oyster	Up a creek
38	Seldom	Snazzy	Penguin	Up wind
39	Sharply	Square	Platypus	With a full bladder
40	Smashingly	Squeaky	Poodle	With a kiss
41	Softly	Squeamish	Porcupine	With a smile
42	Sparingly	Sticky	Shrimp	With a wet noodle
43	Surely	Sugary	Slug	With cream on top
44	Sweetly	Tantalizing	Squid	With extra cheese
45	Swimmingly	Tasty	Toad	With feeling
46	Totally	Tedious	Whooping Crane	With gusto
47	Unbelievably	Twirling	Wombat	With ribbons
48	Undeniably	Waxy	Woodpecker	With sprinkles
49	Uniformly	Wilted	Yak	Without a clue
50	Wildly	Yammering	Zebra	Without a paddle

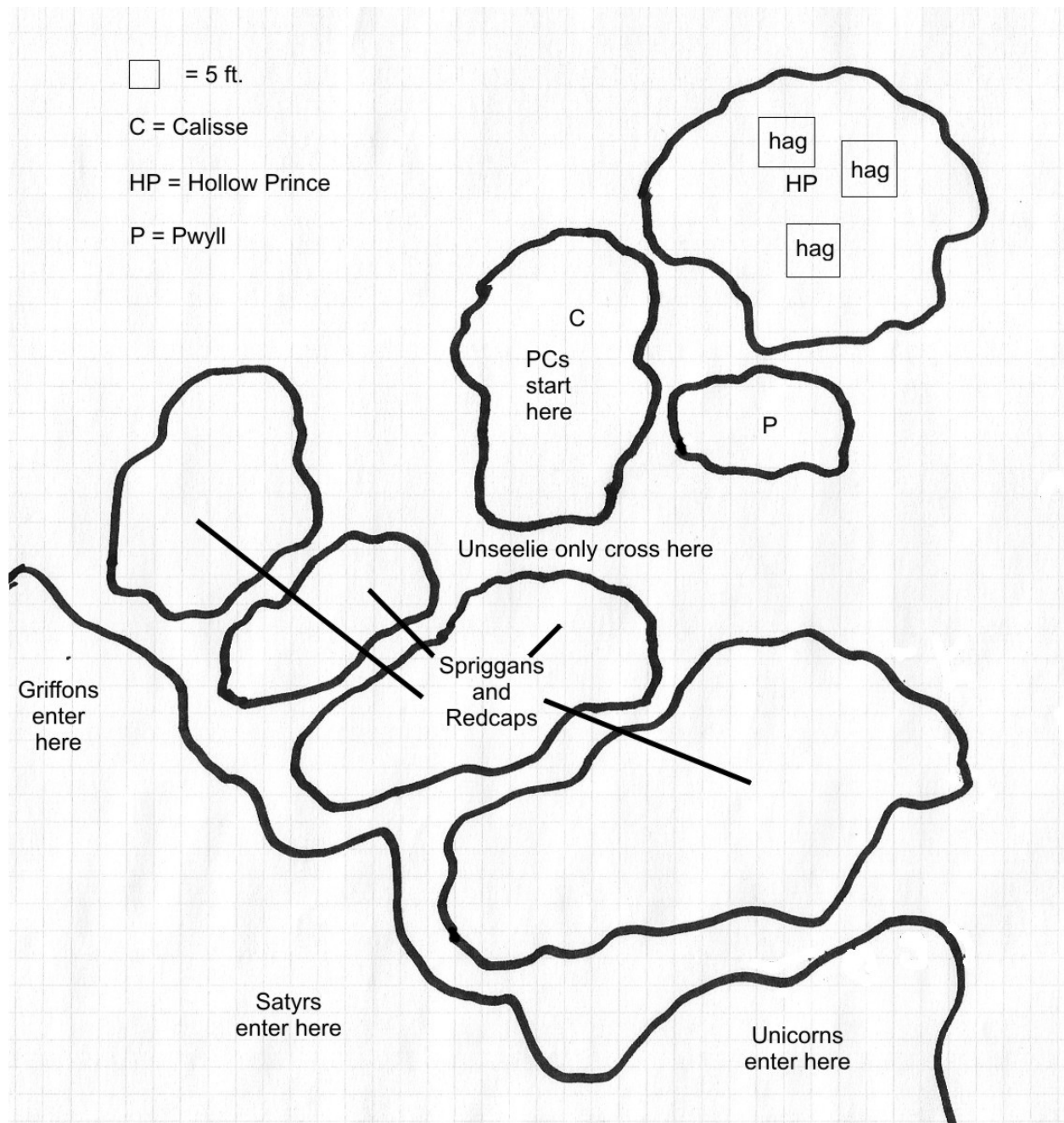
## Judge Aid #4

 = pivoting wall

 = 5 ft.



## Judge Aid #5



## Player Handout #1



"Portrait of a Princess in Faerie" by Daneille McLeod

## Player Handout #2



"Portrait of an Unseelie Sidhe" by Daneille McLeod

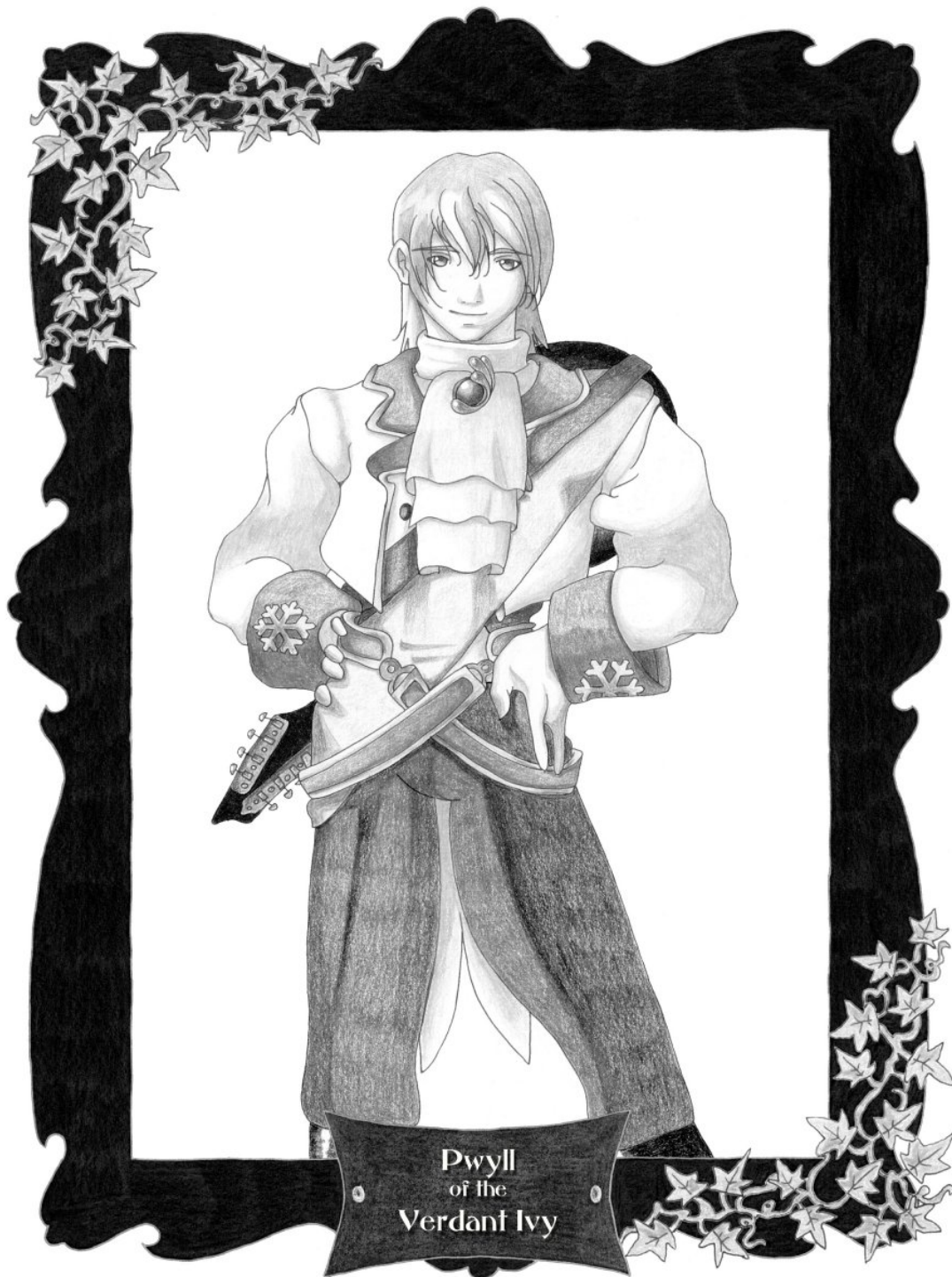
## Player Handout #2



"Portrait of a Seelie Sidhe" by Daneille McLeod



## Player Handout #3



"Portrait of an Old Lore Bard" by Daneille McLeod



## Player Handout #4



"The Princess and the Coercell" by Robert Kleinsteuber

## Player Handout #5



"Warm Hands; Warm Heart" by Robert Kleinstauben



"Portrait of the Prince of the Long Dale" by Robert Kleinsteuber

## Player Handout #7

### Stormbreak

By Eric Menge

On the morning of the third day of the Battle of Gorna, Gwenllian the Eglantine stands at the base of Longman Hill. The wind from the storm raging over the city whips her hair around her head and her buckskin skirt snaps back and forth. The Army of Liberation captured this hill to the west of Gorna after two days of heavy fighting. The hill is high ground and important to victory — far more important than Melwyn Greatarm suspects.

The Archdruid of Gyrudd raises her hands into the air. "Longman!" she cries. "The Greenman has awakened. The Circle has turned. Open your door!"

The chalk carving on the side of the hill depicts a stick figure holding two poles. At Gwenllian's call, the chalk lines move, sliding across the side of the hill until two hands grip one of the poles. The stick figure strains, and the pole splits in half. The Longman pulls with all his might and the door opens.

The door opens wider and wider, revealing a place of darkness that fills the space between the two poles. Cold air seeps out and pools around Gwenllian's feet.

The first creature to emerge through the door is an enormous white stag. Its thick antlers stretch wide. Riding bareback on the stag is a tall man with gray eyes that Gwenllian knows well. The family resemblance between them is noticeable. "Brother-dear. You've returned to us," she says.

Owen the Brenin looks down at his sister and smiles. "Yes. I am whole again."

A unicorn leaps through the door, carrying Calisse. Gwenllian almost doesn't recognize her so great are the changes that Faerie has worked on her. "Well done, your Radiance," Gwenllian says. "I knew you had it in you to succeed. And Owen, I think you might be needing this." She offers to Owen his personal longsword in its sheath and a yard-long fine chain made of gold.

Owen picks up both. "It feels good to have these in my hands again." He unsheathes the longsword and raises it above his head as if to rally a massive host. "Now, we take Gorna!"

The stag leaps forward as thousands of fey surge through the door and into the Flanaess.

\* \* \*

Cadofyth Morgan Hazeleye stands to the north of Longman Hill on a rise that was once the site of a druidic circle known as Stone-Bounded-Sky, but the stones were broken by the giants years ago. Morgan has no doubts that they will be replaced. Gorna is too powerful a site to not have an Old Faith presence.

Morgan watches the battlefield. It promises to be another long, grueling conflict. The first two days of battle have been savage, but decidedly in favor of the Gyri and their allies. The Keoish and the Marchers have pushed the giants off their bulwarks and back to the walls of Gorna. The Armies of Liberation and Freedom captured several key hills on the west bank of the White Oyt, including this hill and Longman Hill. Perhaps as important, Sierra met Færde of the Sakhut in battle alongside a wolfpack yesterday. A group of adventurers brought the giant low, and Sierra shattered the hated sword Andre.

Movement to the west catches Morgan's eye, and he turns his spyglass that direction. When he focuses on Longman Hill, he stares for a few seconds then pulls the spyglass down and cleans the lens. He looks for a second time. He then shakes the spy glass vigorously to make sure it isn't broken.

"But I haven't had a drink in a month," he protests under his breath.

"Sir!" a young man's voice shouts. It is a messenger from Melwyn who is pulling his horse to a halt. "Llwyd Melwyn says to tell you that the goblins are routing all along the bluff overlooking the bridge to the Naze Gate."

"Excellent," Morgan says. "We can now take the bridge."

"But sir. We haven't engaged the goblins on that bluff. They just went all crazy. They are going crazy everywhere."

"What?" Morgan exclaims and sweeps the battlefield with his spyglass. Across the plains and hills around Gorna, the goblins units are

disintegrating into chaos. The humanoids run this way and that without purpose or direction. Morgan's scan is interrupted by an explosion from the city. Morgan swings the glass that way to see a cloud of smoke rising from the shattered remains of the bridge that linked the west bank of the White Oyt with the Naze Gate of Gorna.

\* \* \*

Calisse rides on Snowmantle through the streets of Gorna. The giants destroyed the Naze Bridge, but Owen summoned a new bridge made from a rainbow. He then led his fey army across the White Oyt chasm below and into Gorna. The fighting in the streets of the ancient capital of the Gyri is fierce. The corpses of orcs and lesser giants are everywhere, filled with arrows. Blood runs in gutters along the street. The giants collapse buildings to slow the onslaught, but Owen and his white stag are a force that cannot be denied.

Behind Owen, a large unit of thorns follow through the streets. Satyrs trail in their wake and pixie archers fly overhead with quivers full of elfshot. "Tum! Ra! Iron and bell!" sing the satyrs as they wade into the giants. The thousands of fey are led by the heroes summoned by the delicate knife to aid Calisse one final time. Together, they plunge deep into the ancient heart of Gorna.

Overhead, the storm that has been spiraling above Gorna loses its focus and begins to dissipate. The winds are still rushing, but not as loudly as before. Something has happened, Calisse realizes. Something big.

Owen and Calisse reach the square at the center of town. On the far side is the path that leads up to Eagle's Peak, where Tresje of the Sakhut is waiting for them. The corrupted storm giant wizard crackles with arcane power. "You go no further," he commands Owen. "This city is our realm and our birthright."

"Your brothers are dead, and your father is imprisoned," Owen says in response. "The Circle has turned. Your time is past."

"We shall see, little man," Tresje rumbles back and he sinks into the earth. A split second later, he leaps out of the ground and unleashes a spell at Owen that is too powerful for Calisse to recognize. With one hand, Owen spins the gold chain given to him by Gwenllian and the chain sucks in the magic. The giant sinks back down

into the ground before Owen can do anything more.

"This game will not work," Owen says as he dismounts the stag. "For I am one with the Land." He then drops to one knee and punches the ground. The ground visibly ripples from that point, like a drop of water on a pond. The ripples spread out for about twenty paces and then the ground erupts, spitting the giant out. The thick smell of rich earth fills the air as roots entwine around Tresje. Vines wrap tightly about his wrists and legs, pinning them. He tears his arm free from the foliage only to have more strands snake up to replace the first.

Owen walks with purposeful steps toward the bound giant. "And the Land is one with me," he says as he takes the finishing stroke.

\* \* \*

With the loss of the storm, the death of the Sakhut leaders, and the revolt of the goblins, the remaining giants are quickly routed. With the giant threat gone, a new danger arises. A series of great armies now face each other across the width of Gorna in the shadow of Eagle's Peak. The Gran March Armies of Retribution and Judgment, the Knights of the Watch, and the Keoish Army of Reconciliation stand opposite the Army of Liberation, the Yeoman Army of Freedom, and the fey forces brought here by Owen.

Calisse is acutely aware that the Keo outnumber all the others combined. This could go very bad very quickly.

Calisse is surprised when her sister rides forth from the Keoish forces on a golden lion. She is even more surprised to see her wearing the thin crown of a regent. This turn of events troubles Calisse, as she has never liked her cunning and ambitious sister. The feeling is more than mutual as Jessa has always patronized her younger sister as soft and inconsequential.

Owen rides forth to meet the regent of Keoland. The white stag is strangely unconcerned about walking toward a lion. Without any prompting from her, Snowmantle, with Calisse on his back, keeps abreast with Owen.

The three meet in the middle of the square. There is a moment of silence before Jessa speaks. "Welcome home, Callie," Jessa says with a generous smile. "Our father was not here to keep his word. So I kept it for him."

Calisse gives a slight bow in return. "Callie was a long time ago. I'm Calisse now. Thank you, Jessa. I am very grateful. You've done a great deal."

"Give me a hug, Calisse. It's been so long since I've seen you." Jessa's lion pads forward. When the lion and the unicorn are beside each other, the two sisters hold each other tightly.

The armies erupt into cheering as they realize that the fighting is done. Their voices rise to the clouds — "Huzzah" and "Averiad" — a mixture of Common and Flan. Each word is as loud as the other.

