

HIG4–05

The Spirit and the Hold

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

Version 1.0

by **Brian Nowak**

Reviewed by Jason Bulmahn

Elves can be a very secretive race of beings. Their haughty aloofness is renowned across the Flanaess, but no one can say it is unearned. Time and time again, the elves of Oerth have proven their skill on the diplomatic, warfare, and artistic fronts. Occasionally, such resourcefulness comes from the darkest places of the world. Yes, even the elves of the Vesve have secrets. A dungeon-based adventure for PCs APL 8-12. An adventure tangentially related to the House Divided series.

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

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

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

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. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

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

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

	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

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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Highfolk. Characters native to Highfolk 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.

More On Upkeep

Gileed Wanderfoot, proprietor of the local Wanderer's Way Inn, has graciously granted all adventurers free stay at his inn for the next year. All adventurers playing this scenario gain free Adventurer's Standard Lifestyle. This does not have any effect on Rich or Luxury Lifestyles, and PCs must pay full price for those choices.

Adventure Background

This story began with the destruction of the Suloise Imperium. Fleeing the Rain of Colorless Fire, a group of mages and their families fled northeast to the Yatil Mountains where they established a small village built of the yellow stone common to the area. They named it Sallow Hold. During the time that they lived there, they contacted the elves that lived in and about Highfolk, trading with them. After a generation or so, the Suloise of Sallow Hold vanished. Their absence was sudden and the elves never saw them again.

During their time within the Hold, the Suloise made several pacts with the ruling elves of the Vesve Forest. Among those pacts, was one of great importance, for it was this pact which allowed the Suloise and elven spellcasters to institute several of the powerful magic wards in place on the elven capital of Flameflower. With the aid of delicate Elven magics, the human spellcasters of Sallow Hold were able to harness and trap a powerful spirit of the Vesve Forest known as the Spirit of the Land. Tapping the powers of the Spirit, the defenses of Flameflower were put into place: prohibition of transportation/teleportation magic, granting of the elven ability to pierce identity-altering illusions, and the blocking of all divination spells to view the inside of Flameflower.

Four elves of the varying Clans of the Vesve Forest were chosen as guardians of the magic harnessing the Spirit of the Land. Those four gave up their families and friends to live forever in the confines of Sallow Hold and protect the defenses of Flameflower. They are known vaguely as Guardians on the Spirit.

The branch of Clan Shandareth responsible for this pact departed from their brothers many years later, founding their own house free of political intrigue. Consuming themselves with wizardly studies, the new Clan Volmiryth soon prospered. Only the eldest of either Clan remember that they were once family.

Centuries passed ...

A young elf in the eastern Vesve named Cenet Rellen of Clan Shandareth came across an odd blue gemstone. That gemstone led him to stories of lost Sallow Hold, told to him by his friend Elrilad Riverstone of Clan Krysalyn. With an arranged marriage drawing

near, Cenet desired the chance for one last great adventure. Gathering up a party of adventurers, Cenet set off for the mountains and the Hold. Upon exploring some ruins in the mountains, a horrible terror housed in the lower halls of Sallow Hold was awakened by the party. During the battle, the Cenet was slain. The party abandoned further exploration of the Hold (see the adventure *HIG2-05 Kinsmen* for complete details).

Last year, in a surprising betrayal, the wild elves of the northern Vesve marched upon the lands of Flameflower. Being elves themselves, they easily bypassed all of Flameflower's defenses and assaulted the city. The elven forces at Flameflower were forced to fall back to Highfolk Town, giving the grugach free reign over Flameflower and its environs (see the adventure *HIG3-06 Brother Against Brother* for complete details).

Early during the spring of this year, the Elven Court sent a reconnaissance expedition of adventurers to Flameflower with the intention of feeling out the grugach defenses and estimating the damage the wild elves had done to the beloved elven capital. What the adventurers found surprised them. The grugach had destroyed many of the buildings upon the ground and encouraged wild growth of the plants and animals in the area. Their control of Flameflower has given the Vesve Forest a certain ferocity that hasn't been seen in ages (see the adventure *HIG4-02 Losing the War We've Won* for complete details).

Most confounding, though, is the discovery of the grugach's powerful defense: a great elemental creature known as Har'dro Ilharn, or earth father. This great creature is capable of creating elemental creatures of the earth, but the true extent of its powers is unknown to the elves at this time. The grugach have an item of power that allow them to control Har'dro Ilharn, and the elves of Highfolk are mounting yet another expedition, this one in secret, to find the source of that item's power and release Har'dro Ilharn from grugach control.

Several key players within the region of Highfolk know of the true source of the defenses of Flameflower. Unfortunately, Ixtacious Rellen isn't one of them, and for some reason he has chosen not to discuss this matter before the Court. He is sending the PCs to do a great good, or so he believes, but ultimately, the PCs may cause long lasting harm to the elves of the Vesve.

Adventure Summary

Introduction: The adventure begins with the PCs settled in the parlor of the Rellen House in Highfolk Town. They have been summoned here by **Player Handout #1**. Within the House, Ixtacious Rellen asks that they perform a mission to delve into the depths of

Sallow Hold in an effort to break the grugach hold on the spirit known as Har'dro Ilharn.

Should the PCs agree, Ixtacious informs them that a human bard known as Dov Silverstring may be able to provide them with more information regarding the Hold and its dangers. Dov can often be found at the Heroes' Rest in Highfolk.

Encounter 1: Setting off for the Heroes' Rest, the PCs easily meet Dov Silverstring. He bears some rumors of various parts of Highfolk town, as well as some sparse information about Sallow Hold. He tells them briefly of the history of Sallow Hold, and the trap guardian that slew Cenet. He also shares a brief tale about a Suloise golden sickle and the coining of the phrase "A golden sickle reaps a bitter harvest".

Encounter 2: On their way to the Hold, the PCs run into Anastrianna Nasilia. Posing as the merchant woman, Lintrea Silvermoon, Anastrianna is moving a shipment of weapons and supplies from Verbeeg Hill to Flameflower. She reveals herself to fellow members of Clan Moonbow and allows them to take from her shipment if they so desire.

Encounter 3, 4 & 5: The PCs arrive without issue. They have some time to thoroughly explore the area before night falls and the doorway is revealed to them. They make their way to the bowels of the Vault within the Hold. Bypassing a series of puzzles they find a golden sickle.

Encounter 6: Proceeding farther, they find a room lush with growth. This room is home to the Guardians on the Spirit. After some brief discourse, the battle ensues. When the party proves successful against the Guardians, they are able to breach into the Vault.

Encounter 7: Using the sickle, they may destroy the effigy of Har'dro Ilharn, and free him from his servitude to the high elves of Flameflower and the grugach. Or, they may sever the magical cords binding the effigy and simply free it from grugach control.

DMs Notes

As the DM, you will need to know a few things about each PC before you begin. First, you must know if any of them are Tura'orn (Third Tier) of Clan Moonbow. You may also find it helpful to know which PCs played *HIG2-05 Kinsmen*.

There are several instances of Clan heraldry throughout this module. Characters from the region of Highfolk receive a +4 competence bonus to all checks to recognize Elven Clan heraldry which requires a Knowledge(nobility and royalty) check. Elven characters from Highfolk in an Elven Clan automatically recognize all Clan Heraldry. **DM's Aid #1** contains the clan heraldry images.

Introduction

Give the PCs **Player Handout #1**. Allow them the opportunity to read it before asking if they choose to attend the requested meeting. If they do not, the adventure is over for them. If they do, continue by reading or paraphrasing the following:

The pink sky of the setting sun filters dimly through the lace curtains of the Rellen parlor as you sit before the red-robed high elf, Ixtacious Rellen. His soft elven features are ragged and weary as he stares silently out one of the many curtained windows.

The dinner hour has come and gone, and as requested, you came to the Rellen House. A liveried elf escorted you into this elegantly decorated parlor where others soon joined you.

It was not long before Ixtacious entered and stood before the window as he does now. "What would my son have discovered?" he mutters, his eloquent tongue perfectly accented in Elven. Turning from some unseen horror outside, the Master of House Rellen and Voice of the King turns to face you and the others he has assembled. His eyes are glassy with grief as he clears his throat. The elf's delicate fingers idly stroke a perfectly made rose of darkwood as he begins to speak.

"I am glad that you have all chosen to answer my summons. As indicated, there is a matter of great importance for which I have hand-picked renowned adventurers such as yourselves. You may be aware that a recent expedition into lost Flameflower revealed the grugach elves to be in control of a great elemental creature of power. Five weeks prior to this evening, Sehanine Moonbow blessed Our Lady of Dreams with a vision of how we might release this creature from the wild elves' grip."

Ixtacious pauses, smiling weakly. "Our Lady of Dreams believes the secret to this Har'dro Ilharn's imprisonment lies deep within a place known as Sallow Hold. I wish for you to venture to Sallow Hold, and do what you can to release Har'dro Ilharn, the Earth Father, from his servitude to the grugach elves."

PCs who have played *HIG2-05 Kinsmen* recognize Sallow Hold as the ancient Suel stronghold where Cenet Rellen, Ixtacious' son, was slain.

PCs who have played *HIG4-02 Losing the War We've Won* recognize the name Har'dro Ilharn as that of the earth creature guarding Flameflower.

Highfolk PCs recognize the name Our Lady of Dreams as that of the High Priestess of Sehanine

Moonbow. Non-Highfolk PCs must succeed at a Knowledge(local-Iuz's Border States) check (DC 11) or Bardic Knowledge check (DC 16) to recognize the name.

Ixtacious Rellen will answer any questions he can. If you are familiar with the regional plotline as it progresses, feel free to ad-lib any information Ixtacious might know. Relevant to this adventure, Ixtacious knows the following:

- Our Lady of Dreams is unavailable for questioning. The extent of the vision, as far as she was able to relay to Ixtacious, has been shared.
- Sallow Hold is an old Suloise redoubt in the Yatil Mountains. It was home to a group of Suloise fleeing the Rain of Colorless Fire that built the Hold and lived there for a time before disappearing. They simply ceased contact with the elves and emissaries sent found no one there. It remains a great mystery to this day.
- Ixtacious knows the mages that lived there were not only powerful, but traded with the elves from long ago.
- His son, Cenet Rellen, attempted to delve into the secrets of Sallow Hold just over two years ago. According to the adventurers who returned his body to its resting place, a powerful trap at the entrance to the Hold slew his son.
- It is important to relieve the grugach of this powerful defense if Flameflower is to be retaken from what forces remain.
- Ixtacious does not know how to free Har'dro Ilharn from the grugach hold, but he believes a well known bard, Dov Silverstring, may know more.
- Dov is a student of languages, studying them in great detail. Ixtacious is not certain why, but a few months ago Dov asked many questions about the old Suloise of the region, and he may have discovered something of importance.
- Dov can often be found at the Heroes' Rest in Highfolk town. Ixtacious provides directions if needed.

For PCs who decide not to go along, the adventure is over. Also, if they possess any, they lose one Influence Point with Kashafen Tamarel. Additionally, elves of Clan Shandareth who do not participate lose the sponsorship of House Rellen (from *HIG3-08 The Evil Within*) if they have it.

Before departing, Ixtacious gives the party a blue gemstone. Those who have played *HIG2-05 Kinsmen* will recognize the stone as one identical to the one Cenet Rellen had in that adventure. Ixtacious informs them that this gemstone was among the items kept within the elven treasury. He noticed it because of its similarity to

the one Cenet once had, and believes it will open the way into the Hold.

The PCs may choose to proceed directly to Sallow Hold. If they so, go to Encounter Three. If they choose to seek out Dov, proceed to Encounter One.

Encounter One The Heroes' Rest

The Heroes' Rest is easy to find. A rather mundane building of wood, it is identified by the sign swaying in the afternoon breeze. "Heroes' Rest" it reads rather bluntly. The door is open, allowing in the autumn's air.

Inside, the Heroes' Rest is not busy. Only two patrons, a pair of drunken halflings, are arm wrestling in one corner. A man, obviously an entertainer, sits at the bar working furiously over a piece of parchment. The quill in his hand is moving quite quickly. This man is Dov Silverstring, a well-known bard in the region.

He will gladly discuss his forays into the language arts with anyone who wishes. For a small fee of 10gp, he divulges the information he knows.

Dov knows the following information about Sallow Hold:

- A group of Suloise men contacted the elven people nearly ten human generations ago, when Highfolk town was just an elven community.
- It was known to the elves that the Suloise, using powerful magics, had constructed a small underground redoubt in the mountains as a refuge from the cataclysms that rocked their land.
- They made friendly overtures to the elves but disappeared half a (human) generation later. No one ever found them.
- The elves know very little about the humans that lived there. They were powerful in the arcane, and traded eldritch items to the elves in exchange for the food and supplies they needed to stock their newly created hold.
- Numerous orcs, ogres, giants, trolls, and bestial monsters are known to dwell in those lands, but from the tales told by the elves, the mages of Sallow Hold could more than deal with any of those uninvited guests.
- Only the blue gemstones, when bathed in Sehanine's light (moonlight), can reveal the entrances to the Hold.
- Rumors of treasure are common. Also common are rumors of remaining traps and guardians. The traps

and guardians are confirmed: Cenet died at the hands of the guardians. The treasure may exist.

- The entryway of the Hold contains a horrible creation. There is a trap, of sorts, made of pure iron. Many tentacled, the trap can render flesh from bone with a mere flick. This trap is responsible for the death of Cenet. It was not destroyed by Cenet's companions when he fled with his body.
- Tales exist of the Suloise people imprisoning a creature of great power before their disappearance.
- His experiences have also led him to believe that the phrase "A golden sickle reaps a bitter harvest" was coined by the residents of Sallow Hold.
- Among the rumors of treasure is the tale of a golden sickle believed to have the ability to 'sever all bonds'. The Suloise created it, and then locked it away. The sickle was misused so frequently, that their society fell into chaos. Or so the story goes.

Encounter Two

Caravans in the Night

If the PCs use magical means, such as *teleport*, *wind walk*, *fly* or similar spells, they may not experience this encounter.

You have traveled for two days and one night along the Quagflow Road without incident. Your journey, in spite of the summer heat, has been a pleasant one. This evening, you come across a small shelter and Wayfarer's stone in a small clearing just off the road. The construction, a roof on raised poles above the large flat stone, appears recent. Even though the sky is clear suggesting the roof is unnecessary, it looks a comfortable place to sleep. As you approach, you notice someone has already made the structure their post for the night. Two elves, one female and the other male, rise as you approach. Waving a hand in greeting, the woman calls out "May cold iron avail you, fellows!"

The Wayfarer's stone has been placed by the followers of Fharlanghn to mark a good campsite. It is not magical in anyway. There is a jack-o-lantern left by a recent traveler. It is unremarkable, but has been lit by the pair of elves. The structure is perfectly safe, and a cursory search of the surrounding area will reveal signs of frequent wayfarers, but no danger.

The elf introduces herself as Lintrea Silvermoon, and her companion as her guard Terlin Gemblossom. In reality, she is Anastrianna Nasilia, a smuggler of Clan Moonbow. The man is her guard, and his name is Terlin.

Anastrianna is on her way from Verbeeg Hill to Highfolk Town, where she plans to stop briefly before heading north to a drop spot in Flameflower. Terlin plans to accompany her along the entire way.

Their cover story is as a pair of eel jelly merchants. They have with them a small wagon pulled by a single draft horse. It carries several casks of eel jelly, a few wraps of food, and sleeping bags. They allow the PCs to search their wagon, if they insist, but will comment on the rudeness of adventurers in today's world.

☞ **Lintrea Silvermoon (Anastrianna Nasilia):** Female high elf Rog6/Rgr3/Spymaster2. Bluff +24. Cha 19. *Traits:* Friendly, confident, humorous.

☞ **Terlin Gemblossom (Terlin Nasilia):** Male high elf Rgr4/Rog6. Bluff +16. Cha 13. *Traits:* Quiet, friendly, protective.

Anastrianna and Terlin know the following bit of gossip and information:

- Rumors of Veluna coming under attack by evil humanoids have turned out to be true. Highfolk is sending a coterie of elves and human militia to aid in the fight. They don't know how many.
- As part of their cover story, they're heading to Highfolk to drop off some of the eel jelly with Berliac Knotwise, their gnomish distributor. Then they are going to Verbobonc, to deliver the remaining jelly to a noble there, Lord Simon Milinous of Griffin Manor.

The pair gladly make idle chit-chat. When twilight finally falls, they take to their sleeping bags. The true purpose of this encounter happens after all have gone to sleep.

If any members of the party were obviously members of Clan Moonbow (wearing the clan seal, introduce themselves as members of the clan or as having a last name from the clan), then Anastrianna approaches them in the night. The last names of Clan Moonbow are Amastodel, Nasilia, Xiloka, Silvanara, and Zreema.

Take the Moonbow PC or PCs aside and read or paraphrase the following:

Sitting quietly on watch, you see Lintrea step into your view. A brief snapping noise accompanies her as she comes forward, and you get the impression she intended for you to both see and hear her. Her arms are clasped before her, in the Moonbow hand signal for peace.

Kneeling beside you, she smiles. "Greetings <brother/sister>," she whispers, glancing over her

shoulder at your companions. "Forgive my lies earlier, but your friends are not of our clan, and my task must always remain secret. I am Anatrianna Nasilia, Tura'orn of Clan Moonbow."

Members of Clan Moonbow immediately recognize the name Anatrianna Nasilia as that of their sister who acts under the guise of a merchant to smuggle weapons and supplies to the frontlines in the fight against the Old One.

Anatrianna gladly answers any questions the PC may have, though she doesn't know much. She discloses her true mission, if asked.

Once her clanmate has exhausted his questions, Anatrianna has two she asks:

- ☛ *What is your mission?*
- ☛ *You are Tura'orn?*

She does not press for the answer to her first question, knowing that sometimes elves must keep secrets from even each other.

If the PC is Tura'orn, answers in affirmation, and discloses his mission, read or paraphrase the following:

Anatrianna slowly reaches to her belt, where she pulls a small black handkerchief free. "Your mission is of the utmost importance," she says, unfolding the dark cloth. "Most of this is needed in Flameflower, I'm certain, but you are free to use what you desire." The black cloth unfolds an amazing amount of times, becoming larger and larger, until it is a large circle. Tossing the circle onto the ground, you finally recognize the portable hole. "Inside," Anatrianna continues, "I have robes that blend well into your surroundings, boots to help you move quickly to your goal, and two figurines of a serpentine owl."

If the PC is Tura'orn, answers in affirmation, but does not disclose his mission, read or paraphrase the following:

Anatrianna slowly reaches to her belt, where she pulls a small black handkerchief free. "I know not your mission, but it must be of importance to keep its nature from family," she says, unfolding the dark cloth. "Most of this is needed in Flameflower, I'm certain, but you are free to use what you desire." The black cloth unfolds an amazing amount of times, becoming larger and larger, until it is a large circle. Tossing the circle onto the ground, you finally recognize the portable hole. "Inside," Anatrianna continues, "I have robes that blend well into your surroundings, boots to help you move quickly to your goal, and two figurines of a serpentine owl."

Anatrianna allows the Tura'orn to take one of each of the items. She knows their purpose and discloses it to curious players. See *robe of blending*, *boots of striding and springing*, and *figurine of wondrous power (serpentine owl)* in the DMG.

If the PC is not Tura'orn or is but does not answer so, read or paraphrase the following:

"Your mission must be of great importance for one such as yourself to be sent," she says, smiling confidently. "May Corellon guide your sword." She stands swiftly, and just as silently as she came, makes her way back to her sleeping bag.

When the party wakes, Lintrea and Terlin cook up a fair meal and then depart, leaving the adventurers to proceed to Encounter Three.

Encounter Three

The Ruins of Sallow Hold

The sun is high in the sky and birds are singing when you first sight a collection of low cream-colored stone walls that must be the remains of Sallow Hold.

It is now midday and the PCs have approximately five hours to explore the ruins of Sallow Hold or prepare for the depths below. This should take very little game time, as there is little to find. However, for those intent on searching:

- ☛ A Tracking or Search (DC 10) can determine that dozens or even hundreds of humanoids have been here over many years.
- ☛ A Tracking (DC 15) allows the PC to realize that majority of the prints were made by booted humanoids 5' and approximately 100 lbs.
- ☛ Searching the loose stones (DC 12) finds bits of writing in Ancient Suloise. No complete sentences can be found, long since worn away by the weather, but several words and fragments can be found: "Suloise," "Sallow Hold," "the Door to Heavens Lost," and "the Vault of Spirit" are common.
- ☛ A Knowledge (architecture and engineering) (DC 15) roll suggests the age of the ruined walls to be approximately nine hundred years old.
- ☛ A Knowledge (geography) or a Knowledge (nature) (DC 15) roll indicates that the yellow colored stone the walls are made of stone native to the area.
- ☛ A Knowledge (nature) (DC 10) roll can tell that all the plants and animals in the area are healthy and completely normal.

Those who participated in *HIG2-05 Kinsmen* may recall the location of the doorway that was revealed during their last visit to Sallow Hold with an Intelligence check (DC 15). When the doorway for this adventure is revealed to them, it will not be in this location.

Each blue gemstone is keyed to a particular entrance to the Hold. During *Kinsmen*, that particular gemstone was keyed to the “Door to Heavens Lost”, a gate to a magical vault located beneath the Sea of Dust. The store of knowledge was recovered by those who once lived in Sallow Hold.

The gemstone in this adventure is keyed to the “Vault of Spirit”, a magical prison specifically created to house the Guardians on the Spirit and the focus of Har’dro Ilharn’s magical harness.

Encounter Four

Entryway to the Vault

As night sweeps across the land, you gather together. Grasping the gemstone, you watch as the last of Pelor’s light falls below the horizon. A calming silence falls over the Ruins of the Hold as you wait. The light is dim at first, so small you almost believe it to be your imagination. Then all at once, there is a rushing noise as a column of blue light springs from the gemstone and points at some distant star. Slowly, the column moves, orienting itself to point at a door that wasn’t there before. At the bottom of an ancient stair lies a shining set of doors made of pale blue opalescent stone. A single circular indentation rests in their center.

Players who participated in *HIG2-05 Kinsmen* may succeed an Intelligence check (DC 15) to realize that this door is not in the same position as the door from that adventure.

To open the doors, the party must place the gemstone into the circular indentation. When they have done so, read or paraphrase the following:

A horrible grinding noise is heard as the doors open of their own accord and a gust of stale air and dust pours forth. This must be the entrance to the halls below.

The party has opened the way to the Vault of Spirit. This entryway leads to a device which will transport them to the place they wish to go. See DM’s Map #1 for details.

🗲 **Stone Doors:** 4 in. thick; hardness 8, hp 60; AC 5; Break DC 28.

1. The Entry Hall

Passing through the blue stone doors, a tall hall descends further into the ground. Faded murals decorate the walls on both sides. Lithe marble benches rest at the midpoint between the double doors you entered through and the next door, some sixty feet down the hall.

The long murals were painted on these walls long ago. The west side depicts forest images, with the central panels revealing brilliant Flameflower and elves frolicking and playing. The east side depicts two elves in forest attire alongside three robed humans. They are all staring into the wall at something that cannot be seen.

The images are of Flameflower before it was magically protected against divination, and of the three elves responsible for the deal with the Suloise. A Knowledge(nobility and royalty) check (DC 15) incorrectly recognizes the left elf as Avoreen Volmiryth while a Knowledge(history) check (DC 30) correctly identifies the left elf as Galina Volmiryth, the first leader of Clan Volmiryth. Members of Clan Volmiryth automatically know the difference. A Knowledge(history) check (DC 30) recognizes the right elf as Vethic Tamarel, the leader of House Tamarel before Kashafen.

Players who participated in *HIG2-05 Kinsmen* may make an Intelligence check (DC 15) to recall that these murals are not the murals in this hall during their last visit.

2. Door to the Vault and the Fake Trap

The door to this room is **locked**, but is otherwise like the previous door. An Open Locks check (DC 30) can open the lock. The door may also be attacked and broken.

Upon entering this small room, your attention is immediately drawn to an iron statue some twenty feet opposite the door you are entering from. Whatever it is supposed to depict, it is certainly not of this world. It has a myriad of arms, many ending in hooked claws or fanged mouths. Dozens of spider-like legs descend into the marble floor. The central mass appears composed entirely of horrid tentacles, grasping around a central unblinking eye. Inset into the eye are eight blue gems. Apparently, one is missing, the empty socket leaving a hole in the statue. This room has no visible exit apart from the one you just entered through.

The iron statue is the only way to open the passage down to the Vault. The statue itself radiates strong Conjunction and Transmutation magic (Spellcraft, DC 22).

To activate the door, the party must place the final gemstone (the one Ixtacious gave them and they have used thus far to open their way) into the remaining socket and press it.

❖ **Fake Trap:** Several PCs will recall Dov's warning, as well as their own experiences with such a statue. In this instance, the statue poses no threat to the party. It is possible to preemptively destroy the statue. It has 175 hp and a hardness of 8. Even when destroyed, though, the disk still remains with a socket for the placement of the blue gemstone.

Once the party has placed the final gem into the statue, read or paraphrase the following (adjusting for damage to the statue):

A faint whirring sound echoes in the small room as the statue ticks and comes to life. Each tentacle writhes threateningly before disappearing into the statue with a popping sound. The statues compound eye of gems begins to glow with fierce intensity. A loud thudding noise startles you, as a dent mars the statue. Then another, and another. Like the popping of so many firecrackers, the thudding grows faster and faster.

When it is finally done, the statue is gone, beaten by some unseen force into a flat piece of iron glowing with blue energy. The disk appears to be floating over a previously hidden shaft that heads down. It bobs slightly.

The disk has become a transporter, which will lower the PCs down the shaft to the Vault proper. The disk is a 20 ft. diameter circle, and fits perfectly with the downward shaft. See Room 1 on **DMs Map #2**.

The disk does not move on its own until it has been perched by a living creature, at which point it lowers at a speed of 10 ft. each round. It is possible to move the disk, but such action requires a Strength check (DC 34).

Proceed to Encounter Five.

Encounter Five

The Way to the Vault

The disk slowly falls downward, taking you deeper and deeper into the depths of the Yatil Mountains. When the top of the shaft is nothing more than a pinprick of light an immeasurable distance away, the disk finally slows and then stops. Its blue glow

lessens significantly. There is an archway, leading into darkness. From the darkness, a voice echoes in question: "Masters?"

A moment later, the room through the archway is bathed in dim light emanating from the walls. The light grows in intensity, finally reaching a comfortable brightness.

What is revealed catches you slightly off guard. The walls of the room ahead are covered in murals. Trees, sky, elves, humans. No part of the wall you can see appears to be left bare.

Standing centermost in the room is a huddled group of six gargoyles. One of them is slightly separate from the group, his eyes focused on you and his head tilted quizzically. "Masters?" he asks again.

The speaking gargoyle is named Stonechest. The murder of gargoyles lived here as servants for the Suloise. When the wizards disappeared, the gargoyles were forgotten and locked away for eternity to wait for the arrival of the masters. They are all evil, but do not engage in combat unless threatened by the party.

Stonechest is the ruler of the murder, having long ago quashed any resistance through malice and cunning. Suloise humans among the party may bluff Stonechest and the other gargoyles into thinking he is one of the "masters". Elven members of the party are referred to as "dealmakers".

Stonechest will accompany the party through the trials, if they so desire. He knows the name of each room, as well as the importance of the phrase "Sever the head and kill the beast". He knows of the existence and nature of the Guardians, as well as the procedure they will follow once inside the Guardian's chamber. Stonechest will only go as far as the Resting of the Golden Sickle, leaving the party to press into the Chamber of the Guardians with these words: "The lives of the Guardians hide the effigy. To get to it, you must put an end to their endless misery."

❖ **Stonechest:** male gargoyle. *Traits:* Malicious, cunning, tyrannical.

2. Chamber of Stories Past

Passing under the archway, the extent of the imagery becomes clear. The entire room is done in a mural to appear as if in the center of a great lush forest. Each of the four walls holds an individual scene.

The first scene mimics a scene from the hallway, wherein the two elves, Vethic Tamarel and Galina Volmiryth, and three robed humans are staring at something within the mural. The picture is clearer here than above, and those

who look closely can make out a darkly colored bear in the distance.

The second scene contains the same five people. In this, though, the male elf has his hand extended towards one of the humans in a sign of friendship. They stand in a half-circle. At this angle, the characters can see the elves bear the symbol of an open rose set ablaze. A Knowledge(nobility and royalty) or Knowledge(local-luz's Border States) check (DC 15) recognizes that symbol as the heraldry of Clan Shandareth.

The third scene contains the same five participants, as well as an additional five elves. The original five are gathered around a tree stump. Upon the stump rests a piece of parchment. Vethic Tamarel is bent over the parchment with a quill in his hands. The four additional elves appear to be an adventuring party of some kind. Two elves have large holy symbols of Corellon Larethian on their shields and armor. One is clothed in the furs of various animals. Another wears robes and leans heavily upon a staff.

The fourth and final scene depicts the three robed humans standing in a triangular shape. Their arms are raised, and magical energy crackles from their fingertips. Bursting through the trees onto the trio is an outrageously huge bear made of earth. His claw is raised to strike them down, but they take no notice. All three are focused on the statue effigy of this same bear in the center of their triangle.

There is a secret door out of this chamber that leads to Room 3. It requires a Search check (DC 30) to locate.

Stonechest: The gargoyle knows that this is the first trial. To get past it, you must "locate what cannot be seen", ie the secret door. He does know where it is, but will not divulge the location unless threatened.

Trap: This secret door is trapped. If the door is opened, it activates the trap. The trap effect originates or is centered on the door and radiates out into the Chamber of Stories Past. Targeted spells affect the one touching the door. If more than one trap is listed, they activate sequentially in the order listed. These traps are under the effect of a *Nystul's magic aura* spell which hides their magical aura from *detect magic* and similar spells.

APL 8 (EL 8)

↗ **Symbol of Weakness Trap:** CR 8; magic device; touch trigger; automatic reset; spell effect (*symbol of weakness*, 13th-level wizard, 3d6 points of Strength damage, Fort DC 20 negates); Search DC 32; Disable Device DC 32.

APL 10 (EL 10)

↗ **Symbol of Weakness Trap:** CR 8; magic device; touch trigger; automatic reset; spell effect (*symbol of weakness*, 13th-level wizard, 3d6 points of Strength damage, Fort DC 20 negates); Search DC 32; Disable Device DC 32.

↗ **Power Word Blind Trap:** CR 8; magical; touch trigger; automatic reset; spell effect (*power word blind*, 13th-level wizard); Search DC 27; Disable Device DC 27.

APL 12 (EL 12)

↗ **Energy Drain Trap:** CR 10; magic device; touch trigger; automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save to remove negative level); Search DC 34; Disable Device DC 34.

↗ **Weird Trap:** CR 10; magic device; touch trigger; automatic reset; spell effect (*weird*, 17th-level wizard, DC 23 Will save for disbelief and DC 23 Fort save for partial effect); Search DC 34; Disable Device DC 34.

3. Chamber of Restful Slumbers

This large room is barren of any murals, but is filled by four large stone sarcophagi. Upon each sarcophagus is a large colored shield with some sort of heraldry upon it. The rearmost wall contains a single stone door. Words in an odd script are carved into the wall, and as you watch they shift, forming themselves into the Common tongue.

This chamber was created as a tribute to the four elves who gave up their lives to be Guardians on the Spirit. It is also a speed bump on the way to the Vault.

Give the players **Player Handout #2**. The words read as follows:

Entrapped within a hidden tomb, with walls of bloodied ice, the key sleeps in scarlet gloom, and waits for you to pay the price. While flame can never hurt these walls, your life may hold the key. A gentle warmth can melt the walls and let the key be free.

The sarcophagi are lined up two on each side of the room. Inside each sarcophagus is a single key made of copper.

- ☛ **Upper Left:** The shield bears a red harp upon a green field with trees. Knowledge(nobility and royalty) check (DC 15) recognizes this as the symbol of Clan Krysalyn. A ruby is embedded in the lid.
- ☛ **Lower Left:** The shield bears the right side profile of a fairy in flight with the geometric shapes in the

wing resembling a star. Knowledge(nobility and royalty) check (DC 15) recognizes this as the symbol of Clan Llelyuna. A topaz is embedded in the lid.

- **Lower Right:** The shield bears a sunburst enclosed within the curve of a crescent moon. Knowledge(nobility and royalty) check (DC 15) recognizes this as the symbol of Clan Seldorian. An amethyst is embedded in the lid.
- **Upper Right:** The shield bears an open rose set aflame. Knowledge(nobility and royalty) check (DC 15) recognizes this as the symbol of Clan Shandareth. A diamond is embedded in the lid.

The door is locked and protected by magic. There are two ways to open this door, target it with a *dispel magic* against caster level 17, and then succeed an Open Locks check (DC 40). The second way is to take the key from within the ruby on a sarcophagus and use it to open the lock.

A *detect magic* or similar spell reveals each gemstone to radiate moderate Abjuration magic (Spellcraft, DC 22), the door to radiate strong Abjuration (Spellcraft, DC 22) and faint Transmutation magic (Spellcraft, DC 27).

Close examination of the gemstones reveals that the ruby contains a minor flaw. This is in fact the shrunken key, though the party has no way to determine this.

To get the key from within the ruby, any PC must wound himself with a weapon and sprinkle some of his blood upon the gemstone. The ruby melts away, and the key grows to normal size.

Stonechest: Stonechest does not know how to get beyond this room, except through the door. He does not know how to open it. He does know that this is the final resting room of the Guardians. Once they have been relieved of their eternal duty, their bodies will be entombed here.

Trap: If the PCs attempt to use the keys from within any of the sarcophagi, everyone in the room suffers the effects of a *confusion* trap.

All APLs (EL 5)

↗ **Confusion Trap:** CR 5; magic device; touch trigger (incorrect key); automatic reset; spell effect (*confusion*, 7th-level wizard, DC 16 Will save negates); Search DC 28; Disable Device DC 28.

Treasure: The gems may be pried from the sarcophagi. They are worth 50gp each.

All APLs—coin-(300gp)

4. Resting of the Golden Sickle

Broaching into this next room, you immediately notice that it is dimmer than the rest of this complex has been. Dark shadows fill the space, fleeing from the bright light focused in the center. There, illuminated by cones of light, is a waist-high pedestal. The pedestal is crowned with a green cloth lined in silver thread. Upon this cloth rests a glimmering sickle crafted of pure gold with a white-leather-wrapped hilt. Glowing faintly with blue energy in a spiral down the pedestal are a series of words written in an unfamiliar tongue.

The words are written in Ancient Suloise. Players with the language can translate the two phrases:

- “A golden sickle reaps a bitter harvest”
- “Sever the head and free the beast.”

Trap: The pedestal is magically trapped. When the sickle is removed, the trap is activated, targeting whomever picked up the golden weapon. The pedestal is under the effects of a *Nystul's magic aura* spell so it does not radiate magic.

APL 8 (EL 6)

↗ **Baleful Polymorph Trap:** CR 6; magic device; touch trigger; no reset; spell effect (*baleful polymorph*, rat, 17th-level wizard, DC 18 Fortitude save negates, Will save partial); Search DC 30; Disable Device DC 30.

APL 10 (EL 8)

↗ **Finger of Death Trap:** CR 8; magic device; touch trigger; no reset; spell effect (*finger of death*, 17th-level wizard, DC 20 Fortitude save partial); Search DC 32; Disable Device DC 32.

APL 12 (EL 10)

↗ **Heightened Finger of Death Trap:** CR 10; magic device; touch trigger; no reset; spell effect (*finger of death*, 17th-level wizard, DC 23 Fortitude save partial); Search DC 34; Disable Device DC 34.

The sickle is completely nonmagical. A weakness within the magic of the effigy allows it to be severed by weapons crafted of gold. This was done on purpose by the Suloise for just such a situation. They created the phrase “A golden sickle reaps a bitter harvest” to remind the elves that this option remains for them to gather whatever benefit they might gain from freeing Har'dro Ilharn, but to also emphasize the loss that would come from such an act.

Stonechest: The gargoyle knows that the sickle is the key to freeing Har'dro Ilharn. If the party is unable, Stonechest can translate the phrases on the pedestal for them.

The effigy is not in this room. It can be found in Room 6 on the map.

There is a doorway out of this area. It leads to Room 5 and Encounter Six.

Encounter Six

Guardians on the Spirit

Crossing into this, the largest chamber you've seen yet, you can't help but be awestruck. The beauty of this chamber is undeniable. The ceiling extends beyond your view, and there are no paintings here. Only trees, and shrubs, and flowers, and birds. Songbirds twitter away with their chatter, undisturbed by your entrance.

Directly before you, in a clearing surrounded by vibrant flameflowers, are four elves. They are sitting comfortably around a small campfire, speaking faintly among themselves. They appear to have not yet noticed you.

This is the chamber for the Guardians on the Spirit. This small ecosystem of flora and fauna is magically maintained by spells the Sulioise wizards put into place long before their mysterious departure. The Guardians live here, waiting.

These elves are the elves from the third panel in Room Two. The party recognizes this once they draw closer.

The elves, once they notice the party are initially friendly. They know they will serve their purpose, but there is no reason not to learn a bit of the world before shedding blood.

Also, the elves try to learn as much as they can about the abilities of the party (through conversation or observation) so that they can eliminate spellcasters first.

Enderil Crystalbow, of the Clan Krysalyn does most of the talking as he is the most charismatic of the group. He introduces himself and his companions once given the opportunity. Read or paraphrase the following:

"This," he says again, motioning instead to a simple looking high elf bearing a holy symbol of Corellon Larethian, "is Daryth Wintershale of Clan Seldorian."

The elf continues on with a brief smile, naming his remaining two companions. The first, a well muscled elf of coppery skin clothed in furs and skins, is introduced as Abaryin Wenyd of Clan Llelyuna. The second, a lightly armored high elf with his hair

pulled back in a leather-bound tail, is named as Alishare Tamarel of Clan Shandareth.

Finally, the elf places his hand upon his chest. His pale blue eyes sparkle with excitement and his silver tinged hair seems to ripple in a light breeze. "I am Enderil Crystalbow of Clan Krysalyn." He wears loosely flowing clothes in shades of green and brown with an elegant longsword at his side.

The elves have been here for over six hundred years, but none of them are aware. The nights come, and the days follow, but never have they tried to keep track. Also, none of the elves have aged a single day since they accepted their duty.

They were chosen for this task because they had no ties to the world. They never acquired families, and their parents had long since passed. They were the best at what they did, and with nothing to hold them back they easily accepted their duty.

Eventually, the Guardians become all business. Read or paraphrase the following:

"The time has come, it would seem," Enderil says soberly, standing. His three companions do the same.

"You have four hours to prepare. Rest well, for this will not be so enjoyable. We are the eternal Guardians on the Spirit, and we shall guard what cannot be had." As he speaks these last words, a building begins to shimmer into existence around the four elves. At first misty and insubstantial, the small cabin gains in substance until it is wholly solid. A door and several windows look out at you, but you can't see anything through them.

Thus begins the countdown until the battle for the Spirit. The Guardians will not exit the cabin, and the PCs cannot enter it. A modified *forbiddance* spell keeps them from doing so.

The party is free to explore the remainder of this area. They find that the circular chamber is some 200 ft in diameter, and some 150 ft. high. But, it has no walls. Stepping beyond the 200 ft. diameter places the PC on the opposite side of the circle, almost as if he had just walked around the globe.

The door to the Vault of Spirit cannot be found, as it is located within the Guardian's cabin. All manner of Vesve flora and fauna inhabit this chamber, living in a sort of microcosm. A spring, bubbling up from some unknown depth, feeds a small natural pool of water. The pool, in turn, grows the plants, which the herbivorous animals then eat. There are no predators present, so one can only assume that the Guardians play that role. See **Map #3** for details.

The party has nine hours until the Guardians exit the cabin. They may safely rest and regain spells without fear of interruption. The PCs may attempt to *scry* on the Guardians. They can do so without issue, and witness the elves as they cast their spells with little to no conversation. *Clairaudience/clairvoyance* spells fail, as the interior of the cabin is extraplanar.

APL 8 (EL 11)

- ✦ **Enderil Crystalbow:** hp 36; see Appendix I.
- ✦ **Jilt, Hawk Familiar:** hp 18; see Appendix I.
- ✦ **Daryth Wintershale:** hp 60; see Appendix I.
- ✦ **Abarayin Wenyd:** hp 68; see Appendix I.
- ✦ **Alishare Tamarel:** hp 36; see Appendix I.

APL 10 (EL 13)

- ✦ **Enderil Crystalbow:** hp 45; see Appendix I.
- ✦ **Jilt, Hawk Familiar:** hp 22; see Appendix I.
- ✦ **Daryth Wintershale:** hp 75; see Appendix I.
- ✦ **Abarayin Wenyd:** hp 90; see Appendix I.
- ✦ **Alishare Tamarel:** hp 42; see Appendix I.

APL 12 (EL 15)

- ✦ **Enderil Crystalbow:** hp 54; see Appendix I.
- ✦ **Jilt, Hawk Familiar:** hp 27; see Appendix I.
- ✦ **Daryth Wintershale:** hp 90; see Appendix I.
- ✦ **Abarayin Wenyd:** hp 113; see Appendix I.
- ✦ **Alishare Tamarel:** hp 60; see Appendix I.

Combat: The combat begins when the Guardians exit the cabin, exactly four hours after they enter. They are *plane shifted* outside of the cabin on one side of the cabin. See **Map #3** for details. DMs should roll initiative separately for each combatant, to increase the party vs. party feel of the encounter.

Tactics: DMs are encouraged to contact the Highfolk Triad point of contact to obtain the Guardians on the Spirit Web Enhancement for detailed tactics and power-up suites.

Generally, though, Abarayin acts as primary offensive power, placing himself between the remainder of the party. Enderil Crystalbow focuses his energy on casting offensive damaging spells and using Jilt to deliver touch spells. Daryth Wintershale works mainly to keep his companions alive and functional, via various healing and buff spells, but can enter melee if necessary.

A large portion of the Guardian's buff spells should be cast before the combat begins, leaving 1 round/level duration spells to be cast as needed.

Development: The possibility exists that the PCs refuse to fight with the Guardians. In this instance, the Guardians subdue the PCs, and teleport them to Quaalsten.

They party may not give the Guardians a chance to speak and allow the elves' cabin to appear. If the Guardians are attacked before they state the terms of the battle, they gather and the cabin appears around them within 1 round. If any PCs are in the area of the cabin when this occurs, allow them a Will save (DC 22 + APL) to stay within the cabin. Those who fail take 2d6 points of damage and are shunted to the outside of the cabin. Those who succeed are trapped in the cabin with the Guardians. The Guardians immediately attack to kill the interloper and then resume their standard procedure.

Should the party not survive the encounter against the Guardians, they awaken several weeks later in Quaalsten, having been raised (by *raise dead*, and suffering the appropriate level loss) and teleported here by peoples unknown. The PCs are charged 2 TUs, and may choose to venture back into the Hold, in which case they must fight the Guardians again. If they fail a second time, the Guardians confiscate the blue gemstone before sending them to Quaalsten. They lose another 2 TUs, but cannot regain entrance into the Hold.

The Guardians must be killed in order to obtain passage into the Vault. Merely subduing them is not enough.

Should the party be successful against the Guardians, the cabin dissipates, revealing a doorway in the middle of the clearing. The door can be walked completely around, and opens from either direction. Only the other side of the Guardian's chamber can be seen when looking through the open door. The PCs must cross the threshold to see the Vault.

The Guardians' bodies are teleported away after their defeat. Their possessions are left behind, but their bodies are moved to the Chamber of Restful Slumbers where each can be found in its appropriately marked coffin. The bodies quickly decay, experiencing several hundred years of decomposition in the time it takes the party to make it back to the sarcophagus chamber.

When the party crosses the threshold to the Vault, proceed to Encounter Seven.

Encounter Seven

The Vault of Spirit

Passing through the door to nowhere, you find yourself in the place you have been searching for. Centermost in this chamber is a floating platform upon which stands the statue of a bear nearly two feet tall. The bear is wrapped in pulsating silver cords.

The party has finally reached the Vault of Spirit and the bear effigy. Here, the party can proceed one of two ways:

- Most players will recall the phrase “Sever the head and free the beast.” from Room 4. If they do not, remind them gently. To destroy the bear effigy, they must use the golden sickle to slice its head from its body.
- Some characters may be hesitant to sever the head of the effigy, instead wondering if there might be a way to free Har'dro Ilharn from the grugach without undoing the hold the high elves have on it. Allow those characters who voice a desire to figure out another way and have 11 or more ranks in Knowledge (history) to make a check (DC 35). Those with 5 or more ranks in Knowledge(arcana), Knowledge(local-Iuz's Border States), or Knowledge (nobility and royalty) gain a +2 synergy bonus for each. If the player succeeds at this check, help them draw the conclusion that severing the cords may be enough to free Har'dro Ilharn from grugach control, will maintaining whatever grip the Suloise and the elves initially exerted. To destroy the cords, they must slice them with the golden sickle.

If the party destroys the effigy, read or paraphrase the following:

The sickle slides easily through the stone bear, separating statuesque head from body. The whole idol hovers unmoving for a moment before the head topples to the platform with a silent fall. You have trouble breathing as all of the air seems to be sucked quickly from the room. The silver cords binding the bear shimmer and fade away, and with an explosive crash, the air rushes back, pounding against your ears and lungs. Throbbing pain echoes in your body. The entire chamber begins to rumble ominously, as the ground beneath you shakes.

The PCs have freed Har'dro Ilharn, and he is coming to take his vengeance upon those who imprisoned him. He is going to destroy the Vault, and the PCs need to get out before this happens. Give them ample time to do so (upwards of 20 rounds). If the party is taking their sweet time, feel free to encourage them along by having portions of the ceiling crumble and the like.

If the party severs the cords, and leaves the effigy intact, read or paraphrase the following:

The sickle slides easily through the magical cords. Snapping heavily, the cords rebound and flail about. Now free, the magical energy within them oozes into the air only to disappear in a fine mist. Before long, the cords are nothing more than a memory, as you stand in the vault....

The effect is slightly less fulfilling this way, and the party may question whether they have completed their mission. If they so desire, they may still sever the head from the statue. In that case, read the above section about the destruction of the effigy. Otherwise, the party is free to roam around within this portion of the Hold as long as they want. There is nothing more for them to encounter.

When the party finally exits the Hold, proceed to the Conclusion.

Conclusion

Sitting once more in the laced parlor of Ixtacious Rellen, you elaborate on the details of your expedition yet another time. The red robed elf has had you repeat the story time after time, asking questions during each.

If the PCs destroyed the effigy, read or paraphrase the following:

You can only hope you did the best thing, but the look on Ixtacious' face each time you mention severing the head from the body of that statue, it doesn't seem like it will be so. As of right now, all you can do is wait and see... and hope.

If the party only severs the cords, read or paraphrase the following:

Ixtacious looks both confused and slightly relieved as you go over the details of slicing through the magical cords around the effigy. You're not certain if you truly did what you went to do, and the Master of House Rellen is not too sure either. All you can do is wait and see... and hope.

Parties who severed the cords or destroyed the effigy gain **Favor of House Rellen**. Those who did nothing to the bound effigy gain no benefit.

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 Five, Room 2

Encountering the trap(s) on the secret door
APL8 240 xp; APL10 300 xp; APL12 360 xp;

Encounter Five, Room 3

Encountering or circumventing the *bestow curse* trap
All APLs 150 xp;

Encounter Five, Room 4

Encountering the sickle trap
APL8 180 xp; APL10 240 xp; APL12 300 xp;

Encounter Six

Defeating the Guardians on the Spirit
APL8 330 xp; APL10 390 xp; APL12 450 xp;

Story Award

Solving the Chamber of Restful Slumbers puzzle
All APLs 50 xp;
Destroying the Bear Effigy or Severing the Magical Cords
APL8 75 xp; APL10 90 xp; APL12 105 xp;

Discretionary roleplaying award

APL8 100 xp; APL10 130 xp; APL12 160 xp;

Total possible experience:

APL8 1125 xp; APL10 1350 xp; APL12 1575 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 Five, Room 3

All APLs : L: 0 gp; C: 300gp; M: 0 gp

Encounter Six:

APL 8: L: 306 gp; C: 0 gp; M: 2138 gp
APL 10: L: 306 gp; C: 0 gp; M: 4046 gp
APL 12: L: 331 gp; C: 0 gp; M: 6412 gp

Total Possible Treasure

APL 8: L: 306 gp; C: 300 gp; M: 2138 gp - Total: 1250 gp
APL 10: L: 306 gp; C: 300 gp; M: 4046 gp - Total: 2100 gp
APL 12: L: 331 gp; C: 300 gp; M: 6412 gp - Total: 3000 gp

Special

All adventurers playing this scenario gain free Adventurer’s Standard Lifestyle. This does not have any effect on Rich or Luxury Lifestyles, and PCs must pay normal price for those choices.

Moonbow Heritage: Anastrianna Nasilia, fellow Moonbow elf, has allowed you to take from her shipment of supplies on her way to Flameflower. You gain Regional access to the following items: *robe of blending*, *boots of striding and springing*, and *figurine of wondrous power (serpentine owl)*.

Golden Sickle: This sickle was taken from the depths of Sallow Hold. Its blade is made of pure gold, and its hilt is white-leather-wrapped wood. The sickle may be used as a weapon, with a -2 penalty to hit and damage. *Market Price:* 100gp. *Frequency:* Adventure.

Favor of House Rellen: For completing the mission into Sallow Hold and releasing the grugach grip on Har'dro Ilharn, Ixtacious Rellen has granted you his favor. This favor may be exchanged for one Influence Point with Kashafen Tamarel, or may be used to gain Adventure access to *moonsilver shards* from *Arms & Equipment Guide*.

Enderil's Spellbook: This leafweave covered tome contains several spells known to the old Guardian of the Spirit. They are: *Mordenkainen's buzzing bee* (from *MHB*), *ray of enfeeblement*, *scorching ray*, *touch of idiocy*, *undeniable gravity* (from *MHB*), *lightning bolt*, *slow*, *chain lightning*, and *disintegrate*. *Market Price:* 2600gp.

Items for the Adventure Record

Item Access

APL 8:

Golden Sickle (Adventure, See above)
Enderil's Spellbook (Regional, See above)
Potion of cure serious wounds (Adventure, *DMG*)
Scroll of Leomund's secure shelter (Adventure, 7th level caster, *DMG*)
Wand of cure moderate wounds (Adventure, 3rd level caster, *DMG*)
+1 mithral breastplate (Adventure, *DMG*)
Heward's handy haversack (Adventure, *DMG*)
+4 cloak of Charisma (Adventure, *DMG*)

APL 10: (All of APL 8 plus the following)

+2 cloak of resistance (Adventure, CL 6, *DMG*)
Pearl of power (1st level) (Adventure, *DMG*)
+1 greatclub of frost (Adventure, *DMG*)
+1 frost /+1 quarterstaff (Adventure, *DMG*)

APL 12: (All of APLs 8-12 plus the following)

+3 cloak of resistance (Adventure, *DMG*)
Scroll of globe of invulnerability (Adventure, 11th level caste, *DMG*)
Scroll of disintegrate (Adventure, 11th level caster, *DMG*)
+2 mithral breastplate (Adventure, *DMG*)
+2 heavy steel shield (Adventure, *DMG*)

Appendix I

Stat Blocks

Encounter Six

APL 8

✦ **Enderil Crystalbow:** male grey elf Wiz8; CR 8; Medium Humanoid (Elf); HD 8d4+16; hp 36; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10) (+1 Dex); BA/G +4/+3; Atk +3 melee (1d8-1/19-20x2, longsword) or +5 ranged (1d8-1/x3, longbow); Full Atk as Atk; SA Spells; SQ Elf traits, low-light vision, summon familiar; AL CG; SV Fort +5, Ref +4, Will +8; Str 8, Dex 12, Con 14, Int 22, Wis 12, Cha 17.

Skills and Feats: Concentration +13, Escape Artist +6, Knowledge (arcana, dungeoneering) +17, Spellcraft +17, Tumble +6. Empower Spell, Maximize Spell, Sudden Empower, Sudden Maximize.

Elf Traits (Ex): Immunity to sleep spells and effects. +2 racial bonus to saves against enchantment effects. +2 racial bonus to Listen, Search and Spot. (not included in stat block)

Summon Familiar (Sp): Enderil is magically bonded to his hawk familiar, Jilt. Jilt provides Enderil with a +3 bonus on Spot checks in bright light.

Possessions: +1 cloak of resistance, Heward's handy haversack, +2 amulet of health, Enderil's spellbook, scroll of mage armor (x2), scroll of shield, scroll of ventriloquism (x2), scroll of Leomund's secure shelter, scroll of clairaudience/clairvoyance, scroll of nondetection, scroll of alter self, scroll of disguise self, longsword, longbow, dagger, spell component pouch.

Spells Prepared (4/6/5/4/3; Save DC = 16 + spell level). 0 – flare (x2), touch of fatigue (x2); 1st – enlarge person, Mordenkainen's buzzing bee, magic missile (x3), ray of enfeeblement; 2nd – false life, mirror image, scorching ray, touch of idiocy, undeniable gravity; 3rd – lightning bolt (x2), haste, slow; 4th – empowered scorching ray, greater invisibility (x2).

✦ **Jilt, Hawk Familiar:** male hawk; Tiny Magical Beast; HD 8d8; hp 18; Spd 10 ft., fly 60 ft. (average); AC 21 (+2 size, +3 Dex, +6 natural); BA/G +4/-6; Atk +9 melee (1d4-2, claw); Full Atk +9/+9 melee (1d4-2, claw); Space/Reach 2½ ft./0 ft.; SA Deliver touch spells, SQ Alertness, improved evasion, empathic link, share spells, low-light vision, speak with master, speak with animals of its kind; AL CG; SV Fort +2, Ref +5, Will +8; Str 6, Dex 17, Con 10, Int 9, Wis 14, Cha 6.

Skills and Feats: Listen +2, Spot +14; Weapon Finesse.

Alertness (Ex): Jilt grants Enderil the Alertness feat when within arm's reach.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex save for partial effect, Jilt takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Deliver Touch Spells (Su): Jilt can deliver touch spells for Enderil.

✦ **Daryth Wintershale:** male high elf Clr8; CR 8; Medium Humanoid (Elf); HD 8d8+16; hp 60; Init +1; Spd 30 ft.; AC 19 (touch 11, flat-footed 18) (+1 Dex, +6 armor, +2 shield); BA/G +6/+7; Atk +8 melee (1d8+1/19-20x2, mw longsword) or +7 ranged (1d8+1/x3, mighty comp. longbow); Full Atk +8/+3 melee (1d8+1/19-20x2, mw longsword) or +7/+2 ranged (1d8+1/x3, mighty comp longbow; SA Protection aura, spells, turn undead; SQ Elf traits, low-light vision; AL CG; SV Fort +8, Ref +5, Will +10; Str 12, Dex 12, Con 14, Int 8, Wis 18, Cha 16.

Skills and Feats: Concentration +13; Quickened Spell, Lightning Reflexes, Extra Turning, Weapon Focus (longsword).

Elf Traits (Ex): Immunity to sleep spells and effects. +2 racial bonus to saves against enchantment effects. +2 racial bonus to Listen, Search and Spot. (not included in stat block)

Protection Aura (Sp): Once per day, as a standard action, Daryth can grant a single target a +8 resistance bonus to his next saving throw.

Turn Undead (Su): Daryth may attempt to turn undead 10/day.

Possessions: mw longsword, +1 mithral breastplate, heavy steel shield, mighty composite longbow [Str +1], spell component pouch, silver holy symbol (x3), wand of cure moderate wounds (25 charges), scroll of invisibility purge (x2), scroll of restoration, cloak of charisma +4.

Spells Prepared (6/6/5/5/4; Save DC = 14 + spell level): 0 – create water (x2), detect magic, virtue (x2), read magic; 1st – bless, command, divine favor, sanctuary*, shield of faith (x2); 2nd – lesser restoration, resist energy (x2), shield other*, status; 3rd – dispel magic, legion's conviction, magic vestment*, spikes (x2); 4th – revenance, divine power, freedom of movement, spell immunity*.

*denotes Domain spell.

✦ **Abarayin Wenyd:** male wood elf Bbn6; CR 6; Medium Humanoid (Elf); HD 6d12+12+6 (Imp Toughness); hp 68; Init +7; Spd 40 ft.; AC 17 (touch 13,

flat-footed 14) (+3 Dex, +4 armor); BA/G +6/+10; Atk +11 melee (1d10+7, +1 *greatclub*) or +9 ranged (1d6+4, club); Full Atk +11/+6 melee (1d10+7, +1 *greatclub*) or +9/+4 ranged (1d6+4, club); SA Rage; SQ Elf traits, fast movement, illiteracy, improved uncanny dodge, low-light vision, trap sense +2, uncanny dodge; AL CN; SV Fort +7, Ref +5, Will -1; Str 19, Dex 16, Con 14, Int 6, Wis 8, Cha 6.

Skills and Feats: Intimidate +7, Survival +8; Improved Initiative, Improved Toughness, Power Attack.

Elf Traits (Ex): Immunity to sleep spells and effects. +2 racial bonus to saves against enchantment effects. +2 racial bonus to Listen, Search and Spot. (not included in stat block)

Improved Uncanny Dodge (Ex): Abarayin cannot be flanked except by a rogue of at least four levels higher than him.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for up to 7 rounds, 2/day.

Trap Sense (Ex): Abarayin gains a +2 bonus on Reflex saves and a +1 dodge bonus to AC against attacks by traps.

Uncanny Dodge (Ex): Abarayin retains his Dexterity bonus to AC even when caught flat-footed.

Possessions: +1 *greatclub*, chain shirt, clubs x4, mw *greatclub*, *potion of blur*, *potion of displacement*, *potion of cure serious wounds* (x2), *potion of bear's endurance*.

➤ **Alishare Tamarel:** male high elf Rgr6; CR 6; Medium Humanoid (Elf); HD 6d8+12+6; hp 54; Init +1, Spd 30 ft.; AC 15 (touch 11, flat-footed 14); BA/G +6/+11; Atk +13 melee (1d6+7/x2, +1/+1 *quarterstaff*) or +8 ranged (1d8/x3, mw longbow); Full Atk +11/+6 melee (1d6+5/x2, +1/+1 *quarterstaff*) and +11/+6 melee (1d6+2/x2 +1/+1 *quarterstaff*), +13/+8 melee (1d6+7/x2, +1 *quarterstaff*), or +8/+3 ranged (1d8/x3, mw longbow); SA Favored enemies, SQ Elf traits, low-light vision, wild empathy; AL NG; SV Fort +7, Ref +6, Will +4; Str 21, Dex 12, Con 14, Int 10, Wis 12, Cha 9.

Skills and Feats: Hide +10, Listen +14, Move Silently +10, Spot +14, Survival +12, Swim +14. Endurance, Two-Weapon Fighting, Improved Two-Weapon Fighting, Weapon Focus (*quarterstaff*), Two-Weapon Defense, Improved Toughness.

Elf Traits (Ex): Immunity to sleep spells and effects. +2 racial bonus to saves against enchantment effects. (not included in stat block)

Favored Enemies (Ex): Alishare gains a +4 bonus to all damage rolls against humans and a +2 bonus to all damage rolls against orcs. This bonus also applies to Bluff, Listen, Sense Motive, Spot, and Survival checks against creatures of these types.

Wild Empathy (Ex): Alishare may improve the attitude of an animal in the same way as a Diplomacy check for sentient beings. Alishare rolls 1d20+5.

Possessions: +1/+1 *quarterstaff*, masterwork longbow, 25 arrows, +1 *leather armor*

Spells Prepared (2; Save DC = 11 + spell level); 1st – *jump*, *resist energy*.

APL 10

➤ **Enderil Crystalbow:** male grey elf Wiz10; CR 10; Medium Humanoid (Elf); HD 10d4+20; hp 45; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10) (+1 Dex); BA/G +5/+4; Atk +4 melee (1d8-1/19-20x2, longsword) or +6 ranged (1d8-1/x3, longbow); Full Atk as Atk; SA Spells; SQ Elf traits, low-light vision, summon familiar; AL CG; SV Fort +7, Ref +6, Will +10; Str 8, Dex 12, Con 14, Int 22, Wis 12, Cha 17.

Skills and Feats: Concentration +15, Escape Artist +7, Knowledge (arcana, dungeoneering) +19, Spellcraft +19, Tumble +7. Empower Spell, Maximize Spell, Sudden Empower, Sudden Maximize, Sudden Silent, Sudden Still.

Elf Traits (Ex): Immunity to sleep spells and effects. +2 racial bonus to saves against enchantment effects. +2 racial bonus to Listen, Search and Spot. (not included in stat block)

Summon Familiar (Sp): Enderil is magically bonded to his hawk familiar, Jilt. Jilt provides Enderil with a +3 bonus on Spot checks in bright light.

Possessions: +2 *cloak of resistance*, *Heward's handy haversack*, +2 *amulet of health*, *Enderil's spellbook*, *scroll of mage armor* (x2), *scroll of shield*, *scroll of ventriloquism* (x2), *scroll of Leomund's secure shelter*, *scroll of clairsentience/clairvoyance*, *scroll of nondetection*, *scroll of alter self*, *scroll of disguise self*, *pearl of power* (1st level) (x2), longsword, longbow, dagger.

Spells Prepared (4/6/6/4/4/3; Save DC = 16 + spell level). 0 – *flare* (x2), *touch of fatigue* (x2); 1st – *enlarge person*, *Mordenkainen's buzzing bee*, *magic missile* (x3), *ray of enfeeblement*; 2nd – *false life*, *mirror image*, *scorching ray* (x2), *touch of idiocy*, *undeniable gravity*; 3rd – *lightning bolt* (x2), *haste*, *slow*; 4th – *empowered scorching ray* (x2), *greater invisibility* (x2); 5th – *feeblemind*, *cone of cold*, *empowered lightning bolt*.

➤ **Jilt, Hawk Familiar:** male hawk; Tiny Magical Beast; HD 10d8; hp 22; Spd 10 ft., fly 60 ft. (average); AC 22 (+2 size, +3 Dex, +7 natural); BA/G +5/-5; Atk +10 melee (1d4-2, claw); Full Atk +10/+10 melee (1d4-2, claw); Space/Reach 2½ ft./0 ft.; SA Deliver touch spells, SQ Alertness, improved evasion, empathic link, share spells, low-light vision, speak with master, speak

with animals of its kind; AL CG; SV Fort +3, Ref +6, Will +9; Str 6, Dex 17, Con 10, Int 10, Wis 14, Cha 6.

Skills and Feats: Listen +2, Spot +14; Weapon Finesse.

Alertness (Ex): Jilt grants Enderil the Alertness feat when within arm's reach.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex save for partial effect, Jilt takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Deliver Touch Spells (Su): Jilt can deliver touch spells for Enderil.

☛ **Daryth Wintershale:** male high elf Clr10; CR 10; Medium Humanoid (Elf); HD 10d8+20; hp 75; Init +1; Spd 30 ft; AC 20 (touch 11, flat-footed 19) (+1 Dex, +6 armor, +3 shield); BA/G +7/+8; Atk +9 melee (1d8+1/19-20x2, mw longsword) or +8 ranged (1d8+1/x3, mighty comp. longbow); Full Atk +9/+4 melee (1d8+1/19-20x2, mw longsword) or +8/+3 ranged (1d8+1/x3, mighty comp longbow; SA Protection aura, spells, turn undead; SQ Elf traits, low-light vision; AL CG; SV Fort +9, Ref +6, Will +12; Str 12, Dex 12, Con 14, Int 8, Wis 20, Cha 16.

Skills and Feats: Concentration +15; Quicken Spell, Lightning Reflexes, Divine Metamagic (Quicken), Extra Turning, Weapon Focus (longsword).

Elf Traits (Ex): Immunity to sleep spells and effects. +2 racial bonus to saves against enchantment effects. +2 racial bonus to Listen, Search and Spot. (not included in stat block)

Protection Aura (Sp): Once per day, as a standard action, Daryth can grant a single target a +10 resistance bonus to his next saving throw.

Turn Undead (Su): Daryth may attempt to turn undead 10/day.

Possessions: +2 *periapt of wisdom*, mw longsword, +1 *mithral breastplate*, +1 *heavy steel shield*, mighty composite longbow [Str +1], *wand of cure moderate wounds* (25 charges), *scroll of invisibility purge* (x2), *scroll of restoration*, *cloak of charisma* +4.

Spells Prepared (6/7/6/5/5/4; Save DC = 15 + spell level): 0 – *create water* (x2), *detect magic*, *virtue* (x2), *read magic*; 1st – *command*, *divine favor*, *remove fear*, *sanctuary**, *shield of faith* (x3); 2nd – *lesser restoration*, *resist energy* (x2), *shield other**, *spiritual weapon*, *status*; 3rd – *dispel magic*, *legion's conviction*, *magic vestment**, *spikes* (x2); 4th – *death ward*, *divine power*, *freedom of movement*, *revenge*, *spell immunity**, 5th – *revenge*, *greater vigor*, *righteous might*, *spell resistance**.

* denotes Domain spell.

☛ **Abarayin Wenyd:** male wood elf Bbn8; CR 8; Medium Humanoid (Elf); HD 8d12+16+8 (Imp Toughness); hp 90; Init +7; Spd 40 ft; AC 17 (touch 13, flat-footed 14) (+3 Dex, +4 armor); BA/G +8/+13; Atk +14 melee (1d10+8 and 1d6 cold, +1 *greatclub*) or +11 ranged (1d6+5, club); Full Atk +14/+9 melee (1d10+8 and 1d6 cold, +1 *greatclub*) or +11/+6 ranged (1d6+5, club); SA Rage; SQ DR 1/-, elf traits, fast movement, illiteracy, improved uncanny dodge, low-light vision, trap sense +2, uncanny dodge; AL CN; SV Fort +8, Ref +5, Will -1; Str 20, Dex 16, Con 14, Int 6, Wis 8, Cha 6.

Skills and Feats: Intimidate +9, Survival +10; Improved Initiative, Improved Toughness, Power Attack.

Elf Traits (Ex): Immunity to sleep spells and effects. +2 racial bonus to saves against enchantment effects. +2 racial bonus to Listen, Search and Spot. (not included in stat block)

Improved Uncanny Dodge (Ex): Abarayin cannot be flanked except by a rogue of at least four levels higher than him.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for up to 7 rounds, 3/day.

Trap Sense (Ex): Abarayin gains a +2 bonus on Reflex saves and a +1 dodge bonus to AC against attacks by traps.

Uncanny Dodge (Ex): Abarayin retains his Dexterity bonus to AC even when caught flat-footed.

Possessions: +1 *greatclub of frost*, chain shirt, clubs x4, mw greatclub, *potion of blur*, *potion of displacement*, *potion of cure serious wounds* (x2), *potion of bear's endurance*.

☛ **Alishare Tamarel:** male high elf Rgr8; CR 8; Medium Humanoid (Elf); HD 8d8+16+8; hp 72; Init +1, Spd 30 ft; AC 15 (touch 11, flat-footed 14); BA/G +8/+13; Atk +15 melee (1d6+9/x2 plus 1d6 cold, +1/+1 *quarterstaff*) or +10 ranged (1d8/x3, mw longbow); Full Atk +13/+8 melee (1d6+6/x2 plus 1d6 cold, +1 *frost quarterstaff*) and +13/+8 melee (1d6+3/x2 +1 *quarterstaff*), +15/+10 melee (1d6+9/x2 plus 1d6 frost, +1 *frost quarterstaff*), or +10/+5 ranged (1d8/x3, mw longbow); SA Favored enemies, SQ Elf traits, low-light vision, swift tracker, wild empathy, woodland stride; AL NG; SV Fort +8, Ref +6, Will +3; Str 22, Dex 12, Con 14, Int 10, Wis 12, Cha 9.

Skills and Feats: Hide +13, Listen +16, Move Silently +13, Spot +16, Survival +14, Swim +17. Endurance, Two-Weapon Fighting, Improved Two-Weapon Fighting, Weapon Focus (quarterstaff), Two-Weapon Defense, Improved Toughness.

Elf Traits (Ex): Immunity to sleep spells and effects. +2 racial bonus to saves against enchantment effects. (not included in stat block)

Favored Enemies (Ex): Alishare gains a +4 bonus to all damage rolls against humans and a +2 bonus to all damage rolls against orcs. This bonus also applies to Bluff, Listen, Sense Motive, Spot, and Survival checks against creatures of these types.

Swift Tracker (Ex): Alishare does not take any penalty for Tracking at normal speed.

Wild Empathy (Ex): Alishare may improve the attitude of an animal in the same way as a Diplomacy check for sentient beings. Alishare rolls 1d20+7.

Woodland Stride (Ex): Alishare may walk through natural thorns, briars, overgrown areas, and similar terrain at its normal speed without damage or other impairment

Possessions: +1 frost/+1 quarterstaff, longsword, 25 arrows, +1 leather armor, *potion of blur*, *potion of cure moderate wounds*, masterwork longbow

Spells Prepared (2/1; Save DC = 12 + spell level); 1st – *jump*, *resist energy*; 2nd – *protection from energy*

APL 12

➤ **Enderil Crystalbow:** male grey elf Wiz12; CR 12; Medium Humanoid (Elf); 12d4+24; hp 54; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10) (+1 Dex); BA/G +6/+5; Atk +5 melee (1d8-1/19-20x2, longsword) or +7 ranged (1d8-1/x3, longbow); Full Atk as Atk; SA Spells; SQ Elf traits, low-light vision, summon familiar; AL CG; SV Fort +9, Ref +8, Will +12; Str 8, Dex 12, Con 14, Int 23, Wis 12, Cha 17.

Skills and Feats: Concentration +17, Escape Artist +8, Knowledge (arcana, dungeoneering) +21, Spellcraft +21, Tumble +8. Empower Spell, Maximize Spell, Sudden Empower, Sudden Maximize, Sudden Silent, Sudden Still, Quicken Spell.

Elf Traits (Ex): Immunity to sleep spells and effects. +2 racial bonus to saves against enchantment effects. +2 racial bonus to Listen, Search and Spot. (not included in stat block)

Summon Familiar (Sp): Enderil is magically bonded to his hawk familiar, Jilt. Jilt provides Enderil with a +3 bonus on Spot checks in bright light.

Possessions: +3 cloak of resistance, Heward's handy haversack, +2 amulet of health, Enderil's spellbook, scroll of mage armor, scroll of shield, scroll of ventriloquism (x2), scroll of Leomund's secure shelter, scroll of globe of invulnerability, scroll of disintegrate (x2), scroll of nondetection, scroll of alter self, scroll of disguise self, pearl of power (1st level) (x3), longsword, longbow, dagger.

Spells Prepared (4/6/6/5/4/4/3; Save DC = 16 + spell level). 0 – *flare* (x2), *touch of fatigue* (x2); 1st – *enlarge person*, Mordenkainen's buzzing bee, *magic missile* (x3), *ray of enfeeblement*; 2nd – *false life*, *mirror image*, *scorching ray* (x2), *touch of idiocy*, *undeniable gravity*; 3rd – *displacement*, *lightning bolt* (x2), *haste*, *slow*; 4th – *empowered scorching ray* (x2), *greater invisibility* (x2); 5th – *feeblemind*, *cone of cold*, *empowered lightning bolt*, *quicken magic missile*; 6th – *chain lightning*, *disintegrate*, *true seeing*.

➤ **Jilt, Hawk Familiar:** male hawk; Tiny Magical Beast; 12d8; hp 27; Spd 10 ft., fly 60 ft. (average); AC 23 (+2 size, +3 Dex, +8 natural); BA/G +6/-4; Atk +11 melee (1d4-2, claw); Full Atk +11/+11 melee (1d4-2, claw); Space/Reach 2½ ft./0 ft.; SA Deliver touch spells, SQ Alertness, improved evasion, empathic link, share spells, low-light vision, speak with master, speak with animals of its kind, SR 17; AL CG; SV Fort +4, Ref +7, Will +10; Str 6, Dex 17, Con 10, Int 10, Wis 14, Cha 6.

Skills and Feats: Listen +2, Spot +14; Weapon Finesse.

Alertness (Ex): Jilt grants Enderil the Alertness feat when within arm's reach.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex save for partial effect, Jilt takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Deliver Touch Spells (Su): Jilt can deliver touch spells for Enderil.

➤ **Daryth Wintershale:** male high elf Clr12; CR 12; Medium Humanoid (Elf); HD 12d8+24; hp 90; Init +1; Spd 30 ft.; AC 22 (touch 11, flat-footed 21) (+1 Dex, +7 armor, +4 shield); BA/G +9/+10; Atk +11 melee (1d8+1/19-20x2, mw longsword) or +10 ranged (1d8+1/x3, mighty comp. longbow); Full Atk +11/+6 melee (1d8+1/19-20x2, mw longsword) or +10/+5 ranged (1d8+1/x3, mighty comp. longbow); SA Protection aura, spells, turn undead; SQ Elf traits, low-light vision; AL CG; SV Fort +10, Ref +7, Will +13; Str 12, Dex 12, Con 14, Int 8, Wis 21, Cha 16.

Skills and Feats: Concentration +17; Chain Spell, Quicken Spell, Lightning Reflexes, Divine Metamagic (Quicken), Extra Turning, Weapon Focus (longsword).

Elf Traits (Ex): Immunity to sleep spells and effects. +2 racial bonus to saves against enchantment effects. +2 racial bonus to Listen, Search and Spot. (not included in stat block)

Protection Aura (Sp): Once per day, as a standard action, Daryth can grant a single target a +12 resistance bonus to his next saving throw.

Turn Undead (Su): Daryth may attempt to turn undead 10/day.

Possessions: +2 *periapt of wisdom*, mw longsword, +2 *mithral breastplate*, +2 *heavy steel shield*, mighty composite longbow [Str +1], *wand of cure moderate wounds* (25 charges), *scroll of invisibility purge* (x2), *scroll of restoration*, *pearl of power* (2nd level), *cloak of charisma* +4.

Spells Prepared (6/8/6/6/5/5/3; Save DC = 15 + spell level): 0 – *create water* (x2), *detect magic*, *virtue* (x2), *read magic*; 1st – *command*, *divine favor*, *remove fear*, *sanctuary** (x2), *shield of faith* (x3); 2nd – *lesser restoration*, *resist energy* (x2), *shield other**, *spiritual weapon*, *status*; 3rd – *dispel magic*, *legion's conviction*, *magic vestment**, *remove blindness/deafness*, *spikes* (x2); 4th – *death ward*, *divine power*, *freedom of movement*, *revenge*, *spell immunity**; 5th – *revenge*, *greater vigor* (x2), *righteous might*, *spell resistance**; 6th – *blade barrier**, *heal*, *heroes' feast*.

* denotes Domain spell.

☛ **Abarayin Wenyd:** male wood elf Bbn10; CR 10; Medium Humanoid (Elf); HD 10d12+20+10 (Imp Toughness); hp 113; Init +7; Spd 40 ft; AC 17 (touch 13, flat-footed 14) (+3 Dex, +4 armor); BA/G +10/+15; Atk +16 melee (1d10+10 and 1d6 cold, +1 *greatclub*) or +13 ranged (1d6+6, club); Full Atk +16/+11 melee (1d10+10 and 1d6 cold, +1 *greatclub*) or +13/+8 ranged (1d6+6, club); SA Rage; SQ DR 3/–, elf traits, fast movement, illiteracy, improved uncanny dodge, low-light vision, trap sense +3, uncanny dodge; AL CN; SV Fort +9, Ref +6, Will +0; Str 22, Dex 16, Con 14, Int 6, Wis 8, Cha 6.

Skills and Feats: Intimidate +11, Survival +12; Greater Resiliency, Improved Initiative, Improved Toughness, Power Attack.

Elf Traits (Ex): Immunity to sleep spells and effects. +2 racial bonus to saves against enchantment effects. +2 racial bonus to Listen, Search and Spot. (not included in stat block)

Improved Uncanny Dodge (Ex): Abarayin cannot be flanked except by a rogue of at least four levels higher than him.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, –2 to AC for up to 7 rounds, 3/day.

Trap Sense (Ex): Abarayin gains a +3 bonus on Reflex saves and a +1 dodge bonus to AC against attacks by traps.

Uncanny Dodge (Ex): Abarayin retains his Dexterity bonus to AC even when caught flat-footed.

Possessions: +1 *greatclub of frost*, *gauntlets of ogre power*, chain shirt, clubs x4, mw *greatclub*, *potion of blur*, *potion of displacement*, *potion of cure serious wounds* (x4), *potion of bear's endurance*.

Alishare Tamarel: male high elf Rgr10; CR 10; Medium Humanoid (Elf); HD 10d8+20+10; hp 90; Init +1, Spd 30 ft; AC 15 (touch 11, flat-footed 14); BA/G +10/+16; Atk +17 melee (1d6+9/x2 plus 1d6 cold, +1/+1 *quarterstaff*) or +12 ranged (1d8/x3, mw longbow); Full Atk +15/+10 melee (1d6+6/x2 plus 1d6 cold, +1 *frost quarterstaff*) and +15/+10 melee (1d6+3/x2 +1 *quarterstaff*), +17/+12 melee (1d6+9/x2 plus 1d6 frost, +1 *frost quarterstaff*), or +12/+7 ranged (1d8/x3, mw longbow); SA Favored enemies, SQ Elf traits, evasion, low-light vision, swift tracker, wild empathy, woodland stride; AL NG; SV Fort +11, Ref +9, Will +8; Str 22, Dex 12, Con 14, Int 10, Wis 12, Cha 9.

Skills and Feats: Hide +12, Listen +16, Move Silently +12, Spot +16, Survival +14, Swim +17. Endurance, Two-Weapon Fighting, Improved Two-Weapon Fighting, Weapon Focus (*quarterstaff*), Two-Weapon Defense, Improved Toughness, Iron Will.

Elf Traits (Ex): Immunity to sleep spells and effects. +2 racial bonus to saves against enchantment effects. (not included in stat block)

Favored Enemies (Ex): Alishare gains a +6 bonus to all damage rolls against humans and a +2 bonus to all damage rolls against orcs and magical beasts. This bonus also applies to Bluff, Listen, Sense Motive, Spot, and Survival checks against creatures of these types.

Swift Tracker (Ex): Alishare does not take any penalty for Tracking at normal speed.

Wild Empathy (Ex): Alishare may improve the attitude of an animal in the same way as a Diplomacy check for sentient beings. Alishare rolls 1d20+9.

Woodland Stride (Ex): Alishare may walk through natural thorns, briars, overgrown areas, and similar terrain at its normal speed without damage or other impairment

Possessions: +1 *frost* +1 *quarterstaff*, masterwork longbow, 100 arrows, +1 *leather armor*, *potion of blur*, *potion of cure moderate wounds*, +2 *cloak of resistance*

Spells Prepared (2/2; Save DC = 12 + spell level); 1st – *jump*, *resist energy*; 2nd – *protection from energy* (x2)

Feats

Greater Resiliency [General]

from Complete Warrior, pg 100

Your extraordinary resilience to damage increases.

Prerequisites: Damage reduction as a class feature or innate ability.

Benefit: Your damage reduction increases by 1. If it would normally rise thereafter with level, it does so at its previous rate, adding the +1 normally. For example, a 13th-level barbarian has damage reduction 3/-. By taking this feat, he raises it to 4/-. When he reaches 16th level, his DR becomes 5/- and at 19th level, it becomes 6/-. You may not take this feat more than once. This feat has no effect on the type of weapon or damage that overcomes your damage reduction. If you have more than one form of damage reduction, choose which to increase when you take this feat.

Improved Rapid Shot [General]

from Complete Warrior, pg 101

You are an expert at firing weapons with exceptional speed.

Prerequisites: Manyshot, Point Blank Shot, Rapid Shot.

Benefit: When using the Rapid Shot feat, you may ignore the -2 penalty on all your ranged attack rolls.

Special: A fighter may select Improved Rapid Shot as one of his fighter bonus feats.

Improved Toughness [General]

from Complete Warrior, pg 101

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain an HD (such as by gaining a level), you gain 1 additional hit point. If you lose an HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Sudden Empower [Metamagic]

from Miniatures Handbook, pg 28

You can cast one spell per day to greater effect without special preparation.

Prerequisites: Any metamagic feat.

Benefit: Once per day, you may apply the Empower Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it

Appendix II – New Rules Items

ahead of time. You may still use the Empower Spell feat normally, if you have it.

Sudden Maximize [Metamagic]

from Miniatures Handbook, pg 28

You can cast one spell per day to maximum effect without special preparation.

Prerequisites: Any metamagic feat.

Benefit: Once per day, you may apply the Maximize Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Maximize Spell feat normally, if you have it.

Sudden Silent [Metamagic]

from Miniatures Handbook, pg 28

Once per day you may cast a spell silently without special preparation.

Prerequisites: Any metamagic feat.

Benefit: Once per day, you may apply the Silent Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Silent Spell feat normally, if you have it.

Sudden Still [Metamagic]

from Miniatures Handbook, pg 28

Once per day you may cast a spell stilled without special preparation.

Prerequisites: Any metamagic feat.

Benefit: Once per day, you may apply the Still Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Still Spell feat normally, if you have it.

Spells

Brambles

From Complete Divine, pg 156

Transmutation

Level: Clr2, Drd2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Wooden weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Small magical thorns or spikes protrude from the surface of a wooden weapon, such as a club, greatclub,

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

Material Component: A small thorn.

Conviction

from Miniatures Handbook, pg 34

Abjuration

Level: Clr 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell bolsters the mental, physical, and spiritual strength of the creature touched. The spell grants the subject a +2 morale bonus on all saving throws, with an additional +1 to the bonus for every six caster levels you have (maximum +5 morale bonus at 18th level).

Material Component: A small parchment with a bit of holy text written upon it.

Conviction, Legion's

from Miniatures Handbook, pg 34

Abjuration

Level: Clr 3

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

Targets: Allies within a 20-ft.-radius burst

This spell functions as *conviction* except that it affects multiple allies at a distance.

Mordenkainen's Buzzing Bee

from Miniatures Handbook, pg 37

Conjuration (Creation)

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

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

Effect: A phantom bee

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

This spell causes a small but extremely loud bee to appear. It buzzes around the head of the creature you designate. (The creature must be within range, and you must be touching or be able to see the creature. Once you designate a creature, the bee stays with it; you cannot designate another creature.)

The bee creates an unnerving noise that disrupts the subject's concentration. The subject takes a -10 penalty to all Move Silently and Concentration checks. (Creatures that can't hear don't take the penalty on Concentration checks.) If the subject attempts to cast or maintain a spell, it must make a DC 10 Concentration check even if there are no other distractions.

The bee has a fly speed of 180 ft. (perfect). It remains near the subject in spite of darkness, *invisibility*, polymorphing, cover, concealment, or any other attempt at disguising or hiding. The bee remains until the spell's duration expires or the subject moves out of range.

The bee cannot be attacked, but it can be dispelled.

Material Component: A dab of honey.

Revenance

from Complete Divine, pg 178

Conjuration (Healing)

Level: Blackguard 4, Clr4, Pal4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Dead ally touched

Duration: 1 min./level

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

You touch a recently slain ally and temporarily restore her to life so she may continue to fight. The target can have been dead for up to 1 round/caster level. She functions as if a *raise dead* spell had been cast upon her, except that she does not lose a level and has half of her full normal hit points. She is alive (not undead) for the duration of the spell and can be healed normally, but dies as soon as the spell ends. While the subject is under this spell, she is not affected by *resurrection* or *raise dead*.

The target gains a +1 morale bonus on attacks, damage, saves, and checks against the creature that killed her.

Spikes

from Complete Divine, pg 181

Transmutation

Level: Clr3, Drd3

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

Undeniable Gravity

from Miniatures Handbook, pg 40

Transmutation

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: 1 flying creature

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

A flying creature, which can be a creature that can fly by means of the *fly* spell or some similar magical effect, is grounded. If this spell is cast on a creature currently flying, that creature descends at a speed of 60 ft. per round but does not fall (and thus is not subject to falling damage). The creature can still use its fly speed to move horizontally or down, but not up. Once it is on the ground, the subject can no longer use its fly speed.

This spell does not affect incorporeal creatures.

Material Component: A wing torn from a fly.

Vigor, Greater

from Complete Divine, pg 186

Conjuration (Healing)

Level: Clr5, Drd5

Duration: 10 rounds + 1 round/level (max 35 rounds)

This spell is the same as *lesser vigor* except that it grants fast healing at a rate of 4 hit points per round.

Vigor, Lesser

from Complete Divine, pg 186

Conjuration (Healing)

Level: Clr1, Drd1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (max 15 rounds)

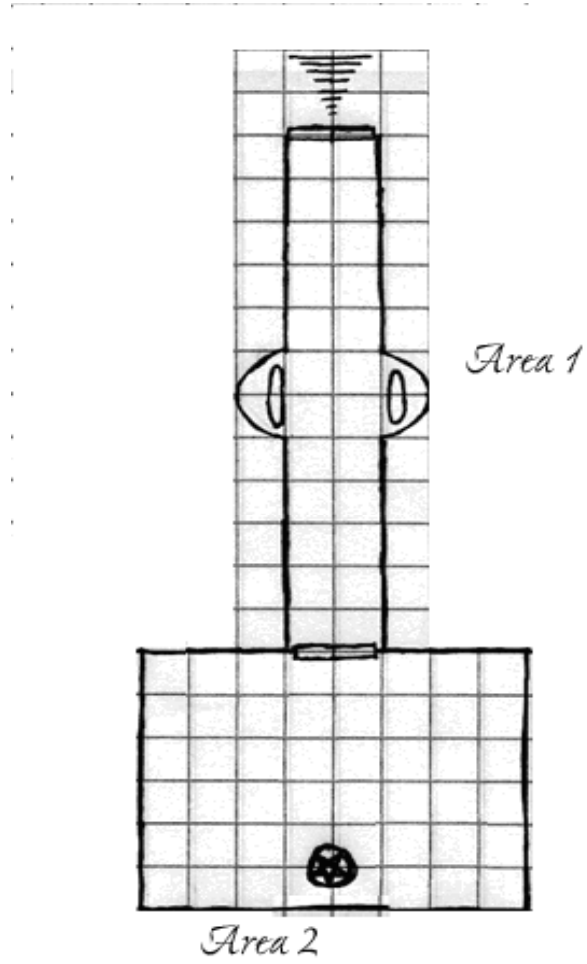
Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

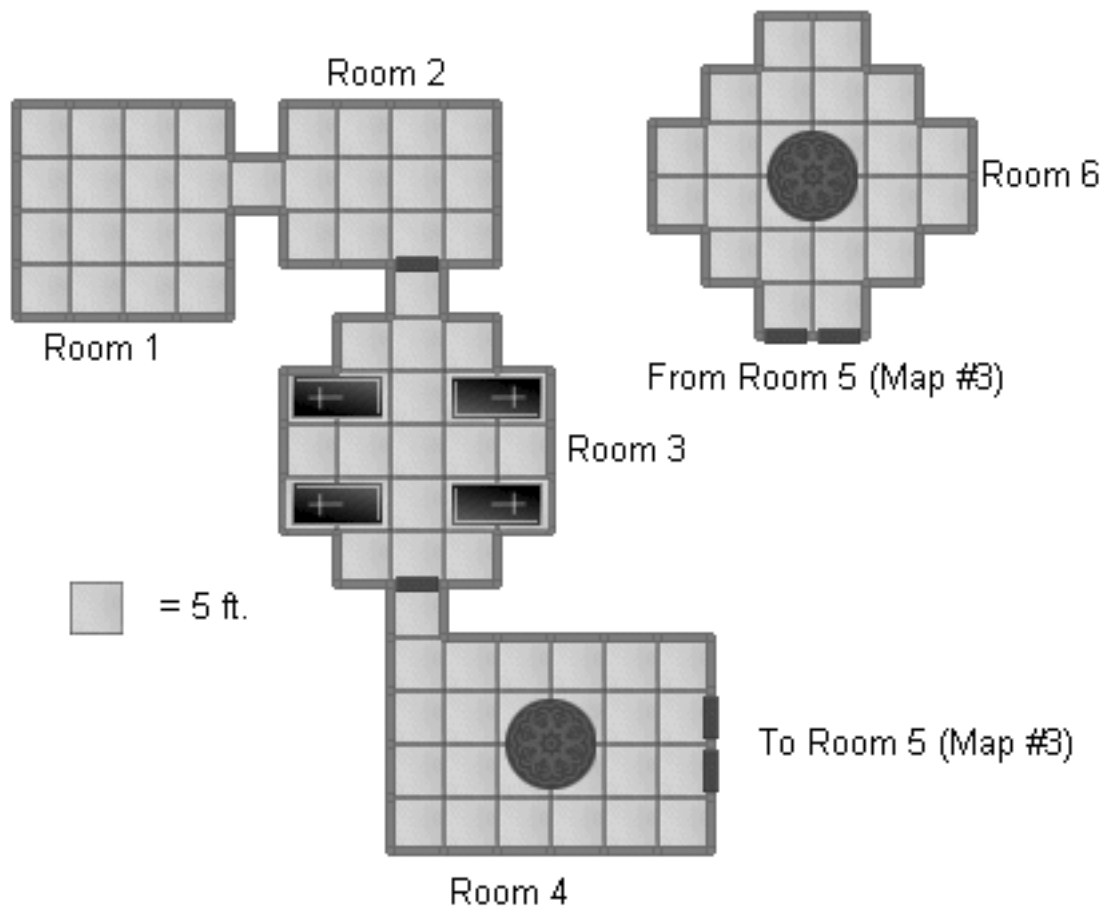
With a touch of your hand, you boost the subject's life energy, granting him or her the fast healing ability for the duration of the spell. The subject heals 1 hit point per round of such damage until the spell ends and is automatically stabilized if he or she begins dying from hit point loss during that time. *Lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies. Applying a second *vigor* spell of equal level extends the first spell's duration by the full duration of the second spell.


DM's Map #1



DM's Map #2




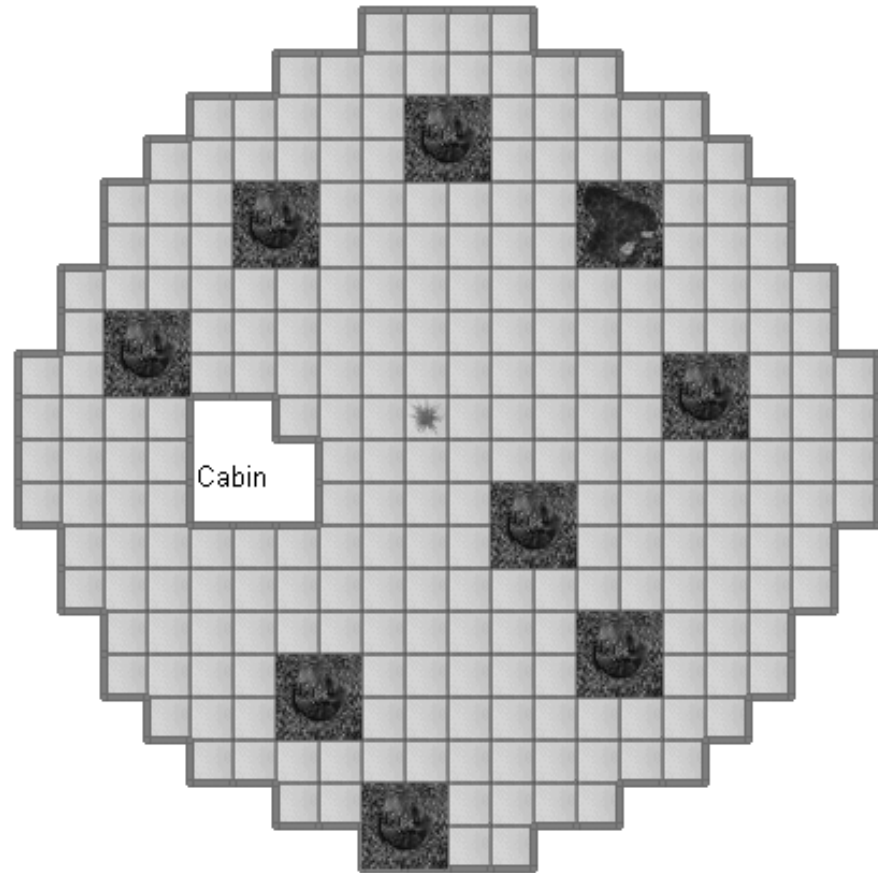
Room 6

 = 5 ft.

 Fire

 Fountain

 Tree



DM's Aid #1

Elven Clan Heraldry

From left to right—

Top: Lleyuna, Krysalyn

Bottom: Shandareth, Seldorian



Player Handout #1

You received the following missive about a month ago. It arrived by an elven courier named Almireal, and was sealed by red wax impressed with the rose of Clan Shandareth and House Rellen.

To my friend and ally –

I have a matter of urgent need in which you will be of great assistance. I ask that you meet me at my home shortly after the dinner hour on the 8th day of Sunflowers during the Common Year of 594.

Yours,

Ixtacious Rellen

Voice of the King

Master of House Rellen

**ENTRAPPED WITHIN A HIDDEN TOMB
WITH WALLS OF BLOODIED ICE**

**THE KEY SLEEPS IN SCARLET GLOOM
AND WAITS FOR YOU TO PAY THE PRICE**

**WHILE FLAME CAN NEVER HURT THESE WALLS
YOUR LIFE MAY HOLD THE KEY.**

**A GENTLE WARMTH CAN MELT THE WALLS AND
LET THE KEY BE FREE.**