# RATHOFTHE RIVER KING

By Wolfgang Baur and Ben McFarland An Adventure for 4th-6th Level Characters



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#### **OUR FEUDAL OVERLORDS**

I've always enjoyed the fact that adventurers are outsiders. Sure, kings, princes, bishops, and archpriests order them around, but really? Adventurers are modern in their outlook—hired swords who ride into town and take care of the peasantry while extracting gold coins from the lords in their castles.

Call them mercenary consultants, if you like.

The fey lords and ladies, on the other hand, have always struck me as purely Arthurian and feudal, at least in outward form. There are queens like Titania, and kings like Oberon.

If you don't want to wind up with frog legs and a croaking voice, you'd better show them some respect. The fey nobles are cruel and violent and not to be trifled with. You, dear adventurers, are not worthy of their notice, or so they'd say.

This amuses the hell out of me, because the fey have a definite underclass. Talking animals, lesser sprites and gnomes, and maybe the typical sidhe apprentice are all lesser creatures. There's a real class structure in the fey lands, and it is not fluid at all. You are born into it. Because it's not human society, it seems easier for players to accept that class structure (in towns or cities, players tend to assume a pseudo-modern meritocracy or at least some room for social mobility). This is all a long-winded way of saying, the fey of *Wrath of the River King* are all arrogant bastards who are certain that humans, dwarves, dragonkin, and halflings are really just talking animals with less fur or more scales. This adventure is about wandering around in that alien world, with different laws and customs, and trying not to offend the Really Big Powers that run the place.

It offers lot of exploration, flavor, and places for a party to just wander around. *Wrath* also contains quite a few encounters that, with the right group of players, might turn extremely chatty on you. Even the encounter that I most wanted to run as a playtest combat didn't turn out that way (the story is on page 39). That's a difference in design and in play style. From the playtest comments I got, it was welcome after a string of combat grind adventures. Sometimes it's just timing.

If they do turn out to be too talky... Well, the lords and ladies of the fey are a chatty, gossipy, and ultimately treacherous bunch. Sic some spriggans on the party if they complain, and have the players try to figure out who sent them later.

I hope you enjoy some time in the Summer Lands as much as I did. Just don't forget who really runs the place.

Wolfgang Baur December 17, 2008

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# ADVANCEMENT TRACK

4th Level	The PCs should begin the adventure at 4th level.
5th Level	The PCs should be 5th level by the time they begin Chapter 5: The Deeper Woods and the Fey Roads
6th Level	The PCs should be 6th level when they approach the Court of the River King in Chapter 6.

# A NOTE ABOUT REFERENCES

Throughout this adventure, you will find a variety of references to material found in other publications. Most of these references take the form of abbreviations that appear in superscripts, although some abbreviations are formatted regularly.

Abbreviations found in this adventure are listed here as superscripts after the following Paizo Publishing publications.

Pathfinder RPG Advanced Player's Guide<sup>APG</sup>, Pathfinder RPG Advanced Race Guide<sup>ARG</sup>, Pathfinder RPG Monster Codex<sup>MC</sup>, Pathfinder RPG Ultimate Combat<sup>UC</sup>, Pathfinder RPG Ultimate Equipment<sup>UE</sup>, Pathfinder RPG Ultimate Magic<sup>UM</sup>.

Abbreviations found in this adventure are listed here as superscripts after the following Kobold Press publications. *Deep Magic*<sup>DM</sup> and *New Paths Compendium*<sup>NPC</sup>.

# INTRODUCTION

Events in the hamlet of Riverbend stir up the fey, and the village's miller asks the PCs to search for his missing bride, a beautiful elven woman named Ellessandra.

### BACKSTORY

Elves are cruel by nature, and the elves of the Summer Kingdom are crueler still. They look down on humans, dwarves, and others as little more than speaking animals, creatures too foolish to understand the Fey Lands and its rulers. They demand obedience, and their bargains with those who live on the borders of civilization are always one-sided.

And yet there are those who will take them. A lonely miller took the River King's bargain, giving the fey access to a ready supply of fine ground barley, rye, and wheat in exchange for an elven woman taken to wife, and an enchantment laid upon his millstones. It seemed a good bargain for all concerned.

Until Ellessandra, the miller's bride, disappeared one night, and was not seen again.

### WHEN THE PCS ARRIVE

Now, the small hamlet of Riverbend has troubles. In particular, lately there have been goblin raids and a kidnapping. The miller's true love, his young bride Ellessandra, disappeared from the millhouse, spirited away in the night by a pack of goblins (who stole flour, buckets, and silver from the miller, as well). The miller, a stout man named Froderick, is inconsolable. The Reeve of Riverbend asks the party to look into the matter.

This story, however, is nowhere near the truth. Ellessandra is an elf from the Summer Lands, who took up residence in Riverbend when the miller made his pact with the River King. In exchange for keeping the river warded and the millpond safe for the fey to travel through, and for making monthly sacrifices of flour and a few drops of blood in the pond, the River King gave Froderick a magical millstone (now missing), a magical sifter, and the hand of a minor courtier, Ellessandra. The millwheel turned even in winter, the sifter doubled the flour placed within it, and the hand of Ellessandra made Froderick's heart jump and skip. He fell in love.

As long as Froderick kept Ellessandra whole and healthy, the Riverbend millstone would do the work of three. As long as the millstone ran each day, Ellessandra would love him. So the River King decreed.

And yet, the miller could not help skimming from the sacrifices, keeping for himself a portion of what was due to the fey. The collector of sacrifices, a hag named Jenny Greenteeth, knew that the portions were short, but no one at the court believed her (she is a notorious liar, even among the fey).

In time, the miller grew older, his bride stayed young, and the jealous Jenny Greenteeth interfered. The malicious hag spied on the miller's bride from the millpond all summer, counting the grains of monthly tribute. She tricked Ellessandra to come near the water, and almost drowned her, thinking (rightly) that losing his love would be the most terrible revenge she could take on the miller.

The miller took his half-drowned wife to the temple. While he was gone, Jenny carried off the magical millwheel, and sank it in the pond (where it touched the magic portal into the lands of the fey). When the millstone didn't run, Ellessandra's love for stout Froderick vanished like any fey enchantment, and she left him, diving into the pond and its portal to the Summer Lands with curses on her lips.

News of all of this greatly angered the River King. Froderick will do anything to get his bride back; through the magic of his marriage and the millstone, he hears her voice calling from the pond, begging for help, imploring him to assuage the River King with blood and promises of more. The fey are hungry for mortal flesh, mortal gold, and mortal suffering.

The heroes just happen to be in the way.

### FRODERICK'S PROBLEM

Confused and panicked by his wife's desertion, Froderick ran into town begging for help, screaming frantically that his wife "was in the pond." The local constable took this the wrong way and arrested the miller, believing that he drowned his wife and went mad with grief. Her body was not found in the millpond, though. Now the local reeve, or leader, will hold court and sit in judgment in four days' time. Once he is found guilty, the miller will go to the gallows and the reeve will take the mill.

### **ADVENTURE BACKGROUND**

Jenny Greenteeth is the daughter of the Birch Queen, who is one of the many fey lords of the trackless forest around Riverbend, at the edge of the domains of Lord Reston. That worthy controls the Border Marches and defends the lands of men against the fey, giants, and the dark forest creatures.

The forefathers of Lord Reston carved a small foothold in the Vergrace Forest, but it was never secure. The forest kings and queens overran entire villages, put timbers to the torch, stole away children to raise as changelings in the Fey Lands, and turned roads back into forest overnight.

Jenny has seen the River King's power grow as he binds more of the fey to him through blood and tribute. The River King mimics the traditions of humans, making his servants swear oaths to him, making his raiders give a portion of their stolen fish, butter, or cloth to the River Court, and making ties to those humans and villages that would accept them. In time, the River King's domain spread beyond the banks of the River Wilt, and encroached on the lands of mortals until the miller's pact. Now he feels his bargain has been broken and he will take land as compensation.

Jenny decided to turn one of the River King's peaceful ties to humans into a cause for war. She chose the miller Froderick and his fey bride, Ellessandra. Over the years, Froderick has always given the majority to the Reeve of Riverbend, and sacrificed a tithe of his own profits to the River King. But the great temptation of millers is always greed. Froderick fell prey to it in time, but for good causes.

Ellessandra became pregnant. A half-fey child belonged to the River King. Ellessandra feared what would become of a changeling among humans, unable to disguise itself. After Jenny tried to drown her, her worries grew unbearable and she fled the miller's home and returned to the Summer Lands, saying nothing to her mortal husband about the child. Time flows swiftly in the Fey Kingdoms, she knew, so she expected to return within a day.

This is when the trouble started. Mad with grief, Froderick was certain that Ellessandra had betrayed him. He no longer ran the missing millstone as he had sworn to do. Instead, he spent his time grieving, until he was arrested. (Meanwhile, Ellessandra bore a child in the Fey Lands. Jenny found him as he nearly reached manhood—as time flows differently there, and Jenny sought him for her ally to finish the task at Riverbend.)

#### **ADVENTURE HOOKS**

The party can be drawn into the adventure as passersby paying a toll to cross the miller's dam, as friends of the miller, or as well-known local heroes called on by the reeve of Riverbend.

Alternately, the PCs see someone or something drowning in the millpond, and must attempt a rescue.

#### COMPLEX SKILL CHECKS

There are a number of encounters through this adventure where multiple skill checks are made to help resolve encounters; these are referred to as complex skill checks. While not typically used in the Pathfinder RPG, these complex skill checks are meant to reflect the encompassing story and to make skill-based encounters more dynamic and challenging for players. The complex skill checks in this adventure require a certain number of successes and allow skills appropriate to the situation, as noted in each entry. Complex skill checks may involve one PC or the whole party, and PCs can aid another as normal should only one PC participate in a complex skill check. Once one PC has failed three checks, the complex skill check has failed. GMs are encouraged to run these encounters as written, but should adjust them to their group's tastes.

# CHAPTER 1: RIVERBEND

Though this chapter includes combat elements with several fey, this chapter is mostly meant to make the PCs sympathetic to the harried people of Riverbend.

#### **STORY GOALS**

The player characters have three possible goals. They can:

- 1. Learn that Froderick the Miller is under threat of execution, and his elven wife is missing.
- 2. Speak with Flax the brownie at the mill.
- 3. Learn the secret to open the fey door in the millpond.

Additionally, questions asked at the local tavern might make it clear that there's something odd about the miller's bride, but that's only half of the early investigation.

#### HAMLET OF RIVERBEND

This village depends on its location near a river ford and its rich river soil to keep itself together.

The large kingdom of Fellglas, to which it owes some nominal feudal obligations, ignores the region. The road to the city of Bargrad is often the haunt of bandits, and the elves of the

Vergrace Forest are much closer than the petty princes of Bargrad. Most of the village's excess grain and livestock goes to barter with the elves.

The village itself has little to recommend it: one tavern, one mill, and 20 houses that are home to the various families that have lived here for generations untold. The only house that stands apart is the large one that belongs to the reeve; he and his two sons are responsible for keeping the village safe and the roads open.

Riverbend has a small shrine to the Forest God, though the village cannot afford a priest. The oldest woman in the village generally performs the rites at spring, midsummer, and fall. The shrine is ignored most of the time, unless the crops are in danger of failing, livestock are missing, or a child has wandered off into the woods.

#### GOLDEN KNIGHT TAVERN

The tavern is called the Golden Knight. To call it a modest peasant inn gives it too much credit. There are few rooms: one the kitchen and owner's bedroom, one the brewery and storage room for casks, and the third the common room filled with a large fireplace and tables. There are no sleeping spaces except for

# GATHERING INFORMATION IN RIVERBEND

If the PCs use Diplomacy to gather information in Riverbend, use the following table to determine what they learn.

#### TABLE 1-1: DIPLOMACY (GATHER INFORMATION)

DC	Result
10	Miller's Wife: Everyone knows that she was an elf, and thus a witch or enchantress. She was too fond of giving pastries to the children. No good that one, ever since she wandered up out of the rushes and took the miller in marriage. Depriving a proper human woman of the opportunity! At least they didn't have children, some half-fey abominations.
13	The Fey are Everywhere: The goblins, bugbears, elves, and unnaturally large boars are all normal enough, but the fey suddenly began raiding the village and attacking travelers much more than they used to.
17	Stone in the Millpond: The smith says he saw a hag roll one of the millstones into the millpond on the night before Ellessandra disappeared. It was probably the elf in her true, evil form as a witch.
20	The Lords and Ladies: The reason the fey attack the villagers and travelers is because no one has offered the fey lords and ladies their proper due in silver, blood, and ceremonies. The old priestess of the Forest God knew how to do the rites, but the new one doesn't. And Kolya has refused to offer one of his goats at the Spring Planting festival. The fey lords and ladies will take a life to make up the loss.

the attic. Getting there involves climbing a ladder to sleep in the same room as whatever farmers, tinkers, and road patrols are also guests of the Golden Knight that evening.

On the other hand, the Golden Knight is the only place in Riverbend where the locals drink a pint and freely answer questions from outsiders. They know very little.

Character assassination, wild rumor, and accusations of bestiality are all part of the blood sport that passes for gossip around here.

Several activities outside the Fey Lands give the characters a chance to explore Riverbend and the mill. As they inquire about the miller and Ellessandra, they may also meet local fey in the mill and its surroundings. Indeed, a group of fey raiders comes and attacks the party at the mill. This early encounter ensures that the PCs know where the mill entranceways are, and likely strong points.

#### THE REEVE KOLYA

The feudal presence, hand of justice, and defender of the weak in these parts is Kolya Oxbow.

The reeve sits just inside a large, well-kept house at a large oak table. Two men with swords stand by the only door. The reeve says, "I am Kolya. I hear you have questions about my village. How can you help us against these terrible fey?"

Kolya is a large man of perhaps 40 years, with enormous sideburns and the small eyes of a boar. His fat fingers twitch a bit, but otherwise he seems calm and even unnaturally steady in the face of several attacks on the village.

Despite his calm, Kolya is quite suspicious of outsiders. He has already made up his mind that Froderick is guilty of his wife's murder, and he wants the PCs to help him out by chasing off as many "worthless fey" as they can. He's not keen on investigating Ellessandra's disappearance or the lack of a body. Clearly, her corpse washed downstream, and it's a waste of time to search for it, he believes. Besides, he stands to inherit the right to the mill if both Froderick and Ellessandra are suddenly nowhere to be found. A successful DC 20 Sense Motive check makes it clear that he is not all sincere in any conversation about the miller.

Speaking with Kolya is not a matter of speaking with an honest man. He is crooked, though he thinks he has brought honor to the village. He is beholden to his own greed, though he speaks often of "my beloved villagers" with something approximating sincerity. His sense of honor can be used against him to gain permission to investigate the case; a successful DC 15 Diplomacy check wins the party two days to investigate, a DC 20 gains them three days, and a DC 25 wins them a week to find the truth.

#### RUTYER MILL AND THE MILLPOND

The mill has an enormous wooden wheel in the millrace, though the black and muddy wheel is not turning. The millhouse itself has a slate roof, shuttered windows, and wooden floors throughout, though its exterior walls are made of large limestone blocks and a few pale yellow bricks.

The mill is named after the family that built it. Danolf Rutyer was Froderick's grandfather.

#### ENTRANCE DOORS AND WINDOWS

A rickety set of wooden stairs leads up to a locked, iron-studded door of black walnut (Disable Device DC 25). There are no windows at the half-cellar level, arrow loops at the main floor, and shuttered windows at the top (Acrobatics DC 30 to enter through an arrow slit, Climb DC 20 to climb up to a window).

#### CELLAR

This locked area (Disable Device DC 20) has a ramp up to ground level for carrying flour out and many chests of ground barley, rye, and wheat. A small wooden beam can be pulled out to make the stairs to the front door collapse. The gears of the millstones here connect to the wheel (and are well smeared with grease, darkening the wood and making the whole quite flammable). A successful DC 15 Knowledge (engineering) or Disable Device check releases the brake on the millwheel; the millrun must also be shifted outside to make the millstone turn.

There are two grinding stones here, one large and one small. The top grinding stone is still in place and operational. The smaller one has a stationary stone, but the larger stone is missing (currently in the pond).

#### **GROUND FLOOR**

The chambers here are full of bins of unmilled grain, hoppers for feeding grain to the millstone, carpenter's tools to repair the millwheel and the wooden gears. Near the door, a set of account books records the grain brought in, flour dispersed, milled grain retained for the miller or silver paid for milling, tithe retained, and tolls paid for crossing the dam. A successful DC 20 Intelligence or Knowledge (local) check lets the PC realize that paying a tithe to a feudal lord is very peculiar for a "free mill" (if the party has already spoken to Reeve Kolya or the miller).

Anyone who makes a successful DC 20 Knowledge (history) check recognizes that the four fine oil lanterns in the mill are not human work, but rather are half-silvered gnomish lanterns. They are worth 25 gp each, and their light does not interfere with lowlight vision.

#### UPPER FLOOR

These living quarters include a well-appointed room and a counting room (Disable Device DC 30). The counting room is warded with a magic mouth spell that screams "Thief!" if the walls or door are breached by force. Within are two chests of silver worth 780 sp each and a set of fine silver serving plates worth 200 gp.

#### The Pond

The green, opaque waters of the pond are home to some carp and trout, and buzz with dragonflies in summer. The water's deepest point is about 20 feet. Diving in the pond with A successful DC 20 20 Swim check can reveal a large millstone carved with elven runes that rests about 20 feet down. The stone is about 53 inches across and weighs 1,650 pounds. Failing the Swim check while diving results in gaining the fatigued condition for 10 minutes.

#### Two Stories

Kolya the reeve has his motives for pursuing the miller. The miller worries about his wife's disappearance. Neither of these mortals has a clue about the machinations of the fey or the danger that the village might face. That's where the other story comes in, what's going on in the Summer Lands. In future chapters, Flax will turn out to be a villain of the deepest dye and the characters will get embroiled in a dangerous world of raw wilderness and fey politics.

So please remember that "things are not as they might seem" as you peruse.

## THE HUNTING BUGBEARS (CR 7)

Three bugbears and four forest imps scout the forests around the mill, seeking to capture one or more non-fey creatures to take with them back for questioning in the Summer Lands. They may ambush the party on the way to the mill, or (at the GM's option) attack the mill when the PCs arrive, testing its defenses and seeking to carry the miller away into the Summer Lands.

The forest has normal daylight mixed with areas of shadow that grant a +2 to Stealth rolls.

The wooded territory offers cover to anyone in it. There are several areas of undergrowth here that are difficult terrain. The deep forest provides excellent cover (-4 to hit a bugbear hidden in the woods) as long as the bugbears don't break cover. The forest provides -2 to creatures moving through the trees.

**TRAPS:** There are two traps here that attack anyone entering their square, and those trapped in these special weighted nets are entangled and unable to leave their square until the net is cut free (AC 5, hardness 3, 10 hp). A creature cannot escape these nets using Escape Artist, unlike with normal nets.

#### WEIGHTED NET TRAPS

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset manual

Effect Ranged touch atk +6, targets are hit by a net; see above

**CREATURES**: When this encounter happens, read the following.

A small, mossy creature with bat-like wings watches you from a tall tree. Its eyes are enormous, and it seems to have arms and legs. It shrieks and caws and flaps around the tree.

Anyone who speaks Goblin understands that the creature says "Here, here, intruders here!"

A successful DC 16 Perception check reveals at least two more of these creatures up in the trees. These are forest imps, and they are cruel, vicious little creatures with pointy teeth and oversized ears that resemble tiny winged goblins. They hunt in packs, appearing from the trees to hack at creatures caught in the undergrowth.

After one round of skirmishing with the imps, three bugbear hunters let fly from cover with their longbows. Return fire suffers a -2 penalty until the party makes a Perception check to see the bugbears. The small stone rise that the bugbears stand atop requires a successful DC 16 Climb check or a successful DC 20 Acrobatics check to climb as a move action. It counts as difficult terrain.

When the PCs notice the bugbears, they see huge hairy goblins of some kind, with animal hide armor, bows, and clubs. They stand among the trees up on a small stone rise to the north. Even at this distance, it's clear that their huge mouths are filled with teeth as long as a human thumb.

#### Mulchmouth, Bugbear Huntsman

CR 4

XP 1,200 Male bugbear rogue (sniper) 3 CE Medium humanoid (goblinoid) Init +4; Senses darkvision 60 ft., scent; Perception +12 DEFENSE

AC 20, touch 14, flat-footed 16 (+2 armor, +4 Dex, +3 natural, +1 shield)

#### hp 45 (3d8+3d8+18)

# DRAW BOTH SIDES OF THE ROAD

It may seem silly, but when setting up this encounter, remember to draw the opposite side of the road. Otherwise, the players will have much too easy a time finding the bad guys. For extra sneakiness, place a few of the forest imps on the "empty" side. Place miniatures on the battle map after the party sees the bugbears in the leafy woods.

Fort +5, Ref +10, Will +3 Special Defenses evasion OFFENSE Speed 30 ft. Melee morningstar +8 (1d8+4) Ranged composite longbow +8 (1d8+4/ x3) Special Attack sneak attack +2d6

TACTICS

**Before Combat** Mulchmouth and the other bugbears follow the sound of their imps to find prey, and fire at least one round of longbow arrows.

**During Combat** The bugbears shoot each round (giving up their concealment), then move to hide again as a Stealth action. When a foe triggers a trap, they rush to club him down.

Str 18, Dex 18, Con 17, Int 10, Wis 12, Cha 7 Base Atk +4; CMB +8; CMD 22 Feats Intimidating Prowess, Skill Focus (Perception), Point Blank Shot, Precise Shot Skills Acrobatics +10, Climb +10, Disable Device +10, Escape Artist +10, Intimidate +9, Knowledge (local) +6, Perception +12, Stealth +16; Racial Modifiers +4 Intimidate, +4 Stealth

SQ accuracy, combat trick, deadly range, stalker Languages Common, Goblin

**Combat Gear** *potion of cure moderate wounds*; **Other Gear** morningstar, dagger, composite longbow, quiver and 30 arrows, heavy wooden shield, leather armor

SPECIAL ABILITIES

Accuracy (Ex) A sniper halves all range increment penalties when making ranged attacks with a bow.

- **Deadly Range (Ex)** Increase the range Mulchmouth can apply sneak attack damage by 10 feet.
- **Stalker (Ex)** Perception and Stealth are always class skills for bugbears.

#### Bugbear Hunters (2)

XP 800 each Bugbear ranger 1 CE Medium humanoid (goblinoid) Init +3; Senses darkvision 60 ft., scent; Perception +8

AC 19, touch 13, flat-footed 16 (+2 armor, +3 Dex, +3 natural, +1 shield)

**hp** 31 (3d8+1d10+12) **Fort** +6, **Ref** +8, **Will** +3

OFFENSE

Speed 30 ft. Melee morningstar +7 (1d8+3) Ranged javelin +6 (1d6+4) STATISTICS

**Str** 18, **Dex** 17, **Con** 16, **Int** 10, **Wis** 14, **Cha** 7 **Base Atk** +3; **CMB** +7; **CMD** 20

Feats Intimidating Prowess, Skill Focus (Perception)
Skills Intimidate +8, Perception +9, Stealth +11, Survival +8;
Racial Modifiers +4 Intimidate, +4 Stealth

**SQ** favored enemy (elves), stalker, track, wild empathy **Languages** Common, Goblin

**Combat Gear** *potion of cure moderate wounds*; **Other Gear** morningstar, dagger, javelin (3), heavy wooden shield, leather armor

SPECIAL ABILITIES

**Stalker (Ex)** Perception and Stealth are always class skills for bugbears.

#### Forest Imps (4)

**XP 200 each** CE Diminutive fey

**Init** +5; **Senses** low-light vision; Perception +7

DEFENSE

**AC** 16, touch 16, flat-footed 14 (+1 Dex, +1 dodge, +4 size) **hp** 9 (2d6+2)

**Fort** +1, **Ref** +4, **Will** +5

OFFENSE

Speed 20 ft., fly 50 ft. (good) Melee horsechopper +5 (1d4/x3) Space 1 ft.; Reach 0 ft., 3 ft. with weapon Special Attacks sneak attack +1d6 Spell-Like Abilities (CL 6th; concentration +10) Constant—speak with animals At will—dancing lights, pass without a trace 3/day—invisibility (self only) 1/day—entangle (DC 15)

#### TACTICS

CR 3

CR 1/2

During Combat The imps mark their targets as they dart across the battlefield, some biting, others tricking their foes into stumbling into rocks, streams, or even each other. All the while, the imps taunt their enemies. They work best when they can support other combatants, but in a lone group, they focus on striking a single target —preferably one that is vulnerable to being flanked and isolated. The majority flank and sneak attack while one uses *entangle* to keep targets from moving.

Str 10, Dex 13, Con 13, Int 11, Wis 14, Cha 18
Base Atk +1; CMB -3; CMD 8
Feats Dodge, Improved Initiative<sup>B</sup>
Skills Acrobatics +8 (+4 when jumping), Bluff +9, Escape Artist +7, Fly +18, Perception +7, Survival +6, Stealth +20

Languages Common, Sylvan; speak with animals

**TREASURE**: The bugbears carry valuable pelts, including mink, fox, and wolf pelts, worth 125 gp total, and one *potion of cure moderate wounds* each.

**DEVELOPMENT:** If a forest imp or Mulchmouth survives the encounter, they carry a warning to Jenny Greenteeth about the heroes. She sends the sidhe riders or visits the party herself to try to get them to abandon their "meddling in the affairs of the forest lords and ladies." (For Jenny's statistics see, page 54)

#### THE TALKING BEAR AND THE SATYRS (CR 7)

At some point while the PCs explore Riverbend, they should confront the following encounter: several satyrs have brought their servant, a talking bear named Redcoat, to the Golden Knight Tavern. All of the customers have fled into the street in a panic. The satyrs are now drinking every drop of booze in the place and eating every scrap of food. The bear keeps telling them that it is a bad idea, and a fight with the PCs might be the result. Or, the PCs may speak to the satyrs and convince them to leave peacefully.

Regardless, when this encounter happens, read the following.

A dozen men and women of Riverbend stand in the street speaking worriedly among themselves. A clay beer mug flies out a window from the Golden Knight, and a noise that might be described as singing comes from inside the building. Several voices echo from the building, one much deeper than the others.

With a successful DC 14 Diplomacy check, the locals gathered outside tell the PCs that the deeper voice coming from the tavern belongs to a bear that the satyrs inside brought with them. The bear is not just any creature, however; it is an enormous talking bear with a ruff of red fur and a mournful manner. The people all expect the bear to start tearing the tavern apart any minute.

If the PCs face this encounter during the day, the lighting is normal outside and inside the tavern, whose shutters are open. If they face this encounter at twilight or at night, the lighting outside is dim or dark, and inside the tavern it is dim, as only a few lanterns are lit.

Inside the tavern, squares with tables and barrels in them are difficult terrain. The kitchen hearth fire causes 2d6 hp fire damage to anyone standing in it on their turn.

#### COMPLEX SKILL CHECK: YOU CAN'T STAY HERE

This encounter can be resolved by a complex skill check. The satyrs are fairly drunk and might listen to reason, being convinced to leave without a fight or destroying the inn. These checks can be made by one or more PCs, but the party needs 6 successes before 3 failures to convince the satyrs to leave.

**ACROBATICS (DC 13)**: Satyrs and the bear love juggling and spins, cartwheels, flips, and so forth. Each attempt must be a new trick; repeating the same trick increases the DC to 18.

**BLUFF (DC 13 OR 21)**: Satyrs are used to trickery, fast talk, and too-good-to-be-true deals, but the bear is easy to bluff. Especially where mead and honey are concerned. A successful Bluff about honey allows the party access to search the kitchen/ cellars. Use the higher DC for trying to fool satyrs.

**CONSTITUTION CHECK (DC 20):** A sheer display of drinking bravado counts as two successes, but the PC must outdrink a single satyr to succeed (and this is quite difficult). A failure counts only as one failure, as normal, and the character gains the sickened condition for 1 hour.

**DIPLOMACY (DC 18 OR 13)**: A success here means that the satyrs turn less belligerent in their tone, and may even offer the PCs a free drink. The first success makes future Diplomacy checks easier; use the lower DC for subsequent checks after the first success.

**INTIMIDATE (DC 19 OR 14):** A success can turn the satyrs fearful of a confrontation. However, the DC is 19 unless a Diplomacy check succeeds first. Attempting a second Intimidate success is an automatic failure, as the satyrs quickly resent bullying and respond violently.

**KNOWLEDGE (NATURE; DC 13):** Only one success is possible here. Talking bears are morose animals by nature, but have a boundless capacity for violence. Once they start fighting, they won't quit, but they love the taste of mead in particular. There's no mead here, but the first success here grants a +5 bonus to a Bluff check if the PC attempts to convince the bear that mead is somewhere else.

**PERCEPTION (DC 13):** A success using Perception is only possible after at least one success in Diplomacy or a honey-related Bluff; the bear growls until that point. A success means the PC notices that there is barley wine here, a much stronger drink than mere ale. Also, the PC notices that the kitchen has a yellow pot of honey—but it is very close to empty.

**SENSE MOTIVE (DC 13)**: Success means the PC realizes that the satyrs are going to take the tavern's food anyway, so the party might consider using it as a gift or bribery (satyrs love strong drink). The PCs could bribe them to leave with barley wine (this grants a +5 bonus to a follow-up Diplomacy attempt).

**SLEIGHT OF HAND (DC**—): Attempts to steal booze or drinking vessels are an automatic failure. Satyrs are mean drunks.

**STRENGTH CHECK (DC 10)**: Satyrs are impressed by feats of strength and skill, such as lifting a heavy oak table or half-full barrel of ale. An easy success. Only one such success with a Strength check is possible.

#### SUCCESS

The satyrs and bear stagger off, leaving a stinking mess, broken chairs and empty barrels of ale (and possibly barley wine). The townsfolk are relieved. Award experience as if the creatures were defeated in combat.

# DESIGN NOTE: THE TALKING BEAR

A number of the animals in this adventure have a special fey-touched template applied to them, which is very similar to the effects of the awaken spell. The template is different in that the Intelligence benefit is flat, the creature gains two languages, and it cannot be applied to plants. My thought was to create a class of talking animals—a staple in faerie tales—who could then return later to implicate the characters in their indiscretions.

#### SIMPLE TEMPLATE: FEY-TOUCHED (CR +1)

This template can only be applied to animals, magical beasts with less than 4 Intelligence, and vermin.

**Type**: Change the creature's type to magical beast.

Hit Dice: Add 2 HD, and change all Hit Dice to d10s.

Intelligence: Increase Intelligence to 10.

Charisma: Increase Charisma by +2.

Languages: Add the Common and Sylvan languages.

#### FAILURE

The satyrs attack and the bear immediately backs them up. They seek to smash barrels, set the thatch roof alight, and generally cause as much mayhem as possible.

**CREATURES:** If the party consists of more than five PCs, add one satyr to this encounter.

#### **Redcoat, the Fey-Touched Bear**

**XP 1,200** N Medium magical beast

### THE TALKING BEAR AND THE SATYRS



CR 4

**Init** +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural) hp 42 (5d10+15) Fort +6, Ref +7, Will +2

OFFENSE

Speed 40 ft.

Melee 2 claws +8 (1d6+3 plus grab), bite +8 (1d6+3) Special Attacks rend (2 claws, 1d6+5)

STATISTICS

Str 17, Dex 17, Con 16, Int 10, Wis 12, Cha 9 Base Atk +5; CMB +8 (+12 grapple); CMD 21 (25 vs. trip) Feats Endurance, Power Attack, Skill Focus (Survival) Skills Perception +9, Survival +9, Swim +12; Racial Modifiers +4 Swim

Languages Common, Sylvan

#### Satyr Rakes of the River Court (3)

XP 1,200

CN Medium fey

**Init** +2; **Senses** low-light vision; Perception +18

#### DEFENSE

AC 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural) hp 44 (8d6+16)

Fort +4, Ref +8, Will +8 DR 5/cold iron

OFFENSE

#### Speed 40 ft.

Melee shortsword +6 (1d6+2/19–20), horns +1 (1d6+1) Ranged short bow +6 (1d6/×3)

Special Attacks pipes

Spell-Like Abilities (CL 8th)

At will—charm person (DC 15), dancing lights, ghost sound (DC 14), sleep (DC 15), suggestion (DC 17) 1/day—aqueous orb<sup>APG</sup> (DC 17), hydraulic torrent<sup>APG</sup>

#### STATISTICS

Str 14, Dex 15, Con 15, Int 12, Wis 14, Cha 19
Base Atk +4; CMB +6; CMD 18
Feats Dodge, Mobility, Skill Focus (Perception), Weapon Finesse
Skills Bluff +15, Diplomacy +15, Disguise +9, Intimidate +9, Knowledge (nature) +10, Perception +18, Perform (wind instruments) +19, Stealth +17, Survival +7; Racial Modifiers +4 Perception, +4 Perform, +4 Stealth
Languages Common, Sylvan

SPECIAL ABILITIES

Pipes (Su) A satyr can focus and empower his magic by

# THE MEDIEVAL MILLER

In medieval times, the miller was often disliked by his neighbors. The mills were all owned as monopolies by the lords, with few free mills operating in border districts. Most of the time, the miller ran the mill on the lord's behalf.

The peasants were required by law to bring their flour to the mill designated by their lord. They then had to pay the miller (with a percentage of the flour) to mill their grain. The miller also took a toll (usually a sixteenth of the flour), which was the lord's fee. The miller was a middleman and taxman all in one! It's no wonder the peasants thought poorly of them. playing haunting melodies on his panpipes. When he plays, all creatures within a 60-foot radius must make a DC 18 Will saving throw or be affected by *charm person, fear, sleep*, or *suggestion*, depending on what tune the satyr chooses. A creature that successfully saves against any of the pipes' effects cannot be affected by the same set of pipes for 24 hours, but can still be affected by the satyr's other spell-like abilities as normal. The pipes themselves are masterwork, and a satyr can craft a replacement with 1 week of labor. The save DC is Charisma-based.

**TREASURE**: The bear has no treasure other than his astounding black, red, and golden pelt (worth 400 gp in good condition). The satyrs have 68 cp between them, plus three enormous sacks of plunder from the inn. The first bag contains goblets, knives, spoons, spices, and a keg of ale, worth about 100 gp total. The second bag contains a crock of lard, fragrant herbs, a salted side of bacon, and a haunch of venison, worth about 10 gp total. The third bag contains a carpet, two embroidered pillows, dish towels, and a copper kettle, worth about 5 gp total. If a fourth satyr was involved in the encounter, he did not carry a bag. The only valuable piece of equipment the satyrs brought from the Summer Lands is a *circlet of persuasion* taken from a sidhe knight and in a hidden pocket of one of the satyrs (it requires a successful DC 18Perception check to find).

**DEVELOPMENT**: Redcoat may be

CR 4

encountered again in the Summer Lands, seeking to talk the ettercaps into fighting the PCs. He may also warn the green dragon Tatzel of the PCs, turning his attitude from indifferent to unfriendly.

#### THE MILLER'S STORY

The party may decide to question the miller. The Reeve Kolya tells them that he is held in the hamlet's strong room, a chamber where they store harvest grain in autumn, and gather the offerings to the fertility goddess in spring —and where they detain miscreants before a court sits to hear cases. The building itself is stone, with two narrow window slits barely an inch wide, just large enough to let a little air and light in.

A single peasant named Pellham guards the storehouse with a having fork in hand. He does not allow anyone to see the miller without a sign or token from the reeve (or with a successful DC 17 Bluff check). He carries the only key to the locked cell door (Disable Device DC 13), but he can be bribed with a bit of food or drink to allow PCs to speak to Froderick.

If the party speaks to Pellham about "the prisoner," he happily tells them the man is surely guilty. The blacksmith Dargo accused Froderick of murder. Dargo saw the fey approach the mill and leave, and knew that Ellessandra would have some business with the "lords and ladies," who frankly terrify him. He thinks Froderick knows his wife was leaving him for a fey lover, or that he had accused her of infidelity; at any rate, the two were arguing that night over something. However, a successful DC 14 Sense Motive check reveals that Pellham has long been an admirer of Ellessandra's and might even want her husband dead.

Once they speak to him, Froderick wants the PCs to believe him. He conveys the following information if he trusts them (Diplomacy DC 20 if the party is threatening or entirely nonhuman). He is very suspicious of dragonkin and tieflings, and very friendly toward elves and half-elves (elf-marked in games set in Midgard).

#### INFORMATION FREELY GIVEN

Froderick is a man of stature in Riverbend who expected a certain amount of jealousy, even hatred, as a man of property and wealth. His mill is a free mill, taking grain from all the hamlets up and downriver, and shipping it to towns and villages downriver. The upriver farms and smallholdings have little choice but to bring their grain to him, since he forbids reloading shipments from upriver without grinding them. He always gave fair measure and took only a small amount of each farmer's crop for himself. His wife has always been kind to the children of the hamlet, making small elven breadballs for them and allowing all villagers to fish from the millpond one day each month.

The couple has no children. Froderick has a sister in a distant city, but no other living family. Ellessandra has many sisters in the Summer Lands, but has never gone to visit them. She comes from the Oak King's court (this is a lie, but Froderick does not know it). As Froderick understands it, the fey clans are called "courts," and there are at least six of them in the woods and streams in the Summer Lands.

Froderick is certain something terrible has happened to his wife; the drowning was attempted murder by one of the townsfolk (who have never really warmed to her, as she is a beautiful woman and apparently ageless). Now that she's missing, he thinks she's been kidnapped, perhaps by goblins. Maybe she was slain and her body hidden by a jealous peasant of Riverbend. There's certainly a lot of fey active near Riverbend lately.

#### INFORMATION RELUCTANTLY GIVEN

If pressed (Diplomacy DC 17 or Intimidate DC 25), Froderick admits that he and his wife had a fight before her disappearance. He is the last person who saw her alive, walking on the shore of the millpond. A successful DC 27 Diplomacy check and roleplaying that shows a great deal of sympathy for the miller's plight (or an oath to find the truth, sworn to the gods) will cause Froderick to confess this information. He had a magical fey millstone at the mill, which he had to grind with each day to keep his wife's love. In his heart, he fears that his failure to run the mill the day after her disappearance made a bad situation worse.

If asked about the millpond, Froderick mentions that it is the "way" to the Summer Lands. The fey just swim up from the pond, and swim back down into it when they leave.

#### INFORMATION NOT GIVEN

Froderick does not mention the required tithe to the River King at all unless the party confronts him with the discrepancy in his account books (see the description given in the mill's Ground Floor section on page 6).

He doesn't know that the elven millstone is missing. If told, he's quite upset, as this means he will surely have to renew his pact with the River King.

If the party can prove that Ellessandra is alive, an extremely grateful Froderick gives them 100 sp each. They also gain a single fey boon, which takes the form of a small pouch of silvery flour, and can be used once to teleport up to 25 feet away to a place with line of effect and line of sight as an immediate action.

#### QUEST: PROVE THE MILLER'S INNOCENCE

If the PCs can prove that Froderick did not kill his wife, award the party 200 XP.

#### THE MILL'S BROWNIE

If the PCs investigate Froderick's mill, they may notice a terrified brownie. The brownie calls himself Flax; he is also Ellesandra's son, returned from the Summer Lands, where years have passed. He is here to see his home. He believes that he saw his mother being dragged into the water, and that his mother then disappeared. (Ellessandra told the young Flax a version of her disappearance during his childhood, complete with illusions, which he vividly recalls.)

When the party enters the mill, they spot Flax with a successful DC 20 Perception check (DC 18 if they leave the shutters closed and the mill dark). The brownie does nothing to draw attention to itself unless the party interferes with the mill's operation and goods, in which case he shows himself. Flax takes the shape of a young boy, who claims he is the miller's son. However, the PCs have been told that Froderick does not have a son; if confronted with this, Flax says that his father doesn't know about him.

When the party encounters Flax, read the following.

A young boy steps out of the shadows, and a breeze rushes through the mill, banging the shutters. "What are you doing in my house?" says the boy. He can't be much more than 12 years old, unless he's an especially tall halfling. His eyes are as blue as cornflowers, or flax.

Flax flees at the first sign of combat (AC 21, hp 20, speed 30 ft., fey leap 20 ft. as a swift action; see page 13). Unless the party murders him in a single round, there's no easy way to have a fight, as he teleports outside and swims down, and through the fey door.

Getting Flax to talk with the PCs can be a difficult endeavor. GMs are encouraged to reward creative approaches to befriending the brownie, but below are some suggestions for the PCs' likely strategies. **DIPLOMACY (DC 17):** A successful roll wins the brownie over toward trusting the party, at least long enough to talk to it for a minute or two. *Tip*: Consider using an hourglass, stopwatch, or other timer; when time runs out, the party must make another Diplomacy check to keep the nervous brownie talking.

**INTIMIDATE (DC 10)**: Flax is very easily intimidated, though it does not make him trust the party. He gives the party one piece of information when intimidated, and then all additional attempts to Bluff, Intimidate, or cajole him fail until the party makes a successful DC 22 Diplomacy check to convince him that he is not threatened. Otherwise, the brownie flees and offers no additional information.

**SENSE MOTIVE (DC 15)**: The boy acts much older than his apparent age, and speaks with an antiquated vocabulary. Whatever he is, he's not human, and likely enchanted or fey. A Sense Motive check does not affect Flax's likelihood of talking with the PCs, but it reveals information that might help inform the party's strategy in respect to him.

#### SPEAKING WITH FLAX

If the party spots and then bribes, wheedles, or convinces the brownie to speak to them, Flax tells them one or two items of important information: how to go to the Summer Lands (the ritual needed, not where to perform it), who took Ellessandra (a hag and some bugbears), or that the millpond has a fey door at the bottom. Flax should not tell the PCs all three, though.

Flax is extremely suspicious, and does not want to answer any questions until the party offers good answers to the following:

- 1. "What are you doing in my house?"
- 2. "Where is my father?"
- 3. "Can you protect me from the fey? The River King's servants are goblins and ogres and much, much worse."
- 4. "Will you go help my mother? She is lost in the Summer Lands."
- 5. "Why are so many fey coming to Riverbend? Are they trying to hurt my mother?"
- 6. "Why do you carry so many weapons? Are you soldiers?"
- 7. "Are you the new owners of the Rutyer Mill?"
- 8. (To elves, half-elves, or elfmarked) "Which court do you belong to?"
- 9. (To heavily armored PCs) "Can you swim in that armor?"

Once Flax begins answering their questions, the PCs may learn the following pieces of information:

- 1. Flax knows that getting to the Summer Lands requires swimming in the millpond. He also knows Ellessandra wrote a lot in some large books in the mill, but would never let him see them (see page 6).
- 2. Froderick stuck a bargain with the River King, but broke that bargain somehow. That's what brought the fey back here; they think that the land is theirs again.
- 3. The old river woman who took his mother was here with some big goblins. Flax hid in a grain bin until she went away. When he stepped out, he saw the last of the goblins disappearing into the millpond.

#### QUEST: FIND FLAX'S PARENTS

If the PCs find the young brownie's father and mother, and get word of Ellessandra's safety to Froderick, award the party 200 XP.

#### THE POND AND THE KNIGHT (CR 7)

The millpond at Riverbend is a gateway into the Summer Lands, and a gateway to the mortal world for the fey. The millpond shore is muddy and quickly becomes deep, and a bull rush could push a creature over into the water. The stream counts as difficult terrain because of its depth. Getting out requires a DC 15 Swim and Climb check to swim and climb up; those wearing heavy armor who fail this check sink into the pond and may begin to suffocate.

The millpond is created by a mill dam, which is quite narrow at the top and muddy along its entire length. Water spills over the top if the river is running high. Moving quickly along it requires a successful DC 13 Acrobatics check for double moves, and DC 20 for a run. If the check fails, the runner falls into the stream below the millpond, taking 1d6 hp damage from the fall and requiring a DC 15 Swim check to swim to shore.

**CREATURES:** When the PCs approach the pond seeking a way into the Summer Lands, they see that it has visitors—two beautiful horses, with glossy black coats and copper manes and tails, drink from the pond. Next to them stand a knight in green armor and a squire wearing a green tabard. The knight's green armor is covered in bright green leaves, his helmet is crowned with withies, and his lance is made of a living, leafy branch, tipped with a terrible thorn. This sidhe knight and his squire have come through, seeking a challenge.

A successful DC 17 Knowledge (nature) check reveals that the fey in general and their knights in particular believe in single combat as a worthy fight, and dislike those who interfere. They sometimes cheat because they dislike losing.

If one of the forest imps escaped from the hunting bugbears encounter, the knight and squire are already mounted. The knight issues his challenge as the PCs approach the mill.

If the party uses Stealth to approach the pond unnoticed, they may gain a surprise round against the fey. However, if the green knight spots them, read or paraphrase the following.

The knight leaps into his saddle and shouts "Which of you dares cross water guarded by the servants of the River King? None shall pass the river without defeating me first." He then spurs his horse and rides onto the dam, lance at the ready. His squire stays a bit behind.

Sir Oberest the Green, Sidhe Knight CR 5
XP 1,800
NE Medium fey
Init +5; Senses darkvision 120 ft.; Perception +11
DEFENSE
AC 22, touch 20, flat-footed 20 (+4 deflection, +5 Dex,
+1 dodge, +2 shield)
hp 32 (7d6+7)
Fort +3, Ref +5, Will +5
Defensive Abilities improved evasion, uncanny dodge;
DR 5/cold iron
Weakness umbral frailty
OFFENSE
Speed 40 ft.
<b>Melee</b> mwk rapier +9 (1d6+1/18–20) or
falchion +4 (1d8+1/19–20) or mwk lance +5 (1d8+1)
<b>Ranged</b> mwk short bow +9 (1d6/19–20)
Special Attacks fey leap
Spell-Like Abilities (CL 7th; concentration +11)
At will—disguise self

12

3/day—entangle (DC 15), unerring weapon<sup>UC</sup> 1/day—glibness, haste

#### TACTICS

Before Combat Sir Oberest issues a challenge to the first foe on the dam and readies an action to attack with his lance against an advancing foe.

- During Combat Sir Oberest uses entangle and otherwise makes melee attacks, attempting to hold the dam. He directs the horse to trample when he can injure two or three foes. He uses a fey leap if he is knocked into the pond, or if he is reduced to 15 hp or less, and uses his vambraces of defense on the first ranged attack that would deal damage to him.
- Morale If his squire or mount is slain, he condemns the slayer. He moves away with a fey leap. The knight's horse flees if the knight is killed to testify against the killers in the River King's court later in the adventure.

#### STATISTICS

#### Str 12, Dex 20, Con 12, Int 16, Wis 12, Cha 18

Base Atk +3; CMB +8; CMD 24

Feats Agile Maneuvers, Mounted Combat, Trample, Weapon Finesse

- Skills Acrobatics +15, Bluff +14, Diplomacy +14, Disable
- Device +10, Escape Artist +11, Handle Animal +4, Knowledge (nature) +21, Knowledge (planes) +13, Perception +11, Perform (dance) +9, Profession (any one) +4, Ride +12; Racial
- Modifiers +8 Knowledge (nature)

Languages Common, Elven, Sylvan, Undercommon

SQ fey grace, green rebirth

Combat Gear potions of cure moderate wounds (2) vambraces of defense<sup>UE</sup>; Other Gear falchion, mwk lance, mwk rapier, mwk shortbow, quiver and 30 arrows, heavy steel shield SPECIAL ABILITIES

Fey Grace (Su) A sidhe adds his Charisma modifier as a deflection bonus to his AC.

Fey Leap (Su) As a standard action, a sidhe can leap between spaces as if by means of dimension door. This magical transport must begin and end in an area with at least some illumination. A sidhe can jump up to a total of 20 ft. per day in this way; this may be a single jump of 20 ft. or two jumps of 10 ft. each. Using this ability with a fey-touched mount brings the mount as part of the movement.

Green Rebirth (Ex) If reduced to 0 hp, Sir Oberest's head is

severed. He immediately regains 19 hit points as green leaves and magic restore it to his neck. This is an immediate action that does not provoke attacks of opportunity.

**Umbral Frailty (Ex)** A sidhe in an area of dim illumination or worse must roll twice and take the worse result for any d20 roll.

#### Illisfan, Sidhe Squire

#### XP 1,800

NE Medium fey

Init +9; Senses darkvision 120 ft.; Perception +11

#### DEFENSE

AC 22, touch 20, flat-footed 22 (+4 deflection, +5 Dex, +1 dodge, +2 shield) hp 32 (7d6+7) Fort +3, Ref +10, Will +6 Defensive Abilities improved evasion, uncanny dodge;

DR 5/cold iron

Weakness umbral frailty

#### THE GREEN KNIGHT OF THE WOODS



#### OFFENSE

Speed 40 ft. Melee mwk rapier +9 (1d6+1/18-20) or falchion +4 (1d8+1/19-20) or mwk lance +5 (1d8+1)**Ranged** mwk short bow +9 (1d6/19–20) Special Attacks fey leap Spell-Like Abilities (CL 7th; concentration +11) At will—disguise self

3/day—reckless infatuation<sup>UM</sup> (DC 17)

1/day—glibness, haste

TACTICS

CR 5

Before Combat The squire hangs back until the knight fights more than a single foe.

During Combat The squire supports the green knight, working to flank foes. The squire does not order his horse to trample unless it is attacked.

Morale If his master is slain, the squire immediately flees. Anytime during the battle, At the GM's discretion, the squire summons a pack of lesser eel hounds (see page 17) with a blast of his hunter's horn as a standard action. STATISTICS

Str 13, Dex 20, Con 12, Int 16, Wis 12, Cha 18

Base Atk +3; CMB +8 (+10 bull rush); CMD 24 (26 vs bull rush) Feats Agile Maneuvers, Power Attack, Improved Bull Rush, Weapon Finesse

Skills Acrobatics +15, Bluff +14, Diplomacy +14, Disable Device +10, Escape Artist +11, Handle Animal +4, Knowledge (nature) +21, Knowledge (planes) +13, Perception +11, Perform (dance) +9, Profession (any one) +4, Ride +12; Racial Modifiers +8 Knowledge (nature)

Languages Common, Elven, Sylvan, Undercommon SQ Fey grace

**Combat Gear** *hunter's horn* (see Treasure section); **Other Gear** falchion, mwk lance, mwk rapier, mwk shortbow, quiver and 30 arrows, heavy steel shield, 490 gp of fey coin (see Treasure section)

#### SPECIAL ABILITIES

- **Fey Grace (Su)** A sidhe adds his Charisma modifier as a deflection bonus to his AC.
- **Fey Leap (Su)** A sidhe can leap between spaces as if by means of *dimension door*. This magical transport must begin and end in an area with at least some illumination. A sidhe can jump up to a total of 20 ft. per day in this way; this may be a single jump of 20 ft. or two jumps of 10 ft. each. This ability must be used in 10-ft. increments. Using this ability with a fey-touched mount brings the mount as part of the movement.
- **Umbral Frailty (Ex)** A sidhe in an area of dim illumination or worse must roll twice and take the worse result for any d20 roll.

#### Fey-Touched Horses (2)

#### XP 600

N Large magical beast **Init** +4; **Senses** low-light vision, scent; Perception +10 **DEFENSE** 

AC 15, touch 13, flat-footed 11 (+4 Dex, -1 size, +2 natural) hp 42 (4d10+20)

**Fort** +8, **Ref** +7, **Will** +3

#### OFFENSE

**Speed** 50 ft. **Melee** bite +9 (1d4+5), 2 hooves +7 (1d6+2) **Space** 10 ft.; Reach 5 ft.

#### STATISTICS

**Str** 20, **Dex** 18, **Con** 21, **Int** 10, **Wis** 17, **Cha** 13 **Base Atk** +4; **CMB** +9; **CMD** 23 (27 vs. trip) Feats Endurance, Multiattack, Run<sup>B</sup> Skills Perception +10, Survival +7 Languages Common, Sylvan

**TREASURE**: The knight carries his potions and *vambraces of defense*; the squire carries 490 gp of fey coin (which disappears a day after it leaves the Summer Lands) and a *hunter's horn*. This horn (**Aura** moderate enchantment; **CL** 11th; **Slot** none; **Price** 5,000 gp; **Weight** 5 lbs.; **Construction Requirements** Craft Wondrous Item, *summon monster II*; **Cost** 2,500 gp) summons 3d4 lesser eel hounds once per day for any sidhe who blows it (3d4 eel hounds and a pack leader for a noble sidhe in the River King's service). The eel hounds arrive one round later. An elf, gnome, half-elf, or elfmarked who blows this horn can summon 1d4 lesser eel hounds, but has no way to control these hounds when they arrive. See page 17 for eel hound stats.

**DEVELOPMENT:** The most likely outcome is that the party slays either the squire or a mount and the Green Knight retreats, taking word of this insult into the Summer Lands to the River King. He makes a big stink about it as he goes, along the lines of, "These humans have violated the fey rights of combat."

If the party is defeated (or if they have the sense to all lie still when knocked prone), the squire loots their shields and weapons as token of victory, but does not administer coup de grace attacks unless the party attacks. Appeals to a fey knight's courtesy and honor may win the party some mercy (DC 25 Diplomacy check, he takes only shields and one weapon), but the knight is not especially prone to pity or kindness.

If he survives, the Green Knight informs Tatzel (see page 40) of the PCs. The dragon will know a little about their appearance and tactics. The Green Knight may be encountered again with the Enchantress (see page 26) and at the River Court (see Chapter 6).

# CHAPTER 2: THROUGH THE MILLPOND

CR 3

Traveling from the mortal realm to the Summer Lands is dangerous. The entrance to the Summer Lands opens when a PC touches the millstone/fey door at the bottom of the millpond; the PCs may learn this from the brownie Flax, from the Reeve Kolya, or from Froderick the Miller, whose wife told him the secret long ago. Once the PCs touch the millstone/fey door, they immediately find themselves in the Summer Lands' river.

When the PCs dive in and touch the hidden millstone at the bottom of the millpond, they are suddenly swimming up into the Summer Lands. A huge rush of water pulls them into the Summer Lands version of the river. It isn't pretty. Read or paraphrase the following.

The dark, murky water of the millpond suddenly jolts into motion, everything around you moves, and the current carries you downstream with force you cannot resist. Rocks and stones in the water tumble and crash into you.

Passing through the portal, each character regains hit points as if they had a full night's rest and may reclaim two spell slots, if applicable.

#### GM'S NOTE

The Rushing River can be handled as a mini-game or as a complex skill check (though the playtests made it clear that few players try anything other than Swim). Both options appear here. See the Swim-to-Shore Mini-Game and Complex Skill Check: The Rushing Door sections below.

Regardless of how the GM chooses to structure this encounter, there are some optional hazards below that could affect the PCs, at the GM's discretion. Also, regardless of the encounter's details, the requirements for getting out of the water remain the same, as described below.

#### HAZARDS

Numerous hazards are possible as the PCs navigate the Rushing River using either the mini-game or complex skill check described in the sections on the next page.

**Logs**: A floating log is available to hang onto: the log is 1d6 squares long and supports the weight of one character per square of length. The character need not make a Swim check to stay above water. Logs move in the current as the GM chooses, up to 1d3 squares per round.

A group of PCs working together can move a log two squares with a successful DC 24 Swim check. Failing with at least one natural 1 means the log jams in river rocks, and a DC 20 Strength check is required to remove the log against the force of the current. At the GM's option, a whirlpool may form near the log, dragging characters under (see whirlpool below).

**RAPIDS:** Difficult water adds +5 to the Swim check for movement (DC 23 this round).

**RIVER SNAGS:** An underwater tree, sharp stones, or stumps grabs a PC's foot. This causes 1d6 hp slashing damage, and the PC can't move for a round.

**SURFACE ROCKS:** The character hits a large rock, suffers 2d10 hp bludgeoning damage, and is dazed next round.

**SMALL WATERFALL**: The river drops by 10 feet onto rocks and churning water. Characters with ranks in Acrobatics avoid this damage; all others take 1d6 hp falling damage.

WHIRLPOOL: An eddy drags the character down below the surface. Escaping requires a successful DC 15 Swim check. Each round the PC fails a check, that PC remains underwater, and the PC must hold her breath or begin drowning. It takes one round for an affected PC who has broken free from the eddy to swim back to the surface.

WATERFALL: After 4 rounds, ask for a DC 15 Perception check from any PCs still in the river. On a success, the character hears the thundering crash of a waterfall not far away. The next round, the waters hurl them over the waterfall onto rocks below. This is a 40-foot drop for 4d6 damage. On the plus side, swimming out of the quiet pool past the waterfall requires only a DC 10 Swim check.

#### GETTING OUT OF THE RIVER

The riverbank is muddy and difficult terrain. When a character is adjacent to a shore square, getting out of the water takes a DC 10 Swim or Acrobatics check as a move action.

#### SWIM-TO-SHORE MINI-GAME

Should the GM elect to run the swim-to-shore mini-game, the characters begin in the middle of a 65-foot-wide river, in a single line that starts with the first character to touch the millstone, and ends with the last one through. Characters who enter one round after the rest of the party are added to the board after the first round of movement current for the earlier characters through.

Each player moves in the order they appear in the river. The GM takes the last turn.

#### SWIMMING MOVEMENT

The river water is fast, cold, and powerful. PCs must succeed on a DC 13 Swim check to swim to the surface in the first round; after that, all move actions require a DC 18 Swim check. Failing a Swim check means that they do not swim successfully on that action, and they lose an item to the rushing waters (see Table 2-1).

Failing a Swim check by 5 or more means that the character sinks under the surface and takes 1d4 nonlethal damage due to suffocation and battering by the river. After failing one check by 5 or more, the PC may use their next Swim check to move up to the surface or to move against the current.

Characters can aid one another if they are adjacent at some point in a move. The results apply to all characters involved. GMs should keep track of how many times each PC failed to

# DESIGNER'S NOTE

Many years ago, I took a canoeing trip in Ithaca, New York, that wound up on the local news. Or rather, the canoes going over a waterfall wound up on the news.

It was a beautiful spring day. The river was slow and meandering where we set in, but I was the only experienced canoeist (and clearly not experienced enough). My friends and I wound up in an active, churning section of river where the spring runoff made navigation difficult. Everyone got a little concerned when one canoe was pushed against a bank and the (inexperienced) folks at the oars tried to lever them free. Both canoes overturned.

That's when things got scary.

The water pushed us downriver fast, and the muddy banks were much too steep to climb. The worst off was Emily, a small woman and not a strong swimmer, who was near complete panic. Eventually we grabbed a branch and made our way up a very steep slope in soaked clothes, missing a shoe, and very much worse for wear. I'm not exactly afraid of the water ever since, but I've learned that it can be deceptively dangerous. And thus may have been planted a seed that later grew into part of the River King.

make a Swim check, as this determines the number of items that PC loses (see the Success and Failure sections below).

#### CURRENT AND SHORE

At the end of each round, the GM moves each character 1d4 squares to reflect the strength of the current. Only diagonal moves or moves in the direction of the current are possible. Typically the current pushes a character back into the faster central portion of the river. The GM cannot move a PC at right angles/perpendicular to the current.

Within 10 feet of shore, the GM may only move the PC 1d3 squares.

Within 5 feet of shore, the character only moves 1d2 squares. The GM can move a PC into a hazard; this ends movement for that character.

After one successful Swim check, a DC 17 Perception check reveals a branch overhead or a quiet pool where the water is calmer, and that PC can direct others toward that location. All PCs make their next Swim check at DC 13.

#### SUCCESS

Once a PC reaches the shore, he drags himself onto dry land, more or less. Upon reaching the shore, each PC loses a number of items of equipment equal to their number of Swim skill check failures in the mini-game. Have each player choose an item to which they held tight (that item cannot be lost). Then either choose an item you feel is appropriate or roll on Table 2-1.

# DESIGN NOTE: PLAYER CHARACTER ITEMS

One gentleman's agreement in RPG design is that you can kill the PC, but you don't take their stuff. This implies some disturbing things about how players think about their characters, but set that aside. This encounter clearly violates that unwritten rule, but it also provides an option to return that gear later in the adventure. Make 'em suffer, sez I. **COLD:** All characters must make a DC 10 Fortitude save or suffer 2d6 hp cold damage from exposure to the frosty waters.

**REWARD**: Once a PC reaches the shore, award her 50 XP.

#### FAILURE

If five rounds pass and a PC hasn't reached the shore, the PC is thrown onto dry land, half-drowned and aching. Then, three bad things happen at roughly the same time.

**COLD:** All characters who did not reach the shore on their own must make a DC 15 Fortitude saving throw or suffer 2d6 points of cold damage from exposure to the frosty waters.

LOST GEAR: Worse still, all such characters gain the fatigued condition for 1 hour and each character loses one item of equipment, in addition to a number equal to the number of Swim checks they failed during the mini-game. Have each player choose an item to which they held tight (that item cannot be lost). Then either choose an item you feel is appropriate or roll on Table 2-1.

Loss of boots in the wilderness requires a DC 15 Fortitude saving throw each day or suffer 1d6 damage. These items may be recovered at the Birch Queen's Fair (see Chapter 4).

#### TABLE 2-1: LOST ITEMS

1d20	Item Lost	7
1-4	Shield	14 24
5-6	Weapon, wand, rod, or staff	
7-8	Amulet, potion, or holy symbol	
9-13	Backpack, bag, quiver, scroll case, or wineskin	
14-15	Cloak, rope, or hat	
17-20	Boots	

#### COMPLEX SKILL CHECK: THE RUSHING RIVER

If you choose to adjudicate this encounter as a complex skill check instead of a mini-game, this check requires 8 successes before 3 failures. Each PC must attempt this complex skill check individually, although some checks allow PCs to help each other, as described below.

Each failure in this check inflicts 1d6 hp nonlethal damage. Track who fails and how often; this determines how many items each PC loses (see the Success section above).

PRIMARY SKILLS: Acrobatics, Perception, and Swim.

**ACROBATICS (DC 15):** Armor check penalties may apply. A successful Acrobatics check allows a character to hold onto one of the slippery river stones, or grab onto a floating log.

**KNOWLEDGE (NATURE; DC 12):** The rapids and the logs floating in the stream are huge and dangerous, but the character knows that river waters are slowest inside a curve in the river. And there's just such a curve coming up, with lower riverbanks. A successful Swim check (see below) is required before a Knowledge (nature) check can be attempted, and a PC can only make one successful Knowledge (nature) check that counts toward the skill check's total required successes.

SWIM (DC 8 OR DC 13): Armor check penalties may apply. Each character who succeeds at a Swim check swims successfully to the surface and grabs a log or at least avoids the rocks. Once they have made any Swim success, a character can attempt Perception or Knowledge (nature). A second success with a Swim check requires a DC 13 check, and means that the character can help another.

**SWIM OR STRENGTH (DC 20)**: Armor check penalties may apply. You tough it out underwater, your head striking rocks and hair catching in branches, to pull up a comrade who cannot swim or who wears heavy armor.

See Success and Failure as described in the sections above.

#### THE EEL HOUNDS

After all the PCs have emerged from the river, but while all or most members of the party are still within 30 feet of shore, a horn sounds deep in the woods, ten quick muffled notes. The water of the river begins to boil and bubble.

The riverbanks here are all slippery, slimy terrain. Creatures entering the mud squares along the riverbank or the reed squares enter slippery terrain and must make a successful DC 15 Acrobatics check or end their movement in that square. (Creatures must only make the Acrobatics check the first time they enter such squares, not each time they move in the area.) An eel hound striking a foe in such a square may slide them 5 feet in any direction.

**CREATURES:** A successful DC 25 Perception check reveals, based on the water's ripples, about a dozen creatures gathering beneath the water. These are eel hounds, and they should be feared. Slithering from the reeds, they are pure hunters, as cruel as their sidhe masters. They hunt and track for the lords and ladies of the Summer Lands, and their prey is human or dwarf more often than it is boar or deer.

For this encounter, GMs should begin with the eel hound pack leader and eight lesser eel hounds. If the pack leader or six lesser eel hounds are killed by the party before the end of the third round, have the group reinforced with an additional six lesser eel hounds. If your group requires additional challenge, then add the other six hounds as necessary. If the group is being overwhelmed, keep the number of foes at the initial eight and the pack leader.

A successful Knowledge (nature) check reveals the following information about eel hounds.

#### TABLE 2-2: EEL HOUND LORE

DC Result

- 15 Eel hounds are fey river hounds that attack in massive packs of wriggling, darting forms. They move quickly both in land and in the water. They prefer to bring aquatic prey up onto dry land and vice versa, to kill by suffocation when they can. Eel hounds like marshes, rivers, and beds of sea grass and reeds. They mate in spring, a time when the female protect a litter of small, almost legless young.
- 25 The leaders of a group of eel hounds can use their spit to create a slick area and push foes into the water. They are vulnerable to cold iron, and their baying can generate a killing frenzy among the fey. Their stealth and ambush attacks are often in the service of a powerful river troll, lorelei, or sidhe.

#### Eel Hound Pack Leader

CR 3

#### **XP 800**

N Medium magical beast (aquatic)

Init +5; Senses darkvision 60 ft., low-light vision; Perception +9
DEFENSE

AC 20, touch 15, flat-footed 15 (+5 Dex, +5 natural) hp 25 (3d10+9) Fort +6, Ref +8, Will +4 DR 2/cold iron OFFENSE Speed 30 ft., swim 40 ft.

Melee bite +10 (1d6+9 plus grab)

# **Special Attacks** grab, slick spittle, slithering bite

**During Combat** A pack leader always rushes foes and attacks, focusing on unarmored foes. After that, it uses melee bites. Eels unable to make good attacks will use their spittle to *grease* areas on the shore, hoping to make enemies fall and easier to attack.

Str 23, Dex 20, Con 17, Int 10, Wis 17, Cha 20 Base Atk +3; CMB +9; CMD 24 Feats Power Attack, Weapon Focus (bite) Skills Acrobatics +9, Perception +9, Stealth +10, Swim +14 Languages Sylvan (cannot speak) SQ amphibious

SPECIAL ABILITIES

**Slick Spittle (Ex)** By spending two rounds dribbling spittle on an area, an eel hound can cover a 5-ft. square with its slippery saliva. This area is treated as if under the effects of *grease* (DC 14), but it lasts for 1 hour. The DC is Constitution based.

Slithering Bite (Ex) When an eel hound moves adjacent to an enemy and makes a bite attack, it may immediately make a 5-ft. step into an adjacent square next to its enemy. If another eel hound already occupies that square, it can continue on to the first empty square still adjacent to that same enemy.

#### Lesser Eel Hounds (8)

#### XP 400 each

N Small magical beast (aquatic)

Init +5; Senses darkvision 60 ft., low-light vision; Perception +5
DEFENSE

CR1

AC 17, touch 16, flat-footed 12 (+5 Dex, +1 natural, +1 size) hp 19 (3d10+3)

**Fort** +4, **Ref** +8, **Will** +2

OFFENSE Speed 30 ft., swim 40 ft.

Melee bite +8 (1d4+3 plus grab)

Special Attacks grab, slick spittle, slithering bite

ACTICS

**During Combat** Eel hounds burst from the water in a pack, charging their prey and each using their slithering bite to attack and then wriggle along the flanks.

STATISTICS

Str 15, Dex 20, Con 13, Int 6, Wis 13, Cha 16 Base Atk +3; CMB +7; CMD 20 Feats Weapon Finesse, Weapon Focus (bite)

Skills Acrobatics +9, Perception +5, Stealth +9, Swim +10 Languages Sylvan (cannot speak)

SQ amphibious

Slick Spittle (Ex) By spending two rounds dribbling spittle on an area, an eel hound can cover a 5-ft. square with its slippery saliva. This area is treated as if under the effects of *grease* (DC 12), but it lasts for 1 hour. The DC is Constitution-based.
Slithering Bite (Ex) When an eel hound moves adjacent to an enemy and makes a bite attack, it may immediately make a 5-foot. step into an adjacent square next to its enemy. If another eel hound already occupies that square, it can continue on to the first empty square still adjacent to that same enemy.

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# CHAPTER 3: INTO THE SUMMER LANDS

Time and distance in the Summer Lands never flow at a constant rate. The region that the PCs enter is called the Summer Kingdom, a place ruled by three lesser rulers and one powerful sidhe, the River King. The lesser rulers are the Rowan King, the Birch Queen, and the Oak King.

#### LOCATIONS

The ever-changing Summer Lands have no map. The sidhe know the way. For the time of this adventure, the following locales and directions (probably) hold. The primary sites of the Summer Kingdom are the dragon Tatzel's clearing (east), the river and its waterfalls (meandering throughout), the Rumbling Ford (north), the Oak King's Court (north), the Rowan King's circle (southeast), the False Mill (south), the Frog Marsh (southwest), and the Birch Queens' Fair (center).

The boundaries are the Cedar Mountains to the south, and the forest edge to the north. This section of forest extends roughly 100 miles in every direction, and is entirely difficult terrain filled with large animals and scattered fey courts of sidhe and (to a lesser degree) elves, gnomes, goblins, and bugbears.

Most areas have associated encounters, but the remaining locations are described briefly here.

#### THE SHADOW FEY LANDS

The darkest portion of the forest are those where toadstools take the place of undergrowth, where fierce boars and relentless fey patrol in the shadows, and where the ettercap are given the titles of fey lords and ladies.

#### THE CEDAR MOUNTAINS

Dark woods cover the foothills of these snow-capped peaks, which rise to heights around 15,000 feet. The tree line is around 9,000 feet, and above that are only alpine meadows, mountain goats, enormous rocs, glaciers, and shaggy, white-furred bugbear tribes.

#### THE CREEK

After swimming ashore and possibly fighting the eel hounds, the party has no real direction. Tell them about a creek (that leads them to the next encounter you want them to see), and use some of the elements in the Lost in the Dark Woods section (see page 19) to spook them a little.

#### THE OAK KING'S COURT

The Oak King is an enormous treant who rules over sidhe, satyrs, talking animals, birds, and many other fey creatures. His court is a clearing of oaks mixed with shelters grown from woven brambles and houses built into the largest trees. The Oak King has no interest in non-fey affairs and offers little to humans and other iron-bearing creatures. Visitors meet with some hostility if they carry axes and iron, but may stay in the smallest, wettest, draftiest hut in the court for a mere 20 gp a night. Food costs extra, around 5 gp per meal. A successful DC 13 Diplomacy check to gather information or a DC 13 Knowledge (local) check reveals that Ellessandra was not his daughter.

#### THE RIVER FALLS

As the river tumbles down from the mountains, it leaps through a series of spectacular waterfalls. The highest of these have 400-foot drops. The ones through the foothills are in the 25- to 50-foot range, and the last set of falls drops just 10 feet.

#### THE ROWAN KING'S CIRCLE

The Rowan King is a powerful centaur who is the master of many of the larger creatures in this section of the Summer Kingdoms, including most bugbears, ogres, and even a handful of giants. Each year, he seeks the Birch Queen's hand as her consort, to unite the two kingdoms against the River King, but always unsuccessfully.

If the PCs approach the Rowan King's court, he may offer them advice or even a token as his servants. They must swear to destroy the River King and grant his title to someone other than the elves: a nixie, a lorelei, ideally a woman who (presumably) will be impressed with the Rowan King and consent to marriage.

#### THE RUMBLING FORD

In times of high water, this ford is unable to be crossed, as it is now. In the dry late summer and in winter, the water is low enough that a human or sidhe can wade across.

No check is required. Sometimes a knight will attempt to hold the ford against all comers who cannot defeat him in a joust. Only elves, half-elves, elfmarked, or sidhe are considered worthy foes, though he may stoop to fight a human if he must.

If the PCs did not kill the Green Knight at the mill, this may be an excellent place for a rematch, in dangerous currents (use the river hazard from the Where the Lorelei Sing encounter on page 44).

#### THE STRAIGHT ROAD

The only road in the entire region is a perfectly straight, tree-lined and sometimes cobbled strip leading from the edge of the forest to the Rumbling Ford. It ends at the Oak King's Court in the west.

There's no goal or destination at the eastern end; the road simply runs out where the fey tired of it and returned the forest to its normal state.

#### TIME, DAYLIGHT, AND NIGHT

It's night when you, the GM, say it is. Daylight lasts for one or two encounters. Night lasts for one encounter. When the party returns to Riverbend, several days have passed, but Froderick still lives. If they hop back and forth more than once, the time between the realms becomes months, seasons and then years and decades.

This becomes clear (perhaps) when the PCs meet Lord Flax, the knight who seeks to invade Riverbend. Even in the fey lands, time is fluid, like the river, and may curl upon itself in places. Alternately, the differential between Flax's and everyone else's growth can be explained by the brownie growth, by Flax making a bargain with Orelliar for accelerated time, or by Jenny Greenteeth "helping" the young man to grow into his inheritance faster than usual.

#### CUSTOMS AND CURRENCY

Fey work their relationships on trust, oaths and barter. The vilest fey is an oathbreaker. The finest is one who honors his word strictly but with a twist when required.

Fey currency is generally worthless outside the Summer Lands, and illusory gold is very common. For this reason, every coin that the PCs attempt to offer in any transaction must be touched to an item made from cold iron before a fey will accept it. This can slow things down considerably.

#### SUMMER LANDS LORE

Characters trained in Knowledge (arcana), Knowledge (history), or Knowledge (nature) may know a little about the fey and their customs, as indicated on Tables 3-1, 3-2, and 3-3.

#### TABLE 3-1: KNOWLEDGE (ARCANA) CHECKS

DC	Result
13 or less	The PC has no special knowledge of the Summer Lands, its magic, or its creatures.
14-18	The fey are semi-civilized creatures who place great value on personal honor, and settle many disputes by dueling physically or magically.
19-23	The fey may travel by fey roads, magical portals that connect different sections of the Summer Lands. A ritual is required to open such roads.
24+	Time flows differently in the Summer Lands; sometimes years pass there when only moments pass in the mortal lands. At other times, different sections of the Summer Lands seem to reflect

#### TABLE 3-2: KNOWLEDGE (HISTORY) CHECKS

different times or seasons.

DC	Result
12 or less	The PC has no special knowledge of fey nobles or customs.
<ul> <li>less customs.</li> <li>13-18 The Summer Lands are ruled by the sidhe and the fey, and filled with talking animals, powerful may and many small, independent kingdoms or court Their customs include formal dueling and yearly market fairs and feasts, some of which take place both the mortal world and the Summer Lands.</li> <li>19-24 The people of the Summer Lands include the Shadow Fey and the Light Fey (comprised of the Star Fey, Sun Fey, and Bright Fey); the shadow for the shadow for the shadow fey and the shadow fey and the shadow fey and bright Fey); the shadow for the shadow fey and the shadow fey and bright fey); the shadow for the shadow fey and the shadow fey and bright fey); the shadow for the shadow fey and bright fey); the shadow for the shadow fey and the shadow fey and bright fey); the shadow for the shadow fey and bright fey); the shadow fey and bright fey); the shadow fey and fight fey (fight fight figh</li></ul>	
19-24	The people of the Summer Lands include the Shadow Fey and the Light Fey (comprised of the Star Fey, Sun Fey, and Bright Fey); the shadow fey are treacherous, though they can be trusted to keep whatever bargains they make. Indeed, swearing service to a fey is a serious matter; one can only swear fealty to a single fey at a time, and must renounce such service before taking arms against that fey lord or lady.
25+	The fey are a stratified society, with talking animals, goblins, ogres, and gnomes near the bottom of the ladder, centaurs, ettercaps and satyrs in the middle, and sidhe, nixies, and elves at the top.

#### TABLE 3-3: KNOWLEDGE (NATURE) CHECKS

DC	Result
10 or less	The PC has no special knowledge of the fey.
11-15	The fey enjoy hunting and feasting and song. Entertaining them with Acrobatics, Perform, or Sleight of Hand may win their favor. They consider most non-fey either buffoons or bumpkins.
16-20	The fey enjoy gifts; indeed, they feel so superior that they often expect bribes from non-fey. These bribes are often magical (which is preferred) or physical (food, drink, jewelry, and gemstones are typical). Gifts of weapons are considered rude or even a threat or sign of aggressive intentions.
21-25	A bribe of poetry, song, or story may be accepted, or even the gift of a memory or skill can be traded among the fey.
26+	The trading of skills, memories, and physical prowess always comes at a price. Most such bargains require one give up just as much as one gains.

#### LOST IN THE DARK WOODS

The party may spend a lot of time wandering from place to place until they find the fey roads (or even afterward). As a result, you may want to have them find various dark, disturbing, or otherwise fey elements. Here are more than a dozen suggestions.

#### ANIMATED PREY

A deer, boar, or other kill shifts position when the hunter turns away. Its head lies prone, then its head rests on a rock staring vacantly—a fly on one eye —without a sound.

#### A BIT OF RIVERBEND

The PCs see a small hut in the forest. Food sits on the table, a shirt lies on a trunk for clothes—the place seems lived in, but empty. One of the PCs recognizes the yellow shutters and thatch roof as very much like a house they saw in Riverbend.

#### THE BLEEDING STONE

An ancient menhir stands in the PCs' path, worn with age and covered in moss and lichen. A spiral design is carved into one side; the spiral is stained with dried blood.

#### BOAR CARCASS

An enormous boar carcass sits among the trees, covered in flies and maggots. If a PC makes a successful DC 16 Fortitude save, they don't vomit from the stench as they approach (if they fail, they are sickened for a day and suffer 1d6 hp nonlethal damage). A DC 20 Perception makes it clear that the spear used to kill the animal broke and is still in it. The spearhead belongs to one of the hunting courtiers (Sir Yngress the Red, see page 26), who would be glad for its recovery.

#### DEATH BUTTERFLIES

A swarm of bright blue, green, and orange butterflies perches on the carcass of a monstrous owlbear. The fey believe that these butterflies tear apart the souls of the dead, and carry them to the sky so that the creature may be reborn. The carcass shows signs of being stripped; the butterflies have left little more than feathers, bones and fur.

#### THE DANCE OF MOTHS

Moths gather in the fading dusk, drawn to the PCs' lights. Flocking in their hundreds, they form vague humanoid figures, which dance alluring and coquettish in the half-light, trying to persuade the characters to join their fluttering ballet.

#### THE DEAD DRYAD

Large swaths of trees are dry and dead. Eventually the party discovers the corpse of a dryad, slain by a cold iron stake through her chest.

#### FLOCK OF OWLS

More than a dozen owls spend the night near the PCs' campsite, hooting and calling and hunting small game. A successful DC 10 Knowledge (nature) makes it clear that owls do not normally travel in flocks. They are servants of the shadow fey, watching intruders. PCs cannot rest unless they make a DC 12 Fortitude saving throw (and do not gain the benefits of a full night's sleep).

#### THE FOOTPRINT

Forging ahead through the woods, one character stumbles into a deep depression. Those following behind find themselves looking into an enormous footprint, large enough for the whole party to stand in.

#### **GIANT TREES**

The party finds a region where the trees are 40 feet around and 250 feet high. There seem to be pale lights up in the canopy, though they slip away if anyone investigates.

#### IN THE FIRELIGHT

The nightly fire pops and bursts from the sparks, burning bright and comforting. The PCs hear screams between the pops and crackles. Peering closer they see the twigs are writhing in agony, like tiny burning people. Looking deep within the blaze, a cruelly grinning goblin made of flame repeatedly cuts down a cowering dryad.

#### JUST A SUGGESTION

A neatly folded square of parchment lies in the middle of the path in front of the characters. Written in an angry scrawl of tiny letters is a single Elven word: Leave.

#### THE LOVERS AND LEFTOVERS

Two tiny sprites flit through the trees; every so often they embrace and kiss. As soon as they spot the PCs, they giggle and vanish. If the party pursues them, they find the left-over remnants of a drunken picnic of satyrs and nymphs, including empty barrels and blankets.

#### THE MAN OF LEAVES

A humanoid shape made of leaves and twigs walks slowly through the woods. As the PCs approach, it dissolves into reddish brown leaves that the wind carries away.

#### THE MUMMY OAK

Small links of rusty chain mail occasionally drop out of the canopy. Upon closer inspection, they are coated in dried blood. Mummified heads and limbs of various humanoid creatures hang from a large tree above. Occasionally a limb seems to twitch, or a mouth opens and closes.

#### QUICKLING COWARDS

A blatant rustling sound bursts from the bushes, and then three quicklings dart from the undergrowth in terror. Completely ignoring the PCs, they flee from something that may or may not ever materialize to the party. Follow up with the dragon (see page 40) or the Nain Rouge encounter (see page 21).

#### TRADING GIFTS

The PCs wake up after camping and something has been taken from one of the packs. Food has been replaced by a gift of flowers, and a small item is gone, replaced with a dead mouse. This happens on a second night, but the item left behind is something that a PC lost in the Rushing River (see page 16).

#### THE VANISHING WAGON

The party finds a strange wagon; it has some food and is big enough for some of the characters to sleep in. However, when the characters wake up, the wagon is gone, even if some characters slept in it (they are at the Birch Queen's Fair; see Chapter 4).

#### THE WEEPING TREE

A once-beautiful elven boy's head rests at the base of a large oak tree, with the word "Winterborn" carved into his face. The tree's bark is smeared with blood, and inspection reveals that the boy's intestines and flesh hang from the boughs. For miles after seeing the head, the PCs hear a faint weeping in the wind.

#### THE FROG MARSH (CR 7)

The marsh area is swampy and difficult to traverse. The large lily pads are normal terrain, but the marsh between the lily pads is choked with reeds, sticks, and half-submerged logs, and sucking mire. It is very difficult terrain, and creatures can only move at one-third speed in the marsh. Blue squares on the map are open water (not marsh) and require a DC 15 Swim check to cross at normal swimming speeds.

Alternately, a swimming creature can move through the marsh at one-half speed (or full speed, if using a full-round action) with a successful DC 18 Swim check. Failure indicates that the swimmer's movement halts after one square of movement.

Any jumping PC makes an Acrobatics check as part of their move action. Divide the result by 10. You jump that number of squares as part of your move action and land in the square the result dictates. If you end up in the marsh, you fall into the muck and lose your remaining move action.

Once the PCs have made it to the northern shore of the marsh area, read or paraphrase the following.

The river flows along slowly here, and the shore is full of cattails mixed with boggy stretches of open water and lily pads as large as dinner tables. A powerful croak, as of the father of all frogs, echoes across the marsh.

**CREATURE**: A successful DC 19 Perception check reveals an enormous frog siting in the marsh ahead. Saddle straps wrap around its pale yellow belly. The frog's fat belly rests on one of those huge lily pads, and the frog's rider pokes its head around the side.

The large lily pads support the weight of a goblin frog rider (and mount) or of a human in light or medium armor, but not a person in heavy armor. Halflings (and other size Small or less creatures) in heavy armor can balance successfully on a lily pad with a successful DC 10 Acrobatics check.

#### Goblin Frog Riders (2)

XP 800 each Goblin slayer 4 NE Small humanoid (goblinoid) Init +8; Senses darkvision 60 ft.; Perception -1

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 armor, +4 Dex, +1 shield, +1 size)

hp 30 (4d10+8)

**Fort** +6, **Ref** +8, **Will** +2

#### OFFENSE

Speed 30 ft.

Melee lance +6 (1d6+1/x3) or longsword +9 (1d6+1/19-20) **Ranged** longbow  $+4(1d6/\times3)$ 

Special Attacks deadly range (+20 feet), sneak attack +1d6 STATISTICS

#### Str 13, Dex 18, Con 14, Int 10, Wis 12, Cha 6

Base Atk +4; CMB +4; CMD 18

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +11, Knowledge (local) +6, Linguistics +1, Perception +8, Ride +11, Stealth +11, Survival +8, Swim +6; Racial Modifiers +4 Ride, +4 Stealth

Languages Goblin, Sylvan

SQ studied target, track

Other Gear dagger, lance, longsword, longbow, quiver and 30 arrows, leather armor, glass jars (see Treasure section), 50 gp, 400 sp

SPECIAL ABILITIES

Deadly Range A slayer can deal sneak attack damage against foes up to 50 feet away.

Studied Target (Ex) A slayer can study an opponent he can see as a move action, then gains a + 1 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks attempted against that opponent, and a +1 bonus on weapon attack and damage rolls against it. The DCs of slayer class abilities against that opponent increase by 1.

#### Greater Fey-Touched Giant Frogs (2)

#### **XP 800**

N Medium magical beast

Init +7; Senses low-light vision, scent; Perception +7

#### DEFENSE

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural) hp 42 (4d10+20)

**Fort** +9, **Ref** +9, **Will** +2 OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +9 (1d6+2 plus grab) or tongue +9 touch (grab) **Space** 5 ft.; Reach 5 ft. (15 ft. with tongue)

Special Attacks pull (tongue, 5 feet), swallow whole (1d4 bludgeoning damage, AC 10, 1 hp), tongue

#### STATISTICS

Str 19, Dex 17, Con 20, Int 10, Wis 12, Cha 12 Base Atk +4; CMB +9 (+13 grapple); CMD 21 (25 vs. trip)

Feats Improved Initiative, Lightning Reflexes

Skills Acrobatics +11 (+19 jumping), Perception +7, Stealth +11, Swim +12; Racial Modifiers +4 Acrobatics (+8 jumping), +4 Stealth

Languages Common, Sylvan Gear military saddle

#### SPECIAL ABILITIES

C<sub>R3</sub>

CR 3

Tongue (Ex) A giant frog's tongue is a primary attack with reach equal to three times the frog's normal reach (15 feet for a Medium giant frog). A giant frog's tongue deals no damage on a hit, but can be used to grab. A giant frog does not gain the grappled condition while using its tongue in this manner.

**DEVELOPMENT**: The goblins work for Jenny Greenteeth and kill mortals coming into the Summer Lands for sport. If the party successfully intimidates a captured goblin, it gives up Jenny's name and that she serves at the River Court (see page 46). Frogs will flee if reduced to 10 hp or less, and may appear in the River Court later, to testify against the party as villainous killers.

TREASURE: The goblins carry glass jars containing 15 especially large and juicy fireflies. These provide light as a bullseye lantern for the next 7 days (they weigh 3 lbs. each). They also carry 50 gp and 400 sp each among their saddle bags.

One rider also carries a sealed scroll case containing a passport or invitation written in Elven. The text reads:

Admit the two goblins bearing this letter and their mounts into

the Birch Queen's Fair without hindrance or delay.

#### THE NAIN ROUGE (CR 7)

The players might get a lead here from Ambertan the Shadow Fey Warlock (see page 33), or they might just stumble upon him. The Nain Rouge, a bandit and highwayman, captured Ellessandra and offered her to Ambertan and the shadow fey. They have no interest in her since she holds no power over the River King. Now the Nain Rouge ponders what to do with her. When the PCs face this encounter, read the following.

.....

The wind blows stronger and stronger, and then a pouring rain comes down like a wall. Lightning flashes, and strikes among you.

A successful DC 24 Perception check reveals a dwarf or gnome in the trees wearing a red or black cap; the lightning came from its fingers. It is standing on a huge fallen tree trunk and laughing in the rain. The weather has become a thunderstorm (see the Environment chapter of the Pathfinder RPG Core Rulebook).

Because of the poor light and weather, a successful DC 23 Perception check is needed to see that Le Nain Rouge has cornered a victim—a sidhe woman who seems to be slumped unconscious against the log Le Nain Rouge stands upon. This is Ellessandra.

The Nain Rouge gains a surprise round because of the weather, and uses it to make its electric ray attack.

#### CR 7

Le Nain Rouge 3,200 XP CG Small fey Init +9; Senses low-light vision; Perception +15 DEFENSE AC 22, touch 16, flat-footed 17 (+1 size, +5 Dex, +6 natural) hp 66 (12d6+24) Fort +8, Ref +13, Will +9; evasion DR 10/cold iron OFFENSE Speed 30 ft., climb 15 ft. Melee 2 claws +12/+7 (1d3-1)

Special Attacks electric ray, nature's curse 3/day (DC 24) Spell-Like Abilities (CL 12th) At Will — ghost sound (DC 24) 3/day — invisibility 1/day — fog cloud

#### TACTICS

- **During Combat** Le Nain Rouge uses its nature's curse ability on any creatures possessing cold iron weapons. If none do, it instead curses those presenting the most immediate threat. It prefers to attack with its electric ray spell-like ability, and will cast defensively if necessary.
- **Morale** If it does not immediately get the upper hand against the PCs, Le Nain Rouge seeks to exit combat almost as soon as it begins. If it suffers more than 17 points of damage, it uses *fog cloud* to gain concealment, then uses *invisibility* the next round before fleeing.

#### STATISTICS

#### Str 8, Dex 21, Con 15, Int 13, Wis 13, Cha 27

**Base Atk** +6; **CMB** +10, **CMD** 20

- **Feats** Agile Maneuvers, Combat Expertise, Combat Reflexes, Great Fortitude, Improved Initiative, Weapon Finesse
- Skills Acrobatics +15, Bluff +18, Climb +13, Diplomacy +18, Disguise +18, Knowledge (local) +11, Knowledge (nature) +11, Perception +15, Stealth +19, Survival +11, Use Magic Device +13; Racial Bonuses +4 Climb, +4 Perception, +4 Stealth SQ empathic weather

#### SPECIAL ABILITIES

- **Empathic Weather (Su)** Le Nain Rouge possesses an intricate connection with nature, and can make thunderstorms or snowstorms manifest at will, depending on the time of year. Additionally, whenever Le Nain Rouge becomes angry or scared (such as by taking damage in excess of 50 hp), there is a 50% chance that the storm it caused turns into a windstorm or a blizzard, depending on what type of storm it initially created. All storms Le Nain Rogue creates last for 24 hours and affect a 5-mile radius.
- **Electric Ray (Sp)** Through its connection with nature, Le Nain Rouge can generate a dangerous discharge of electricity at will. It must succeed at a ranged touch attack against any single target within 60 feet. If it successfully hits its target, it inflicts 2d6 hp electricity damage (no save).

Nature's Curse (Su) Three times per day, Le Nain Rouge can curse a target. If the target fails a Will saving throw, it is cursed

# DESIGNER'S NOTE

Originally, this was going to be another set of mounted foes, but the internal playtest group rebelled against how many mounts they saw so I dropped it. To my mind, if you want to be at an advantage in a fight, you sit 6 feet up on a 1,200 pound animal with four sharp hooves.

In d20 games, though, that adds another set of actions and another foe for the PCs to dispatch. I think that level of complication is best reserved for the sidhe knights, who truly deserve to trample and terrify. So in this encounter, the deep forest boars are war animals, or a bit like hunting hounds. They have a terrific sense of smell, and could easily track enemies.

An alternate setup would be to have the shadow fey in pursuit of the party.

with terrible luck for the next hour. Whenever the target would need to roll a d20 (such as a saving throw, skill check, or attack roll), it must roll twice and use the least desirable result. The save DC is Charisma-based.

**DEVELOPMENT:** When they drive Le Nain Rouge away, the sidhe woman gains consciousness and introduces herself as Ellessandra. She thanks them for driving away the creature, and tells them that she is grateful for their help. She is on her way to meet her son, Flax, a young half-human boy. He is a difficult child, always running off, and always trying to impress his sidhe and fey playmates.

Ellessandra expresses no great desire to return to Riverbend. If asked about it, she says that she was forced into an arranged marriage, and the king's sisters helped her get out of it just a few years ago when she was with child. She wanted Flax to grow up in the Summer Lands.

A successful DC 20 Sense Motive check reveals that sometimes Ellessandra regrets this decision. Her memory has changed with time; she has forgotten Jenny Greenteeth's maneuverings right after she conceived.

If told that her husband has been held for her murder, she is surprised and saddened. She offers them her wedding ring and a note that explains that she was not murdered, that she has returned to the Summer Lands, and that she has come to no harm. The note does not mention her son.

#### THE BOAR PATROL (CR 7)

. . . . . . . . .

A shadow fey witch, her footmen, and their boars patrol the forest. Mortals are not welcome here.

When the PCs face this encounter, read or paraphrase the following.

This patch of forest is filled with ancient oaks and little undergrowth; it is too dark on the forest floor for much to grow, though large trunks, stumps, and thick leaves are everywhere. Several times you hear loud snuffling nearby, probably boars rooting around for acorns.

The illumination here is poor, with dim light. All creatures have concealment from creatures with normal vision. Creatures with low-light vision or darkvision see normally. The indicated terrain is difficult undergrowth. The fallen log counts as difficult terrain and requires a successful DC 17 Acrobatics check to jump or climb over. It also provides concealment to the witch Balenna (ssee page 23).

Let the party make what preparations they like for one round. This time, the snuffling is much deeper and louder. Two enormous razor-tusked boars come into sight, with fey wearing black chasing behind them. They laugh among themselves when they see you, and say, "This forest is forbidden to your kind. Surrender your weapons now, and come swear fealty to the Shadow Fey."

A successful DC 24 Perception check reveals a female fey standing behind a fallen log. She carries a skull-topped wand; the male fey carry both enormous swords and small wands.

#### **Deep Forest Boars (2)**

XP 600 each

N Large animal Init -1; Senses low-light vision, scent; Perception +6

DEFENSE

**AC** 16, touch 9, flat-footed 16 (-1 Dex, +7 natural) **hp** 22 (2d8+13)

Fort +8, Ref +2, Will +1

Defensive Abilities ferocity

OFFENSE

Speed 40 ft.

**Melee** gore +5 (2d6+7)

TACTICS

**During Combat** The boars enters a fight with a charge. **Morale** The boars are fearless animals and fight until slain.

Str 21, Dex 8, Con 21, Int 2, Wis 13, Cha 4 Base Atk +1; CMB +7; CMD 16 Feats Toughness Skills Perception +6 Other Gear harness (worth 20 gp)

#### Shadow Fey Brigands (4)

CR1

CR 3

XP 400 each

NE Medium fey

Init +8; Senses darkvision 120 ft.; Perception +7

AC 17, touch 17, flat-footed 17 (+2 deflection, +4 Dex, +1 dodge) hp 14 (3d6+3)

Fort +2, Ref +7, Will +4

Defensive Abilities improved evasion, uncanny dodge

Speed 40 ft.

Melee mwk rapier +5 (1d6+1/18-20) Ranged mwk short bow +5 (1d6/19-20) Spell-Like Abilities (CL 3rd; concentration +7) 1/day—dust of twilight<sup>APG</sup> (DC 16), vanish<sup>APG</sup>

#### TACTICS

**During Combat** The shadow fey brigands wait for the boars to charge in, then from range, taking full advantage of their flicker and stealth in motion abilities. They only enter melee if forced, or to protect Balenna.

#### STATISTICS

**Str** 12, **Dex** 18, **Con** 12, **Int** 16, **Wis** 12, **Cha** 14 **Base Atk** +1; **CMB** +2; **CMD** 19

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +10, Bluff +8, Diplomacy +8, Disable Device +10, Perception +7, Perform (dance) +8, Profession (mercenary) +7, Sleight of Hand +10, Stealth +18; Racial Modifiers +8 Stealth

Languages Common, Elven, Sylvan, Undercommon SQ flicker, stealth in motion

Other Gear mwk rapier, mwk short bow, silver armband (worth 120 gp)

#### SPECIAL ABILITIES

**Flicker (Ex)** Shadow fey brigands seem to fade in and out of vision. They are very hard to focus on unless they wish to be seen. This allows them to hide in plain sight (as the shadowdancer class ability), and it grants them a deflection bonus to AC equal to their Charisma modifier.

# THE CROW'S FEATHER: LOYALTY TO THE SHADOW FEY

Of all the fey a PC could swear some loyalty to, the Shadow Fey are by far the worst. Any PC who wishes may take up their badge (a crow's feather) and swear to serve them. Doing so in the Summer Lands has magical repercussions, just as swearing fealty to Lord Flax might (see page 37) or taking the Birch Queen's badge would (see page 38).

Any character who does so is expected to help other shadow fey and never to strike any of their leaders (such as the Warlock Ambertan, see page 58). If a PC who has sworn loyalty to the Shadow Fey wishes to renounce this, he or she must take a standard action to make a DC 18 Charisma check. If the check succeeds, the character is weakened for 2 rounds. If the check fails, the character is dominated by the next shadow fey he meets. Rolling a critical failure when denouncing a sworn oath of service (a roll of 1) means that the oathbreaker is dominated and becomes a shadow fey at the next nightfall.

Breaking an oath to the Shadow Fey is not viewed with quite the suspicion as breaking an oath to more honorable fey, but it does mark the PC out as a gullible fool, ripe for fey mockery and humiliation. All that character's Bluff, Diplomacy, and Knowledge (local) checks suffer a -5 penalty while the character is in the Summer Lands.

**Stealth in Motion (Ex)** Shadow fey brigands can move at full speed or even run while using the Stealth skill. They suffer no penalties on Stealth checks due to movement.

#### Balenna of Clan Starlight, Shadow Fey Witch CR 5

**XP 1,600** NE Medium fey

Init +9; Senses darkvision 120 ft.; Perception +11

DEFENSE

AC 20, touch 20, flat-footed 20 (+4 deflection, +5 Dex, +1 Dodge) hp 32 (7d6+7)

Fort +3, Ref +10, Will +6

Defensive Abilities improved evasion, uncanny dodge OFFENSE

#### Speed 40 ft.

- **Melee** mwk rapier +9 (1d6+1/18–20)
- **Ranged** mwk short bow +9 (1d6/19–20)

Special Attacks fey leap

Spells Known (CL 5th; +9 concentration)

2nd (5/day)—*darkness*, *daze monster* 

1st (8/day)—charm person (DC 15), obscuring mist, ray of enfeeblement, sleep (DC 15)

0—bleed, detect magic, guidance, light, mending, prestidigitation, touch of fatigue

**Spell-Like Abilities** (CL 7th; concentration +11) At will—*dust of twilight*<sup>APG</sup> (DC 16), *vanish*<sup>APG</sup> 3/day—*suggestion* (DC 17)

TACTICS

**During Combat** The shadow fey witch casts *darkness*, then uses *daze monster* each round, targeting ranged attackers first. She tries to *charm* or put her enemies to *sleep* as opposed to besting them with sheer force. If all of these fail, she uses her *wand of howling agony*.

#### STATISTICS

#### Str 12, Dex 20, Con 12, Int 16, Wis 12, Cha 18 Base Atk +3; CMB +8; CMD 24

- Feats Agile Maneuvers, Combat Casting, Improved Initiative, Weapon Finesse
- Skills Acrobatics +15, Bluff +18, Diplomacy +14, Knowledge (arcana) +10, Knowledge (local) +13, Knowledge (the Planes) +13, Perception +11, Perform (dance) +14, Profession (courtier) +11; Racial Modifiers +4 Bluff
- Languages Common, Elven, Sylvan, Undercommon SQ fey grace, spells
- **Combat Gear** wand of howling agony<sup>UM</sup> (6 charges); **Other Gear** mwk rapier, mwk short bow

#### SPECIAL ABILITIES

- **Fey Grace (Su)** A sidhe adds her Charisma modifier as a deflection bonus to her AC.
- **Fey Leap (Su)** A sidhe can leap between spaces as if by means of *dimension door*. This magical transport must begin and end in an area with at least some illumination. A sidhe can jump up to a total of 20 feet per day in this way; this may be a single jump of 20 ft. or two jumps of 10 ft. each. This ability must be used in 10-foot. increments. Every 2 HD beyond their base HD, the distance a sidhe can jump each day doubles (40 feet at 9 total HD, 80 feet at 11 total HD, 160 feet at 13 total HD, and so on). Using this ability with a fey-touched mount brings the mount as part of the movement.

**Spells (Su)** A shadow fey witch casts spells as a 5th-level sorcerer, and can use wands of any sorcerer or wizard spells as if they were spells on her spell list.

**DEVELOPMENT**: The PCs may choose to swear fealty to the Shadow Fey. See the Crow's Feather sidebar on page 23.

**TREASURE:** The boars' ornamental harnesses are made of silver and the leatherwork is good; they are worth 20 gp each. Two of the minions wear silver armbands set with lapis worth 120 gp each. The real treasure is the shadow fey witch's *wand of howling agony*, which has six charges (minus any she uses during combat).

#### THE CUTTING QUICKLINGS (CR 8)

The quicklings are outlaws even among the fey; they happily murder travelers while holding a seemingly normal conversation with them.

The woods here are dark but not impenetrable. Light is normal. The cliffs are 40 feet high; creatures falling that distance take 4d6 hp falling damage when they strike the rocks below. The inside of the hollow tree is a fey door (see the Fey Roads, page 35).

**CREATURES**: When the PCs face this encounter, read or paraphrase the following.

A flock of crows perches in a bare-branch tree up ahead, cawing loudly; the tree stands at the edge of a sharp drop. Something rushes by your feet with incredible speed, some creature with a knife. Its voice is clear: "Foolish stupid humans! I could tell you all the secrets of the Summer Lands. But you are not worthy."

If a PC asks how he may prove his worth, the quickling says: "Bah, you would need to show elven wisdom and knowledge and wit. I will cut you down and tell you the sad truth of your worthless, wasted lives." And then the mass of crows explodes from the trees and rushes down to surround the PCs. A successful DC 22 Perception check reveals that the fast thing was a small fey creature in gray clothes carrying a small sword.

The quicklings speak to opponents each round. They enjoy killing learned, wise, and otherwise interesting people more than just brutes. However, their conversational standards are high, and their own manners are nothing but taunting cruelty.

During combat, the quicklings frequently say, "You know nothing, why should I waste my breath on you? Prove your worth, silent fools!"

Each round, a quickling engaging a PC in melee will taunt its foe and demand that she responds. Any PC who does not reply enrages the quickling, ensuring that she will draw down the dire crow attacks next round as well as the quickling's further attacks and taunts. ("Speak, you mute, dumb, worthless ox!" the quicklings are fond of saying.)

PCs may wish to engage the quicklings more with words than weapons. If that is the case, see the Complex Skill Check: Sharp Weapons, Shaper Words section.

CR 4

#### Quickling Raconteurs (2) XP 1,200 each

Quickling rogue 1 CE Small fey Init +9; Senses low-light vision; Perception +11 DEFENSE AC 22, touch 21, flat-footed 12 (+9 Dex, +1 dodge, +1 natural, +1 size) **hp** 28 (4d6+1d8+10) Fort +3, Ref +15, Will +7 Defensive Abilities evasion, natural invisibility, supernatural speed, uncanny dodge; DR 5/cold iron Weaknesses slow susceptibility OFFENSE Speed 120 ft. Melee mwk silver short sword +12 (1d4+1/19-20) Special Attacks sneak attack +2d6 Spell-Like Abilities (CL 6th; concentration +7) 1/day—dancing lights, flare (DC 11), levitate, shatter (DC 13), ventriloquism (DC 12) TACTICS During Combat The quicklings move constantly, up into the tree with their climb speed if needed (at the end of a round). STATISTICS Str 12, Dex 28, Con 15, Int 15, Wis 17, Cha 12 Base Atk +2; CMB +10; CMD 21 Feats Agile Maneuvers, Dodge, MobilityB, Spring Attack<sup>B</sup>, Weapon Finesse Skills Acrobatics +17 (+53 jump), Bluff +9, Craft (any one) +11, Escape Artist +17, Linguistics +6, Perception +11, Spellcraft +7, Stealth +21, Survival +6, Use Magic Device +7 Languages Aklo, Common, Elven, Sylvan **SQ** poison use, trapfinding Other Gear mwk silver short sword, silver ring (240 gp) SPECIAL ABILITIES

Natural Invisibility (Su) A quickling is invisible when motionless. It loses this invisibility and remains visible for 1 round in any round in which it takes an action other than a free action.

**Supernatural Speed (Su)** A quickling moves with incredible speed. Save for when it remains motionless (at which point it is invisible), the quickling's shape blurs and shimmers with

this speed, granting it concealment (20% miss chance). In addition, this ability grants the quickling evasion and uncanny dodge (as the rogue abilities of the same names).

**Slow Susceptibility** (Ex) A quickling that succumbs to a *slow* effect loses its supernatural speed ability and is sickened as long as the effect persists. This sickened condition persists for 1 round after the *slow* effect ends.

#### Dire Crows (12)

#### CR 1

XP 200

N Tiny animal

**Init** +4; **Senses** low-light vision; Perception +6

DEFENSE

AC 18, touch 16, flat-footed 14 (+4 Dex, +2 natural, +2 size) hp 6 (1d8+1)

**Fort** +3, **Ref** +6, **Will** +4

OFFENSE

Speed 10 ft., fly 40 ft. (average)

**Melee** bite +6 (1d4–3)

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

TACTICS

During Combat The dire crows make Flyby Attacks.

**Str** 6, **Dex** 19, **Con** 12, **Int** 6, **Wis** 19, **Cha** 11 **Base Atk** +0; **CMB** -5; **CMD** 9 **Feats** Flyby Attack<sup>B</sup>, Skill Focus (Perception), Weapon Finesse **Skills** Fly +6, Perception +6

#### COMPLEX SKILL CHECK: SHARP WEAPONS, SHARPER WORDS

Any PC attempting to banter words with a quickling partakes in a complex skill challenge; to gain the most information while fighting the quickling, the party must achieve 6 successes before 3 failures. If the quicklings are defeated verbally, they flee as an immediate reaction. This complex skill check can be made during combat or outside of combat; if made during combat, allow each PC to one skill check per round, either as a standard or move action. If the quicklings flee, whatever dire crows remain to harry the foes cover their retreat.

Speaking Elven grants a +2 bonus to all checks in this challenge. **KNOWLEDGE (ARCANA; DC 20)**: This successful check counts as two successes, but may only be used one time.

**BLUFF (DC 20)**: This successful check counts as two successes, but failure means that the quickling's next attack has +14 to hit, rather than +12.

DIPLOMACY (DC 17): Successful checks work as single successes.

**KNOWLEDGE (RELIGION)**: These are always a failure; the quicklings despise religious talk as quackery.

**KNOWLEDGE (HISTORY; DC 15)**: This successful check makes it clear that single combat is the ideal here, as it was with the Green Knight. It counts as 1 success, and may be used once only.

**SENSE MOTIVE (DC 17)**: This successful check reveals that the quicklings are not nobles among the fey, and are overcompensating by humiliating those they consider inferior. All future skill checks gain a +2 bonus.

**INTIMIDATE (DC 22)**: This works normally and counts as a single success, but the fey are hostile, thus the high DC.

**KNOWLEDGE (NATURE; DC 12)**: This successful check counts as a single success, showing knowledge of the Summer Lands.

Each player character who gains a success learns the following, in order:

- 1. "Tatzel the Green is a mighty wyrm, the friend of fey and the bane of men. He knows the Summer Lands and the roads between realms. And he will find your bones here."
- 2. "The Birch Queen's Fair stands but two leagues away, full of weapons yet peaceful. What a pity you do not stand within the bounds of its hospitality."

3. "The River King has nine sisters and no brothers, and long has been a friend to men. Now mortals stir him to make war, and we answer the call to hunt mortal flesh. Starting with yours, of course."

- 4. "You will meet the River King's sisters at least once, perhaps twice. They can turn his mind from wrath to peaceful flowing, but their prices are set high: vision, song, and souls are their meat and drink."
- 5. "Your mortal friends would do well to bow and speak quietly to Jenny Greenteeth, for she is a dangerous schemer."
- 6. "I have a sister's husband's cousin's friend, a child of hag and field, who knows the secrets of the incantation that will return you to the mortal world before the seasons turns again and again, and you are lost to the river of time. Let me depart and I will tell you his name." (Rhorlief, at the Birch Queen's Fair.)

#### FOR EACH FAILURE

The quicklings humiliate the PC, who gains the shaken condition for 1 round due to the insults, and cannot participate in the skill checks the next round.

#### SUCCESS

The PC wins the quicklings' respect. At least one, possibly both of them, retreat with a few mocking words: "You are not as foolish as most of your kind, but do not try such tricks at the River Court, where words flow faster than water from the hills!"

The quicklings use their next action to retreat from the area entirely, and the crows take to the skies.

**TREASURE**: The quicklings' treasures are hidden within a lightning-blasted hollow in the dire crow's tree. It includes gold and gem-encrusted trinkets worth a total of 3,000 gp. Both also wear rings of silver set with opals (240 gp each).

#### THE ENCHANTRESS AND HER COURTIERS

A few elves and sidhe courtiers are out for a day's hunt seeking dire boar, deer, or other worthy prey. If you like, one of them may be the Green Knight out of his regular armor. The courtiers are in a good mood, having eaten a rich meal and enjoyed a ride through the woods on fey steeds—this means they do not immediately attack.

If there is an elf in the party, they are treated courteously, offered wine and spiced nuts, and asked to tell a tale. The group will not, however, reveal much about directions, their plans, or other useful information.

When the PCs encounter this party, read or paraphrase the following.

A tent of gold and scarlet silk stands on a low hill along a small road. In front of the tent are a handful of knights and ladies speaking and sitting on small but comfortable chairs. They share plates and goblets carried by at least a dozen small, almost invisible, gray servants. A successful DC 16 Perception check reveals that the small gray servants are about the same size as a human child, but are very hard to focus on. The successful check also allows the PC to notice that a couple of them are feeding acorns to three enormous boars, each of which has a bit and bridle. If the Green Knight is here, two beautiful copper-coated horses also crop the grass not far away.

A successful DC 16 Knowledge (arcana) check reveals that the servants seem to be a variant of the *unseen servant* spell, perhaps tied to the tent or an item. They appear harmless.

**CREATURES:** The picnic is winding down, but the fey are always ready to be amused—or to humiliate fools. Their initial attitude is indifferent. You can treat this as a complex skill check (see below), or simply roleplay it out. The challenge is to show one's knowledge and mastery of Knowledge (arcana), Knowledge (history), and the Knowledge (nature)—that is, to hold a witty and entertaining conversation. The audience is an elven lady of some standing, Lady Sorreminx, a notorious enchantress.

The menfolk attending her are Sir Yngress the Red and Lord Chelessfield, Lord of the Alpine Marches, plus (if they survived from the mill) Sir Oberest and his squire Illisfan. None wear battlefield armor. Rather they sport hunting jacks of studded leather and carry spears and bows.

#### LADY SORREMINX

An exotic black-haired elf who enjoys learning and history, Sorreminx carries an ebony wand set with two diamonds at either end. She prefers to hear discussions related to the Knowledge (arcana) and Knowledge (history) skills, and attempts to win her over with those skills gain +1 bonus. She is quick to point out the flaws in any failed roll. Indeed, she delivers her putdowns with a cruel smile; "Where did you attend school, in a pigsty? Any apprentice knows better, sir, for shame!"

She enjoys insulting those whose Bluff or Knowledge checks are clearly failing. "Come now, sir, that is not worthy of a man of action. Are you a dull blade, or a pasty scholar?"

#### SIR YNGRESS THE RED

The youngest and most eager and most ignorant of the sidhe, Yngress pretty much agrees with whatever was said last. Gullible enough that he doesn't quite realize he was brought along to be the entertainment, Yngress is the best hunter here. He is eager to challenge someone to a duel of honor. He keeps a longsword and dagger tied neatly to his saddle, which he uses to fight any duel as needed. His fey warhorse Estoile occasionally whispers some advice in his ear. The horse is by far the smarter of the pair.

#### LORD CHELESSFIELD, MASTER OF THE ALPINE MARCHES

An elderly elf with golden hair and purple eyes, Lord Chelessfield wears a tabard of white marked with blue diamonds. He has a set of mithral bracers as well as a circlet of pure gold worked into a dragon shape (the symbol of his title and rule of the highlands). Lord Chelessfield carries a boar spear and a hand crossbow on his off days. He is the most dangerous foe in the skill challenge, because he is interested in what the PCs might do in the Summer Lands, rather than hoping to score points with the ladies. He asks the party many pointed questions about their goals here, what acts of murder they may have committed against sidhe interests, what other lords they may have visited, and generally how the party is getting along with the fey.

#### COMPLEX SKILL CHECK: A PLEASANT CONVERSATION

Those who wish to learn information from this cultured party may want to participate in this complex skill check. This check requires 6 successes before 3 failures; PCs can attempt this complex skill check individually or as a group.

- **PRIMARY SKILLS**: Diplomacy, Knowledge (arcana), Knowledge (history), Knowledge (nature). Characters who speak Elven gain a +2 bonus to checks made with these four skills.
- **ACROBATICS (DC 20)**: A character may tumble, juggle, or engage in other tomfoolery to amuse the ladies, even without a language in common. This counts as 1 success.
- **BLUFF (DC 17)**: The sidhe enjoy a bit of joking, bragging and puffery. If a PC wants to talk big, that's great. The second attempt, though, is an automatic failure. Their patience for this approach is thin.
- **DIPLOMACY (DC 15)**: A way with words, manners, and courtesy is vital. This is the basic route to success. A failure here indicates a failure with language that insults someone, and a critical failure (a natural 1) means a challenge is made to a duel. This counts as 1 success.
- **KNOWLEDGE (ARCANA; DC 20)**: Arcane matters are very, very difficult to impress the enchantress with, but a success with this skill counts as 2 successes in the challenge. A second success adds just 1 to the total number of successes.
- **KNOWLEDGE (HISTORY; DC 15)**: The character knows enough sidhe history, heraldry, or lore to keep up a civilized discussion of the past. This counts as 1 success.
- **KNOWLEDGE (NATURE; DC 17)**: The picnickers are also bloodthirsty hunters who happily discuss how to track, kill, and butcher their prey, from boar to stag (and from goblin to human, if necessary). They are keen fans of falconry and the best way to lure a dragon from its den. Their standards of knowledge here are higher than Knowledge (history), but not quite so high as Knowledge (arcana). A certain willingness to let loose the hounds is required here; the courtiers are not the least bit squeamish, and seem suspicious of those who are. This counts as 1 success.
- **SENSE MOTIVE (DC 17):** The character realizes that the Lord Chelessfield is probing them for information, and seems to regard them as a threat. The character also realizes that Bluff has limited use for this audience. This counts as 1 success; further attempts bring no success or failure result, but are merely wasted effort.

#### SUCCESS

The hunters are charmed by these bumpkins, and tell them a little about the Summer Lands, such as locations and sights. In particular, they provide directions to the Straight Road and to any two locations that the PCs may already have heard of (the Birch Queen's Fairground from the frog riders, or the dragon, or the like). They do not bring up the River King, the mill or related topics; Sir Oberest is the only sidhe knight who knows about the raiding and Lord Flax's plans to seize Riverbend.

If a PC or the party succeeds at this complex skill check, grant the party experience as if they defeated a CR 6 encounter.

#### FAILURE

The group laughs and gives the party completely false directions to the Birch Queen's Fair, sending them instead into the jaws of the dire boar riders or into the green dragon Tatzel's clearing. In addition, Lady Sorreminx casts mass suggestion (DC 23), which affects up to 11 of the party members. Those she enchants willingly give her a gift of some kind, chosen from the following list; a potion, all of the PC's remaining food or drink, and (from the affected PC with the highest Charisma) an oath to serve her and wear her token.

#### WHAT IF THE PARTY ATTACKS?

If the PCs are dumb enough to attack three or four knights, an elven enchantress, dire boars, and a host of minion servants, there's really not much hope for them. If the PCs don't all attack in a rush, one of the knights challenges a PC to a duel of magic or blades (the first foe brought to below half hp concedes).

If they really want to fight everyone, use Sir Oberest's statistics for Yngress, dropping the AC by 4 points. Statistics for Lady Sorreminx and Lord Chelessfield follow. If the mounts are included, use the fey-touched horse from page 14 and the deep forest boars from page 22. Make it quick, but it need not be fatal. A quickened color spray, glitterdust, or sleep followed by hold person might knock down enough foes that the rest can be convinced to surrender honorably. These individuals may remember the party and this encounter, if you later play *Courts* of the Shadow Fey, another adventure from Kobold Press.

#### Lady Sorreminx of the River Court

#### CR 11

Female Elf Sorcerer 12 XP 12,800 NE Medium humanoid (elf) Init +5; Senses low-light vision; Perception +8 DEFENSE AC 15, touch 15, flat-footed 14 (+4 armor, +1 Dex) hp 54 (12d6+12) Fort +5, Ref +5, Will +9 (+11 vs. enchantment) Defensive Abilities elven immunities Immune sleep OFFENSE Speed 30 ft. Melee mwk rapier +5 (1d6-1/18-20) **Ranged** mwk short bow +6 (1d6-1/19-20) Special Attacks arcane bond, spells Bloodline Spell-like Ability (CL 12th, concentration +23) 1/day arcane bond Spells Known (CL 12th; concentration +23) 6th (4/day)—mass suggestion (DC 23) 5th (6/day)—cone of cold (DC 22), overland flight, persistent *image* (DC 22), *teleport* 4th (7/day)—bestow curse (DC 21), black tentacles (DC 21), dimension door, lesser globe of invulnerability, phantasmal killer (DC 21) **3rd (8/day)**—dispel magic, hold person (DC 20), lightning bolt (DC 20), major image (DC 20), suggestion (DC 20) **2nd (8/day)**—false life, glitterdust (DC 19), invisibility, rope trick, scorching ray, spider climb **1st (8/day)**—color spray (DC 18), grease (DC 18), magic missile, mage armor, ray of enfeeblement, sleep (DC 18) 0 (at will)—arcane mark, dancing lights, daze (DC 17), detect magic, flare (DC 17), light, mending, prestidigitaton, read magic Bloodline arcane STATISTICS

Str 8, Dex 12, Con 12, Int 14, Wis 13, Cha 24 Base Atk +6; CMB +5; CMD 29

Feats Alertness, Combat Casting, Defensive Combat Training, Eschew Materials, Expanded Arcana<sup>APG</sup> (teleport), Improved Counterspell, Improved Initiative, Quicken Spell Skills Bluff +15, Fly +8, Knowledge (arcana) +17, Knowledge (history) +17, Perception +8, Perform (dance) +9, Profession (courtier) +6, Sense Motive +6, Spellcraft +10; Racial

Modifiers +2 Perception

Languages Common, Elven, Sylvan

Combat Gear potion of cure moderate wounds; Other Gear mwk rapier, mwk short bow; +6 headband of alluring charisma SQ elven magic, weapon familiarity

#### SPECIAL ABILITIES

Arcane Bond (Ex) Lady Sorreminx's bonded item is her wand; it allows her to cast any one of her spells known.

Bloodline Arcana: Whenever Sorreminx applies a metamagic feat to a spell that increases the slot used by at least one level, increase the spell's DC by +1. This bonus does not stack with itself and does not apply to spells modified by the Heighten Spell feat.

Metamagic Adept (Ex) At 3rd level, Lady Sorreminx can apply any one metamagic feat she knows to a spell she is about to cast without increasing the casting time. She must still expend a higher-level spell slot to cast this spell. She can use this ability three times per day.

New Arcana (Ex) At 9th level, Lady Sorreminx added black tentacles to her spell list.

CR 11

#### Lord Chelessfield, Master of the Marches

Elf Fighter 12 XP 12,800 CN Medium humanoid Init +4; Senses Low-light vision ft.; Perception +10 DEFENSE AC 23, touch 14, flat-footed 19 (+8 armor, +4 Dex, +1 shield) **hp** 112 (12d10+36) Fort +10, Ref +8, Will +8 (+11 vs. fear) Defensive Abilities armor training, bravery +3 Immune elf traits OFFENSE Speed 30 ft **Melee** +2 rapier +19/+14 (1d6+5, 19-20) **Ranged** +1 hand crossbow +16 (1d6 19-20/x3) STATISTICS

Str 12, Dex 19, Con 14, Int 14, Wis 14, Cha 12 Base Atk +12; CMB +13; CMD 25

Feats Crossbow Mastery, Exotic Weapon Proficiency (hand crossbow), Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Iron Will, Rapid Reload, Rapid Shot, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Rapier), Weapon Specialization (Rapier)

Skills Diplomacy +9, Handle Animal +7, Intimidate +6, Knowledge (dungeoneering) +7, Knowledge (engineering) +10, Perception +10, Perform (dance) +4, Profession (Courtier) +13, Ride +9, Sense Motive +10, Survival +5;

Racial Modifiers +2 Perception

Languages Common, Elven

**Combat Gear** Boar Spear, belt of physical might +4, cloak of resistance +2, headband of alluring charisma +2, +2 rapier, +2 breastplate, +1 hand crossbow & 20 bolts

SQ weapon familiarity, weapon training (light blades +2, bows +1) Other Gear +2 rapier, +1 hand crossbow, half-plate, buckler

# CHAPTER 4: THE BIRCH QUEEN'S FAIR

The entire fair is extremely well hidden, and yet most of the people of the Summer Lands know where to find it. The fair takes place inside a large fairy ring, which requires an ettin's permission to enter.

The "oak trees" around the ring are really mushrooms—black, woody, and tall as oaks. When the PCs are outside of the ring, they can see and hear absolutely nothing of the fair. Inside the ring, there are sounds and vibrant colors everywhere. The fair itself takes place in a hollow, a flat meadow that fills a small valley surrounded by forest.

Characters who enter the fair find themselves refreshed, regaining hit points or removing conditions as if they had a full night's rest. Spellcasters regain two spell slots of their choice.

#### **STORY GOALS**

The player characters have four possible goals for this chapter:

- 1. Gain the incantation that permits travel on the fey roads from Rhorlief or Ambertan
- 2. Learn of Lord Flax's warmongering
- 3. Accept the badge of the Shadow Fey or the Birch Queen
- 4. Recover items lost to the Rushing River

None of these goals are required to complete the adventure, but may be great fun for players excited about the adventure's theme.

#### ENTERING THE FAIR

The easiest path into the fair is between two enormous birch trees, guarded day and night (see The Ettin at the Gate section on page 32). It's also possible to enter via the fey road, in which case the entrance is in the middle of the fireplace in the Hall of Revels.

The market is a strange place. Sidhe rub shoulders with quicklings, gnomes, goblins, and centaurs, and everything seems to move to the beat of music that you hear everywhere: pipes, drums, and harps.

The merchants here sell hunting imps, offer bottled passion and the services of house goblins, as well as cold iron exorcisms to banish mortals, incantations for hibernation, incantations for baking, debauchery and waterproof roofing, all at the top of their lungs.

#### LEAVING THE FAIR

Getting out is just as hard as getting in, though the fey road in the Hall of Revel is always open. Exiting while the queen's music plays is almost impossible; the fair goes on and on, and the Ettin's Gate is always on the opposite side of wherever the PCs meet the edge of the forest.

#### THE ENDLESS FAIR

If the party annoys the queen or the ettin at the gate, for instance, the Birch Queen's Fair may become impossible to leave. In this case, when the party leaves one side, they enter it again on the opposite site. Alternately, the fair just continues endlessly unless the party ends the music and merriment, passes by the ettin, or leaves by the fey road up on the Lords and Ladies Mount. To depart, they may complete one of the following two complex skill checks.

#### COMPLEX SKILL CHECK: FEY ROAD EXIT

To undo the enchantment, the party must complete a complex skill challenge. If they try to open/manipulate a fey portal, see below. This check requires 6 successes before 3 failures.

**DISABLE DEVICE (DC 22)**: This is a difficult attempt to succeed at without knowing anything about magic.

**KNOWLEDGE (ARCANA; DC 17)**: Stones must be set in a specific order, words must be chanted in a certain tone, or whatever other steps might be necessary to activate the portal.

**KNOWLEDGE (HISTORY; DC 22)**: A recollection of other portals and stories of fey travel come to mind, granting a +2 bonus or -2 penalty to the next skill check. This does not count as a success or failure.

**KNOWLEDGE (NATURE; DC 17)**: This check determines the location the PCs want the portal to take them. A failed check could result in either arriving a short distance from their intended target or somewhere else altogether.

If quicklings are about, perhaps they try to sabotage the portal while the PCs work on it. A Perception check every round (opposed by Stealth) notices what the quicklings are doing. Failed checks result in a cumulative -2 penalty to the skill checks for the rest of the challenge.

This skill check covers an attempt to leave the fair and bypass the wards set up by the Birch Queen and her servants to prevent people from leaving without her permission.

#### COMPLEX SKILL CHECK: LEAVING THE FAIR

When the party members realize that they cannot leave the fair, they may search for ways to bypass the enchantments that bind them within the fair.

This check requires 6 successes before 3 failures. After 3 successes, the party can see the way out through the streets and notes the fey road from the Lord and Lady's Mount as well, though they still cannot actually reach the exit.

An elf, half-elf, elfmarked, or gnome may receive a +2 bonus on checks in this challenge, at the GM's discretion.

**PRIMARY SKILLS**: Disable Device, Knowledge (arcana), Knowledge (nature).

- **ACROBATICS (DC 25)**: Attempts to use sheer speed to get out of the fair are usually futile. This counts as 2 successes if a PC finds a way to outrun or leap over the wards. After such a success, the character may use Disable Device in place of Sleight of Hand.
- **KNOWLEDGE (ARCANA; DC 20)**: This skill allows a character to manipulate the ley lines and see the weak points in the enchantment, possibly finding a way around the warding. This counts as 1 success.
- **BLUFF OR INTIMIDATE (DC 17)**: This is only usable after successful Perception, and it tricks one musician into stopping their music, weakening the enchantment. This counts as 1 success.

#### KNOWLEDGE (HISTORY) OR DIPLOMACY (DC 15): With

Knowledge (history), the PC remembers that such "closed fairs" and "closed courts" are a tradition of the fey, who hold their revels in a sealed space outside normal lands, under hills or the like. Leaving before the event is over is considered quite rude. It is possible to petition the lord or lady for permission to leave. Only 1 success is possible with Knowledge (history).

After Knowledge (history) is used successfully, a PC may attempt Diplomacy with the queen. Convincing the Birch Queen to let the party go early is quite a feat (and is done at a-4 penalty if they have murdered any fey while at the fair). A successful Diplomacy check counts as 2 successes.

KNOWLEDGE (NATURE; DC 15): The wards are made of woven mistletoe, entwined with briar rose, willow withes, and juniper



- and Fey Road Door D. Feasting Area

- 1. Fairy Ring Mushrooms
- (12 in all around clearing)

branches. Taking down the wreaths weakens the wards, but is certainly against the fey's traditions and wishes. This counts as 1 success.

**PERCEPTION (DC 12):** It's quite easy to notice that the fair's enchantments seem related to the music that makes many visitors dance. If the music were stopped somehow, this would weaken the enchantment. This successful skill check allows trying Bluff or Intimidate on a fey musician. It counts for 1 success, but then no more.

**SLEIGHT OF HAND (DC 17)**: The wardings have physical aspects: small wreathes are the most common. Sleight of Hand allows a PC to take down such a wreath in a public place without being noticed.

#### SUCCESS

The music is quiet enough and the arcane wreath bindings are momentarily reduced sufficiently to allow the party to walk free from the fair into the woods. If the party doesn't depart within two minutes, the wards are restored.

#### FAILURE

The wards are sealed tightly. A knight of the Queen's Court (or perhaps the centaur Oiglas the Healer from the Queen's Consort challenge below) duels with the PCs to restore the queen's good name from such meddling, iron-mongering mortals. Use statistics for a centaur from the Pathfinder RPG Bestiary, or Sir Oberest from page 12. The PCs must fight, as they cannot flee. The only ways to leave the fair now are by the fey road or by waiting it out until the fair ends in three days' time.

#### PLACES IN THE FAIR

The Birch Queen's Fair is a bit of neutral ground where the fey conduct their business without the day to day feuds and sniping. The entire open clearing is filled with tents, merchants, wagons, animals, giants, gnomes, elves, sidhe, and monsters of a hundred kinds all seeking to buy, cheat, steal, and sell their various goods. The fair consists of several main areas:

#### THE MERCHANT STALLS

Canvas and silken tents, flimsy huts, and temporary shelters under mushroom caps or stone pavilions are all among the types of merchant stalls.

#### LORD AND LADIES MOUNT

Atop one hillside stands the Queen's cloth of gold tent. Below it stand the many-hued tents of her nobles and lesser lords. To one side are makeshift tables, springs of enchanted water and wine, and many servants and guards. Her enormous stone table and woven wooden throne are at the top of the hill. No lesser fey are allowed up there without express invitation.

The fey door out of the fair opens directly beneath the queen's seat, the stone table, in a set of stairs that go directly into the

# DESIGN NOTE: MEASURING SUCCESS

The temptation may be to add a small element of mystery by recording skill challenge successes and failures behind the GM screen. However, you may have better results by making it clear how the party is doing. Consider marking their successes right on the battlemat with tally marks. hill. The queen forbids travel on her road during her nightly revels while the fair is in session. When the fair concludes and she moves her court elsewhere, she ignores the door entirely.

Her guards are the centaur Oiglas by day and three spriggans by night. Seeking to travel during her feasts (or arriving at a nighttime hour) without a successful DC 20 Diplomacy check immediately earns the queen's disfavor. The queen's disfavor may involve losing her badge (see the Queen's Consort, page 36) or may involve being exiled from the fair for a season.

#### THE HALL AND HILL OF REVELS

A single long wooden hall with a slate roof projects out from the hillside opposite the Lord and Ladies Mount. It has entrances directly into the halls of the lesser fey. No matter how many giants, ogres, ettins, goblins, and other creatures are seated here, the high table of the queen always has room. The enchanted hall can accommodate any number of dancers, drinkers, and diners.

#### THE HERALD'S FIELD

This open field includes the archery grounds, the tilting ground, and the dancer's maypole. Fey challenge one another to contests of wit and skill here, and challenge strangers as well to contests of poetry, archery, silence, jousting, and courtesy. These are opposed tests of Acrobatics/Strength/Dexterity, melee and ranged attack, Diplomacy, Sense Motive, and Stealth/Perception.

#### THE GOBLIN WARRENS

Under the Lords and Ladies Mount are the dark homes of many goblin, bugbear, shadow servants, and other lesser fey servants. This is where the kitchens are, full of goblins peeling potatoes, stirring cauldrons, and slicing mushrooms into various dishes.

# FEY TRADE AND BARTER: BODY, SOUL, MEMORIES

Among the fey it is not uncommon to trade in the abstract and to make the arcane and the spiritual concrete and mercantile. Indeed, that is a large point of the fair's trade.

Haggling can be done as opposed Sense Motive/Bluff skill checks. You are probably better off just roleplaying most barter. The fey consider five traditional categories of goods:

#### GIFTS OF THE MIND AND BODY

A fey may trade his speed, fortitude, and so forth to another. These must be given willingly and are usually exchanged in pairs. A maximum of a -2 penalty to any one ability score while another rises by up to +2 may be made. In some rare cases, one party trades a gift of mind and body in exchange for crucial memories or learning.

#### GIFTS OF LEARNING

These are skills, traded permanently or temporarily for a specific purpose. A character trading for a skill becomes trained or loses trained status. Among the fey, they often trade a few other "skills" as well: poetry, song, and crafting arts. Loaning a poet's gift of inspiration to another fey is considered a wildly romantic gesture.

#### GIFTS OF THE ARCANE, PRIMAL, AND DIVINE

Divine magics granted by gods are not widely available among the fey, and are valued as a result. Arcane gifts, or those divine gifts of druids or those who worship an ideal rather than a deity, are relatively common, and are traded permanently or sometimes loaned. Failure to return a loan may cause a fey to wither and die, or merely to twist to evil. It is considered a horrible sign to renege on such a bargain.

#### MEMORIES OF TIMES PAST

Some fey trade memories of important days, such as weddings, battles, or a kiss. These memories have whatever price one cares to name for them. In most cases, the memory of another such event is required in exchange.

#### MEMORIES OF GREAT PROWESS

You trade away (or gain) a critical hit. For instance, a hero might forget the critical hit that slew a dragon, and gain a future success (his next natural roll of 1 less than his critical threat range is a critical threat). The loss of that memory is expensive, as the PC loses 100 XP. The reverse is also possible, though the GM should permit it only once: a character can gain 100 XP from a fey's memory of wooing the queen, or winning a duel, or what have you. In exchange, his next natural 20 on an attack roll is automatically a failure of 1.

Note that memories may also have other effects for the fey, such as enabling change to the fey roads (see page 35).

#### FUTURE MOMENT OF SUCCESS

A character can trade away a future saving throw for a future critical success (it's never clear what one has traded with the fey). By agreeing to fail a future saving throw, you gain a confirmed critical hit to use in the future. Or vice versa, you give up your critical hits (although you still hit foes, just not critically) until such time as you make your next saving throw (when you make the save, you regain the ability to confirm critical hits). The fey making the trade gains the "lost" confirmed critical hit or save.

#### THE TRADE: MEMORY IN, MEMORY OUT

Extracting memories requires a few herbs and a 10-minute ritual (a variant of the *Incantation of Memories Lost*, detailed in *Streets of Zobeck* from Kobold Press). The character losing a memory, skill, or attribute also makes a DC 15 Fortitude save.

If it succeeds, there's no adverse effect as the incantation proceeds normally. If the check fails, the character gains the fatigued condition for a day. If already fatigued, the character gains the exhausted condition. The memory may be swapped with the recipient immediately (the most common practice) or it may be stored in a vial of semi-precious stone (carved crystal, jade, and even glass) for later use. Opening or receiving a memory requires a DC 15 Will saving throw. If it succeeds, the transfer goes smoothly and the recipient is dazed for one round as the memory, skill, or attribute floods their consciousness. Afterwards, the ability gained can be drawn on normally, though memories are always clearly those of someone else. If the Will saving throw fails, the character gains the fatigued condition for a day and is confused for one minute. The transfer still succeeds.

#### EVENTS AT THE FAIR

As the PCs stroll around the market fair, they may notice some of the following events. Some are side treks and all are at the GM's discretion.

#### THE CAGED CHILD

A human child is kept among a group of ogres. PCs local to Riverbend natives recognize the child as Miko, a missing boy last seen swimming in the millpond. He was believed to have drowned, but the body was never recovered. If the party haggles for his freedom or fights to free him, they have a friend. Miko could either have seen Ellessandra a few days ago and could direct them to the River King's court, or he could direct the PCs to some of their missing items.

#### THE BOXER

An ogre boxer challenges a PC to a fistfight. No matter how hard a PC hits, he can never wound the boxer, though the PC takes damage as normal. A PC who persists, even in the face of sure defeat, is granted a boon, perhaps an amulet that allows them a +2 bonus on saving throws against fey powers for as long as they are in the River King's realm.

#### THE JEALOUS HUSBAND

A sidhe maiden asks a good-looking PC to dance with her, or walk with her through the market, to make her spouse jealous. Let the PCs beware if they get in the middle of the intrigues of this high-spirited couple, it never ends well.

#### THE GIFT

A small gray-robed servant goblin offers a tray of delicious sugared plums or cherry tarts. If the PCs eat any (perhaps only if they do so without paying), they cause strange transformations or delusions: the PC speaks only in poetry or rhyme, for instance, or he sees his friends as all resembling enormous field mice, and the fey as cats.

#### DANCE OF MADNESS

After the Birch Queen's Contest, music permeates the fair, audible throughout the area from morning to night. Ambertan the Shadow Fey Warlock enchanted the queen's musicians, and those who hear them are subject to a *suggestion* (DC 16) to dance, which will last until the fair ends in three days. Elves, gnomes, and half-elves gain a +2 bonus to their Will saving throw for this effect.

Those who are hit are compelled to dance, cannot sit, and cannot take either a short or extended rest until the music stops. And the music stops only when Ambertan says it stops, or when the Birch Queen's revels end. Dancing requires a DC 15 Fortitude saving throw (+2 for each previous check) after every two hours. If it fails, the character gains the fatigued condition, which he cannot remove without a *lesser restoration* spell. Normal rest will not remove the condition.

#### THE DWARF TOSS

How about a dwarf toss? If the party doesn't include a dwarf, the fey can supply one. If you can toss the dwarf into the circle then you win a prize. The cruel hero who takes part in this sport makes a Strength check to toss a party dwarf if he agrees to it. That's it—until the local dwarf-tossing champion show up.

The fey "dwarf" is Urdan the Runt, an unnaturally short stone giant (he is a mere 12 feet tall). Throwing him takes a DC 30 Strength check. If you can't toss him, he gets to take a turn with you, throwing the PC for a distance equal to twice his attack roll (+15 ranged) and doing 1d6 hp damage for every ten feet tossed. The fey find this quite amusing.

#### THE GNOMISH ACROBATS

Three sisters named Froggy, Flopsy, and Jumper work together as an acrobatic and balancing act, with a bit of thievery on the side. They attempt to entertain for a few coins. One usually

#### LOST DOG

A small elf child is looking for his pup, Bouncer. The PCs must search around to find it. When they locate it, it isn't what they expect; it is a three-headed basilisk. It doesn't want to go along quietly (maybe it found a nice snack) and the party has to subdue it first. They'll be in big trouble with the child's mother (a lady-in-waiting for the Birch Queen) if they accidentally kill it.

#### THE PIG WITH WINGS

At the edge of the fair, a few sprites are working magic on a winged pig, striving to break a spell. The pig is Vilaine, a sprite who played a prank on the time-mage Orelliar, and the prank did not go over well. She is now trapped in the form of a pig with wings.

To complicate matters, Vilaine cannot move far from where she has been bewitched. Cruel goblins have turned the site to mud and thrown scraps and garbage around.

Vilaine's friends are wasting their time. The wording of the spell is such that only a non-fey could break it; sidhe, elves, and gnomes are all forbidden from interfering, and bugbears and goblins all seem to find it too amusing to see a sprite so humbled. Any PC who makes a DC 17 Knowledge (arcana) check knows that touching the sprite/pig with cold iron will return her to her normal shape.

Vilaine tries to make sure anyone doing so expects nothing in return. If the PCs haggle a bit, she confesses that she owes someone who broke the spell a debt. Vilaine offers to guide the party around the fair for a day, answering six questions starting with either "who," "where," or "what." She's a remarkably shallow and flighty creature, and there are limits to what she knows.

#### THE PUPPET SHOW

A group of gnomes puts on a puppet show telling a tale of entering another world through a non-descript lake—a world of round-eared creatures that live like mayflies.

#### THE RETURNING STONE

The gnomish jeweler Glirrim asks the PCs to deliver a seemingly worthless green stone to another local jeweler, Tidril. After delivering the stone they find they still have it and can't get rid of it. Both Glirrim and the jeweler want to be paid for their loss. They ask for services they know the party cannot perform, such as defeating the Boxer, or leaving the fair.

#### THE ETTIN AT THE GATE

The ettin's two heads are named Garag and Nagan.

An ettin lounges on an enormous stone, and the stink of sweat, blood, and wet dirt hangs heavy in the air around him. A filthy bag made from a whole shaggy oxhide sits at his feet. He holds a leg of beef in one hand, and tree trunk club in the other. At least a dozen swords, axes, and spearheads hammered into the wood give it wicked spikes.

**IF THE PARTY APPROACHES:** The head on the left tears a rough bite from the leg of beef, chewing it slowly as the right head squints at you.

"Nagan," the right head says, "these whelps think they can just walk into the Lady's Fair." The head on the left digs a piece of gristle from between two big fangs, "No one just walks into the Birch Queen's Fair, Garag." The head on the right spits on the dusty path leading into the clearing, "You hear him, meat? No one just walks in; you pay or you leave." A small crowd starts to gather at a safe distance around you.

#### COMPLEX SKILL CHALLENGE: THROUGH THE GATE

This skill challenge covers an attempt to enter the largest fey market in this region. It may take a short period of time as the ettin and characters banter, or it may require a small expedition for some item to secure safe passage from Garag-Nagan.

For the ettin to allow the party through, they need to convince him or trick him into allowing them to pass. Alternatively, they could simply purchase their entrance for 100 gp per character. The odds of a successful fight are possible, but success imposes a -4 penalty to Diplomacy checks with the Birch Queen later, as they have killed her gate guard; use the standard ettin statistics with the advanced template should the PCs fight the ettin (statistics are found in the *Pathfinder Roleplaying Game Bestiary*; this is a CR 7 encounter).

If the PCs elect to try to talk with Garag-Nagan, this check requires 6 successes before 3 failures. After 3 successes, one of the ettin's heads begins to argue with the other head to let the party in. Giving the ettin the invitation from the Frog Riders provides one success without a roll.

#### **OPTIONAL BONUSES:**

+2 for talking to the ettin in Giant,

- +2 to the first check for a successful DC 12 Knowledge (local) check to ask the crowd about the ettin before starting.
- +2 to the first check if the PCs offer the ettin wine when they begin to negotiate.

PRIMARY SKILLS: Bluff, Diplomacy, Intimidate

**BLUFF (DC 17)**: You try to encourage the ettin to allow you entry using false pretenses. Two characters can cooperate to aid a lead character using this skill.

**DIPLOMACY (DC 12)**: You ask the ettin to allow you into the fair.

**FORTITUDE SAVING THROW (DC 17)**: No success or failure in the challenge. However, if a PC challenges the ettin to drink some more and makes a DC 17 Fortitude saving throw to keep up all characters gain a +2 bonus to future Bluff attempts.

**INTIMIDATE (DC 17):** You attempt to bully the ettin with bravado and force him to allow you entry. The first success with this skill provides a +2 bonus on the next Diplomacy or Bluff check and reveals that any further use of the Intimidate skill earns a failure.

**KNOWLEDGE (ARCANA; DC 17)**: Knowledge (arcana) allows a character to remember proper fey and giant customs to haggle for entry. The ettin has basic tastes for food, sweets, and drink.

- **PERCEPTION (DC 12):** This check grants no success or failure in the challenge, but the first success means the PC notices the feywine amphora beneath the sheepskin sack and gains a +2 bonus on future Bluff attempts.
- **STEALTH (DC 17):** The ettin has four excellent eyes, and he simply places his tree trunk to stop anyone sneaking past him. A success means that PC slips through, but that PC can no longer make checks to help the rest of the party. Failure means that the ettin raps the PC on the head for 17 damage with his

tree trunk, and pushes the PC 3 squares back away from the gate. This counts as a failure and annoys the ettin.

#### SUCCESS

The ettin agrees to allow the characters entry. If Bluff and Diplomacy were used more than 4 times, the ettin insists that they bring him back an amphora of feywine from Ambertan the Warlock. Until they do, he doesn't let them out. As they pass, Garag-Nagan mutters something about "freeloaders."

If the PCs succeed at this complex skill check, grant them experience as if they had defeated a CR 6 encounter.

#### FAILURE

Nothing they do will allow them through without a price. The characters are forced to pay 100 gp per character, go elsewhere, or find someone to sponsor them (for a price not paid in coin). The ettin marks them as rubes and fair game for future harassment. If the party is foolish enough to seek a full-blown battle with this ettin, use the standard ettin statistics with the advanced template from the *Pathfinder Roleplaying Game Bestiary* (this is a CR 7 encounter).

#### THE MAGES AND MERCHANTS

This is a pure roleplaying encounter that may result in one or more quests. The sidhe at the fair are the majority, but other merchants sell their wares here as well, mostly gnomes, goblins, and shadow fey.

#### VOYLAND THE SMITH

A set of four iron posts holds up a roof of slate shingles, and in the center of this shop is a blazing forge. Standing over it is a silver-haired sidhe stripped to the waist and singing to the sword he works on with a glowing blue hammer.

Always covered in soot and sweat, Voyland is not a typical sidhe but instead a hard-working smith capable of the finest metalwork. His patterns and his magic have won him many noble customers. He also has friends at the River Court, who often give him gifts of items that fall into the river. He doesn't ask where they come from.

If the party wants one of his items, he is happy to haggle. Use opposed Bluff for haggling, but note that coin is not useful here. Voyland wants items in exchange, or help running off his sleazy rival, the gnome enchanter Mudflick. He will quite openly ask the party to lean on the gnomes, threaten them, or chase them off. If the party gets the gnomes out of the fair, he cuts them a deal on the trade. If the PCs chase the gnomes out of the fair, award each member of the party 500 XP.

#### AMBERTAN, SHADOW FEY WARLOCK

The tent ahead is shadowy; made of black silk shot through with silver. A spiral-bearded gnome at the door with curly shoes says the following.

"Enter my master's tent and learn things that only the ancient forests whisper. Enter and hear the gnarled voices of the Summer Lands answer all your questions, honored heroes." The tent smells of earth and mushrooms, of the forest after rain. A chill fog seems to drift from the walls of black silk.

The shadow fey warlock Ambertan is a rotten apple, but he knows things that the party wants to know. To learn it, the party must accept his badge of service to the Wicked Queen Nimurae (see below). If they refuse, he will strike some other bargain (see Memories of Times Past, page 31), though he demands a great deal for his information. He can learn four main things of interest from the dark, earthen voices that speak to him through his fey pact, in the gnarled voices of deep-rooted trees, as follows.

- The whereabouts of Ellessandra (with the Nain Rouge or the Dragon).
- The intentions of Lord Flax (on a road, coming to the fair soon).
- The current situation at the River Court (agitated and warlike).
- Where to learn about how to return to the mortal world (from the dragon Tatzel, though the fey roads might lead back to the mortal world as well if a mage were clever enough).

Ambertan wants to make sure that the efforts of the River King to gather an army and march on Riverbend are not derailed by these mortals. As a result, he seeks to trick the party members into accepting his badge of service in exchange for a magical item or an audience with themselves. Ambertan's full stats are on page 58.

#### AUDIENCE WITH ONE'S OWN SOUL

Ambertan offers each PC "a few minutes alone with your soul." He says, "You will meet your true self… but will you like what you see?"

Treat this experience as similar to a *contact other plane* spell, specifically as if PCs had contacted Astral Plane (representing how well the PCs "know themselves" and accept their soul's advice). The soul can only know things that the character has actually experienced, but may make connections they haven't or remind them of things forgotten. It may also have other opinions to share.

#### MAGIC ITEMS

He offers several things, including a *staff of minor arcana*<sup>UE</sup>, *boots of elvenkind, a mithral chainshirt* or +1 *breastplate*, and an invitation to the River Court. Once two or more PCs accept his badge and swear loyalty, he is content.

#### **O**THER ITEMS

Even if the party does not accept his badge, Ambertan has a few things to sell. In particular, he's keen to unload a small wooden box. If they ask to see what it contains, he lift s the lid just a crack and whispers "darkness". The true content is a shadow hat creates a blinding aura of shadow like that of the spell *deeper darkness*. This is a one-use item worth 500 gp.

#### THE WOLF RHORLIEF AND HIS WARES

A 9-foot-tall wolf-like humanoid named Rhorlief sits crosslegged on the grass beneath a maple tree, with many incantation scrolls laid out before him on a roughly-woven cloth. Rhorlief is always looking for arcane components and knows many strange fireside tales. But he's not entirely friendly.

The half-wolf has a scraggly goat-like beard hanging from his chin; he wears a battered brown vest with a hood which covers his pointy ears. Charms and fetishes made of feathers and the skulls of tiny woodland creatures hang from his clothes. A ragged, gnarly staff lies across his lap.

If the party approaches him, the wolf speaks in Elven and Common, and asks to exchange one ritual for another. He already knows the river ritual that brought the party through the Rushing River (see page 14). The difficulty of bargaining with Rhorlief is that he's driven by a need to come out ahead. He offers many things: incantations for hunting and tracking (providing the effects of *create food and water*), an incantation to protect against river, wind, and frost (*endure elements*), and a set of fey couriers (*animal messenger*). His best incantation describes the use of the fey roads. For the party to gain any of these, though—and especially for the fey roads—Rhorlief wants flesh and memories and bones.

Rhorlief drives an extremely hard, sly bargain. He'll say that he would like all the food the party is carrying (and if they agree, he takes it but offers nothing in return—he did say that he would like it). He mentions that he will give the party an incantation for their wisest priest's curing touch, and then if they agree, take that ability away from the character as the price of the incantation (rather than, say, him being the recipient of a curing touch, as some might assume). The incantation he gives in return may do little more than the effects of a *water walk* spell. Incantations require 1 hour per level to cast, a number of DC 23 Knowledge (arcana) checks equal to their level (or three, whichever is more), grant the casters the fatigued condition as backlash and inflict 2d6 hp damage if three failed skill checks occur before three successes. They permit no secondary casters. GMs can find rules for providing more precise incantation descriptions in Deep Magic from Kobold Press.

If the party grows suspicious, he offers another deal. In exchange for the wizard's memories of his master (or the fighter's instincts, the paladin's courage, the cleric's patience, or the rogue's trickery—use an abstraction that works for the character he is bargaining with), he will give the party what they want, the *Trod the Fey Roads* ritual. If a PC agrees to these terms, he does lose those memories and suffers a –1 to all attack rolls, skill checks, saving throws, and ability checks. This fey penalty fades after the PC completes the equivalent of two CR 7 encounters.

Finally, Rhorlief asks for their archer's eyesight, and promises to return it (after the Birch Queen's consort is chosen). The archer gains the blinded condition, but the wolf does not return. Healing the archer requires a standard *cure light wounds*, and the archer suffers a -2 penalty to ranged attacks until he rests for two full nights.

#### ORELLIAR, THE MAGE OF TIME

"Buy a moment!" the sidhe mage in his purple robe cries. "A trice, an instant, all for sale! A lucky break, sir? A pivotal hour? I have six fateful seconds on special offer! Or perhaps sir would be interested in a happily-ever-after at the River Court, a wedding like no other... I've just one left in stock."

If a PC expresses an interest in buying his wares, the mage says the following.

"Gold, sir? Oh no, I don't accept gold; only barter, moment for moment. What do you have to offer me? A past glory, a dragonslaying, perhaps? Impress me, mortal heroes!"

This is the sidhe wizard Orelliar, and he claims to sell time. Not extra time, but memorable and worthwhile moments. The cost is simple: a moment to come that the buyer gives up. (The mechanics of this are explained in the Fey Trade and Barter section on page 30.) He especially favors Memories of Times Past and Future Moment of Success trades.

#### WICKERBELL'S WEDDING DAY

Orelliar has one moment in particular that the party may later wish to purchase: the wedding of Lady Wickerbell and the Lord Apicus in the Great Rippling Hall at the River Court. The memory itself is nice enough: a set of vows in Elven overseen by the River King and attended by a wide range of sidhe knights and ladies, tricksy gnomes in loud clothes and ludicrous hats, a somber delegation of shadow fey, an ogre huntsman, talking frogs and bears, and a dozen beautiful singing lorelei leading the processional music. The bride, a bee fey clearly loved by the courtiers around her, arrives through the fey road under the queen's table from the fair (see page 29).

That vision of the fey road is enough for an arcanist to establish a link through the fey roads to the River Court and use the fey river road. Orelliar is rather fond of this particular memory, as it is courtly, full of the arcane, and exactly what uninvited lesser fey pay top dollar for. He asks for three temporary Gifts of Mind and Body or three other memories for this one. He has no use for Gifts of Learning, as he is quite content with his own skills.

The incantation that allows the PCs to access the fey roads follows below.

#### TROD THE FEY ROADS

You open a door through the Summer Lands along lines of power that the fey conjured up long ago, and you can see a road spread out before you. You and your companions step onto the road, and you walk it to the end at the speed of a fey leap, entire forests flashing by in the blink of an eye.

School conjuration; Effective Level 7th

**Skill Check** Knowledge (arcana) DC 25, 4 successes, Knowledge (nature) DC 25, 3 successes.

Casting Time 70 minutes

Components F, M, S, V

Focus a silver dagger

**Material Components** Items in worked silver and gold given as gifts, worth 500 gp. Pinches of mandrake, aconite, and other herbs must be burnt to open the path.

Other a site of a fey door

Secondary Casters up to three secondary casters may assist the primary caster

Range touch

Target point touched, creating a portal 10 feet across

**Duration** special; see text

Saving Throw none; SR no

DESCRIPTION

You create a shortcut through the fey planes, linking one fey portal with another. With a step, you move into the fey roads; an hour or two later, you appear elsewhere. As part of the ritual, you must offer the proper gifts to the fey lords and ladies who own the road; this toll is usually made in worked silver and gold. Pinches of mandrake, aconite, and other herbs must be burnt to open the path.

The origin and destination points of this ritual are always teleportation sites, the fey doors to the fey roads. These are typically a hollow tree, a door in a hillside, or standing stones on a hilltop. Most of them are well-known among the fey. Sidhe, elves and other creatures with fey blood gain a +5 bonus to their Knowledge (arcana) checks when opening the fey roads.

At the completion of this ritual, make a Knowledge (arcana) check (those with fey blood. Including elves, gnomes, half-elves, and elfmarked, may substitute Knowledge [nature]). The result determines the duration that the fey road remains open, as indicated on Table 4-1.

BACKLASH

After the incantation, participants are exhausted.

#### FAILURE

Failing two consecutive skill checks, you mangle the incantation and disturb the planar boundary. Participants suffer 2d6 hp damage. The veil between worlds becomes turbulent and cannot be reopened until a day has passed or a fey creature opens the portal from the other side.

#### TABLE 4-1: KNOWLEDGE (ARCANA) CHECK

Result	Portal Duration
15 or lower	1 Minute
16 – 20	2 Minutes
21 – 25	3 Minutes
26 - 30	4 Minutes
35+	5 Minutes

While the portal is open, any creature that enters the circle at the fey door appears at the other location 1d4 hours later, along with anything the creature holds or carries. If the creature travels with several others, they all arrive in the same round and in the same sequence that they entered the road.

The destination of a fey road is always set when the portal is opened; the destination can be changed only with effort. Those with fey blood can choose to change the destination of a fey road; this imposes a -5 penalty to the Knowledge (arcana) roll. The fey creature must have visited the new fey door before, not merely heard of it (a bartered memory is also sufficient, such as those gained by the *Incantation of Memories Lost*). Any number of creatures of any size can use an open road; the only limitation is the number that can reach the door before it disappears again. Certain fey roads are guarded; others lead in only one direction. Often, anyone standing in the vicinity of either end of the portal sees a foggy road through a forest but no hints of the destination; this may be different depending on the location of the door. Environmental effects at one end of the road don't affect the other end.

#### THE FEY ROADS

PCs can make Knowledge (arcana or planes) checks to determine how much they might already know about fey roads, as indicated on Table 4-2.

# TABLE 4-2: Fey Road Lore KNOWLEDGE (arcana) or (planes)

DC Result	
10 or less	You really don't know how fey roads work.
11 to 15	Fey roads connect two points through magical travel. The two points are always set in advance, and the doors to them are never open long.
16-20	The entrances to fey roads are usually portals: doors in a hillside, hollow trees, standing stones, caves, hedge mazes, or the like.
21-25	The destination of a fey road can be changed, most often by the fey themselves, but also by anyone who has visited the destination and has some mastery of the arcane.
26+	Some fey roads are guarded, and others lead only in one direction.

#### THE VILE GNOMES (CR 8)

This gang of gnomes bothers the weak and preys on the helpless because of the evil streak of its leader, the vile gnome enchanter Mudflick. He and his four brothers run a "resale" weapons shop where they sell items lost and found in the Rushing River, items stolen from mugging victims, items confiscated by the gate ettin, and items being fenced for various thieves and scoundrels.

While the party may find them in their tent, the brothers also roam the fair, assaulting the weak and defending others. For instance, they may lean on the party to tip the gnomish acrobats more heavily (see the Events at the Fair section on page 31).

If the PCs come across the gnomes in their tent, read or paraphrase the following.

The canvas tent is full of weapons and full of gnomes: their leader seems to be a fellow with a triple-curled mustache and a salesman's patter. "We have it all! Magical greatswords, bastard swords, giant swords, longspears, mithral elven arrows, and even fire-charmed poleaxes and halberds. You'll never see a collection of quality cutlery like this anywhere else. All for sale, for trade, for you to take home! The finest gnomish quality. What can I interest you in?"

.....

If the party expresses no interest in buying, the gnome says, "Well, move along, before I ask my four brothers to move you! You're taking up valuable space in our tent."

Mudflick harasses the party to leave his shop, complaining that his four brothers won't let people "finger the merchandise" and "clog up the aisle for paying customers."

A successful DC 15 Perception check reveals that the weapons here all shimmer strangely, and a detect magic spell reveals all manners and strengths of magic auras. Some of the weapons are mithral, others are clearly alloys of adamantine, or strange greenish metals. The PCs have never seen quite so many all in one place. A further successful DC 20 Knowledge arcana check indicates that the enchantments on these weapon all seem... temporary. The "magical" swords here trade for a lot less than Voyland's goods, and most of them are junk. Their magic fades in a few days, typically after a single encounter.

Mudflick always uses his aura plus natural stealth to escape notice at the start of combat.

Mudflick the Foul CR	3	
XP 800		
Gnome sorcerer 4		
CE Small humanoid (gnome)		
Init +1; Senses low-light vision; Perception +2		
DEFENSE		
AC 13, touch 12, flat-footed 12 (+1 armor, +1 Dex, +1 size)		
<b>hp</b> 28 (4d6+12)		
Fort +3, Ref +2, Will +6 (+2 vs. illusions)		
Defensive Abilities defensive training (+4 dodge bonus to AC	2	
vs. giants)		
OFFENSE		
Speed 20 ft.		
<b>Melee</b> mwk spear +5 (1d6+1/×3)		
Ranged light crossbow +4 (1d6/19–20)		
Special Attacks +1 on attack rolls against goblinoid and		
reptilian humanoids		
Bloodline Spell-Like Abilities (CL 4th; concentration +8)		
7/day— <i>laughing touch</i> +6 (1 round laughing, move action on	ly)	
<b>Gnome Spell-Like Abilities</b> (CL 4th; concentration +8)		
1/day—dancing lights, ghost sound (DC 15), prestidigitation, speak with animals

**Sorcerer Spells Known** (CL 4th; concentration +8)

2nd (4/day)—entangle (DC 16), hideous laughter (DC 19) 1st (7/day)—magic missile, reduce person (DC 15), shield, sleep (DC 18)

Cantrips (at will)—*acid splash, bleed* (DC 14), *detect magic, mage hand, read magic, touch of fatigue* (DC 14) Bloodline fey

#### STATISTICS

#### **Str** 12, **Dex** 13, **Con** 14, **Int** 8, **Wis** 10, **Cha** 18 **Base Atk** +2; **CMB** +2; **CMD** 13

**Feats** Eschew Materials, Iron Will, Spell Focus (enchantment) **Skills** Bluff +8, Craft (alchemy) +5, Disguise +5, Perception +2, Use Magic Device +8

Languages Common, Gnome, Sylvan

**SQ** bloodline arcana (+2 to DC of compulsion spells), gnome magic, woodland stride

**Combat Gear** *potion of cure light wounds, scrolls of bull's* strength (2), scroll of slow, acid, tanglefoot bag; **Other Gear** masterwork spear, light crossbow with 10 bolts, bracers of armor +1, collection of pixie heads, 28 gp

#### Spriggans (4)

#### XP 800 each

CE Small humanoid (gnome); *Pathfinder Roleplaying Game* Bestiary 2

**Init** +4; **Senses** low-light vision; Perception +7

DEFENSE

**AC** 17, touch 15, flat-footed 13 (+2 armor, +4 Dex, +1 size) **hp** 22 (4d8+4)

Fort +5, Ref +5, Will +1

# OFFENSE

Speed 20 ft. Melee mwk light pick +5 (1d4–1/x4) Ranged light crossbow +8 (1d6/19–20) Special Attacks sneak attack +2d6 Spell-Like Abilities (CL 4th; concentration +4) At will—flare (DC 10), scare (DC 12), shatter (DC 12)

#### TACTICS

**Before Combat** The first spriggan grows Large and wades into melee, and the second stays Small and takes advantage of any flanking bonuses the other spriggans provide. The other two spriggans also follow these tactics.

**Morale** If a single spriggan brother dies, the rest attack his killer. If Mudflick dies, the spriggans retreat, swearing vengeance.

#### STATISTICS

**Str** 9, **Dex** 19, **Con** 12, **Int** 10, **Wis** 10, **Cha** 9 **Base Atk** +3; **CMB** +1; **CMD** 15

Feats Combat Reflexes, Weapon Focus (light pick)

**Skills** Climb +1, Disable Device +11, Perception +7, Sleight of Hand +11, Stealth +15; **Racial Modifiers** +2 Climb, +2 Disable Device, +2 Perception, +2 Sleight of Hand, +2 Stealth

Languages Gnome, Sylvan

SQ size alteration, spriggan magic, spriggan skills SPECIAL ABILITIES

**Size Alteration (Su)** At will as a standard action, a spriggan can change his size between Small and Large. Weapons, armor, and other objects on the spriggan's person grow proportionally when he changes size (objects revert to normal size 1 round after a spriggan releases them). When a spriggan becomes Large, his speed increases to 30 feet, he gains +12 Strength, -2

Dexterity, and +6 Constitution, and he takes a –2 size penalty to his AC. While Large, a spriggan cannot use his sneak attack or his racial spell-like abilities (although if he possesses either from class levels or templates, he retains their use in both sizes).

**Spriggan Magic (Ex)** A spriggan gains a +1 racial bonus on concentration checks and to save DCs for all of its racial spell-like abilities.

**Spriggan Skills (Ex)** Climb, Disable Device, Perception, Sleight of Hand, and Stealth are class skills for spriggans.

**TREASURE**: The spriggan weapons include all types of +1 magical weapons: daggers, swords, axes, etc. These are all temporary enchantments, which fade in a few days.

If the party attempts to loot the shop, the Birch Queen herself stops by and asks what they are doing, exactly. "If mayhem is the order of the day, then you should join my army as mercenaries. In the meantime, I am commandeering this armory."

Any PC may retain one or more weapons they found with a successful DC 22 Sleight of Hand check.

**DEVELOPMENT:** The spriggans pursue the party around the fair and report any suspicious activity to the queen, Sir Arnovar, or the centaur archer.

#### **GM** NOTE

**CR 3** 

Mudflick sells everything here as if it's a permanent magic item from the *Pathfinder Roleplaying Game Core Rulebook*, unless a player figures out his ruse, either with the successful DC 20 Knowledge (arcana) check described above or a successful DC 20 Sense Motive check. Then, he haggles.

#### THE QUEEN'S CONSORT

In a large open field, archers are stringing their bows, and heralds are taking down the names of contestants. One herald near you is a young bugbear who cries out "The Birch Queen's consort will be chosen from among the challengers! Enter your name now for a shot at fame and glory!" A crowd gathers on a grassy hillside to watch. The contest is indeed to win the Birch Queen's favor and a title in her court for the coming year.

If the PCs inquire for details, a successful DC 17 Knowledge (local) roll reveals the details. The contest begins immediately, and all contestants must show skill in archery. Those who do well may then amuse the queen in their preferred fashion (riddling, declaiming poetry, storytelling, acrobatics, even throwing logs or expounding on Knowledge [arcana], Knowledge [history], or Knowledge [nature]). The two or three best of the entertainers may then meet the queen at the High Table at the top of the Lords and Ladies Mount, and prove themselves worthy in discussion with other finalists and the queen herself.

This represents a ritual for abundant crops and general prosperity. The law of the land states anybody can participate. If a corrupted or power-mad creature wins, the queen need not grant him more than the honorary title. However, if an evil or ambitious creature can hide its evil, her kingdom may suffer at the consort's whims.

#### The Contestants

Fully 41 competitors attempt to win the title, not including the PCs. They include 12 elves, 12 sidhe, 2 goblins, 6 bugbears, 4 quicklings, 3 gnomes, 1 centaur, and 1 ettercap. The majority are just out for a lark, but several are experts. If one of the hunting bugbears survived early on, he is here as an expert shot. Likewise the Green Knight Oberest may be here, and certainly the Eagle Knight, Sir Arnovar, is here.

#### ROUND 1: ARCHERY

The archery contest is straightforward; competitors must make three ranged attack rolls (use of any magic is not allowed, although bonuses from feats and other nonmagical abilities are acceptable). Any total over 60 automatically gets that PC into the next round. Any total over 50 is pretty good, but does not impress the crowd at this level of competition. Any roll of 1 means that the PC missed a shot completely, disqualifying them from the remainder of the contest. This is why elves do so well in this contest.

The archery rolls can be stretched out a little by rolling them one at a time for each round, and describe whose shots hit. The rolls for the rivals are listed below, and the top six advance.

**OIGLAS THE HEALER**: The centaur's bow is full 7 feet tall and shoots through the target and the hut behind it. He shoots a 29, 25, and 19, for a total of 73.

**SIR YNGRESS THE RED**: The young sidhe in red shoots a 19, 26, and 22, for a total of 67.

HARROWDIN THE SHADOW FEY: A black-bearded, black-garbed hunter, Harrowdin shoots a 22, 22, and 22, for a total of 66.

**STUMBLEGRIN THE POACHER:** A leafy bugbear with a ragged cloak, Stumblegrin shoots a 21, 30, and 14, for a total of 65.

**SIR ARNOVAR:** The knight in the blue cloak shoots white-feathered arrows for a 24, 18, and 20, for a total of 62.

**MUDFLICK THE GNOME**: The vile gnome uses a heavily enchanted bow to shoot a 20, 19, and 18, for a total of 57.

If you like, the items the PCs lost to the Rushing River or the enchantress and her courtiers may be given out among the prizes.

#### SABOTAGING YOUR RIVALS

At the GM's discretion, the party may choose the best archer among them and the others can cheer on their companion using Diplomacy, Knowledge (local), Perception, or Sense Motive (this functions as aiding another). They can also use Bluff, Knowledge (local), or Intimidate to affect the other competitors. The heralds of the Birch Queen frown on this sort of behavior, so doing it once will get the PCs a warning. Doing it twice will get them thrown out of the contest. Doing it a third time will get the contestants exiled from the fair, spending a year as a statue, or even being mute for a month.

On the other hand, cheering during the entertainment portion is expected and acceptable. Other champions have a cheering section. Anyone using Knowledge (history) or Knowledge (nature) can make an opposed roll when a champion strives to impress. If the PC rolls higher than the champion, he notices a flaw and may point it out in whatever terms he likes (or keep it to himself). Doing so is the opposite of aiding another; it reduces the champion's result by 2.

Calling someone on their mistake makes the interrupting PC that champion's nemesis; they stare them down and make it clear that there will be a reckoning later. For the centaur nemesis, consider using the stats for the centaur in the *Pathfinder Roleplaying Game Bestiary* with the advanced template added.

#### **ROUND 2: ENTERTAINMENT**

The six competitors who advance from the prior round must show their skill as entertainers before the crowd. The PCs should be encouraged to roleplay this encounter heavily, and the GM should add bonuses as appropriate for particularly creative ideas. Each participating PC must roll one of the following skills. **AVAILABLE SKILLS**: Knowledge (arcana), Acrobatics, Bluff, Knowledge (history), Knowledge (nature), and Perform (any). The queen favors Knowledge (nature) and Knowledge (arcana) in particular, and those choosing that route gain a +2 bonus to their roll.

**SUCCESS:** The highest three rolls win. The centaur Oiglas has a result of 25 for Knowledge (nature), Sir Arnovar has a 30 in poetry, and even little Mudflick the gnome has a 26 for Knowledge (arcana). Harrowdin the Shadow Fey manages a set of rather grim anecdotes for a 19 in Knowledge (history). Stumblegrin tries Acrobatics and fails to impress with a 12. Young Yngress attempts to speak of nature and the hunt in a bit of storytelling and the whole thing falls completely flat (he rolled a 1).

#### ROUND 3: AN AUDIENCE

The queen summons two or three of the contestants to her table. If the PCs flubbed out, Sir Arnovar wins the day and the title. **THE CONSORT**: The Birch Queen's consort is expected to sit with her at that night's revel, and to keep the queen amused, safe, and happy during the remainder of the fair. The consort then attends her morning and night, and brings her such gifts as he or she can. Annoying or ignoring the queen is a bad idea, and may quickly lead to the consort's dismissal. A PC who becomes the queen's consort earns 2,000 XP for the party and can take the title of Birch Queen's Consort and Champion of the Summer Fair.

Consummation of the marriage is optional and involves its own complications. The Queen may not want her new lover to leave the fair, and so uses the dancing music to seal the exit. In this case, the only way out is by using the fey road door at the top of the Lords and Ladies Mount. The consort is free to come and go (unless the queen bars his or her travel), as are those who wear a token of the Lords and Ladies, such as the badge from the wizard Ambertan (see page 33) or Lady Sorreminx (page 27).

For those using *Midgard Campaign Setting* rules for Status, the consort gains a +9 to Status among the Fey Courts, the Shadow Fey Court, the Duchy of Bourgund, the Grand Duchy of Dornig, and any other locale with close ties to the court of the Beloved Imperatrix. In other places, this equates to a +4 bonus in Status; no one wants to be the person who killed a fey queen's consort.

**THE QUEEN'S TOKEN**: Made of red and yellow gold in the shape of a birch leaf, this broach for a cloak is equivalent to a slotless *periapt of health* for anyone who wins it.

**EXILED:** Those who gain an audience with the Queen but cannot manage a DC 10 Diplomacy check are asked to leave the Birch Queen's lands until next year.

#### THE MILLER'S BRIDE VISITS

This is entirely a roleplaying encounter, with Ellessandra. If the party attacks Ellessandra, her first action is to take a fey leap and run.

Run this encounter at night, perhaps after one of the Queen's Revels, when darkness and mystery make it easier for Ellessandra to approach the party. It may also begin in Riverbend itself after a great success with the complex skill check described in the Mill's Brownie section.

#### NAIN ROUGE CHANGES

If the PCs have not met Ellessandra with Le Nain Rouge, do not run that encounter in the future, and leave out the reference to that encounter below.

It is a starry night, with a gentle breeze and the sound of leaves rustling in the woods. Someone speaks in lightly accented Common, saying: "I come as a messenger from the Summer Lands. Can you swear that I will have safe passage and hospitality among you?" Ellessandra is deeply worried. Her son's ambition and cold calculation disturb her. Assuming the PCs are not complete bloodthirsty fools, read the following.

A sidhe woman with silver hair and wearing a purple cloak steps out of the darkness and says "My name is Ellessandra, and I was Froderick's wife; you and I met long ago, when Le Nain Rouge's storms battered the land. Since then, things have gotten worse. I will not return to Froderick, and it would be best if he stopped looking for me."

Let the PCs react and then continue.

"The River King is angry that Froderick fails to make his offerings. He will steal away a few human children into the Summer Lands, but they will be cared for there. Do not interfere, or things will grow worse."

......

She thinks that the party are diplomats sent to sue for peace. In any case, she wants the party to take a message of caution back to the human villagers, and offers to explain the price and methods of the sacrifices required.

If the party asks Ellessandra how things could get worse, she mentions that the River King could raid the village of Riverbend and burn it down unless blood offerings are made, and the ancient miller's pact is restored. She seems genuinely surprised if the party finds this unacceptable, as it is the way things are done among the fey. The price might be exacted soon, or in years to come.

The lands of Riverbend, she says, will become new lands of the Summer Lands if the River King's price is not paid. Surely Froderick knows this, and has told the reeve of the danger? She doesn't know that Froderick has continued to keep this secret.

Froderick, doomed to die in a few days' time, has warned the Reeve Koyla of nothing. Though as the day approaches, he might do so in desperation. Right now, he does not want to admit to the pact he has sworn with the fey, for that would only make him guiltier in the eyes of the villagers.

#### THE RAID RECRUITER

This roleplaying encounter can occur at the fair to close down that chapter of the adventure, or after the PCs adventure some in the woods and on the fey roads.

Years have passed in the Summer Lands for young Flax the "brownie," who has grown into a half-elf and a man. Jenny Greenteeth convinced the young half-breed that he can earn respect from the fey. When the PCs face this encounter, read or paraphrase the following.

A rider in pale blue armor on a gray steed clatters through the gates of the fair, with two bugbear hunters running behind him. He pulls up when he sees creatures that are not of the Summer Lands. "You do not belong here!" he says. "I am done with your kind, and your mud huts will soon be carried downstream. Your lives are nothing but pebbles in the water. Do not try to stop me." Lord Flax clearly commands the PCs not to interfere, but he also counts on the fair's protection. He doesn't want a fight or duel at this point. The PCs are not a worry, since he has won the sympathy of many of the fey and the patronage of their Lords and Ladies. If the party attacks, he simply fey leaps away. The Birch Queen's guards asks the PCs to leave (the charge is "assault on a lord or lady"). If the party is smart, they will challenge Flax to a duel, which he will decline out of fear (reducing his status in the eyes of the fey).

If the PCs don't chase Lord Flax off with violence, things are worse in some ways. The half-elf speaks to the gathered elves, sidhe, gnomes, and goblins.

"Those who wish new lands for themselves and glory for their names should follow me! I am rightful lord of Riverbend," Flax says. "Those who follow me shall have land, titles, and slaves from among the mortal folk, and they shall no longer drive us into the forest shadows. Take service in my raiders, and ride to glory!"

His bugbears pick up the offer, shouting "Land and flour and the blessings of the River King on anyone who signs on with Lord Flax! We seek strong arms and stout hearts to seize his rightful claim to Riverbend! Sign up tonight and ride with us for the King's Blessing tomorrow."

A mercenary company of shadow fey steps forward to take Flax's coin, and the warlock Ambertan stands at the head of the company. Unless the party outwitted Lord Flax by offering a challenge that he declined, the young lord's offer is the talk of the fair.

The word goes out to the goblins, ogres, and quicklings that there's money to be had and blood to spill in the service of Lord Flax. The drums beat through the night. Come morning, the Birch Queen declares the fair closed for the season. The fey prepare for war, and Lord Flax goes to press his case as rightful lord of Riverbend. If the PCs ask, it's quite clear: the young lord goes to King Ulorian, the River King, who can grant him permission to raid Riverbend and burn it down.

#### PCs as Mercenaries

The PCs are welcome to take Lord Flax's offer and sign their swords to his service, so long as they have not already taken service with anyone else (such as Ambertan the Warlock, a consort to the Birch Queen, a favor from Lady Sorreminx, or even a scale from the Dragon Tatzel).

Taking service means the character gets a blue flower badge to wear (flax, of course), and the promise of land and gold if the raid against Riverbend goes well. The character is expected to march with Lord Flax's company in the morning to the River Court.

A character who has sworn service to a fey may not attack that fey lord or lady unless he or she makes a successful Will saving throw (DC = 10 + the creature's CR + creature's Charisma bonus). Breaking an oath of service in the Summer Lands is a swift action that means the PC verbally denounces their sworn word. The character is then sickened for 2 rounds. Rolling a critical failure when denouncing a sworn oath (roll of 1) means that the oathbreaker is sickened for 1 day per character level or until they receive an *atonement* or *restoration*.

Breaking an oath like this means other fey view the character as shifty and suspect; all Bluff, Diplomacy, and Knowledge (local) checks suffer a -3 penalty while the character is in the Summer Lands. They gain the epithet "Oathbreaker," and suffer a -4 penalty to Status among the Fey and Shadow Fey Courts.

# CHAPTER 5: THE DEEPER WOODS AND THE FEY ROADS

After the party has had some time to wander (or has been to the Birch Queen's Fair), they may seek out the dragon Tatzel, who knows the secret to returning to the mortal world. The dragon may also be a fierce encounter if the party displays a lot of wealth.

These encounters should not be used before the party reaches 5th level, and ideally not before at least one character reaches 6th level. One easy way to make this work is to hide these locations off the straight road, or to manipulate the path. The party gets there when you say they get there, or when they get the help of some fey creature (likely a sidhe or Ambertan at the Birch Queen's Fair).

#### THE DRAGON'S CLEARING (CR 8)

The green dragon Tatzel lives in this roughly oval clearing, using it both as running room to take flight and as a landing area when heavily burdened with cattle or other prey.

The dragon is in the hollow oak during the night, and chews bones during the day. It wakes up each morning ravenous, and tends to eat PCs who linger nearby.

The clearing is dappled with sunlight, but all around it the woods are still, deep and dark. A rising fog obscures sight (see below). Not a single bird sings. The wind has stopped.

The following are features of this area.

**BONE PIT**: This 30-foot-deep pit has bones and wooden spikes at the bottom. Those falling in take 3d10 hp damage. Climbing out requires a full-round action and a DC 17 Climb check.

**TREES OF MIST**: The trees shown on the map vanish into the fog when the dragon or dragonkin need to move through them, and do not block their movement.

**SHROUDS OF FOG TERRAIN**: The woods in Tatzel's clearing are perpetually shrouded in heavy mist. All ranged attacks take a -5 penalty to hit due to the poor visibility and all adjacent targets have concealment as well. Though characters can see 5 feet away, they take a -5 penalty to Perception checks to see things (hearing is unaffected).

Fire spells can remove this restriction: all fire effects pushes back the fog in a 10-foot radius from the effect's center, in addition to their normal effects.

#### ENTERING FROM THE FEY ROAD

The trees and the streams of light vanish, and the road opens into a pit or tunnel of some kind. The floor of the pit is covered with bones. A successful DC 18 Perception check outside of the bone pit reveals claw marks on the branches above. A successful DC 28 Perception check outside of the bone pit reveals human-sized footprints among the leaves. A successful DC 17 Knowledge (nature) check anywhere in the area reveals that the clearing ahead is hung with moss and scattered with bones.

A single enormous oak tree, scarred by lightning and claw marks, stands at the north end of the clearing. **CREATURES**: The party won't see Tatzel right away, but may hear him or his dragonkin followers. If the heroes disperse the fog, read or paraphrase the following.

An enormous dragon curls around a tree trunk, its skin glowing with a sickly greenish light like phosphorescent fungus. The fog seems to roll off it as it spreads its wings.

If the party chooses to talk, ask for an immediate DC 20 Bluff or DC 17 Diplomacy check. If the party succeeds, Tatzel is happy to talk to them for a round or two while his dragonkin servants use the fog to get behind the party.

Tatzel knows the secret to returning through the river to the millpond, but is not eager to give that out without a substantial bribe. He'll taunt the party with the lie that time runs slower in the Summer Lands, hinting that months and years are passing in the mortal world while they are here. And he won't sell the secret cheaply, either: He wants at least 500 gp, or gems worth half that, or two horses, or a magical item worth 500gp or better.

The secret itself is simple, Tatzel says: to return from the Summer Lands, the party needs to touch the millstone of the

# DESIGNER'S NOTE: TATZEL'S FRIENDLIER BROTHER

I really wanted my internal playtesters to fight the dragon Tatzel, but they wanted nothing to do with it. This might be party composition: two kobolds and one dragonkin made them an extremely draco-friendly bunch. But it wasn't just that. They didn't want to tangle with the dragon. They wanted to talk to it. And talk. And talk some more. I was fine with this, to a point. They had been grinding through combats. I tend to run a roleplay-heavy table some nights, for the players who are industry vets and couldn't give a rat's ass about another slugfest. But my inner GM was not happy: A dragon! Itching to be slain! What was wrong with these folks? At first, I made the dragon a barrier. They were told at the Birch Queen's Fair that only the dragon knew the way for mortals to leave the Summer Lands. "Nah," said the oldest player, who is also a novelist. "There's bound to be another way back to Riverbend. Probably connected to the finale or something." Dammit, he was right.

Next, I made it clear that to visit the dragon was dangerous. "Night is falling," I said. "And the dragon always wakes up very, very hungry."

"Oh," said the party. "There's no way we're burning more cash on the fey road ritual again. We're going broke already. We'll hunt some game. Our new ranger friend has awesome nature skills for hunting and foraging."

I made them do the rolls, but it was hopeless. The kobolds sucked up to Tatzel and begged for badges to show their allegiance. In the morning, the dragon found that his visitors had killed a magnificent Summer Lands stag and hooked an enormous river carp. He let them live. In the end, this was never the combat encounter I wanted it to be. Looking back on it, it's still a highlight of the adventure. False Mill (see page 56). Diving in to touch that stone pulls them down and spits them out in the millpond on the same day they first entered it—time flows much faster in the Summer Lands than in the mortal world.

#### CR 7 Tatzel the Dragon XP 3,200 LE Large dragon (air) Init +0; Senses dragon senses; Perception +13 DEFENSE AC 19, touch 9, flat-footed 19 (+10 natural, -1 size) hp 73 (7d12+28) **Fort** +9, **Ref** +5, **Will** +8 Immune acid, paralysis, sleep OFFENSE Speed 40 ft., fly 150 ft. (average), swim 40 ft. Melee bite +11 (2d6+7), 2 claws +11 (1d8+5), 2 wings +5 (1d6+3) Special Attacks breath weapon (30-ft. cone, DC 17, 4d6 acid) STATISTICS Str 21, Dex 10, Con 19, Int 12, Wis 13, Cha 12 Base Atk +7; CMB +10; CMD 21 (25 vs. trip) Feats Alertness, Cleave, Iron Will, Power Attack Skills Fly +11, Knowledge (nature) +11, Linguistics +5, Perception +13, Spellcraft +11, Stealth +11, Survival +11, Swim +20; Racial Modifiers +8 Swim Languages Common, Draconic, Sylvan SQ water breathing, woodland stride

SPECIAL ABILITIES

Water Breathing (Ex) A green dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

# LADY CLATTERSPIN'S TITLE

Anyone who kills Lady Clatterspin may claim her title; when she dies, her guards will expect the party to do so. This does not stop them from attacking the PCs until the title is claimed. If a PC does claim her title and take her crown (see Treasure), the PC gains abilities granted by the Fey Regalia item and gains a friendly reception from most spiders, ettercaps, drow, driders, and related arachnid creatures. At the same time, the PC loses 1 point of Intelligence (regained if the title is renounced).

After Lady Clatterspin dies, the PCs can learn about her crown using Knowledge (nature), as indicated in Table 5-1.

#### TABLE 5-1: FEY REGALIA

Knowledge (nature)	Result
15 or less	You know nothing about fey nobility and their titles.
16-20	The powers of some fey are kept in their regalia, typically a crown, orb, or scepter but sometimes a ring, staff, or amulet.
21-25	Taking and wearing a fey noble's regalia means that you claim their title and powers.
26+	A claim to a fey noble's title can be challenged by other fey; this usually results in a duel or brawl.

**Woodland Stride (Ex)** Tatzel can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally.

Caustrix, Phosphor, and Gallogard, Dragonkin Protectors (3) CR 1
XP 400 each
Dragonkin fighter 2
N Medium humanoid
Init +1; Senses darkvision 60 ft.; Perception +1
DEFENSE
AC 17, touch 10, flat-footed 17 (+6 armor, +1 natural)
<b>hp</b> 18 (2d10+7)
Fort +5 Ref +0, Will +1
Defensive Abilities DR 2/acid
OFFENSE
Speed 20 ft.
Melee longspear +5 (1d8+4/x3) or
greatsword +5 (2d6+4/19-20) or dagger +5 (1d4+3/19-20)
Ranged javelin +2 (1d6+3)
Space 5 ft.; Reach 5 ft. (10 ft. with longspear)
STATISTICS
Str 17, Dex 11, Con 14, Int 10, Wis 12, Cha 10
Base Atk +2; CMB +5; CMD 15
Feats Step Up, Toughness
Skills Craft (weapons) +4, +Profession (soldier) +4, Survival +6;
Racial Bonuses + 2 Diplomacy, +2 Intimidate
Languages Common, Draconic
Combat Gear potion of cure light wounds; Other Gear
chainmail, greatsword, dagger, javelin (3), longspear, 2 gp

**TREASURE**: In addition to the treasure on him, the green dragon has buried its treasure in the leaf litter and loose dirt of the forest floor, much like an enormous squirrel burying nuts. These treasures the dragon can find by smell and instinct, but for anyone else digging them up, it requires a major effort. One item is found per hour of hunting, but only if a DC 23 Perception check is made by one of the searchers.

The items the dragon has collected are below.

- Ironbound chest of 500 gp
- Three 100 gp moonstones
- One potion of cure moderate wounds
- +2 mithral chain shirt
- A wand of lightning bolt (7 charges)
- +2 magical weapon (tailored to the party)

# THE ETTERCAP GROVE (CR 9)

When the PCs enter the ettercap grove, read the following.

The woods around you have grown very quiet; no birds sing. You see spider webs ahead, and hear raspy voices arguing in Elven.

A successful DC 24 Perception check reveals that the voices clearly come from up in the trees, not from ground level. The ettercaps are 15 to 20 feet up in the trees, in platforms of webbing and on branches.

The use of a tracker or prop to show vertical elements (such as the tree platforms from Fat Dragon Games' Forest Adventure Pack or the Wizard Elevation Indicators) is recommended for this encounter.

The dark forest offers concealment to all creatures without

brighter light. The trees are tall and their bark is gnarled and easily climbed (Climb DC 12). The main platforms where the ettercap live are about 15 to 25 feet above the forest floor.

The spider webs are difficult terrain. Heroes who enter a spider web square must make a DC 17 Acrobatics check or become immobilized. To escape, a hero must spend a standard action shaking off the webs. The spider webs provide concealment.

#### Lady Ariabelina Clatterspin, the Aranea CR 4

#### XP 1,200

N Medium magical beast (shapechanger); *Pathfinder Roleplaying Game Bestiary 2* 

**Init** +7; **Senses** darkvision 60 ft., low-light vision; Perception +9 DEFENSE

**AC** 20, touch 13, flat-footed 17 (+4 armor, +3 Dex, +3 natural) **hp** 37 (5d10+10)

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

#### OFFENSE

Speed 50 ft., climb 30 ft.

**Melee** bite +8 (1d6 plus poison)

**Special Attacks** web (+8 ranged, DC 14, **hp** 5)

**Sorcerer Spells Known** (CL 5th; concentration +8)

2nd (5/day)—invisibility, mirror image

1st (7/day)—*charm person* (DC 14), *mage armor, silent image* (DC 14), *sleep* (DC 14)

Cantrips (at will)—*daze* (DC 13), *detect magic, ghost sound* (DC 13), *light, mage hand, resistance* 

#### TACTICS

**Before Combat** Lady Clatterspin casts *mage armor*. She stays up in the trees, throwing webs to entangle foes on the ground. **Base Statistics** Without *mage armor*, the lady's AC is 16 (touch 13, flat-footed 17).

STATISTICS

Str 11, Dex 17, Con 14, Int 14, Wis 13, Cha 16

Base Atk +5; CMB +5; CMD 18

**Feats** Eschew Materials<sup>B</sup>, Improved Initiative, Iron Will, Weapon Finesse

Skills Acrobatics +9 (+17 jump), Climb +14, Escape Artist +8,
Knowledge (arcana) +7, Perception +9, Stealth +9; Racial
Modifiers +2 Acrobatics, +8 Climb, +2 Perception

Languages Common, Sylvan

SQ change shape (humanoid; alter self)

SPECIAL ABILITIES

**Change Shape (Su)** An aranea can take the form of a Small or Medium humanoid or spider-humanoid hybrid. In humanoid form, an aranea cannot use its bite, web, or poison. In spiderhumanoid hybrid form, an aranea looks like a humanoid with spidery fangs and spinnerets, with the latter typically located at the small of its back. The aranea retains its bite attack, webs, and poison in this form, and can wield weapons and wear armor. When in humanoid or hybrid form, an aranea's speed is 30 feet and it has no climb speed.

**Poison (Ex) Bite**—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d3 Strength; *cure* 1 save.

#### Ettercaps (3) XP 800 each

CR 3

Pathfinder Roleplaying Game Bestiary hp 30 each

**Tactics** The ettercaps strive to stay between her and the PCs. One throws a silk net to immobilize a foe, the second tries to inject venom if the first hit, or strikes with the poleaxe if he failed.

#### Scarlet Spiders (10)

#### XP 100 each

N Tiny vermin; *Pathfinder Roleplaying Game Bestiary 4* **Init** +5; **Senses** darkvision 60 ft.; Perception +4 DEFENSE

**AC** 18, touch 17, flat-footed 13 (+5 Dex, +1 natural, +2 size) **hp** 4 (1d8)

**Fort** +2, **Ref** +5, **Will** +0

Immune mind-affecting effects

OFFENSE Speed 30 ft.

Melee bite +7 (1d3–4 plus poison) Space 2-1/2 ft.; Reach 0 ft. Special Attacks poison

TACTICS

**During Combat** The spiders are keen to pounce and kill, but the axe guards hold some of them back so that their pounce attacks can knock foes "prone" and out of the trees entirely, or into webbing.

STATISTICS

**Str** 3, **Dex** 21, **Con** 10, **Int** —, **Wis** 10, **Cha** 2 **Base Atk** +0; **CMB** +3; **CMD** 9 (21 vs. trip) **Feats** Weapon Finesse<sup>8</sup>

Skills Acrobatics +13, Climb +21, Perception +4, Stealth +17; Racial Modifiers +8 Acrobatics, +8 Climb, +4 Perception, +4 Stealth

SPECIAL ABILITIES

**Poison (Ex) Bite**—injury; *save* Fort DC 10; *frequency* 1/round for 4 rounds; *effect* 1 Str; *cure* 1 save.

**TREASURE**: The rich treasures of the Lady of Spiders are kept guarded in a locked cocoon-chest of black spider silk (Disable Device DC 20). The chest has no hardness and 10 hp, but if anyone attempts to break it open by force, a swarm of tiny red spiders are released (use the spider swarm statistics in the *Pathfinder Roleplaying Game Bestiary*).

The treasures within include three spidersilk cloaks of blackest night (these provide a +2 circumstance bonus to any Stealth check), and a crown of mithral (the *Regalia of the Crawling Fey*; see below). The crown is worth possibly more to a fey who understands its significance, but selling it also means selling the title of Lord of the Crawling Fey and giving up the spiderrelated abilities that come with it.

#### REGALIA OF THE CRAWLING FEY

This mithral crown acts as a slotless *cloak of arachnida*, and grants a +5 circumstance bonus to Diplomacy checks with spiders and creatures with the vermin subtype. Additionally, such creatures always initially have the indifferent attitude when interacting with the wearer, and address the wearer as "your Majesty." The wearer can converse with such creatures, even if not normally able. The wearer suffers a -2 penalty to Intelligence when the regalia is worn. For those games using Status, the wearer gains the title "Lord or Lady of the Crawling Fey," and gains +3 Status among Fey Courts and +4 Status among Shadow Fey Courts. This item cannot be crafted. It has a value of roughly 35,000 gp.

#### THE FLUTTERING BRIDGE (CR 9)

When the PCs reach the fluttering bridge, read the following.

The woods open onto a gorge cut by a fast-moving stream 50 feet below. A tree bridge spans the chasm, the hollow tree trunk charred by fire. The trunk is covered in an array of brilliant green and orange moss.

A successful DC 23 Perception check reveals that the green and orange masses aren't moss; they're a swarm of butterflies.

**CREATURES:** The swarm pulls itself into a humanoid form and flies toward the PCs in a slow, fluttering mass.

The tree bridge is also warded by a powerful but deranged treant that calls itself Ashbark. It is badly charred along one side, and it keeps strange company. If the party seeks to cross the bridge and leave the deepest forest, Ashbark demands healing (a potion or three will do). If that's not forthcoming, it wants the party to provide food and meat for its allies: the Lord Peppick and his swarms of death butterflies.

If the party wishes to parley, Ashbark is happy to talk while Lord Peppick slowly gathers himself and prepares for a fight, always staying over the chasm to avoid melee combat. Lord Peppick demands fealty from one or more PCs as the price to cross the bridge. Failure to swear allegiance and wear one of his blue and white butterfly badges makes him angry.

PCs may choose to go around rather than across the bridge. This takes them into thick undergrowth (perhaps inhabited by ettercaps) and certainly takes a day's march and rations.

The light near the chasm is normal daylight. The chasm is steeply sloped and difficult because of the crumbly earthen side and undergrowth. A successful DC 20 Climb check is required to ascend it. Falling into it means a 50 foot fall (5d6 hp damage).

The bridge's hollow log provides full cover and is dark within. Only one Medium creature can squeeze through per round. Walking on top of the log is much faster (normal movement), but requires a DC 18 Acrobatics check. Failure means a 50 foot fall (5d6 hp damage).

#### Death Butterfly Swarm CR3

#### **XP 800**

CE Diminutive vermin (swarm) Init +1; Senses darkvision 60 ft.; Perception +9 DEFENSE AC 15, touch 15, flat-footed 14 (+1 Dex, +4 size) hp 40 (9d8) Fort +6, Ref +4, Will +4 Defensive Abilities swarm traits; Immune weapon damage Weakness swarm traits OFFENSE Speed 5 ft., fly 40 ft. (good)

Melee swarm (2d6 plus poison) Special Attacks distraction (DC 14), poison, weight of wings (DC 16)

#### STATISTICS

Str 1, Dex 13, Con 10, Int —, Wis 12, Cha 15 Base Atk +6; CMB —; CMD —

**Skills** Fly +13, Perception +9; **Racial Modifiers** +8 Perception **SQ** swarm traits, vermin traits

#### SPECIAL ABILITIES

- **Poison (Ex) Swarm**—injury; *save* Fort DC 14; *frequency* 1/ round for 4 rounds; *effect* 1 Con; *cure* 1 save. This poison also affects undead creatures, dealing 1 Cha damage/round.
- Weight of Wings (Su) Creatures affected by the swarm's distraction effect must also make a DC 16 Will save (Cha-based) or suffer from the effects of *hold person*. This paralysis only lasts as long as the victim is within the swarm.

#### Ashbark, the Firescarred Treant

XP 1,600

NE Large plant

Init +1; Senses low-light vision; Perception +12

DEFENSE

AC 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, -1 size) hp 67 (9d8+27)

Fort +9, Ref +4, Will +8

Defensive Abilities plant traits; DR 5/slashing Weaknesses vulnerability to fire

#### OFFENSE Speed 30 ft.

**Melee** 2 slams +13 (1d8+7/19–20)

Ranged rock +7 (2d6+10)

Space 10 ft.; Reach 10 ft.

Special Attacks rock throwing (180 ft.), trample (1d8+10, DC 21)

Str 25, Dex 12, Con 17, Int 12, Wis 16, Cha 13

Base Atk +6; CMB +20; CMD 29

**Feats** Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (slam)

**Skills** Diplomacy +6, Intimidate +6, Knowledge (nature) +6, Perception +12, Sense Motive +8, Stealth +1 (+9 in forests);

**Racial Modifiers** +8 Stealth in forests

Languages Common, Sylvan, Treant

SQ double damage against objects, treespeech

# SPECIAL ABILITIES

**Double Damage Against Objects (Ex)** A treant or animated tree that makes a full attack against an object or structure deals double damage.

**Treespeech** (Ex) A treant has the ability to converse with plants as if subject to a continual *speak with plants* spell, and most plants greet them with an attitude of friendly or helpful.

#### Lord Peppick, the Butterfly Lord

CR 5

XP 1,600 CE Medium vermin (swarm)

**Init** +1; **Senses** darkvision 60 ft.; Perception +9 DEFENSE

**AC** 18, touch 14, flat-footed 14 (+3 Dex, +1 dodge, +4 natural) **hp** 67 (9d8+27)

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

Defensive Abilities swarm traits; DR 5/magic Immune weapon damage (in swarm form) Weakness swarm traits

#### OFFENSE

**CR 5** 

Speed 30 ft., 5 ft. (as swarm), fly 40 ft. (good, either form) Melee +9 claw (1d4 plus poison), or swarm (2d6 plus poison) Special Attacks distraction (DC 16), poison, weight of wings (DC 18)

**Spell-Like Abilities** (CL 5th; concentration +13)

3/day—color spray (DC 15), daze monster (DC 16), hold person (DC 16),

STATISTICS

Str 10, Dex 17, Con 14, Int 14, Wis 16, Cha 18

Base Atk +6; CMB --; CMD --

Feats Combat Casting, Dodge, Improved Initiative, Toughness, Weapon Finesse

**Skills** Diplomacy +13, Fly +16, Knowledge (local) +11, Perception +16; **Racial Modifiers** +4 Perception

Languages Common, Elven, Sylvan

**SQ** alternate form, hive mind, swarm traits, vermin traits

**During Combat** Lord Peppick and his swarms engage in ranged and flying attacks. The swarms are especially keen to attack foes knocked prone.

#### SPECIAL ABILITIES

Alternate Form (Ex) Lord Peppick can act as a swarm (composed of hundreds of butterflies), or it can grant a single member (called an exarch) control, acting as a singular creature. Changing between forms is a swift action. In its non-swarm form, Lord Peppick can no longer use swarm attacks, but he can use melee attacks and spellcasting. He can use its skills normally in either form.

**Hive Mind (Ex)** All death butterflies comprising Lord Peppick within 50 miles of his main body constantly communicate. If one is aware of a particular danger, they all are. No death butterfly in a group is considered flanked unless all of them are.

**Poison (Ex) Swarm**—injury; *save* Fort DC 16; *frequency* 1/ round for 4 rounds; *effect* 1 Con; *cure* 1 save. This poison also affects undead creatures, dealing 1 Cha damage/round.

Weight of Wings (Su) Creatures affected by the swarm's distraction effect must also make a DC 18 Will save (Cha-based) or suffer from the effects of hold person. This paralysis only lasts as long as the victim is within the swarm.

**TREASURE**: The Butterfly Lord wears a collection of gemstones in orange, red, and green, worth 500 gp. He also holds a glass orb which acts as a slotless brooch of shielding.

# CHAPTER 6: SOURCE OF THE RIVER

The final portion of the adventure takes the party to the River Court and to the false mill, which leads them back to Riverbend, hopefully unharmed. The PCs should have an opportunity to rest and recover spells prior to arriving at the castle.

#### THROUGH THE FEY RIVER ROAD (CR 7)

If the PCs enter through the fey river road (see Orelliar, the Mage of Time, on page 34) to make the one-way trip to the River Court, nixies attack them. Sidhe and other fey-blooded creatures gain a +2 to all initiative checks made on the fey road.

To begin this encounter with the nixies, read or paraphrase the following.

The fey river road rushes by, with fewer half-seen trees and more half-seen stretches of rippling water, riverbanks, and reeds. The moment arrives when it seems time for the portal to open and return you to the lands outside. Somehow, the scenery slows down until you stand in a marsh along a riverbank, with willow trees all around and the trickle of water over stone. A creature rises up out of the water—a fey woman of terrible beauty, completely naked, her skin blue from the cold water. Behind her are creatures who could be her sisters, each carrying wicked-looking short swords.

.....

The area's reeds and muddy ground have pockets of deeper water and small channels. They are difficult terrain. The willow trees provide concealment for anyone among their branches.

A successful DC 17 Swim check is required as part of any move action. Additionally, the river current is strong here, and any creatures that fail a Swim check move 10 feet downstream at the start of their next turn.

**CREATURES:** A successful DC 20 Knowledge (nature) check reveals that the women are not sidhe made blue from cold; their skin is naturally blue because they are nixies.

A successful DC 17 Perception check reveals that the current seems to help the women move; they glide through it like fish.

# Lady Syllessi, Heartstopper Nixie CR 3

#### XP 800

NE Small fey (aquatic); *Pathfinder Roleplaying Game Bestiary 3* Init +5; Senses low-light vision; Perception +8

DEFENSE

AC 18, touch 16, flat-footed 13 (+5 Dex, +1 size, +2 natural) hp 13 (2d6+6) Fort +3, Ref +8, Will +6 DR 5/cold iron; SR 12 OFFENSE Speed 20 ft., swim 30 ft. Melee short sword +7 (1d4/19-20) Ranged light crossbow +7 (1d6/19-20)

**Spell-Like Abilities** (CL 6th; concentration +12)

3/day—charm person (DC 17)

1/day—water breathing (CL 12th)

#### TACTICS

**During Combat** Lady Syllessi uses her captivating song ability, seeking to draw a foe out into the deeper river water where he can be more readily drowned.

Morale Lady Syllessi and the nixies swim away and release any captured characters if reduced to 10 hp or less.

**Str** 11, **Dex** 20, **Con** 17, **Int** 16, **Wis** 17, **Cha** 22 **Base Atk** +1; **CMB** 0; **CMD** 15

Feats Weapon Finesse

**Skills** Bluff +11, Craft (any one) +7, Escape Artist +10, Handle Animal +8, Perception +8, Perform (sing) +10, Sense Motive +7, Stealth +14, Swim +12

Languages Aquan, Sylvan

SQ amphibious, wild empathy +14

**Combat Gear** *potion of cure serious wounds*; **Other Gear** short sword, light crossbow, aquamarine pedant (200 gp)

#### SPECIAL ABILITIES

- **Wild Empathy (Ex)** This ability works like the druid ability of the same name. The nixie's total includes a +8 racial bonus on wild empathy checks.
- **Captivating Song (Su)** This works like the harpy ability of the same name. The save DC is Charisma-based.
- **Change Shape (Su)** This works as *polymorph*, and allows the nixie to assume the form of any Small or Medium aquatic animal or humanoid.
- **Minor Wish (Sp)** Once per day, a bog nixie can create a magical effect in exchange for a gift or service from a humanoid. The power of this "wish" is no greater than what can be done with a 3rd-level spell.

Ripple, Shimmer, and Frostmelt, Riverspirit Nixies (3) CR 3
XP 800 each
N Small fey (aquatic)
Init +3; Senses low-light vision; Perception +6
DEFENSE
AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)
<b>hp</b> 22 (4d6+8)
Fort +3, Ref +6, Will +5
DR 5/cold iron; SR 13
OFFENSE
Speed 20 ft., swim 30 ft.
<b>Melee</b> short sword +6 (1d4-1/19-20)
Ranged light crossbow +6 (1d6/19-20)
Spell-Like Abilities (CL 6th; concentration +10)
3/day—charm person (DC 16)
1/day—water breathing (CL 12th)
STATISTICS
Str 8, Dex 16, Con 14, Int 12, Wis 13, Cha 18
Base Atk +2; CMB +4; CMD 13
Feats Agile Maneuvers, Weapon Finesse
Skills Bluff +11, Craft (any one) +6, Escape Artist +9, Handle
Animal +7, Perception +8, Perform (sing) +9, Sense Motive
+7, Stealth +13, Swim +11
Languages Aquan, Sylvan
SQ amphibious, wild empathy +12
Other Gear short sword, light crossbow, aquamarine pedant
(200 gp), 500 gp

#### SPECIAL ABILITIES

- **Wild Empathy (Ex)** This ability works like the druid ability of the same name. The nixie's total includes a +8 racial bonus on wild empathy checks.
- **Captivating Song (Su)** This works like the harpy ability of the same name. The save DC is Charisma-based.
- **Change Shape (Su)** This works as *polymorph*, and allows the nixie to assume the form of any Small or Medium aquatic animal or humanoid.

#### WHERE THE LORELEI SING

The river can be forded here, but the wide ford is strewn with rocks, and the rushing water is deceptively deep. After the crossing, things go horribly wrong when the sisters of the River King sing to draw mortals to their death in the churning waters.

#### THE RIVER CROSSING (CR 5)

When the PCs approach the river crossing, read or paraphrase the following.

You see a river crossing ahead; large stones might get you partway across, but you'll need to ford the central section on foot.

**HAZARD**: The powerful current and slick stones create a hazardous obstacle. This area of dangerous rushing water fills the indicated squares on the map, turning them into difficult terrain. A successful DC 22 Knowledge (nature) or Survival check allows a PC to identify identifies the squares with rushing water.

The river waters affect characters when a creature enters or begins its turn in a square with rushing waters. The waters also affect creatures who stand up in a square with rushing waters. These creatures must make a DC 12 Reflex saving throw or suffer 1d6+2 hp damage and fall prone. If the creature is already prone, it suffers no damage but moves 10 feet downstream.

With a DC 13 Strength or Swim check and a move action, a character can move into a square of treacherous waters without risk of being carried downstream. If the character moves more than 5 feet, the waters also carry him downstream by 10 feet unless another successful check is made. The DC increases by 2 for every 5 feet traveled. Creatures with swim speeds treat the water as normal difficult terrain.

#### UNOPPOSED CROSSING

Without the presence of the lorelei, the crossing is a complex skill check: the party members each must succeed with 4 successes before achieving 3 failures. Any DC 20 Swim check while wading through the rushing waters counts as 2 successes; any DC 17 Acrobatics check while leaping from stone to stone counts as a single success; and any DC 17 Knowledge (nature) check reveals the best route with the slowest water and counts as a single success.

Failure means that the river's strong current carries away one or more party members. Choose the fallen PC by asking everyone to make a Strength roll; the lowest rolling player's character is swept away. Characters swept away take 2d6 hp damage per round from striking rocks and inhaling water. Roping characters together counts as 2 successes and allows the party to make the complex skill check together (as opposed to individually), but if the party as a whole fails, two characters are swept away downstream rather than just one. Those PCs suffer a -2 penalty to their Swim checks due to the entangling rope.

# THE LORELEI (CR 8)

BRYAN

If the GM wishes, the party could encounter three lesser lorelei and a merrow during the river crossing, instead of running it as a complex skill check.

In this case, the river rocks here are difficult terrain, in addition to the hazard described above (requiring the described Strength or Swim checks to move).

When the PCs face these creatures, read the following.

The river crossing is going well when you hear several female voices singing a clear harmony. You also hear a deeper voice that sounds more like croaking than singing.

**CREATURES:** This encounter involves three lesser lorelei and one merrow, which only enters the battlefield after one or more lorelei perish.

#### Lesser Lorelei (3)

XP 1,200 each

CE Medium fey (aquatic) Init +4; Senses low-light vision; Perception +12 Aura alluring presence (30 ft., DC 17)

DEFENSE AC 17, touch 17, flat-footed 14 (+4 deflection, +3 Dex,) hp 45 (6d6+24) Fort +10, Ref +13, Will +12 OFFENSE Speed 30 ft., swim 30 ft.

Melee mwk dagger +7 (1d4/19–20) Special Attacks stunning glance (30 ft., DC 17) CR 4

**Spells Known** (CL 6th; +13 concentration)

2nd (5/day)—*daze monster, unnatural lust*<sup>UM</sup>

1st (8/day)—alarm, hydraulic push<sup>APG</sup>, obscuring mist, ray of enfeeblement

Cantrips—bleed, detect magic, guidance, light, mending, prestidigitation, touch of fatigue

#### **Str** 10, **Dex** 18, **Con** 18, **Int** 16, **Wis** 16, **Cha** 18 **Base Atk** +3; **CMB** +7; **CMD** 21

**Feats** Agile Maneuvers, Combat Casting, Weapon Finesse **Skills** Bluff +13, Diplomacy +13, Escape Artist +14, Heal +9, Knowledge (nature) +12, Perception +12, Sense Motive +12,

- Stealth +14, Swim +17; Racial Modifiers +8 Swim
- Languages Common, Sylvan

SQ unearthly grace, water spirit

Other Gear mwk dagger

#### TACTICS

STATISTICS

- **Before Combat** The lorelei use their alluring presence to draw enemies toward them and the merrow.
- **During Combat** Effortless in the water, the lorelei approach and make melee attacks against the most isolated target.
- **Morale** If one or more lorelei are slain, another dives underwater with its next action, returning the following round with the merrow in tow.

#### SPECIAL ABILITIES

Alluring Presence (Su) This ability affects all humanoids within 30 ft. of a lesser lorelei. Those who look directly at a lorelei must succeed on a DC 17 Will saving throw (Charisma based) or be drawn to the lorelei in the most direct path, regardless of the danger. This compulsion fades once the person gets within 5 ft. of the lorelei. A lorelei can suppress or resume this ability as a free action. Anyone who successfully saves against this effect cannot be affected by it from the same lorelei for 24 hours.

Spells (Su) A lesser lorelei casts spells as a 5th-level sorcerer.

- **Stunning Glance (Su)** As a standard action, a lorelei can mentally disrupt a creature within 30 ft. with a look. The target must succeed on a DC 17 Fortitude save (Cha-based) or be stunned for 1d6 rounds.
- **Unearthly Grace (Su)** A lorelei adds her Charisma modifier as a racial bonus on all her saving throws and as a deflection bonus to her AC.
- **Water Spirit (Su)** A lorelei is considered to be under the effects of *freedom of movement* whenever she is in a body of water.

#### Merrow

#### XP 1,200

CE Large monstrous humanoid (aquatic, giant)

**Init** –1; **Senses** darkvision 60 ft., low-light vision; Perception +5

AC 17, touch 8, flat-footed 17 (+4 armor, -1 Dex, +5 natural, -1 size)

**hp** 42 (5d10+15)

**Fort** +5, **Ref** +3, **Will** +6

#### OFFENSE

Speed 40 ft., swim 40 ft. Melee longspear +10 (2d6+7) Ranged javelin +4 (1d8+5) Space 10 ft.; Reach 10 ft. Special Attacks watery grave (DC 16; 1/day)

#### STATISTICS

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

#### Base Atk +5; CMB +11; CMD 20

Feats Great Fortitude, Iron Will, Toughness

**Skills** Climb +10, Perception +5, Stealth +4, Survival +5, Swim +18; **Racial Modifiers** +8 Swim

L <b>anguages</b> Giar	Lang	guag	ges	Giar
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SQ amphibious

SPECIAL ABILITIES

Watery Grave (Su) As a standard action once per day, a merrow can make the water and vegetation covering the ground in an area—like a shoreline, a river, or a flooded corridor— rise up, creating an effect identical to *black tentacles* (DC 16). This effect is CL 7th and cannot affect areas where water does not cover the ground. The save is Constitution-based.

**TREASURE**: One lorelei carries a beautiful silver hand mirror with a golden frame, worth 340 gp.

# THE COURT OF THE RIVER KING

The River Court is on an island, in a castle made of smooth white stone. A single white-feathered eagle (belonging to Sir Arnovar) perches in a nest on the highest tower. It cries out loudly when visitors approach by the road or by the river.

The characters should be 6th level by the time they reach the Court of the River King.

#### ARRIVING BY ROAD

If the PCs approach the River Court by road, read the following.

A castle stands in the middle of the foaming river, built of pure white stone with six tall towers. A narrow passage leading in is not visible from the riverbank; it seems to be flooded or perhaps made for boats.

.....

The party can find a small brownie with a ferry raft to carry them out to the castle for a modest fee (bread or a song). Otherwise, they must swim the current with a DC 15 Swim check. Success means arrival at the Sluice Gate (see below). Failure means the river current carries the PC down river, and drops him or her in the mud and reeds. This is a fine time to unleash the eel hound, nixie, or goblin frog rider encounters if they have not appeared previously.

#### ARRIVING BY FEY RIVER ROAD

CR4

If the PCs approach the River Court by road, read the following.

The treacherous and cold waters fall behind you, and the cry of the fey woman stops haunting you. Up ahead, sunlight sparkles on water, and suddenly the air around you echoes with splashing water. A castle built of white stone, ice, and foam stands in the middle of the river. A narrow water gate—a stream, really —seems to lead into the castle, but the gate protects a stream between two high walls.

Arriving by the fey river road drops the party at the entrance of the sluice gate. A successful DC 12 Swim check avoids being swept away toward the shore. As above, the PCs might meet a nixie, merrow, goblin frog riders, or eel hounds if they are swept away.

#### LOCATIONS IN THE RIVER COURT

The River Court is best divided into three sections: two main courtyards and a Great Rippling Hall with an audience chamber. There are two entrances other than the simple expedient of flying into the River Court. Swimming underwater against the river current takes a visitor more or less directly past a merrow guardian into the Great Rippling Hall, or one can pass through the narrow Sluice Gate, which leads through two courtyards and then into the Great Hall. For more information about how to enter the River Court via Diplomacy or Stealth, see the complex skill checks on pages 50 and 51.

#### THE SLUICE GATE

The gateway into the River Court is a narrow one, just wide enough for creatures to pass through one abreast. There is no drawbridge; wading, boating, or swimming seems to be required.

On the far side stands a fat black bear wearing a bright green vest over scale armor. He commands a small group of sidhe archers to hurry up to the battlements, then shouts in your direction: "Who are you, and what business do you have at the River Court?"

The bear is Rumpkin the Porter. If Redcoat the bear survived his encounter at the Golden Knight Tavern, he is also here, and he vouches against the party if they were violent or if the party fails the Diplomacy complex skill check (see page 50). He has only a single satyr friend here, the wine steward Caius Gruffkin.

If the PCs engage in combat, use the stats for Redcoat for both Rumpkin and Redcoat (see page 9). Additionally, there are four sidhe archers here; use the stats for king's soldiers on page 47.

#### OUTER COURTYARD

This outer area is where lesser nobles and servants live. A lively place similar to the Birch Queen's Fair, there are more sidhe here and a much higher standard in clothing and courtesies.

Walking through the Outer Courtyard without giving offense is straightforward: it is a DC 15 Diplomacy check for those who seek conversation, or simply walking without speaking for those who do not.

The people here are mostly ogres, talking animals, and a few of the lesser sidhe soldiers. Two of the chattier folk are Silverwing the Herald and Knurlnap the Water Bearer, who seeks someone to take his burden (see Appendix A).

His Excellency Silverwing, Herald of the Spring Melt, Knight of the Gilded Scroll is also here. The Margrave of Ravens, feathers dusted with gold, stands three feet tall with a beak and talons of obsidian. While playing the loyal vassal, the margrave schemes to be free of his feudal obligations and become King of Lost Battlefields and Master of Carrion. He collects titles the way some noblemen collect swords or horses.

**Fangs-in-Shade-and-Rushes**, the King's Huntsman, is a lanky and grim ogre with a belt of severed hands. No quarry demanded by his lord eludes this ravenous predator. Fangs harbors an openly secret love for the king's youngest daughter, Ripple, who toys with him by asking for exotic and near-impossible prey. See his full stats on page 61.

**Caias Gruffkin**, a satyr noble, is the sly, beloved Royal Vintner, known for his music and rich red wares. His well-coiffed goatee, perfect smile, and rich accent make him a court favorite. He's exceedingly smooth. Never without a good song or better bottle, he lusts especially for Lady Budena, who finds him crass and disgusting. He offers the party wine, the better to manipulate them.

#### LEAVING THE OUTER COURTYARD (CR 8)

The Outer Courtyard connects to the Inner Courtyard by a raised drawbridge, which only lowers when Gumphollow, the Major Domo, says it should be lowered. The inner courtyard and the drawbridge are covered in mithral runes inlaid into dark wood. The runes are part of a warding to keep dragons out. A successful DC 19 Knowledge (arcana) check identifies the runes as a warding, and a successful DC 23 Knowledge (arcana) makes it clear that it specifically wards against dragons. Dragonkin and other reptilian creatures feel vaguely ill at ease walking over the bridge, but suffer no other negative effects. Dragonkin who attempt to climb the walls or sneak over the drawbridge take a -2 profane penalty to those skill checks.

**CREATURES:** The dapper talking frog, Gumphollow, is obsessed with etiquette and courtesies. He proudly serves as the King's Major Domo, largely because of his invaluable ability to coordinate business above and below the river's surface.

An enemy of tricksters, malcontents, and spies, Gumphollow strives for the safe and proper operation of the River King's realm. He questions visitors closely as part of the approach by Diplomacy (see page 50), and it is ultimately his decision whether to allow visitors over the drawbridge to the Inner Court. Gumphollow is accompanied by four king's soldiers and a merrow that lurks nearby underwater.

If the party met him at the fair, **Sir Arnovar, the Eagle Knight**, may be here, as well, at the GM's discretion. Best known for having tamed a white eagle as his mount (though he does not fly it today), Sir Arnovar carries a spear and a longbow. He wears outrageous plumes in his helmet and displays great command of courtesy, titles, heraldry, and arcane lore as it applies to the Summer Lands. Though outwardly courteous, he is not especially helpful or friendly unless discussing birds of prey or archery (Knowledge [nature] or Survival DC 20).

For more information about how to approach gaining entrance to the Inner Courtyard via Diplomacy, see page 50.

# Gumphollow

# XP 1,200

Boggard expert 4

CE Medium humanoid (aquatic boggard) Init +1; Senses darkvision 60 ft., low-light vision; Perception +14

AC 16, touch 10, flat-footed 15 (+2 armor, +1 Dex, +3 natural) hp 52 (3d8+4d8+21)

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

OFFENSE

Speed 20 ft., swim 30 ft.

**Melee** morningstar +7 (1d8+1) and tongue +3 touch (sticky tongue)

Special Attacks terrifying croak (DC 17)

**Str** 13, **Dex** 12, **Con** 14, **Int** 12, **Wis** 13, **Cha** 14 **Base Atk** +5; **CMB** +4; **CMD** 13

Feats Multiattack, Skill Focus (Diplomacy), Toughness, Weapon Focus (morningstar)

Skills Acrobatics +10 (+26 jumping), Diplomacy +10,

Linguistics +6, Perception +14, Profession (Administrator) +11, Stealth +10 (+18 in swamps), Swim +13; **Racial Modifiers** +16 Acrobatics when jumping, +4 Perception, +8 Stealth in swamps **Languages** Boggard, Common, Elven, Sylvan

SQ amphibious, swamp stride

Other Gear morningstar, leather armor, SPECIAL ABILITIES

#### SPECIAL ADILIT

Sticky Tongue (Ex) A creature hit by Gumphollow's tongue attack cannot move more than 10 feet away from the boggard and takes a -2 penalty to AC as long as the tongue is attached (this penalty does not stack if multiple tongues are attached).

CR 4

The tongue can be removed by making an opposed Strength check as a standard action or by dealing 2 points of slashing damage to the tongue (AC 11, damage does not deplete the boggard's actual hit points). The boggard cannot move more than 10 feet away from the target, but the boggard can release its tongue as a free action. Unlike a giant frog, a boggard cannot pull targets toward it with its tongue.

**River Stride (Ex)** Gumphollow can move through any natural difficult terrain at normal speed while within a river or swamp environment. Magically altered terrain affects him normally.

**Terrifying Croak (Su)** Once per hour, Gumphollow can, as a standard action, emit a loud and horrifying croak. Any non-boggard creature within 30 feet of him must make a DC 17 Will saving or become shaken for 1d4 rounds. Creatures that succeed at this save cannot be affected again by his croak for 24 hours. Creatures already shaken become frightened for 1d4 rounds instead. The save DC is Charisma-based and includes a +2 racial bonus.

#### King's Soldiers (4)

CR 2

CR 4

XP 600 each NE Medium fey Init +4; Senses darkvision 60 ft.; Perception +11 DEFENSE AC 16, touch 14, flat-footed 14 (+2 armor, +4 Dex) hp 18 (4d6+4) Fort +2, Ref +8, Will +5 Defensive Abilities evasion; DR 3/cold iron Weakness umbral frailty OFFENSE Speed 40 ft. **Melee** rapier +6 (1d6+1/18-20) **Ranged** long bow +6(1d8/x3)Special Attacks fey leap Spell-Like Abilities (CL 4th; concentration +7) At will—*disguise self* 

3/day—unerring weapon<sup>UC</sup>

STATISTICS

#### **Str** 12, **Dex** 18, **Con** 12, **Int** 16, **Wis** 12, **Cha** 16 **Base Atk** +2; **CMB** +3; **CMD** 17

**Feats** Deadly Precision, Weapon Finesse **Skills** Acrobatics +11, Bluff +10, Diplomacy +10, Escape Artist +11, Knowledge (local) +10, Knowledge (nature) +14, Perception +8, Perform (dance) +11, Profession (guard) +4; **Racial Modifiers** +4 Knowledge (nature)

Languages Common, Elven, Sylvan

Other Gear rapier, longbow, quiver and 20 arrows, leather armor SPECIAL ABILITIES

- **Fey Leap (Su)** A sidhe can leap between spaces as if by means of *dimension door*. This magical transport must begin and end in an area with at least some illumination. A sidhe can jump up to a total of 20 feet per day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each. This ability must be used in 10-foot increments. Using this ability with a fey-touched mount brings the mount as part of the movement.
- **Umbral Frailty** (Ex) A sidhe in an area of dim illumination or worse must roll twice and take the worse result for any d20 roll.

**XP 1,200 hp** 42; see page 45

Merrow

#### INNER COURTYARD

This is a much quieter region, with many gray-liveried servants and a single large hall built of silvery drift wood. The people here are primarily sidhe, Shadow Fey, and elves, along with some favored brownies and gnomes rather than talking animals or satyrs. A few nobles that the PCs should recognize live in the inner courtyard or its towers: Lady Sorreminx, the Shadow Fey Warlock Ambertan, and Sir Oberest, the Green Knight. The general rule is that elves, shadow fey, and sidhe live in the Inner Courtyard. All others live in the Outer Courtyard, sharing space in the Lesser Hall and working on Gumphollow to win their way to an audience with the king.

#### GREAT RIPPLING HALL

Ripples in the water overhead form a roof as the main audience chamber of the court itself is below the waters. The river water forms some of the walls, but the space of the chamber itself is an enormous air pocket. Entering it requires stepping though a membrane of scintillating water, which wets everything it touches and extinguishes all fires carried. A PC must make a successful DC 20 Perception check to see the tunnels of air leading into and out of the Rippling Hall.

#### **DIVING DOWN**

If anyone tries to go straight from the Inner Courtyard to the Great Rippling Hall, a successful DC 12 Swim check allows the PC to pass through. They must then make a successful DC 20 Acrobatics check to stay in the water and swim around, or they fall 25 feet into the hall's center, taking 2d6 hp damage. They land prone and muddy.

#### The Water Tower

This is a tower of water held up by pure enchantment (Climb DC 30). A dozen elves and sidhe nobles and guards live here above the gate in three floors: these include Sir Lijon Troutscales, 6 river soldiers, Sir Oberest, and Sir Arnovar.

#### THE ICE TOWER

This is a tower made of ice (Climb DC 25). The three lorelei sisters of the River King occasionally live here, as do the soldiers and witches of the shadow fey who recently came to court. Unlike the other two towers, this one's smooth walls are very chill. At the moment, the two hags, Omurtha and Jenny, share the uppermost floor, while Ambertan, his six shadow fey guards, and Marshfox the quickling share the lower two floors.

#### THE PEARL TOWER

A tower made of pearly white force (Climb DC 30). The brownies and gnomes live here, and Sir Arnovar's giant eagle perches on top. The brownie Wickerbell lives here with her new husband, Sir Apicus.

#### THE GREAT RIPPLING HALL

Lady Sorreminx lives in the castle's underwater chambers, as does the king himself, his two favorite eel hounds, six river soldiers, six merrow guards, Thimblescarves and the lovely Budena. The hallways are yielding, and any character who makes a successful DC 13 Swim check can push through them from the riverside into air, or vice versa.

The floor of the hall is watery, with pebbles along the floor and mud and weeds underfoot. Drops of water frequently fall from the ceiling, and the air is distinctly chill. The sidhe avoid the Rippling Hall; the guards on duty here shiver and complain of the cold by the end of their watch.

#### MEMBERS OF THE RIVER COURT

Almost a hundred fey and twice that number of servants serve at the River King's court. Here are some of the most notable.

**RUMPKIN THE PORTER**, a rather fat bear who watches the entryway to the Outer Courtyard and advises polite visitors about the dangers of an audience: the chill waters, the ettercaps and soldiers, the River King's dour manner and his greed for land and a proper mill of his own—the better to show his dukes and nobles his power over the water.

If he fails to scare them off, Rumpkin happily offers to protect the party with a *water breathing* incantation in



exchange for a large amount of honey or a similar mass of berries from the woods. The incantation makes it possible for those affected to breathe water as if it were air for 1 day.

Due to Rumpkin's appetite and frequent visitors to the River Court, the nearest hives and berries are all a day's march into the woods.

The following NPCs are at the River Court.

- **LADY BUDENA**, the Lorelei of Summer Twilight and secret consort of the River King, is draped in a gown of bronze willow boughs, trailing a constellation of fireflies. She wanders the lower chambers of the Rippling Hall. See full stats on page 60.
- **SIR LIJON TROUTSCALES**, a silver-maned sidhe and king's knight, is a veteran duelist with a penchant for provoking foes. His impeccable green-and-gold livery and blue-scale armor contrast his stark and utilitarian weapons. See full stats on page 62.
- He loves finding unintended insults in the words of those who address the king, then demanding satisfaction by blade.
- **OMURTHA**, a one-eyed foul hag of incredible vanity, sees herself as Lady Budena's physical equal. She attempts to seduce beings at the River King's court. Those in the know quickly learn to appease her.

Omurtha has the ear of many of the ladies-in-waiting. Misfortune tends to befall those who hurt Omurtha's feelings. Omurtha also has a terrible temper, and has been known to crush men's skulls with her bare hands.

**WICKERBELL**, Keeper of the Royal Apiaries, is a demure brownie with a myriad of braids and a love for luxurious fabrics. Seemingly trustworthy and pleasant, she keeps many courtiers' counsel. Secretly the King's Surface Spymaster, her bees roam the realm and report back with the plots of more nefarious subjects. See full stats on page 60. **THIMBLESCARVES**, the nixie jester, wears a brilliant colored jacket with a peacock-feathered back. He is a silver-tongued fool known for puns and verbal acrobatics. A keen observer of personalities and foibles, he takes great delight in catching speakers in double entendres and unintentioned meanings.

MARSHFOX, the quickling Bandit Lord's ambassador, is never without his crimson fur tippet and a cattail bundle carried as an official symbol. Cruel and avaricious, he prefers talking animal meat.

While primarily an envoy, he sends word back to his master of outgoing caravans and poorly armed travelers.

#### THE ENEMY POINT OF VIEW

Here's where all the chickens come home to roost. Every courtier they met, every badge of service they ever accepted, every fight they failed to finish: those NPCs are at the River Court. They remember the bar brawls, the archery contest, whatever occasion the PCs bested them at. And they want a bit of petty revenge.

Worse than that, Ellessandra's son recently spread a very different version of history around here. As far as the fey are concerned, the facts are that:

- The miller used their gift of the millstone to enrich only himself rather than to profit all the people of his village
- He used the millstone's magic to mistreat his bride
- Mortals have killed many fey in Riverbend (goblins, ettercaps, sidhe merchants), and may be guilty of not just murder but foul blood magic.

The River King fears being carried along by events, and desires the resumption of his tribute, or more territory. When Lord Flax gathered a band of mercenaries, King Ulorian agreed to his harsh countermeasures. The fey now plan to invade and attack Riverbend in force.

#### TABLE 6-1: TALKING TO NPCs AT THE RIVER COURT

Result	NPCs Reactions
Natural 1	The fey are offended and refuse to speak with the murderers, iron-bearers, or spies, who they watch with suspicion. No one trusts them or helps them. The PCs may be challenged to a duel if they have split up, or if the speaker is especially disagreeable to the fey (such as a dragonkin, dwarf, or tiefling).
2-12	The fey speak of trivialities, the progress of the seasons and the growth of acorns, the lovely wedding of Lady Wickerbell and Lord Apicus not long ago, the coursing of the eel hound packs against the Oak King's river crossing some days ago. They mention the fine trout and delicious nuts coming into season, but nothing related to the mill or politics. Some may ask for gold, gems, or other bribes, which they pocket without providing any information or gifts in return.
13-16	It is interesting to see mortals at the River Court. Perhaps the party members are changelings, like Lord Flax? Or they seek some boon from the king? What gifts and memories have they brought? You do know that the River King has nine sisters, and they are always asking him for gifts. Three are the lorelei, three are the frostmelt nixies, and three are hags. His brothers were done away with when King Ulorian ascended the throne.
17-20	The Lady Ellessandra was shamed at court long ago, for she loved a mortal she saw through a scrying glass. The king exiled her for that forbidden love, married her to a miller, and declared her barren. Some say that the hags are the only ones who kept her close to their hearts, and they cast the enchantment that let her bear a half-breed child. That one has always been warlike, trying to prove he is more fey than the fey themselves.
21-24	Lord Flax has gathered his full army and has gained the River King's blessing for his enterprise. Lady Ellessandra has not returned to court (she is still exiled), but rumor has it that if the young lord burns out the humans and seizes their land for the Summer Lands, his mother will be forgiven and received at court once more. The nixies claim she weeps bitter tears for her son's ambition and the king's wrath, and wishes she had not returned to give birth long years ago.
25+	The River King has been treated to a steady diet of bad advice from a river hag named Jenny Greenteeth, the shadow fey led by Ambertan, and the young changeling Lord Flax. Those three are the source of the River King's rage against Riverbend. Ambertan is a coward, but the changeling is a warmonger. The hag seems to believe the fey must spill blood to retain their strength. Many corpses now float within the eddying waters of the Court, with more surely to come.

If the party does not visit the River Court, in a few days or weeks the king says, "Gather my vassals at the millpond, and we will return their false friendship!" And so the fey will arrive in force in Riverbend, even if the party decides not to risk the danger of a visit to the court.

#### STREETWISE IN THE OUTER COURT

The party may decide they will not charge in past the Outer Court, but seek to gather information with a Knowledge (local) check or a Diplomacy check. This can be handled with some to-and-fro roleplaying with particular fey creatures and animals described above, or it can be done with a check on this table. Not all of the information is entirely accurate.

If the part does choose to make a check, only a single character may make the check, unless the party splits up and questions people in separate conversations. In that case, the PCs may find themselves challenged by the lesser courtiers, offered secret back ways to the Inner Courtyard (a scam, most of the time), and even the victims of fey pranks, enchantments, and lust magic that keeps them apart.

Any PC gains a +2 bonus for speaking Elven when making a check. Consult Table 6-1 when the PCs make a Knowledge (local) or Diplomacy check to gather information.

#### COMPLEX SKILL CHECK: APPROACH BY DIPLOMACY

The party can attempt to enter the River Court entirely on charm, and a good dose of luck, winning their way past the porter at the Sluice gate, the creatures at the drawbridge, and the guards and soldiers outside the Great Rippling Hall.

This encounter can be resolved by a complex skill check if the party wants to risk possible capture by the fey guards within the castle. The party can attempt this challenge collectively. This check requires 10 successes before 3 failures.

**PRIMARY SKILLS:** Bluff, Diplomacy, Knowledge (nature). PCs gains a +1 bonus for speaking Elven when making a check, +2 for speaking Sylvan.

**BLUFF (DC 15)**: The fey appreciate a good lie, but that doesn't mean they appreciate being lied to. Any failure with Bluff leads to that warden calling up a few guards. These would be another talking bear, a satyr, or ettercap in the Outer Courtyard, a lorelei or river soldiers at the drawbridge, and more merrow at the barrier into the Great Rippling Hall.

**DIPLOMACY (DC 15)**: Smooth words and diplomatic courtesies will get the party far. A failure in Diplomacy means that the party is asked to wait while the guardian "consults with the master bailiff," or "consults with the chamberlain," or the like. This delay can last for hours or even another day. The skill challenge continues despite the lag in time.

**INTIMIDATE (DC 12 OR 21)**: Any lesser fey (brownies, gnomes, talking animals, satyrs) are all relatively easily cowed. The sidhe, ettercaps and others are not.

#### KNOWLEDGE (HISTORY; DC 13) or KNOWLEDGE (ARCANA;

**DC 15**): The PC remembers the tradition of gates and fey roads being owned and guarded by the fey, and the need to placate those forces with Knowledge (arcana). A successful Knowledge (history) check opens up the Knowledge (arcana) check, but does not count as either a success or failure for the challenge.

The Knowledge (arcana) check shows the successful use of magic of some kind, or clever discussion of magic, which impresses the fey gate guardian enough to allow the PCs some leeway. Counts as 1 success, only possible once per gate. **KNOWLEDGE (NATURE; DC 17):** The fey have rules, customs, and traditions that go back to the founding of the Summer Kingdoms. Knowing those rules and customs makes it much easier to convince the door wardens that one is trustworthy.

**PERCEPTION (DC 13)**: The fey all seem to think a battle or war is coming, and many of the smallest are playing at war with wooden swords and turtle shell shields. Mercenaries seem to wander in and out of the castle freely. Taking a military tone might be a good approach. (A Perception check does not count as a success or failure, but it can provide a +2 on the next check.)

**SENSE MOTIVE (DC 12):** The PCs realize what the porter or chamberlain guards want, namely a sign of authority, a small bribe, and a declaration of fealty to the fey and some sign of service (any badge of fealty).

#### SUCCESS

After 3 successes, the party is past the Sluice gate and into the Outer Courtyard. After 6 successes, they are over the drawbridge. After 10 successes, they are on the stairs and granted an audience with the king. See the River King's Judgment (page 52).

If the PCs succeed at this challenge, grant the party experience as if they had defeated a CR 6 encounter.

#### FAILURE

The party is denied entry to the Great Hall and they are not granted an audience with the king before he gives his blessing to Lord Flax's venture. The fey ask the party to leave the castle, and toss them into the river if their departure is not swift enough.

# THE RIVER KING'S TITLE AND REGALIA

Only a sidhe or elf may take the River King's title if he is defeated, and odds are extremely good that defeating him means an immediate challenge from Jenny, from Sir Arnovar, and from others who wish to make sure that no intruder moves in. Taking his regalia out of the Summer Lands will weaken anyone who takes the title; both the *Crown* and the *Orb* are required for the holder of the River King's title.

#### Orb of the Rushing Flood

When worn, this encapsulates the wearer's hand in a sphere of pulsating blue light.

**EFFECT**: This item acts as a slotless *ring of the ram*, which regains all of its spent charges each morning when it is in the Summer Lands. This item cannot be crafted. It is worth 30,000 gp.

#### CROWN OF THE RIVER KING

When sat upon the brow, this circlet of sterling silver appears to sway and ripple, like sunlight on a stream.

**EFFECT**: This crown acts as a slotless *cloak of displacement* and grants the wearer the continuous effects of a *water breathing* spell. It grants a +5 circumstance bonus to Diplomacy checks with sidhe and fey creatures in the Summer Lands. If worn with the *Orb of the Rushing Flood*, its bearer is the River King and gains spell-like abilities as described in his statistics. The character becomes an NPC under the GM's control if both are worn for more than 7 days. Monetarily, it has a price of 110,000 gp, but it cannot be crafted, and sidhe within the Summer Lands will pursue its bearer until it is surrendered.

#### COMPLEX SKILL CHECK: APPROACH BY STEALTH

The party can attempt to enter the River Court by sealing lips, treading softly, and getting a good dose of luck. This is a complex skill check.

This encounter can be resolved by a skill challenge if the party wants to put themselves at risk of capture by the fey guards within the castle, or anyone who shouts an alarm.

This check requires 10 successes before 3 failures.

**PRIMARY SKILLS**: Acrobatics, Perception, Stealth, Swim.

ACROBATICS (DC 18): A party member can leap ahead and squeeze through bars or narrow openings to unlock the path or scout out trouble ahead. Or simply leap up out of sight to avoid detection.

**CLIMB/SWIM (DC 15):** The party can swim, climb, and scramble to avoid detection, or use ropes and swing from walls and towers. Swimming is difficult in cold water. The party members must each make a DC 12 Fortitude saving throw after any swimming attempt or suffer 1d6 nonlethal damage.

**BLUFF (DC 22)**: Showing up uninvited through windows and walking around in dark clothes with muffled armor makes it difficult to be convincing.

**DISABLE DEVICE (DC 21):** It's possible to pick locks and open doors and windows of the fey, but many are magically warded.

**INTIMIDATE (DC 12)**: The lesser fey (brownies, gnomes, talking animals, satyrs) are relatively easily cowed, as are the servants such as gray fey and goblins. Once intimidated, they generally stay quiet. Sidhe, elves, ogres, shadow fey, ettercaps, hags, merrow, and lorelei simply can't be intimidated by an intruder; in this case, an Intimidate check results in an automatic failure.

**PERCEPTION (DC 15):** The River Court is full of illusions, echoes in multiple layers above and below water. A Perception check makes it easier to figure out how to get from A to B.

**STEALTH (DC 15)**: The easiest way to be stealthy is with quiet, hidden movement.

#### SUCCESS

After 3 successes, the party is through the river water (by boat or swimming and on the walls). After 6 successes, they are in the correct section of the castle, unseen and approaching the Inner Courtyard. After 10 successes, they have found a way past the merrow to the audience chamber of King Ulorian, who may or may not be happy to see them. See the River King's Judgment encounter (page 52).

If the PCs succeed at this challenge, grant the party experience as if they had defeated a CR 6 encounter.

#### FAILURE

The party is caught sneaking around the castle by four river soldiers on patrol. They may make an immediate Bluff or other check to avoid being taken under guard to the River King, or flee.

Either way, the word spreads about the outsiders, and the PCs suffer a -2 penalty to all further Bluff and Diplomacy checks they might make in the castle.

#### CRITICAL FAILURE: DIPLOMACY OR STEALTH CHALLENGE

If the final roll is a natural 1, the fey capture and hold the PCs in the Prisoner's Tower for Ambertan to question them with a scroll of *discern lies* (DC 16).

The party can fight—almost certainly hopeless, given the numbers involved. The fey will make their strikes nonlethal

and imprison the PCs again, but this time without food or rest. The fey use dancing spells, drenching buckets of water, or other methods to keep the PCs awake and miserable.

Either way, they are delayed long enough for Jenny and Lord Flax to begin the ritual that opens the way for a raid on Riverbend; when the castle is largely deserted, a servant or friendly fey (such as Wickerbell, the satyr Caius, or even Lady Sorreminx) lets them go free.

#### CHANGING CHALLENGES

If the party wants to switch from a Stealth challenge to a Diplomacy challenge, they must do so by making at least one successful Bluff check (which counts as two rolls). If they wish to switch from Diplomacy to Stealth, they must get out of sight by making one additional Stealth success (which counts as two rolls). Retain the party's existing successes, but continue using the Diplomacy or Stealth checks and successes to 10 (or failure with 3).

#### THE RIVER KING'S JUDGMENT

If the party succeeds in the Stealth or Diplomacy challenge, they may enter the Rippling Hall safely. However, the River King is a force of nature and occasionally forgets his promises; there's no reason to believe they'll leave safely.

The hall beneath the castle is purely magical; some warding holds back the river, but the walls themselves are nothing but dark, streaming water. A single corpse floats in the water above a drift wood throne, its arms stick through to the air bubble below.

The River King enjoys the cool, damp environs of the Great Rippling Hall. Other fey are less keen on the wet floor and permeable walls and ceiling. The lighting here is normal, with moonstones glowing with silver light.

The walls of the Rippling Hall are made of cold river water, but are not solid. Any creature may step through them with a successful DC 12 Acrobatics or Swim check. Moving from air to water means that a Swim check is required to swim back into the hall or up to the surface. The current carries creatures 15 feet per round downstream, as determined by the GM on the River King's turn.

Whirlpool currents form in the floor wherever the River King wishes; these are all fey doors to the fey river road where the nixies live. They can move creatures around the throne room as well. Any creature entering a whirlpool square slides 10 feet in a direction chosen by the River King, including out into the fey river road. The creature may struggle against the current by spending squares of movement to reduce the distance that the current carries it. A creature can be affected by more than one whirlpool on a turn. If the River King attempts to send an affected creature out of the castle and to the fey river road, that creature may attempt a DC 22 Will saving throw to resist.

**CREATURES**: Not all the creatures in the hall are immediately obvious (see map on page 49). They are Ulorian, the River King; Jenny Greenteeth; two greater eel hounds; two river soldiers; and three merrow, hidden in the water walls.

The hall itself has three sidhe guards in it, but the ruler here is clear. When the PCs approach the River King, read or paraphrase the following.

A powerful elf wears a cloak of foam-trimmed dark blue and a vest of woven green reeds and willow branches. His crown shines like the sun on a lake, and his flowing hair curls and moves, though there is no wind. Two enormous eel hounds stand silent near him, and an orb of rippling blue light circles his hand. "I am King Ulorian, the Master of the River," he says. "Why do you trouble my people?"

#### To stop the destruction of Riverbend, the PCs must first

convince the River King that Lord Flax's claim is spurious. Then they must gain his consent to visit the false mill and stop Flax in person, either by duel or by mass combat. The shadow fey and the hag Jenny Greenteeth lied to King Ulorian, and so he is under the false impression that Lord Flax has a legitimate title to the lands of Riverbend.

As Lord Flax tells the story, his mother was the miller's wife, and the fey believe the miller is a figure who rules the river —and thus is clearly the king of Riverbend. It's quite obvious, and the River King sees the sense of it. After all, he had a treaty with the miller Froderick, before the treaty was broken and Ellessandra returned some years ago. All this might become obvious to the party in conversation, or it might not.

The PCs can try to talk things around, but if they arrived diplomatically, various other figures will show up who may oppose them. These should be the recurring fey antagonists who have caused the party the most trouble in the adventure, such as:

- Redcoat the Talking Bear.
- Oberest the Green Knight, and Illisfan, his squire.
- Lady Sorreminx and Sir Ygresse.
- The vile gnome Mudflick.
- The lorelei or river maidens.

Any of these NPCs may denounce the PCs as liars, or they may declare that the PCs are honorable and fought valiantly against the green dragon Tatzel or against other fey such the Nain Rouge. If the PCs fail to correct the king's impression of things, the River King demands they obey Lord Flax's "rightful authority". If they refuse to swear some fealty or at least an oath of non-interference, he throws the party out of the River Court using his whirlpools, and sends soldiers to support Lord Flax's assault on Riverbend.

The party must return to the mortal world via the fey roads (most likely through the dragon Tatzel's road, or perhaps by convincing the Birch Queen or Oak King to aid them).

#### **King Ulorian**

#### XP 6,400

NE Medium fey

**Init** +12; **Senses** darkvision 120 ft.; Perception +21

#### DEFENSE

AC 26, touch 24, flat-footed 26 (+2 armor, +6 deflection, +7 Dex, +1 Dodge) hp 123 (13d6+78) Fort +11, Ref +15, Will +13 Defensive Abilities improved evasion, uncanny dodge;

DR 10/cold iron Weakness umbral frailty

#### OFFENSE

Speed 40 ft.

**Melee** +2 rapier +15 (1d6+6/18–20)

**Ranged** +1 composite longbow +9 (1d8+4/x3)

#### Special Attacks fey leap

Spell-Like Abilities (CL 13th; concentration +19)

At will—aqueous orb<sup>APG</sup> (DC 19), water hammer (see below) 3/day—elemental surge (water only, see below; DC 18), hydraulic torrent<sup>APG</sup>

1/day-sacrificial waves (see below; DC 20), haste

#### STATISTICS

**CR 9** 

#### Str 16, Dex 24, Con 20, Int 20, Wis 16, Cha 22 Base Atk +6; CMB +13; CMD 32

Feats Agile Maneuvers, Combat Reflexes, Great Fortitude, Improved Initiative, Iron Will, Toughness, Weapon Finesse Skills Acrobatics +23, Bluff +22, Diplomacy +22, Escape artist +23, Knowledge (arcana) +18, Knowledge (local) +21, Knowledge (nature) +22, Knowledge (planes) +18, Perception +21, Perform (dance) +17, Profession (King) +16, Sense Motive +16; Racial Modifiers +8 Knowledge (nature) Languages Common, Elven, Sylvan, Undercommon SQ fey grace

**Combat Gear** *Crown of the River King, Orb of Rushing Waters,* +2 *rapier,* +1 *composite longbow,* masterwork leather armor SPECIAL ABILITIES

Fey Grace (Su) King Ulorian adds his Charisma modifier as a deflection bonus to his AC.

**Fey Leap (Su)** Ulorian can leap between spaces as if by means of *dimension door*. This magical transport must begin and end in an area with at least some illumination. The River King can jump up to a total of 160 feet per day in this way; this may be a single jump or multiple jumps. This ability must be used in 10-foot increments. Using this ability with a fey-touched mount brings the mount as part of the movement.

**Umbral Frailty (Ex)** When King Ulorian is in an area of dim illumination or worse, he must roll twice and take the worse result for any d20 roll.

# **ELEMENTAL SURGE**

**School** transmutation [air, earth, fire, or water]; **Level** druid/shaman 2, sorcerer/ wizard 2

Certine Time 1 at a lead of the

Casting Time 1 standard action

**Components** V, S, M (air, earth, fire, or water)

**Range** close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw Reflex half; Spell Resistance no

This spell allows a caster to manipulate one of the four elements and form it into a ray or sphere to hurl at a target. The element used as the material component dictates the resulting form of the spell.

Using any source of one of the elements (air, earth, fire, water), the caster manipulates and magnifies it into a more dense form suitable for hurling toward a single target. It requires a ranged touch attack to hit and deals 2d6+1 hp damage per caster level (maximum +10, type listed below). Each element also has a secondary effect.

The River King can only use the water element, which deals bludgeoning damage. The impact of the water dazes the target for one additional round. A Fortitude saving throw negates this secondary effect.

# SACRIFICIAL WAVES

**School** evocation [water]; **Level** cleric/oracle 4, druid/ shaman 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

**Components** V, S, M/DF (your blood dropped in water)

Range medium (100 ft. + 10 ft./level)

Area 30-ft. radius burst into a large body of water

Duration instantaneous and 1 round/level

Saving Throw Reflex half; Spell Resistance yes

You sacrifice your blood to implore the dragon god of the sea to strike at all enemies within the spell's radius.

You must deal 1 hp damage to yourself for each 1d6 hp damage/round you wish to inflict on affected enemies, to a maximum of 5 hp damage to yourself and 5d6 damage to your target. Jets of water batter creatures and objects in the area, inflicting the indicated damage. Creatures that succeed on a Reflex saving throw take half damage.

Water in the area remains turbulent for the duration of the spell. Swimmers in the area must succeed on a DC 15 Swim check each round to avoid sinking. Boats that rely on sails or rowing for propulsion cannot leave the area using those means.

#### WATER HAMMER

School transmutation [water]; Level sorcerer/wizard 2 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels plus the area) Area one 5-ft. square/2 levels; max 4 squares Duration instantaneous

#### Saving Throw none; Spell Resistance no

You create a small globe of freezing water around your fist and send it hurtling forward. The sudden blast of water affects anything within the target squares, doing 1d6 hp cold damage plus +1 per 2 levels (max 1d6+5). For every 2 caster levels, you may affect another square, to a maximum of four squares at 9th level. Each square must be adjacent to another square.

Jenny Greenteeth	CR 8
XP 4,800	
Green hag sorcerer 3	
CE Medium monstrous humanoid	
Init +4; Senses darkvision 90 ft.; Perception +20	
DEFENSE	
AC 18, touch 10, flat-footed 18 (+8 natural)	
<b>hp</b> 81 (9d10+3d8+18)	
Fort +4, Ref +7, Will +9 (+13 vs. polymorph and petri	fication)
<b>SR</b> 16	
OFFENSE	
Speed 30 ft., swim 30 ft.	

Melee 2 claws +15 (1d6+5 plus weakness)

**Bloodline Spell-Like Abilities** (CL 4th; concentration +8, +10 touch attack)

7/day—*dissolving touch* +10 touch (1d6+1 damage)



**Spell-Like Abilities** (CL 9th; concentration +13)

Constant—*pass without trace, tongues, water breathing* At will—*alter self, dancing lights, ghost sound* (DC 14), *invisibility, pyrotechnics* (DC 16), *tree shape, whispering wind* 

Sorcerer Spells Known (CL 3rd; concentration +7)

- 1st (7/day)—charm person (DC 15), endure elements, magic missile, murderous command (DC 15),
- Cantrips (at will)—acid splash, bleed (DC 14), detect magic, mage hand, read magic, touch of fatigue (DC 14)

#### Bloodline ocean

- STATISTICS
- Str 21, Dex 10, Con 14, Int 15, Wis 18, Cha 18

Base Atk +10; CMB +15; CMD 32

- **Feats** Alertness, Blind-Fight, Combat Casting, Deceitful, Great Fortitude, Improved Initiative
- Skills Bluff +17, Disguise +15, Knowledge (arcana) +13,
- Linguistics +4, Perception +20, Sense Motive +12, Stealth +14, Swim +19

Languages Aklo, Common, Elven, Giant, Sylvan

SQ bloodline power (formless), mimicry

SPECIAL ABILITIES

- **Formless (Ex)** Jenny gains a +7 bonus to her CMD and a +4 bonus to resist polymorph and petrification effects.
- Weakness (Su) A green hag's claws sap strength from those she strikes. Each time a green hag hits a foe with her claw attack, the victim takes 2 points of Strength damage unless he resists the weakness with a successful DC 20 Fortitude saving throw. Alternatively, a green hag can attempt to inflict even greater weakness on a foe by making a touch attack—this variant requires a standard action, and cannot be attempted in the same round the hag makes claw attacks. The opponent touched must succeed on a DC 20 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based. Mimicry (Ex) A green hag can imitate the sounds of almost any animal found near its lair.

#### Eel Hound Pack Leaders (2) CR 3

XP	800	each

**hp** 25 each; see page 17

King's Soldiers (2)	CR 2
XP 600 each	
hp 18 each; see page 47	

#### Merrow (3)

XP 1,200 each

hp 42 each; see page 45

**TREASURE:** The River Court is full of treasure rooms filled with silver and gold, halls decorated with tapestries woven with mithral and pure light, and foes that carry weapons of elf silver and sidhe chain shirts. Play up the wealth of the court, but also that many of the elements of the court are illusion and glamour.

Parties making their stealthy way through the court may find one such tower room to loot. Most of these treasures fade into ice and melt when removed from the Summer Lands. The GM should choose one item per PC that remains whole, ideally one of the following options:

- A Treasure from the River Court (worth 1,800 gp).
- A mithral necklace with a pulsing star emerald pendant; this acts in all respects as slotless *ring of the sea strider*.
- A suit of +2 *mithral armor* (tailored to the group).

- A lesser rod of rime (metamagic).
- A +2 vicious bastard sword fashioned of unmelting ice (treat this like cold iron).

# DUEL IN THE COURT

If the party convinces King Ulorian that Lord Flax is mad, and that there is no rightful claim on mortal lands by a miller or by a half-elf, he is content to call off the attack.

However, others are not so quick to give up their schemes, in particular Mistress Greenteeth.

**CREATURE**: Jenny Greenteeth challenges the party to a duel, or rather, challenges one of their number. She prefers to pick on a creature that seems weak: a halfling rather than a dragonkin, or an unarmored wizard rather than a fully girded paladin.

If the PCs trigger this duel, read or paraphrase the following.

A beautiful sidhe woman who could be Ellesandra's sister steps forward from near the king's throne and points at you. "They are not fey! They are no servants of yours, Your Majesty. I challenge the little one to defend his friends in combat, with the loser to serve the victor for a week and a day. It is only right they prove themselves worthy of speech with royal blood."

A successful DC 20 Perception check reveals that the sidhe challenger is not what she appears; her voice is deeper than a sidhe's normal voice. A successful DC 20 Sense Motive check reveals that the fey around the courtroom are a little more eager than they should be to witness this duel. There's real anticipation in the court.

If the challenge is accepted, she chooses Sir Oberest (if he still lives), Sir Yngress (if Oberest has been defeated), or a merrow named Bloodeye as her second to step forward if her foe should engage in trickery or she is slain. When the fight begins, read or paraphrase the following.

Your challenger smiles, and her shape shifts: she now has wild puffball hair, long arms ending in clawed hands, and a set of green, snaggly teeth glistening like pond scum.

If possible, she wants the fight to be in the watery section of the room; she knows that the River King's whirlpools will prevent others from interfering in the fight.

The River King stays out of that fight directly, unless one of his soldiers is killed. At that point, he attacks the person who attacked his feudal vassal (to exact revenge), and begins throwing people out, using hydraulic torrent to push them into whirlpools and out to the fey river road.

Whirlpool currents form in the floor wherever the River King wishes; these are all fey doors to the fey river road where the

# DESIGNER'S NOTE

CR 4

It's an anti-climax to initiate this twist/duel by a die roll; it would be much better if the players came up with it themselves. However, I think it's heavy-handed to have Lord Flax mention it; he's not the type who fights fair, really. Why should he give up his numerical advantage? If a player does come up with it, award that character a story award of 500 XP, regardless of the duel's outcome, and award the total XP for all the creatures at the mill to the party, even though they were not all defeated one by one. nixies live. They can move creatures around the throne room as well. Any creature entering a whirlpool square slides 10 feet in a direction chosen by the River King, including out into the fey river road.

The creature may struggle against the current by spending squares of movement to reduce the distance that the current carries it. A creature can be affected by more than one whirlpool on a turn. If the River King attempts to send an affected creature out of the castle and to the fey river road, that creature may make a DC 22 Will saving throw to resist this transportation.

#### Jenny Greenteeth

#### **CR 8**

#### XP 4,800

#### hp 81; see page 54

**Tactics**: Mistress Greenteeth becomes invisible and tries to catch the PCs off guard with her claws. If this is successful,

she repeats this tactic. She tries her murderous command, directing the target to attack one of the king's soldiers. This breaks the honorable duel between two foes and begins a general melee with the sidhe soldiers.

**DEVELOPMENT:** If the party defeats Jenny Greenteeth, the River King asks the party to bring word to Lord Flax and his army at the mill that the attack on Riverbend is off.

#### THE SIEGE OF THE FALSE MILL (CR 9)

The last threats the party must face are the young lord's forces gathered at a fey version of the real mill. This false mill is really an empty engine of industry that imitates human conventions. The River King grinds wood to sawdust and is surprised when his bakers cannot give him proper bread.

The young Lord Flax uses the false mill as a staging ground to leave the Summer Lands and run rampant in Riverbend. The connection through the millpond is a fey road leading directly to Riverbend.

**CREATURES**: When the PCs approach the false mill, read or paraphrase the following:

There's a large shape in the dark woods, illuminated by the flickering light of fireflies and fey lanterns. It is a stone-andtimber building right up against the river. A rough wooden dam of logs and mud holds back the water, and a huge millwheel turns slowly. This mill looks remarkably like the one in Riverbend, though the dam is different, and so is the raiding party gathered near the shore of the millpond.

A couple ettercaps are the tallest, but you also see more than a half-dozen shadow fey with their tall swords, many sidhe with bows, plus a single mounted rider: a young half-elf with golden hair. That rider's eyes burn a cold blue, the color of cornflowers. Eight blue-fletched arrows shoot from the windows of the mill and land near your feet. He shouts: "That's a warning shot. Trouble us no further."

If the party tries to negotiate, a successful DC 25 Diplomacy may make Flax listen, briefly, while he and his troops cross over the dam to a better tactical position.

If the PCs draw steel and ready spells, Flax says the following.

"We have waited long years! Now, we burn the humans out of their huts, and take their land! We will spill their blood for the River King!"

A successful DC 21 Perception check reveals that the young Lord looks a lot like a grown-up version of the brownie you saw at the mill in Riverbend. A successful DC 26 Knowledge (nature) check makes a PC realize that the fey the party has

# SIEGE OF THE FALSE MILL 1ST WAVE



already met seem very keen on single combat. So, it stands to reason, perhaps the leaders could be convinced to stand in for his whole army.

Lord Flax is delighted to duel a single foe. If he is defeated, the remaining fey retreat, reluctantly abandoning the idea of conquering Riverbend.

#### Lord Flax

#### XP 1,800

NE Medium fey

Init +9; Senses darkvision 120 ft.; Perception +11

#### DEFENSE

AC 20, touch 20, flat-footed 20 (+4 deflection, +5 Dex, +1 Dodge) hp 32 (7d6+7)

#### Fort +2, Ref +5, Will +5

Defensive Abilities improved evasion, uncanny dodge; DR 5/ cold iron

#### OFFENSE

Speed 40 ft.

Melee mwk greatsword +7 (2d6+6) or lance +7 (1d8+4/x3)**Ranged** mwk composite longbow +9 (1d8+4/x3)

#### Special Attacks fey leap

**Spell-Like Abilities** (CL 7th; concentration +11) At will—eagle's splendor, mage armor

3/day—hydraulic push<sup>APG</sup> (DC 17)

1/day—shock shield<sup>UC</sup>, haste

#### STATISTICS

Str 18, Dex 16, Con 12, Int 16, Wis 12, Cha 18

Base Atk +3; CMB +8; CMD 24

Feats Combat Reflexes, Improved Initiative, Power Attack, Toughness

Skills Acrobatics +13, Bluff +14, Diplomacy +14, Handle Animal +8, Knowledge (nature) +17, Perception +11, Perform (dance) +14, Profession (courtier) +8, Ride +10; Racial Modifiers +4 Knowledge (nature)

Languages Common, Elven, Sylvan, Undercommon SQ fey grace

Gear masterwork greatsword, masterwork composite longbow, quiver & 20 arrows

#### SPECIAL ABILITIES

Fey Grace (Su) A sidhe adds his Charisma modifier as a deflection bonus to his AC.

Fey Leap (Su) A sidhe can leap between spaces as if by means of dimension door. This magical transport must begin and end in an area with at least some illumination. A sidhe can jump up to a total of 20 feet per day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each. This ability must be used in 10-foot increments. Using this ability with a feytouched mount brings the mount as part of the movement.

#### Lionheart, Fey-Touched

#### **XP 600**

N Large magical beast

Init +4; Senses low-light vision, scent; Perception +10 DEFENSE

AC 15, touch 13, flat-footed 11 (+4 Dex, -1 size, +2 natural) **hp** 42 (4d10+20)

Fort +8, Ref +7, Will +3 OFFENSE

Speed 50 ft.

Melee bite +9 (1d4+5), 2 hooves +7 (1d6+2)

Space 10 ft.; Reach 5 ft. STATISTICS

Str 20, Dex 18, Con 21, Int 10, Wis 17, Cha 13 Base Atk +4; CMB +9; CMD 23 (27 vs. trip) Feats Endurance, Multiattack, Run<sup>B</sup> Skills Perception +10, Survival +7 Languages Common, Sylvan

#### Ettercaps (2)

#### XP 800 each

CR 5

hp 30 each; Pathfinder Roleplaying Game Bestiary

#### Sidhe Archers (King's Soldiers; 8)

XP 600 each

hp 18 each; use stats for the King's soldiers, page 47. TACTICS

The archers shoot from the mill; they may step outside if the party is engaged in the chokepoint on the dam. They melee if they must, but prefer to avoid that. They will surrender if Lord Flax and the ettercaps are killed.

CR 3

CR 2

#### Shadow Fey Brigands (5) CR 2

XP 600 each hp 14 each; see page 23

TACTICS

The brigands wait for the ettercaps and Lord Flax to charge in first, then vanish to attack. They flee if Lord Flax is killed.

#### THE SECOND WAVE AT THE MILL (CR 8)

Lord Flax rides away when the party either enters the mill or defeats all minions outside the mill; he may also retreat into the mill by stepping onto the waterwheel and letting it lift him up to the second floor. This is a perfect opportunity for the party to rest, possibly cast some healing magics or freshen up their supportive magics.

The millpond shore is muddy and quickly becomes deep. Any bull rush can push a creature over into the water.

In the mill itself, the shutter and embrasures provide concealment to archers in the mill itself. The stream in the millpond counts as difficult terrain because of its depth. Getting out requires a DC 15 Climb check; those wearing heavy armor who fail this check sink into the pond and may begin to drown.

The millpond is created by a mill dam, which is a rough mass of sticks and logs at the top and muddy along its entire length. Water spills over the top if the river is running high. The top is difficult terrain. Creatures struck on the top must make a DC 18 Acrobatics check. If the check fails, the creature falls into the stream below the millpond, taking 1d6 damage from the fall and requiring a DC 15 Swim check to swim to shore.

**CREATURES**: Lord Flax then returns with the second wave. When he does so, read or paraphrase the following. 

You hear the fey knight's shout, and the river roars in answer. The water rises up, foaming and boiling with bubbles-and the central 10-foot section of the dam gives way.

As the water rushes through, a sidhe, a shadow fey, two ogres, and two merrow come out of the water, howling for your blood. .....

The party may try to negotiate if they are badly wounded and did not get a short rest. Flax allows this, but does not offer a lot of concessions. His father must acknowledge his claim to the



land, and all competing claims (that is, the Reeve Kolya) must be exiled or killed.

A reconciliation with his father might convince him to avoid a bloody slaughter, but that sort of negotiation is best left to the GM's discretion. Froderick probably has no idea that he has a son (much less a half-fey raider with an inferiority complex), and he will be somewhat terrified by the army. Let the PCs do the talking for him; they're the heroes.

If Lord Flax still lives, he returns from the forest on his horse, urging his followers on. If he was pretending to have been slain, or if he was captured, he uses a fey leap to gain some distance and attempts to remount his warhorse (or a new one made of river foam).

If the party has retreated, the ogres sniff and pace the ground, and will surely track them down.

#### Ambertan, Shadow Fey Warlock CR 5

#### XP 1,600

NE Medium fey Init +9; Senses darkvision 120 ft.; Perception +11 DEFENSE

AC 20, touch 20, flat-footed 20 (+4 deflection, +5 Dex, +1 dodge) hp 32 (7d6+7) Fort +3, Ref +10, Will +6 Defensive Abilities improved evasion,

uncanny dodge

# OFFENSE

Speed 40 ft.

Melee mwk rapier +9 (1d6+1/18-20) Ranged mwk short bow +9 (1d6/19-20) Special Attacks fey leap Spells Known (CL 5th; +9 concentration, +9 touch, +10 with rays)

2nd (5/day)—scorching ray, spontaneous immolation<sup>UM</sup>

- 1st (8/day)—color spray (DC 15), magic missile, ray of enfeeblement, shield
- Cantrips—bleed, detect magic, guidance, light, mending, prestidigitation, touch of fatigue

#### **Spell-Like** Abilities

(CL 7th; concentration +11) At will—dust of twilight<sup>APG</sup> (DC 16), vanish<sup>APG</sup> 3/day—suggestion (DC 17)

#### STATISTICS

#### Str 12, Dex 20, Con 12, Int 16, Wis 12, Cha 18 Base Atk +3; CMB +8; CMD 24

Feats Combat Casting, Improved Initiative, Weapon Finesse, Weapon Focus (ray)

Skills Acrobatics +15, Bluff +18, Diplomacy +14, Knowledge (arcana) +10, Knowledge (local) +13, Knowledge (planes) +13, Perception +11, Perform (dance) +14, Profession (courtier) +11; Racial Modifiers +4 Bluff

Languages Common, Elven, Sylvan, Undercommon SQ fey grace, spells

# SIEGE OF THE FALSE MILL 2ND WAVE



#### SPECIAL ABILITIES

Fey Grace (Su) Ambertan adds his Charisma modifier as a deflection bonus to his AC.

Fey Leap (Su) Ambertan can leap between spaces as if by means of *dimension door*. This magical transport must begin and end in an area with at least some illumination. A sidhe can jump up to a total of 20 feet per day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each. This ability must be used in 10-foot increments. Using this ability with a feytouched mount brings the mount as part of the movement. Spells (Su) Ambertan casts spells as a 5th-level sorcerer.

Ogres (2)		

**XP 800 each hp** 30 each; *Pathfinder Roleplaying Game Bestiary* 

Merrows (2)	CR 4
XP 1,200 each	
hp 42 each, see page 45	

#### Shadow Fey Brigands (4) XP 600 each

**hp** 14 each; see page 23

**DEVELOPMENT:** If the party cannot defeat Lord Flax (or is too cowardly to fight him), then the raiders wade into the millpond and disappear, going to burn Riverbend. The party can return the same way by swimming into the millpond and touching the millstone. Even if they do not, the whole area is bound by Flax's ritual. With the dawn, the false mill becomes the real mill, and the party returns to Riverbend. The villagers come out of their huts and go to the fields, ready for another day of toil and sweat. Froderick and Kolya are excited to see the PC's back; only a night has passed since they disappeared, after all.

If Ellessandra gave the PCs her ring and note, the Reeve Kolya accepts it as proof that she is not dead, on the PCs' sworn oath. Froderick is set free; see the Conclusion section.

**TREASURE:** The party will find little at the false mill unless they look very, very carefully indeed. The millstone seems to grind acorns into acorn flour and wood into sawdust; chests are filled with both. The sawdust, however, is really gold dust obscured by illusion. A DC 21 Perception check sees through that illusion. The gold is worth 270 gp, but taking it certainly makes an enemy of the River King.

If the party did not steal a treasure from the River Court (see page 58), Lord Flax's demonic blade turns into the magical sword *Iceriver*. The sword is a +2 vicious bastard sword made of unmelting ice (treat this like cold iron).

# CONCLUSION

If the party dissuades the River King from sending his army (or defeats Jenny in single combat) and then defeats or kills the young Lord Flax, they may step through any fey door to find themselves back at the peaceful millpond. Alternately, they may arrive there from the false mill, if they pursued Lord Flax to the mercenary camp. Ellessandra stands on the shore by the reeds, weeping. "My son is dead, and you have killed him. You have my child's blood on your hands. Yet it would have been worse if he had come to claim his title here. Leave Riverbend. Leave, and never return."

#### QUEST REWARDS

Froderick himself is true to his word and gives the party 400 gp, a miller's blessing, and the knowledge of an incantation. He cannot truly grieve for a son he never knew, but he is profoundly grateful that the PCs brought Ellessandra back to him. If the PCs saved Froderick from execution, award each of them 500 XP. If they stopped the invasion and turned aside the wrath of the River King, award them each an additional 1,000 XP.

#### FURTHER ADVENTURES

The PCs now have friends and enemies in Riverbend and in the Summer Kingdom.

The fey, in particular, have long memories. They carry grudges and debts with them for decades, much longer than most human lives. The party might meet up with Jenny Greenteeth again, and might meet Ellessandra's relatives, bitter about the loss of her half-elven son. Other fey-oriented adventures may include *Sorrow* in *Midgard Tales*, or *Courts of the Shadow Fey*. Both are available from Kobold Press.

# APPENDIX A: COURTIERS OF THE RIVER COURT

The following NPCs can be found in the River King's Court.

# LADY BUDENA

Draped in a gown of bronze willow boughs and trailing a constellation of fireflies, this sultry brunette feeds the King's jealousy with her regular attempts to seduce newcomers to his court; each conquest is justification for another tryst.

#### Lady Budena

CR8

#### XP 3,200

Female lorelei sorcerer 1 CE Medium fey (aquatic) Init +10; Senses low-light vision; Perception +15 Aura alluring presence (30 ft., DC 23)

#### DEFENSE

AC 26, touch 26, flat-footed 19 (+9 deflection, +6 Dex, +1 dodge) hp 79 (8d6+1d8+54) Fort +17, Ref +21, Will +21

OFFENSE

Speed 30 ft., swim 30 ft.

**Melee** mwk dagger +11 (1d4/19–20)

Special Attacks stunning glance (30 ft., DC 23)

Sorcerer Spell-like Abilities (CL 8th; +19 concentration, +11 touch)

12/day—*laughing touch* +11 touch (1 round laughing, move action only)

Spells Known (CL 8th; +19 concentration)

4th (3/day)-dimension door

3rd (7/day)—hydraulic torrent<sup>APG</sup>, reckless infatuation<sup>UM</sup> 2nd (8/day)—daze monster, protection from arrows,

unnatural lust<sup>UM</sup>

1st (8/day)—comprehend languages, murderous command (DC 20), obscuring mist, ray of enfeeblement, unseen servant

Cantrips—bleed, detect magic, guidance, light, mending, prestidigitation, touch of fatigue

# Bloodline fey

STATISTICS Str 8, Dex 23, Con 22, Int 16, Wis 18, Cha 29

Base Atk +4; CMB +10; CMD 29

Feats Agile Maneuvers, Combat Casting, Dodge, Improved Initiative, Weapon Finesse

Skills Bluff +20, Diplomacy +20, Escape Artist +17, Heal +12, Knowledge (arcana) +11, Knowledge (nature) +14, Perception +15, Sense Motive +15, Stealth +17, Swim +18; Racial Modifiers +8 Swim

Languages Common, Sylvan

SQ unearthly grace, water spirit

# SAMPLE ENCOUNTER

For a CR 9 encounter, the PCs could face Lady Budena and one lesser lorelei.

#### SPECIAL ABILITIES

- **Alluring Presence (Su)** This ability affects all humanoids within 30 feet of a lorelei. Those who look directly at a lorelei must succeed on a DC 23 Will saving (Charisma based) or be drawn to the lorelei in the most direct path, regardless of the danger. This compulsion fades once the person gets within 5 ft. of the lorelei. A lorelei can suppress or resume this ability as a free action. Anyone who successfully saves against this effect cannot be affected by it from the same lorelei for 24 hours.
- **Dangerous Beauty (Su)** This constant effect works like the bard's fascinate ability (DC 23). The lorelei's effective bard level is equal to her racial HD for determining her total modifier to the check. Any bard levels possessed by the lorelei may be considered for this effect. The lorelei does not need to perform to create this effect, and the penalty imposed by this ability applies to all skill checks while fascinated. Anyone who successfully saves against this effect cannot be affected by it from the same lorelei for 24 hours.

Spells (Su) A lorelei casts spells as a 7th-level sorcerer.

- **Stunning Glance (Su)** As a standard action, a lorelei can mentally disrupt a creature within 30 ft. with a look. The target must succeed on a DC 23 Fortitude save (Charisma based) or be stunned for 2d4 rounds.
- **Unearthly Grace (Su)** A lorelei adds her Charisma modifier as a racial bonus on all her saving throws and as a deflection bonus to her AC.
- **Water Spirit (Su)** A lorelei is considered to be under the effects of *freedom of movement* whenever she is in a body of water.

# WICKERBELL

A demure brownie with myriad braids and a love for luxurious fabrics, she seems trustworthy and pleasant, keeping many courtiers' counsel.

Wickerbell CR	8
XP 4,800	
Female brownie sorcerer 7	
Pathfinder Roleplaying Game Bestiary 2	
N Tiny fey	
Init +9; Senses low-light vision; Perception +16	
DEFENSE	
AC 18, touch 18, flat-footed 12 (+5 Dex, +1 dodge, +2 size)	
<b>hp</b> 59 (1d6+7d8+24)	
<b>Fort</b> +7, <b>Ref</b> +9, <b>Will</b> +10; +2 vs. illusions	
DR 5/cold iron; SR 19	
OFFENSE	
Speed 20 ft.	
<b>Melee</b> +1 short sword +11 (1d2-1/19-20)	
<b>Space</b> 2–1/2 ft.; Reach 0 ft.	
Spell-Like Abilities (CL 7th; concentration +17)	
At will—dancing lights, mending, prestidigitation	
1/day—lesser confusion (DC 17), dimension door (self only), mirror image, ventriloquism (DC 17)	

#### **Spells Known** (CL 7th; +17 concentration)

- 3rd (5/day)—clairvoyance/clairaudience, speak with vermin\*, control verminMC
- 2nd (7/day)—misdirection (DC 18), protection from arrows, summon swarm
- 1st (8/day)—color spray (DC 17), comprehend languages, magic *missile, misleading shadows*<sup>DM</sup>, *obscuring mist, unseen servant* Cantrips—detect magic, disrupt undead, guidance, light, read magic, stabilize, touch of fatigue
- \*As per speak with plants, but affects vermin only.
- **Bloodline** raven

#### TACTICS

Before Combat Wickerbell maintains control over a pair of giant bees at all times and always rides one as a mount. STATISTICS

Str 6, Dex 20, Con 16, Int 14, Wis 17, Cha 22

Base Atk +3; CMB +2; CMD 11

- Feats Agile Maneuvers, Combat Casting, Dodge, Great Fortitude, Improved Counterspell, Improved Initiative<sup>B</sup>, Weapon Finesse<sup>B</sup>
- Skills Acrobatics +9 (+5 jump), Bluff +13, Craft (apiary) +7, Diplomacy +16, Escape Artist +9, Handle Animal +5, Knowledge (local) +12, Knowledge (nature) +12, Perception +16, Sense Motive +10, Stealth +17 (+21 in forest); Racial
- Modifiers +2 Perception, +4 Stealth in forests
- Languages Common, Elven, Gnome, Sylvan

SQ arcane bladework, bloodline arcana, illusory disguise Gear +1 shortsword, lesser rod of metamagic extend

#### SPECIAL ABILITIES

- Arcane Bladework (Sp) Twice per day, Wickerbell can imbue her sword with a spell, as per the *spell storing* ability. The spell must be one level lower (or less) than the highest level she can cast, and no greater than 4th level. Imbuing the weapon consumes a daily use of that level spell (0-level spells still consume a 1st-level spell slot), but the spell is expended only on a successful attack. The imbued weapon loses this property if used by someone else and the use of this power is expended. If a natural 1 is rolled for the imbued weapon, it gains the broken condition until repaired. An attack with an imbued weapon with the broken condition that rolls a 1 destroys the weapon.
- Bloodline Arcana: Whenever Wickerbell casts a spell against a creature denied its Dexterity bonus to AC, increase that spell's DC by +2.
- **Illusory Disguise (Sp)** At 3rd level, Wickerbell's illusion spells augment her disguises. By sacrificing a daily use of an illusion spell, she may add a bonus equal to 1 plus the sacrificed spell's level to the Disguise check made to conceal her nature. This benefit remains until she actively removes the disguise, or until the next sunrise or sunset, whichever occurs first. This benefit to disguise does not radiate magic, nor can it be eliminated by less than a greater dispel magic.

#### Giant Bee

CR 1

**XP 400** 

N Medium vermin; Pathfinder Roleplaying Game Bestiary 2 Init +2; Senses darkvision 60 ft.; Perception +1 DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural) **hp** 16 (3d8+3)

**Fort** +4, **Ref** +3, **Will** +2

Immune mind-affecting effects Weaknesses vulnerable to smoke OFFENSE Speed 20 ft., fly 60 ft. (good) Melee sting +2 (1d4 plus poison) STATISTICS

Str 11, Dex 14, Con 13, Int -, Wis 12, Cha 9 Base Atk +2; CMB +2; CMD 14 (22 vs. trip) Skills Fly +6

#### SPECIAL ABILITIES

**Poison (Ex) Sting**—injury; *save* Fort DC 12; *frequency* 1/round for 4 rounds; effect 1d2 Str; cure 1 save.

Vulnerable to Smoke (Ex) Smoke from particularly smoky fires or effects (such as that created by a pyrotechnics spell) causes a giant bee to become nauseated if it fails a DC 14 Fortitude saving throw. This condition persists as long as the giant bee remains in the smoke, plus 1d4 rounds.

# FANGS-IN-SHADE-AND-RUSHES

A lanky and grim ogre with a belt of severed hands, no quarry demanded by his lord eludes this consummate hunter. Fangs harbors an openly secret love for the King's youngest daughter, Ripple, who toys with his emotions by asking for exotic and near impossible prey.

#### Fangs in Shades and Rushes, Ogre Huntsman CR7

XP 3,200

Male spell-less ranger 4; New Paths Compendium CE Large humanoid (giant)

Init +7; Senses darkvision 60 ft., low-light vision; Perception +13 DEFENSE

AC 21, touch 10, flat-footed 18 (+6 armor, +1 Dex, +5 natural, -1 size)

hp 72 (4d8+4d10+32) Fort +12, Ref +6, Will +4

OFFENSE

Speed 30 ft. (40 ft. base) **Melee** +1 greatclub +14 (2d8+10) **Ranged** javelin +7 (1d8+6) Special Attacks stealth attack +1d6 Space 10 ft.; Reach 10 ft. STATISTICS

Str 23, Dex 12, Con 18, Int 10, Wis 10, Cha 5 Base Atk +7; CMB +14 (+16 to bull rush); CMD 25 (27 vs. bull rush)

Feats Endurance, Improved Bull Rush, Improved Initiative, Iron Will, Point Blank Shot, Power Attack, Weapon Focus (greatclub) Skills Climb +10, Intimidation +4, Knowledge (nature) +7, Linguistics +3, Perception +13, Stealth +13 (+18 with cloak active), Survival +9

Languages Common, Elven, Giant, Sylvan

SQ combat trick, favored enemy (animals), favored terrain (water), hunter's bond (allies), nature's healing, track, wild empathy

Combat Gear cloak of elvenkind, potion of haste; Other Gear +1 greatclub, dagger, javelin (6), mithral breastplate SPECIAL ABILITIES

Stealth Attack If a spell-less ranger can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. The spell-less ranger's attack deals extra damage any time his target would be denied

a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when he flanks his target. This extra damage is 1d6

- **Favored Terrain (Ex)** He gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when in this terrain. A spell-less ranger traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses). These bonuses are factored into the statistics above.
- Nature's Healing (Ex) A spell-less ranger's extensive knowledge regarding the flora and fauna of his favored terrains gives him a +2 bonus to all Heal skill checks made when in one of those favored terrains.
- **Treat Deadly Wounds (Ex)** When treating deadly wounds in any of his favored terrains, a spell-less ranger can restore an additional 1d6+1 hp. A spell-less ranger does not need a healer's kit to treat wounds when in one of his favored terrains and receive no penalties for not having such an item.

# KNURLNAP, THE WATER BEARER

This old but brawny human is bowed down by the weight of an enormous silver tea-urn strapped to his back. Cast in silver, this ornate vessel is awash with filigree and elegant reliefs. Spigots are set into its circumference and flagons dangle from silver chains.

CR 5

#### Knurlnap, the Cursed

XP 3,200 Human expert 8 CN Medium humanoid (aquatic human) Init +1; Senses low-light vision; Perception +11 DEFENSE AC 11, touch 10, flat-footed 10 (+1 Dex) **hp** 52 (8d8+21) Fort +6, Ref +5, Will +6 DR 5/cold iron OFFENSE Speed 20 ft., swim 30 ft. Melee silver chalice +7 (1d6) Special Attacks gushing geyser (DC 16) STATISTICS Str 11, Dex 12, Con 14, Int 10, Wis 10, Cha 10 Base Atk +6; CMB +4; CMD 13

# ABOUT KNURLAP

Knurlnap was a notorious miser, but he dammed a river running through his land and brought drought to all his neighbors. Thirsty farmers called to the River King for justice, and cursed Knurlnap to forever bear the repercussions of his act. The River King obliged, and stole away the miser to be his servant.

Knurlnap is foul-mouthed, scheming, and cowardly. He offers PCs the urn in tribute if he's defeated; outside combat he'll promise them anything in exchange for someone carrying his burden "for just an hour." The River King's magic binds Knurlnap to servitude even in death. An hour after he's killed, Knurlnap re-animates as a zombie whose overriding urge is to wear the urn once more.

For a CR 7 encounter, use Knurlap and two spriggans. For a CR 8 encounter, use Knurlap and two sidhe knights.

- Feats Exotic Weapon Proficiency (improvised weapon), Great Fortitiude, Skill Focus (Profession [farmer]), Toughness, Weapon Focus (improvised weapon)
- Skills Appraise +5, Climb +7, Craft (carpentry) +7, Diplomacy +11, Linguistics +5, Perception +11, Profession (farmer) +14, Stealth +11, Swim +7
- Languages Common, Elven, Sylvan

SQ amphibious, cursed silver urn

Gear cursed silver urn, silver chalice, masterwork courtier's outfit SPECIAL ABILITIES

- **Cursed Silver Urn (Ex)** This silver tea urn is always full and produces any non-magical beverage on command of its wearer, from spring water to wine to piping hot tea. It weighs 300 lbs. and always counts as a heavy load. The urn can only be removed if someone honestly agrees to carry it instead of the current wearer. It produces magical effects and operates outside the Summer Lands only by the express will of the River King.
- **Gushing Geyser (Su)** A 20-foot-long, 1-foot-wide stream at 50 gallons per round sprays forth from the urn. In addition, the powerful force of the water geyser deals 1d4 points of damage per round to a targeted creature. The geyser can only affect one target per round, but Knurlnap can direct the beam of water without needing to make an attack role to strike the target since the geyser's constant flow allows for ample opportunity to aim. Creatures with the fire subtype take 2d4 points of damage per round from the geyser rather than 1d4. The target must make a DC 16 Reflex saving throw to avoid being knocked prone.

# SIR LIJON TROUTSCALES

Sir Lijon Troutscales, a silver-maned sidhe and king's knight, is a veteran duelist with a penchant for provoking foes. His impeccable scarlet and silver livery and armor contrast with his stark and utilitarian rapiers. Sir Lijon loves finding the unintended insults in the words of those who address him or his king, and demands satisfaction by blade. He has been cast out of the Inner Court for excessive dueling many times, but a few courtiers and rakes consider him a hero.

Sir Lijon Troutscales, Sidhe Knight CR 5
XP 1,800
NE Medium fey
Init +9; Senses darkvision 120 ft.; Perception +11
DEFENSE
AC 20, touch 20, flat-footed 20 (+4 deflection, +5 Dex, +1 dodge)
hp 32 (7d6+7)
Fort +7, Ref +14, Will +10
Defensive Abilities improved evasion, uncanny dodge; DR 5/
cold iron
Weakness umbral frailty
OFFENSE
Speed 40 ft.
<b>Melee</b> mwk rapier +9 (1d6+3/18–20) or
falchion +6 (1d8+3/19–20)
<b>Ranged</b> mwk composite long bow +9 (1d8+3/x3)
Special Attacks fey leap
Spell-Like Abilities (CL 7th; concentration +11)
At will—disguise self
3/day—reckless infatuation <sup>UM</sup> (DC 17), unerring weapon <sup>UC</sup>
1/day—glibness, haste
STATISTICS

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#### Str 16, Dex 20, Con 12, Int 12, Wis 12, Cha 18 Base Atk +3; CMB +8; CMD 24

Feats Agile Maneuvers, Combat Reflexes, Improved Initiative, Weapon Finesse

Skills Acrobatics +12, Bluff +10, Diplomacy +10, Escape artist +11, Handle Animal +7, Knowledge (local) +8, Knowledge (nature) +13, Perception +11, Perform (dance) +10, Profession (courtier) +8, Ride +12; Racial Modifiers +8 Knowledge (nature)

Languages Common, Elven, Sylvan, Undercommon SQ fey grace

Gear falchion, masterwork composite longbow, quiver & 20 arrows, masterwork rapier

#### SPECIAL ABILITIES

Fey Grace (Su) A sidhe adds his Charisma modifier as a deflection bonus to his AC.

Fey Leap (Su) A sidhe can leap between spaces as if by means of dimension door. This magical transport must begin and end in an area with at least some illumination. A sidhe can jump up to a total of 20 feet per day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each. This ability must be used in 10-foot increments. Using this ability with a feytouched mount brings the mount as part of the movement.

**Umbral Frailty (Ex)** A sidhe in an area of dim illumination or worse must roll twice and take the worse result for any d20 roll.

#### Lady Fanderol & Sir Thistledown, Sidhe Courtiers **CR 5**

#### XP 1,800

NE Medium fey

Init +9; Senses darkvision 120 ft.; Perception +11

#### DEFENSE

AC 20, touch 20, flat-footed 20 (+4 deflection, +5 Dex, +1 Dodge) **hp** 32 (7d6+7)

Fort +7, Ref +14, Will +10

Defensive Abilities improved evasion, uncanny dodge; DR 5/ cold iron

Weakness umbral frailty

#### OFFENSE

Speed 40 ft.

**Melee** mwk rapier +9 (1d6+1/18-20)

Ranged mwk short bow +9 (1d6/19-20)

Special Attacks fey leap

Spell-Like Abilities (CL 7th; concentration +11) At will—*disguise self, ray of sickening*<sup>UM</sup>

3/day—agonizing rebuke<sup>ARG</sup> (DC 17)

1/day—glibness, haste

STATISTICS

Str 12, Dex 20, Con 12, Int 16, Wis 12, Cha 18

Base Atk +3; CMB +8; CMD 24

Feats Agile Maneuvers, Combat Reflexes, Improved Initiative, Weapon Finesse

Skills Acrobatics +15, Bluff +14, Diplomacy +14, Escape artist +12, Knowledge (local) +13, Knowledge (nature) +21, Perception +11, Perform (dance) +10, Profession (Courtier) +8, Sleight of Hand +12; Racial Modifiers +8 Knowledge (nature)

Languages Common, Elven, Sylvan, Undercommon SQ fey grace

Combat Gear mwk rapier, mwk shortbow, quiver and 20 arrows SPECIAL ABILITIES

Fey Grace (Su) A sidhe adds his Charisma modifier as a deflection bonus to his AC.

Fey Leap (Su) A sidhe can leap between spaces as if by means of dimension door. This magical transport must begin and end in an area with at least some illumination. A sidhe can jump up to a total of 20 feet per day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each. This ability must be used in 10-foot increments. Using this ability with a feytouched mount brings the mount as part of the movement. Umbral Frailty (Ex) A sidhe in an area of dim illumination or

worse must roll twice and take the worse result for any d20 roll.

Whillette and Illuad, Sidhe Rakes CR 5
XP 1,800
NE Medium fey
<b>Init</b> +9; <b>Senses</b> darkvision 120 ft.; Perception +11
DEFENSE
AC 20, touch 20, flat-footed 20 (+4 deflection, +5 Dex, +1 Dodge)
hp 32 (7d6+7)
Fort +7, Ref +14, Will +10
Defensive Abilities improved evasion, uncanny dodge;
DR 5/cold iron
Weakness umbral frailty
OFFENSE
Speed 40 ft.
<b>Melee</b> mwk rapier +9 (1d6+1/18–20)
Ranged mwk short bow +9 (1d6/19-20)
Special Attacks fey leap
Spell-Like Abilities (CL 7th; concentration +11)
At will—disguise self, unerring weapon <sup>UC</sup>
3/day—keen edge
1/day—glibness, haste
STATISTICS
Str 12, Dex 20, Con 12, Int 16, Wis 12, Cha 18
Base Atk +3; CMB +8 (+10 to Disarm); CMD 24 (26 vs. Disarm)
Feats Combat Expertise, Combat Reflexes, Improved Disarm,
Weapon Finesse
Skills Acrobatics +15, Bluff +14, Diplomacy +14, Disable Device
+10, Escape artist +10, Knowledge (local) +13, Knowledge
(nature) +21, Perception +11, Perform (dance) +9, Profession
(courtier) +6, Sleight of Hand +12; Racial Modifiers +8
Knowledge (nature)
Languages Aquan, Common, Elven, Sylvan
SQ fey grace
Combat Gear masterwork shortbow, quiver & 20 arrows,
masterwork rapier
SPECIAL ABILITIES
<b>Fey Grace (Su)</b> A sidhe adds his Charisma modifier as a
deflection bonus to his AC.
<b>Fey Leap (Su)</b> A sidhe can leap between spaces as if by means
of <i>dimension door</i> . This magical transport must begin and end
in an area with at least some illumination. A sidhe can jump
up to a total of 20 feet per day in this way; this may be a single
jump of 20 feet or two jumps of 10 feet each. This ability must

touched mount brings the mount as part of the movement. Umbral Frailty (Ex) A sidhe in an area of dim illumination or worse must roll twice and take the worse result for any d20 roll.

be used in 10-foot increments. Using this ability with a fey-

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# FACE the RIVER'S FURY!

In the small hamlet of Riverbend, the miller's wife is missing, and the locals suspect that the husband himself was involved. But all is far from what it seems. Ellessandra, the missing woman, is actually an elf from the Summer Lands. She came to live in the human settlement when the miller made a dangerous pact with the River King, the lands' powerful sidhe ruler.

Now, the player characters must unravel the truth behind Ellessandra's disappearance, piece together the involvement of a young brownieturned-fey lord, and dive into the fey courts of the Summer Lands to stop a raid that would surely spell Riverbend's doom. All the while, Arthurian intrigue and mischief runs high among the fey lords and ladies in this mercurial, open-format adventure from acclaimed adventure designer Wolfgang Baur!

This *Pathfinder Roleplaying Game* adventure for 4th- through 6th-level characters is full of hijinks and trickery, and fits nicely into any campaign setting in which fey are regal. Their courtly plots are dangerous and will test bold adventurers' skills to the limit!



