

Gifts of the Fey

A One-Round D&D Living Greyhawk Adventure

Round 2: The Caves of Twilight Resplendent

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When a young boy is lost in the Fey Woods, the PCs must dare the capricious nature of the fey and journey to the Caves of Twilight Resplendent to negotiate with the Fey Queen. Are you willing to take on the faeries on their own terms? A regional adventures for characters level 1-6.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

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

LIVING GREYHAWK Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The cost of each lifestyle will be indicated at the beginning of the **scenario**. The lifestyles, and the effects that each has on play, are:

- Destitute** You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.
- Poor** You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.
- Common** You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.
- High** You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.
- Luxury** You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can

sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

Judge's Introduction

Gifts of the Fey is set in the Grand Duchy of Geoff in the LIVING GREYHAWK campaign setting. Most of the action takes place in a “fading land,” which is a world connected to mundane Greyhawk but very much different. This fading land is located in the southwestern Dim Forest and is the home to many fey spirits, including a powerful fey queen.

At the beginning of this adventure the PCs are returning from deep inside the Dim Forest after delivering supplies and messages for the Army of Liberation. Elsewhere, while the PCs are on the road, a nanny who is supposed to be watching the youngest son of the outlawed lord Darlon Lea falls asleep beneath a tree. The boy wanders off into the woods and enters the fading land where the fey live. He meets a group of pixies who take him to Queen Lhiannon of the nearby Seelie Court at the Caves of Twilight Resplendent.

The Queen assumes that the boy was abandoned and she therefore claims possession of him. However, Gaunt, the ambassador for King Liir from the Unseelie Court at the Glades of Shadows Lurking, recognizes the boy. He asks the Queen to give him the boy in settlement for a debt the Queen owes to King Liir. The Queen agrees. However, before Gaunt can take the boy back to the Unseelie Court and dream up some nefarious plot, the party arrives at the Caves of Twilight Resplendent.

The PCs must get the boy back or Gaunt and his lord will use the lad to cause great mischief. If the party succeeds, they will gain the gratitude of a powerful leader who will play a large role in the upcoming campaign to retake the Grand Duchy of Geoff from the occupying giants.

Adventure Synopsis

Round One “The Fey Woods” precedes the action below. After the Ball, the PCs meet with Queen

Lhiannon to plead their case. As a test of their sincerity, she gives them a stick that is masked in illusion to look like the boy. If the PCs see through the illusion, she accepts their request and summons Gaunt, the Unseelie Ambassador, and demands the boy back. Gaunt demands a favor of the Queen since she has taken the boy from him. As his favor, he challenges the PCs. He poses a puzzle to them—the Rings of Perception. If they can't figure it out, he is awarded Dyvan. If the PCs figure it out, Gaunt refuses to accept the outcome and flees the court with Dyvan. Queen Lhiannon dubs the PCs her “hunters” and sends them after Gaunt. The PCs catch up to the Ambassador and do battle with him. If they are victorious, the PCs return to the Queen and gains permission to return to the mortal world with the boy. When they return Dyvan, they gain a fine reward and some recognition with the outlaw lord.

Introduction

(10 - 15 minutes)

“That’s enough slumber, mortals. The Queen is expecting you, and you don’t want to keep her waiting,” a strange gargled voice says. You feel drops of cold water running down your face. You open your eyes and see a sea-green faerie looking at you. His hands are webbed, and he is flicking water on you. He smiles as you sit up. “Your clothes are on the bench, mortal. Lily Petal and Cottonseed are bringing you some watered wine and bread to break your fast.” You shake your head and try to remember all the details of last night. It is something of a blur—the stars, the fey, the music, there must have been wine but you can’t quite remember.

There’s nothing for it now. You wake, dress, and eat. Soon enough you are dressed and outside the rooms set aside for you. The green-skinned fey is still there. “Good, you are ready. The Queen’s Grace is in her court. I would go there now, if I were you.” The faerie turns and starts padding down the hallway, leaving small puddles of water with every footstep.

The green-skinned faerie is a nixie. He doesn't like being out of his pool, and he doesn't like mortals. If the PCs try to talk to him, his answers are direct and curt. If the PCs try to follow him, he asks them why they are following him when they should be going to the court. If the PCs ask him which way to go, he smiles at them in a pitying way and tells them that the Court is where it needs to be. If they do not understand, he explains that like attracts like in the fey lands. If you seek something, go to where you think it should be.

If the PCs ask any other fey (like the pixies Lily Petal and Cottonseed) they will get the same answer—that the Court is where it needs to be.

The nixie's answer is true. Mapping the Caves is impossible, because the layout of the caves

constantly shifts and moves. This is quite natural to the fey, and they navigate the caverns with ease.

It really doesn't matter which way the PCs go, because the PCs come across a grand hallway with the forest mosaic down the middle. The hallway is carved and decorated, and it takes them to the next encounter.

Encounter One: A Hungry Little Plant

(15 - 30 minutes)

The hall opens into a fairly large cavern. It is several hundred feet across and not as carved and decorated as the passage you were in. The floor is grassy, and an apple orchard fills the cavern. You can see the hall continuing on the other side.

Music comes from the center of the orchard, and you see several dozen faeries holding hands and dancing while a grig, a tiny faerie that resembles a grasshopper, sits on a large stone playing his fiddle. You know this song; it's called "Shoo Fly".

Suddenly, the ground in front of the grig erupts as a huge plant quickly grows to the height of a man. Leaves fold out from the stalk and the top of the stalk writhes at it splits open. The split continues to spread and twist in shape until it forms the mouth of giant Venus flytrap. The plant looks down at the grig. You would swear the plant is smiling.

The grig swallows hard.

The Venus flytrap attacks the poor grig and grabs his leg (roll the dice if you have to; but regardless of the roll, the flytrap catches his leg). The grig starts screaming for help. All the other fey have stopped where they were dancing and are looking at the fracas. Some of the fey are laughing; some are watching in fascination, but none are coming to the grig's aid.

If the PCs rush forward to save the poor grig, the plant turns its attention to them and ignores the grig. The watching fey will not interfere with the attack. If the PCs do nothing, the plant eats the grig.

If the PCs are successful, the fey audience wanders off when the entertainment is over. They seem utterly unconcerned about the state of events. The grig thanks them and says that he is in their debt. He introduces himself as Tweedle and volunteers to guide them through the caves. In addition, he says that each of the PCs can take one apple from the trees, saying

"They will provide you strength when you are weak."

The apples act as *potions of cure light wounds*, but each PC can only pick one, and they will lose their potency after six months. If a PC tries to

pick more than one, the apple just won't come off the tree.

Tweedle hops onto the shoulder of the friendliest PC and directs the PCs down the hallway on the other side of the cavern. Tweedle likes to talk and is willing to impart some information to them about the Court. Try to work it into the conversation naturally.

- The PCs are in the Seelie Court of the Caves of Twilight Resplendent
- The Court is ruled by Queen Lhiannon
- Tweedle says that the plant was probably a practical joke by Gaunt. Tweedle is mildly amused by Gaunt's pun.
- Gaunt is the ambassador of the King Liir (LEE-ear) of the Unseelie Court at the Glades of Shadows Lurking
- Queen Lhiannon (Leh-AHN-on) dislikes the Ambassador, but has to accept him.
- The Queen's power is without bound when she is within her own Court.
- However, she is bound by the rules of her Court.
- The Queen does not like to be crossed.
- Passage is a gift; be sure to request permission to return to the mortal world

If the PCs do not rescue Tweedle and continues across the courtyard and down the hallway, they will find the Queen's Court all the same. They just won't have Tweedle's advice to help them.

Tier 1 (EL 3)

Unseelie Venus Fly Trap: CR 3; Large Plant; HD 4d8+12; hp 20; Init +0; Spd 0 ft.; AC 15 (-1 size, +6 natural); Atks +4 melee (1d6+4 slam); SA Improved grab, swallow whole; SQ Plant, blindsight; AL N; SV Fort +7, Ref +1, Will +2

Str 14, Dex 10, Con 16, Int -, Wis 13, Chr 9

SA: *Improved Grab* (Ex) – To use this ability the Flytrap must hit with its slam attack; *Swallow Whole* (Ex) – The Flytrap can try to swallow a grabbed opponent of medium-size or smaller size by making a successful grapple check. Once inside the plant's mass, the opponent must succeed at a Fortitude save (DC 19) or be paralyzed for 1d6 rounds by the Flytrap's digestive juices, taking 1d3 points of damage per round. A new save is required each round inside the plant. A swallowed creature that avoids paralysis can climb out of the mass with a successful grapple check. This returns the creature to the plant's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using claws or a Small or Tiny slashing weapon to deal 10 points of damage to the Flytrap's interior (AC 12).

SQ: *Plant*—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits; *Blindsight* (Ex) – The Venus Flytrap has no visual

organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

If killed, the Flytrap dissolves away into an ichor that quickly evaporates. Since it is a planted thing and not truly a faerie, it does not reform.

Tier 2 (EL 3)

Unseelie Venus Fly Trap: As above, but with hp 30.

Tier 3 (EL 4):

Unseelie Venus Fly Trap (2): As above, but with hp 30.

If killed, the Flytrap dissolves away into an ichor that quickly evaporates. Since it is a planted thing and not truly a faerie, it does not reform.

Encounter Two: When a Queen Sits in Judgment

(15 - 20 minutes)

The passageway ends in the grand hall where you met the Chamberlain, but it is no longer empty. Faeries line the balconies and fill the floor below. As you enter, the conversation quiets down, and all eyes are on you. You see the Chamberlain standing near the throne. He gestures you forward.

You approach the throne, and the fey move aside to let you through. The Queen sits on the throne and is every inch the monarch that you could imagine. She is tall and slender and has elven-like features, but the back edges of her ears resemble a fish's fins. Her eyes are the black of the darkest night, and she has no pupils. Instead, multiple pinpoints of light shine like stars from her eyes. Her hair is like spun moonlight. She is dressed in the finest silk in a cut that clings to her curves and accentuates her beauty. It is dyed a deep and dark midnight blue. She wears a thin cord of silver around her head that holds an enormous star sapphire against her forehead.

The Chamberlain motions for you to kneel.

The PCs must make a Will save (DC 23) or stand gaping at her in awe for 3d6 rounds (treat as stunned). The Queen sits patiently with her hands draped on the arms of the throne until the mortals recover. Tweedle will whisper to the PCs that they should praise the Queen and thank her for allowing them to speak with her. If Tweedle is not there, the Chamberlain tells them that it is wise to thank Her Fey Grace for the audience.

After the PCs thank her, Queen Lhiannon asks them what it is that would cause them to journey so far from the mortal world to speak with her. She listens to the PCs as they make their case for the boy's return. She then states

that the boy was abandoned and unwanted when her minions found him. She demands proof that the child was not abandoned. Allow the PCs to offer any reasons they can think of as to why the boy is wanted. Queen Lhiannon reacts very favorably to the fact that the PCs were sent after the boy and that shows the boy was wanted. Regardless of the reasons offered, once the PCs finish making their case, the Queen puts them to a test.

The Queen's Test

Queen Lhiannon tells the PCs that she has heard enough and that they can take this boy. She pulls her skirts aside to allow Dyvan to crawl out from under the throne where he was hiding. She looks down at this boy and tells him that the PCs have come to take him home and he is to go with them. The boy nods in understanding. He then walks over to the PCs and take the closest PC's hands.

PCs can make an opposed Sense Motive check (the Queen isn't trying very hard so she only has a +6 to her Bluff roll) to tell that the Queen is waiting or expecting the PCs to do something and that she will judge them because of it. The PCs can make a Spot check (DC 20) to notice that the boy walks a little funny. In addition, Dyvan cannot speak. He can nod his head for yes or shake it for no.

This is not Dyvan. It is a glamered stick. If the PCs accepts the illusion, the Queen sighs and grants them permission to take this boy and leave the caves at this time. If the PCs leave, the glamered stick follows them. While they are walking down the great hall inside the caves, they see a group of fey looking down at them laughing and singing a rhyme (it has the same rhythm as Hey Diddle Diddle):

Hey silly mortal, we laugh and we chortle to see you so taken in.

Your eyes you believe, but in truth they deceive as you will learn to your chagrin

The fey then laugh some more. They refuse to answer questions of the PCs.

If the PCs recognize Dyvan for what he is either at this point or before they cross the Laughing Brook, they can return to the Queen's Court, and you can pick up with the Queen praising them for passing her test, as detailed below.

Once across the Laughing Brook, the boy reverts to a normal stick. If the PCs return to the waterfall, they are not able to find the cave and the Gates. For them, the adventure is over, the boy is lost to the fey, and the PCs return home empty-handed.

If the PCs recognize that this is not the boy or sees through the illusion, Queen Lhiannon smiles, dispels the illusion, and says they are indeed telling the truth that the boy is wanted. She tells them that she accepts their petition, and the boy belongs to them. She turns to the

Chamberlain and asks him to summon the Ambassador. The Chamberlain breaks into the individual birds and takes flight.

You have been waiting for a few minutes when the birds of the Chamberlain fly back into the Court and reform. "The Ambassador will be here presently, Your Fey Grace," he says. Less than a minute later, the Ambassador arrives. The Seelie fey edge away from him, as he strides into the room. He is tall and emaciated. All of his features seem to be sharp edges and points. His eyes are glittering rubies, and there is an aura of malice about him. His gaze sweeps past the Queen and onto you. You feel your blood run cold as he considers you the way a butcher looks at a side of meat.

In a commanding tone, the Queen states that Gaunt must return the mortal boy that was given to him. Gaunt refuses, saying "it" was given to him as settlement for her debt to King Liir. The Queen replies that the boy was not hers to give and the boy must be returned. Gaunt starts to protest again, but then suddenly changes his mind.

Encounter Three: The Rings of Perception

(45 - 60 minutes)

The Unseelie Ambassador smiles—a terrible wicked smile that stretches his mouth grotesquely wide and shows far too many teeth. "By giving me a gift that was not yours to give, you have wronged me. I demand a favor in compensation." Queen Lhiannon slowly nods her head "Your understanding of our Court's etiquette is correct. You have that right."

"As my favor, I demand the right to challenge your guests. I challenge them for possession of the boy." Queen Lhiannon stares at the Ambassador for several moments. "I can see no way around it. That is your right. However, they are my guests, and you may not harm them for they have received my gift of hospitality. To harm them is to harm me."

"A puzzle then," the Ambassador says. "I will pose a puzzle."

The Queen agrees and tells the PCs they must stand ready to answer the challenge. If the PCs refuse to answer the challenge, then Gaunt wins by default. Go to the events listed under Resolution: Failure. Start with the sentence where Gaunt says, "You lose, mortal..."

If some of the PCs wish to go, they are put through the challenge. The others sit out and receive no experience for this encounter.

Gaunt announces that they must overcome the Rings of Perception. The Queen nods and asks the PCs to stand before her. She raises her hands

and mist flows from the fingertips, forming tendrils that snake toward the PCs. The tendrils swirl around them, but do not actually touch them. In a few moments, the PCs are completely surrounded by the mist and can't see anything beyond them. The mist then dissipates, and the PCs find themselves in a curving hallway. The wall is solid stone and the floor is as well. Above them, there is no ceiling, and they see the faeries. Only now they are hundreds of feet tall and standing on top of the wall which is the floor of the Queen's Chamber. The Fey are looking down on them, as if the PCs were tiny little ants in a crevice of the floor.

Gaunt chuckles. "Now, you hapless mortals, find the center." Tweedle hops up and down to attract your attention. Even he looks huge to you. He shouts down to them "your senses will deceive you, but one will always be true and show you the way." Gaunt's face twists in fury. He grabs the grig, shoves him into his mouth, and swallows him whole. "No more hints," he says.

The Queen produces a large hourglass from out of nowhere. She turns it over and sets it down on the lip of the crevice. "This is the time you have." And the sands start to fall.

If the PCs didn't save Tweedle, exclude the hint.

Don't tell the PCs, but they have about an hour's time to solve the riddle. Since time is flexible in this fading land, it is not important that you keep exact track of time. It must be reasonably close, however. If the PCs use the Search skill often, they will eat up that hour in a hurry.

The PCs are transported to the Rings of Perception. It is five concentric rings. In each of the five rings, four of the five senses will mislead the PCs, but one of the senses will let the PCs find their way to the next ring and finally to the center. See DM's Map #1.

If a PC climbs the wall, they will not be able to reach the inner rings. Instead, it is solid stone. A PC who climbs the wall can see the outer rings where he or she has already been.

Ring 1 – Hearing

The curving hallway is featureless. The walls and floors are all the same gray stone. There is no door or other obvious means leading inward. Your footsteps echo loudly as your walk.

One part of the wall is not real, and a PC can walk through it. The illusion of the wall is flawless (even to the touch) except that when struck it will make no sound. The PCs can find the passage by tapping on the wall (Will save to Disbelieve DC 10). PCs can cover 50 feet per minute by tapping on the walls.

Once the PCs find the section of the wall that makes no noise, they can push their way through.

The illusion won't move or disappear, but the PCs can step through it.

If the PCs need a hint, (1) mention how loud their footsteps sound, and if they need another, (2) have one of the PCs bump into the wall and it echoes like a drum.

Ring 2 – Seeing

You pass through the wall and find yourself in a place that is dark and cold. All you can see is a single glowing torch by a doorway some distance away. In the darkness you can hear the sounds of things moving in the dark, whispering, hissing, clicking their claws together. The stench of rotting garbage rises from the ground to fill your nose.

The PCs never see anything in this room except for the stone floor or wall near them and the door by the torch. The door is the way out.

If the PCs light a light source, they don't see any creatures, just a bare stone floor. Those with darkvision will see the same thing. However, try to make the PCs believe that there is something in the room. Try to play it up as the creatures are too fast and lurking just out of sight or mention that the creatures might be invisible. Play up the sounds and start threatening the PCs in a hissing whisper. Talk about hunting them, stalking them, eating them, getting them in the dark.

If the PCs advance while bringing a light source, the creatures seem to fall back. If the PCs leave the area of a light source, they can feel slimy tentacles wrapping around their feet. If the PCs attack the creatures while they are in the dark, the PCs feel their weapons connecting with something solid and hear squishy sounds of icky things being wounded. However, the PCs must make a Fortitude save (DC 16) every round or pass out from the terrible sensations of tentacles wrapping around their neck, stingers piercing their flesh, and other less-than-pleasant sensations. A PC who passes out can be rescued by other PC with a light, or they will reappear unharmed before the Queen when the time runs out.

If the PCs ignore all of this, they can walk straight to the door and open it. All the way, the PCs can feel creatures in the darkness and hear them taunt them.

If the PCs need a hint: (1) tell them they can't see the creatures at all, and if they need another, (2) the torch burning fitfully by the door attracts their attention.

Ring 3 – Smelling

You walk through the door and find yourself in what looks like a dusty wine cellar. There are racks upon racks of wine bottles lining the walls that curve away in each direction. This ring has a ceiling that is hard, packed earth. Roots hang through. The smell of mold and mildew is strong, and it is hard to breathe in here.

The wine racks line the walls on both sides of the ring and there are thousands of bottles in total. There is no obvious way to the next ring. The PCs can start searching for a secret door, but it takes one minute to search a 5-foot section. A Search roll (DC 15) will reveal the secret door, when the PCs reach the appropriate location.

If the PCs stop and tries to smell the air, they can smell vinegar coming from one particular direction. The smell leads them to one section of the wall. One of the bottles on the wine rack covering the door is cracked and the smell of wine turned to vinegar is coming from it. The bottle will not move. If the PC's pull the cork, the wine rack swings open to reveal the passage to the next ring.

If the PCs need a hint, (1) comment on the thick smell of mold, earth, and mildew, and if they need another, (2) they catch a faint smell of vinegar from somewhere.

Ring 4 – Tasting

As soon as you are through, the door shuts behind you. You are in another curving stone hallway without a ceiling. You can see the faeries above you looking down. Most of the sand has run through the hourglass.

Pools of water dot the hallway. Each one looks exactly the same. They are filled to the brim with water and are large enough for you to swim down. Other than the pools, the hallway is featureless.

There are dozens of identical pools that all go down about 10 feet and then curve toward the inner ring wall. In all but one pool, the tunnels then stop. The PCs are welcome to make Swim checks to explore the pools. It takes a minute to explore each well. Since the water in the wells is not real, there is no fear of truly drowning. Instead, if they "drown" they fall unconscious and reappear before the Queen when the Challenge is complete.

In the pool that leads to the next ring, the water has no taste. The well in this one twists and turns and goes under the wall. The water in this pool is breathable.

If the PCs need hints, (1) comment on how the water looks cool and refreshing, and if they need another, (2) have a swimming PC get a gulp of water and comment on how delicious it is.

Ring 5 – Feeling

You emerge from a pool of water. Strangely, you are not wet, but you are immediately hit with waves of heat rolling over you. There is no inner wall separating this ring from the center. Instead, there is a trench of lava that is too wide to leap across it. There is no obvious way across, and the lava bubbles and spews forth flame.

One part of the lava is really a narrow walkway. The PCs must find the path by “feeling” the heat. If they do so, they find a place where the heat is barely noticeable and seems to be coming from the sides of them instead of in front of them.

The lava is far too hot to cross elsewhere. If the PCs try, warn them once about how hot it is. If they still persist, they fall unconscious from the heat. If they are pulled back, they recover shortly. If they fall into the lava or are left to burn, they reappear before the Queen after the puzzle.

The lava is wide. Even with a successful Jump skill check with the spell *expeditious retreat* cast, the PCs cannot make it across. If a PC tries to fly across, the heat rises like a curtain above the lava. No matter how far the PC goes up, they must try to make it through the heat wave, requiring saves as described above.

If the PCs need a hint, (1) comment on how their skin is getting red from the intense heat radiating out from the lava, and if they need another, (2) comment that they can actually feel the heat pressing them back.

The Center

The center is a plain stone circle. When the PCs reach this point, skip down to Resolution: Success below to tell them what happens next.

Resolution: Failure

After one hour, the hourglass runs out. If the PCs has not reached the center, read the following. Be a little flexible with the time. The Queen is willing to adjust time a little for the PCs, but she can only do so much and stay within the rules of Court Etiquette.

Queen Lhiannon stretches out her hands and again the tendrils of mist envelop the PCs. When it dissolves, you are normal size and before the Queen's throne. Gaunt is laughing. "You lose, mortal," he sneers. "You lose more than you can know." Gaunt turns and walks away, still chuckling at your failure.

If the PCs attack Gaunt, he tells them that they are fools and he will punish them for their insolence, but not now. He then melts away into snow. After Gaunt leaves the throne room or melts into snow, Queen Lhiannon says that she had hoped for better. She then asks the PCs what else they wish of her. If the PCs are wise, they should ask for permission to head back to the mortal lands. If they do so, she grants it. She does not grant them any other boons.

If the PCs do not ask for permission to leave, Queen Lhiannon then dismisses her court and retires. The PCs are not able to find the path back to the Gates. They have to request another audience with Queen Lhiannon and ask for permission to leave. If the PCs are particularly dense, a friendly fey tells them what to do. When

the PCs go back, the Queen will state that passage is a gift and want to know what they can offer her in return. Give great latitude in what she will accept as a gift. Fey treasure items that are a “part of you.” Something that a PC makes, builds, creates, or a physical part of the PC (like a lock of hair) are all acceptable. The PCs’ equipment will return to normal (become unsilvered) when they pass back through the Gates.

Resolution: Success

Queen Lhiannon stretches out her hands and again the tendrils of mist envelops you. When it dissolves, you are normal size and before the Queen's throne. The Queen looks triumphant, while the Gaunt looks severely annoyed. "They have bested your challenge, Ambassador," the Queen says. "My debt is paid. Now, you must relinquish the mortal boy to them."

Gaunt snarls. "The boy is a find without parallel. I will not give up my prize."

"You try my patience, Ambassador. Produce the boy or face my justice."

"The boy is too important to surrender and your justice might mean something if I was actually here." Gaunt then collapses into a heap of dirty snow.

Encounter Four: Hunters for a Fey Queen

(45 - 60 minutes)

The Queen stands. Her face is dark and full of anger. "Gaunt has defied my will and broken our Court's etiquette. For that, his life is forfeit." He attention focuses on you. "He has wronged you as well. Will you be my hunters?"

Make it painfully obvious that there is a correct answer to this question. If the PCs refuse, the Queen asks them if they are cowards. If they continue to refuse, she will curse them and turn their legs into those of a chicken (Fortitude save; DC 26 to resist). If they demand payment, she is downright insulted and curses them and turns their ears into those of a donkey (Fortitude save; DC 26 to resist). The curse can be removed or dispelled normally. If the PCs agree, the Queen lifts the curses.

When the PCs agree to hunt Gaunt, read the following.

She claps her hands and two hounds bound out from one of the archways. "My hounds will lead the way, but you will need to keep up with them." The Queen gestures and casts a spell on you and then turns to the dogs. "Gaunt, the Unseelie Ambassador. Hunt him." The hounds are off like arrows from a string.

Queen Lhiannon has just cast *expeditious retreat* on the PCs so that they can keep up with the dogs.

PCs can identify the spell with a successful Spellcraft check. She casts it as a 20th level caster so it will last for 20 minutes. With the spell in effect, the PCs can easily keep up with the hounds. The hounds, also known as cooshee, run through the halls until the worked stone of the Court is left behind and the caverns are natural once again. The PCs catch up with Gaunt, who is fleeing with the boy, on a natural stone bridge that arcs through the center of the Cavern of Stars. About 10 minutes of spell has lapsed.

The hounds of the Queen are leading you ever onward. Their sleek bodies are relentless motion. Running, ever running. If it were not for the Queen's magic, you would have been left far behind. Occasionally, they howl at the air – a howl that fills you with fear. You are thankful that they are not hunting you.

You leave the tunnel and enter an enormous cavern. The path is a narrow stone bridge that arcs across a chasm that drops away beneath you. Several other bridges arc through the vast reaches of the cavern, stretching in different directions. Crystals twinkle in the walls and the ceiling, above you and below you, making it feel like you are running through a starry sky.

Ahead of you, near the middle of the bridge, stands Gaunt. He has the boy by the hand. The hounds are racing toward him.

See DM's Map #2 for the Cavern of Stars. The bridges are lettered. Each lettered bridge is 10 feet higher than the next letter. So bridge A is 10 feet higher than bridge B. Note that there are two Cs and two Ds. PCs can jump down where the bridges cross. If they make a successful Jump check (DC 15) or a successful Tumble check (DC 15), they take no damage. Otherwise, they take 1d6 points of subdual damage from the fall.

Also, there are several spots on the bridges that are enchanted with the Jump spell. A large carving of a frog in the floor marks each of these. These are marked on DM's Map #2. Also, where the bridges crossover on another, PCs can leap down without damage (with a successful Jump check) or jump up (with a successful Jump Check magnified by the *expeditious retreat* and the *jump pads*). Finally, the PCs can use the *jump pads* to jump across to another bridge. The possible jumps are marked on DM's Map #2.

The cave mouths at the end of the bridges lead to tunnels that twist about and then exit through another cave onto another bridge over the chasm. See DM's Map #2 for which cave mouth leads to which other cave mouth. Cave mouths that have the same number lead to each other. One cave mouth leads away from the Caves of Twilight Resplendent and ends at the Glades of Shadows Lurking.

The chasm below narrows to a smooth flume in the rock, which will turn into a shallow slide. The slide empties out onto the top bridge in the cavern. A PC who falls drops down the flume and

banks into the slide. The PC then skids out unharmed from one the cave mouths at the end of the bridges two rounds after disappearing. To determine which cave mouth, roll a d12 and count clockwise from the cave mouth that leads back to the Queen's throne room. Skip the cave mouth that leads to the Glades of Shadow's Lurking. The slide only exists when the PC is sliding down. PCs cannot run back up the slide.

Gaunt heard the cooshee before the PCs caught up with him. He has glamered Dyvan to look like him, and he glamered himself to look like the boy. If the PCs are not careful, they will kill Dyvan. If so, Gaunt will do his best to act like the boy and come back with the PCs to the human lands. He will then have great fun with the hapless mortals around him.

The cooshee are not to be fooled and run forward to point at Gaunt, regardless of his shape. If the PCs are smart, they watch to see whom the dogs point at. The dogs do not attack Gaunt. That would ruin the sport for the hunters. While running toward Gaunt and Dyvan, have the PCs make a Spot check (DC 25). If successful, the PCs can also tell that something is strange about the way they are standing. If a PC slows down enough to make a Sense Motive check (DC 15), he or she notices that the boy is the one in charge of the two, not Gaunt.

If Gaunt is uncovered but after the PCs kill Dyvan:

Gaunt reforms into his normal gem-eyed fey shape. "I congratulate you for killing the son of Darlon Lea. You can record it with your other grand and noble deeds. His mortal father will thank you for it, I am sure. Now, get out of my way, or I will kill you all!"

If the PCs let him go, Gaunt leaves the cavern and returns to the Glades of Shadows Lurking. If the PCs give him the slightest excuse, Gaunt attacks them as described below.

If Gaunt is uncovered and the PCs did not kill the boy:

"I admire your persistence, but the son of Darlon Lea is coming with me. Now, get out of my way or I will kill you all!"

If the PCs let him go, Gaunt leaves the cavern with Dyvan and returns to the Glades of Shadows Lurking. The PCs can't follow.

Assuming the PCs do not back off, Gaunt transforms into either a worg (Tier 1 and 2) or a manticore (Tier 3) and attacks. Gaunt makes use of the different bridges by jumping or flying from span to span, trying to break the PCs up. He casts *grease* and then bull rushes PCs standing in the grease. If a PC is standing in the grease and successfully bull rushed, they are knocked off the bridge and fall down to slide out of one of the

cave mouth's. Gaunt does this to break the PCs up and attack them individually.

Gaunt makes full use of his ranged attacks (on Tier 3) and his spells. He will cast *ray of enfeeblement* at very strong fighters and cast *magic missile* and shoot his tail spikes at wizards and sorcerers. Once he has successfully separated the PCs and weakened them, he lands and engages in melee. If the PCs is doing extraordinary damage with ranged attacks, Gaunt will do his best to attack the ranged attackers. Gaunt does not (whenever possible) allow himself to be surrounded. He retreats to the air or a different bridge, even if doing so provokes attacks of opportunity.

The PCs still has the Queen's *expeditious retreat* spell in effect. This doubles their jumping distance and, with the Jump pads, allows the PCs to leap after Gaunt.

Should the PCs grab Dyvan and try to run back to the Court with him, the tunnel back curves around and leads back to the Cavern of Stars. The PCs have agreed to hunt Gaunt and they cannot leave until their task is done. Gaunt knows of this property of the Cavern and does not hunt down people leaving with the boy.

If the PCs are victorious and saved Tweedle:

As the final blow is struck, Gaunt begins to melt into a black steaming ichor. "I am not so easily destroyed mortals! I will return and pay you in spades for what you have done this day!" With his last statement Gaunt finishes melting and begins to evaporate. A small creature can be seen stirring within the ichor.

It is Tweedle, who is a little disoriented, but otherwise unharmed.

If the PCs are victorious and did not save Tweedle:

As the final blow is struck, Gaunt begins to melt into a black steaming ichor. "I am not so easily destroyed Mortals! I will return and pay you in spades for what you have done this day!" With his last statement Gaunt finishes melting and begins to evaporate.

However, once the ichor is fully evaporated, they will find a very finely crafted rapier. It is a masterwork weapon. Currently, it is silvered, but it will revert back to steel when the PCs pass back through the Gates. This rapier is of elven construction. The thin blade is decorated with abstract designs. The hilt and pommel are silvered and are decorated with similar designs.

No piece of Gaunt can be saved as he completely evaporates no matter what the ichor is placed into.

If the PCs kill Gaunt, each PC receives the cert for Gaunt's Vengeance.

Tier 1 (EL 4)

Gaunt's Worg Form, Sor2: CR 4; Medium-size Magical Beast; HD 4d10+2d4+12; hp 39; Init +2 (Dex), Speed 50 ft., AC 14 (+2 Dex, +2 natural) Atk +8 melee (1d6+4, bite); SA Trip; SQ Scent; AL NE; SV Fort +6, Ref +6, Will +6

Str 17, Dex 15, Con 15, Int 15, Wis 12, Chr 16.

SA: Trip (Ex)—A worg that hits with a bite attack can attempt to trip the opponent as a free action (see page 139 in the *Player's Handbook*) without making a touch attack or provoking an attack of opportunity. If the attempt fails the opponent cannot react to trip the worg.

Skills: Hide +7, Jump +11, Listen +9, Move Silently +7, Spot +9, Wilderness Lore +2; Feats: Alertness, Dodge.

Spells Known (6/5; Spell DC = 13 + spell level):
0 lvl—*daze, flare, mage hand, prestidigitation, ray of frost*; 1st-lvl—*grease, magic missile*.

Tier 2 (EL 6)

Gaunt's Advanced Worg Form, Sor3: CR 4; Medium-size Magical Beast; HD 6d10+3d4+16; hp 53; Init +2 (Dex), Speed 50 ft., AC 14 (+2 Dex, +2 natural) Atk +10 melee (1d6+4, bite); SA Trip; SQ Scent; AL NE; SV Fort +8, Ref +8, Will +6.

Str 17, Dex 15, Con 15, Int 15, Wis 12, Chr 16.

Skills: Hide +7, Jump +15, +Listen +9, Move Silently +7, Spot +9, Wilderness Lore +2; Feats: Alertness, Combat Reflexes, Dodge.

SA: Trip (Ex)—A worg that hits with a bite attack can attempt to trip the opponent as a free action (see page 139 in the *Player's Handbook*) without making a touch attack or provoking an attack of opportunity. If the attempt fails the opponent cannot react to trip the worg.

Spells Known (6/6; Spell DC = 13 + spell level):
0 lvl—*daze, flare, mage hand, prestidigitation, ray of frost*; 1st-lvl—*enfeeblement, grease, magic missile*.

If killed, Gaunt dissolves away into an ichor that quickly evaporates. He reforms over the next year.

Tier 3 (EL 8)

Gaunt's Manticore Form, Sor3: CR 8; Huge Magical Beast; HD 6d10+3d4+24; hp 78; Init +2 (Dex); Spd 30 ft., fly 50 ft. (clumsy); AC 16 (-2 size, +6 natural); Atks +10 melee (1d6+7 2 claws), +8 melee (1d8+2 bite), or +7 ranged (1d8+2 spike); SA Spikes; SQ Scent, SR 18, Spell-like Abilities; AL NE; SV Fort +8, Ref +2, Will +5

Str 20, Dex 15, Con 19, Int 15, Wis 12, Chr 16

Skills: Listen +9, Spot +9; Feats: Combat Reflexes, Dodge, Multiattack.

SA: Spikes (Ex)—With a snap of its tail, a manticore can loose a volley of six spikes as a standard action. This attack has a range of 180 feet with no range increment. A spike threatens a critical hit on a natural attack roll of 19 or 20. The creature can launch only 24 spikes in any one day.

Spells Known (6/6; Spell DC = 13 + spell level):
o 1st-lvl—*daze, flare, mage hand, prestidigitation, ray of frost*; 1st-lvl—*enfeeblement, grease, magic missile*.

If killed, Gaunt dissolves away into an ichor that quickly evaporates. He reforms over the next year.

Encounter Five: To Look Upon Mortal Lands Once More

(15 - 30 minutes)

The hounds lead you back through the winding caves to Queen Lhiannon's court. She smiles as you approach. Her smile fills you with joy and you feel like dancing on clouds.

"Thank you for ridding me of the nuisance who we called ambassador and upholding the etiquette of my court. For your service, you may request a gift."

Unless the PCs ask for passage, they are in big trouble. If the PCs ask for money and magic, the Queen smiles sadly and gives them whatever money and magic they ask for (even if it is ridiculous things – like a Staff of Power or a chest of 10,000 gold coins). Queen Lhiannon then dismisses her Court and retires. The PCs are not able to find the path back to the Gates and are trapped in the Caves. They have to request another audience with Queen Lhiannon and ask for permission to leave. If the PCs are particularly dense, a friendly fey (such as Tweedle) tells them what to do.

When the PCs go back, Queen Lhiannon says that passage is a gift and wants to know what they can offer her in return. If they offer the Queen's own gifts back to her, she is deeply offended and considers the PCs very rude. She curses them and turns their ears into those of a donkey (Fortitude save; DC 26 to resist). The curse can be removed or dispelled normally.

Give great latitude in what she will accept as a gift. Fey treasure items that are a part of a person or something that a person made. Something that a PC makes, builds, created, or a physical part of the PC (like a lock of hair) are all acceptable. If the PCs do this, the Queen grants them passage, but all those fine magic items and gold she gave the PCs will turn to sticks and stones and leaves upon leaving the fey lands.

If the PCs ask for passage to begin with, Queen Lhiannon compliments them for their wisdom. She then gives the speaker who asked for passage a "token of her esteem"—a twilight faerie. The twilight faerie will follow the PC for a year and a day. It floats around the PC and is invisible to everyone else. It confers a variety of benefits upon the PC. The cert for the Twilight Faerie has a list of powers on it, which the player

must chose from immediately. Once the player chooses a power, it cannot be changed.

The Queen then grants permission for them to leave, and the PCs can depart the Caves of Twilight Resplendent without incident. Nothing attacks them on their way out, as they have the Queen's permission. Their equipment returns to normal (becomes unsilvered) when they pass back through the Gates.

If any of the PCs are grievously wounded, the Queen tells the Chamberlain to see to their wounds. The Chamberlain reaches inside his chest and pulls out an egg. He cracks it open and either pours it down the throat of an unconscious PC or feeds it to a wounded PC. The chamberlain repeats the process for each greatly wounded PCs. He does not do this for minor hurts and wounds.

Conclusion

(5 - 10 minutes)

If the PCs succeed in rescuing Dyvan:

Once you cross the Laughing Brook, you find Alys where she has been waiting nervously nearby. She becomes ecstatic when she sees young Dyvan with you.

If asked and then pressed, she admits that the boy is the son of Darlon Lea. She is thankful for the PCs' help, but she has nothing to offer them and cannot tell Darlon or she would be in serious trouble.

If asked how long she has been waiting, she replies that they have only been gone a little over an hour.

Alys discourages the PCs from following her. If they do so, after an hour's worth of walking they come to a small wood elven village built on flets (large platforms) in the trees. Rangers, druids, and wood elves refuse to allow the PCs closer to the village.

You return to Hochoch without further incident. A week later, a woodsman approaches each of you. He tells you that he has a package for you and gives you a small bundle. There is a folded note tucked in at the top. The note is written in a hand not used to writing often and says "My way of saying thank you." It is unsigned.

The bundle holds several fox and beaver pelts that can be sold for 250 gp. Each PC also receives 1 Influence Point with Darlon Lea.

If the PCs do not succeed in rescuing Dyvan:

Once you cross the Laughing Brook, you find Alys where she has been waiting nervously nearby. She becomes frantic when she does not see young Dyvan with you.

If asked and then pressed, she admits that the boy is the son of Darlon Lea. She is thankful for all

the PCs try to do to rescue the boy. She has nothing to offer them and must now return to tell Darlon what has befallen his son.

If asked how long she has been waiting, she replies that they have only been gone a little over an hour.

Alys discourages the PCs from following her. If they do so, after an hour's worth of walking they come to a small wood elven village built on flets (large platforms) in the trees. Rangers, druids, and wood elves refuse to allow the PCs closer to the village.

You return to Hochoch without further incident. A week later, a woodsman approaches you. He gives you a small note. The note is written in a hand not used to writing often and says "Thank you for your efforts to save my son." It is unsigned.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter 1

Defeating the venus flytraps 50 xp

Encounter 2

Seeing through the illusion and gaining the Queen's favor. 50 xp

Encounter 3

Overcoming the Rings of Perception 150 xp

Encounter 4

Defeating the Ambassador 200 xp

Total experience for objectives 450 xp

Discretionary roleplaying award 0-50 xp

Total possible experience 500 xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than [insert campaign value] that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter 1

- Up to 7 apples of health (50 gp, *, fruit, common): Acts as a *potion of cure light wounds*(caster level 1). (350 gp)
-

Encounter 1

- Masterwork rapier (320 gp, 3 lbs., steel, common): This rapier is of elven construction. The thin blade is decorated with abstract designs. The hilt and pommel are silvered and are decorated with similar designs.
- Gaunt's Vengeance (n/a, n/a, n/a, n/a): Gaunt, an Unseelie fey from the Glades of Shadows Lurking, has sworn vengeance against you for thwarting his scheme to kidnap the son of Darlon Lea. Although you slew his form once, you know deep in your bones that he will return.

Game effects: Inform the judge at the beginning of each Geoff regional adventure that you have this cert.

Encounter 5

- Twilight Faerie (n/a, weight, a faerie, uncommon, not tradeable): The Twilight Faerie is a blessing that manifests itself as a tiny sprite (about 1 inch tall). It is invisible to all except the user, who will see the tiny faerie fluttering around him and sprinkling dust on him. The faerie cannot be hit in combat and has no hit points. When he or she first receives the cert, the player must chose one power from the following:
 - _The Alertness feat (virtual),
 - _The Great Fortitude feat (virtual)
 - _The Iron Will feat (virtual)
 - _The Lightning Reflexes feat (virtual)
 - _The Dodge feat (virtual)

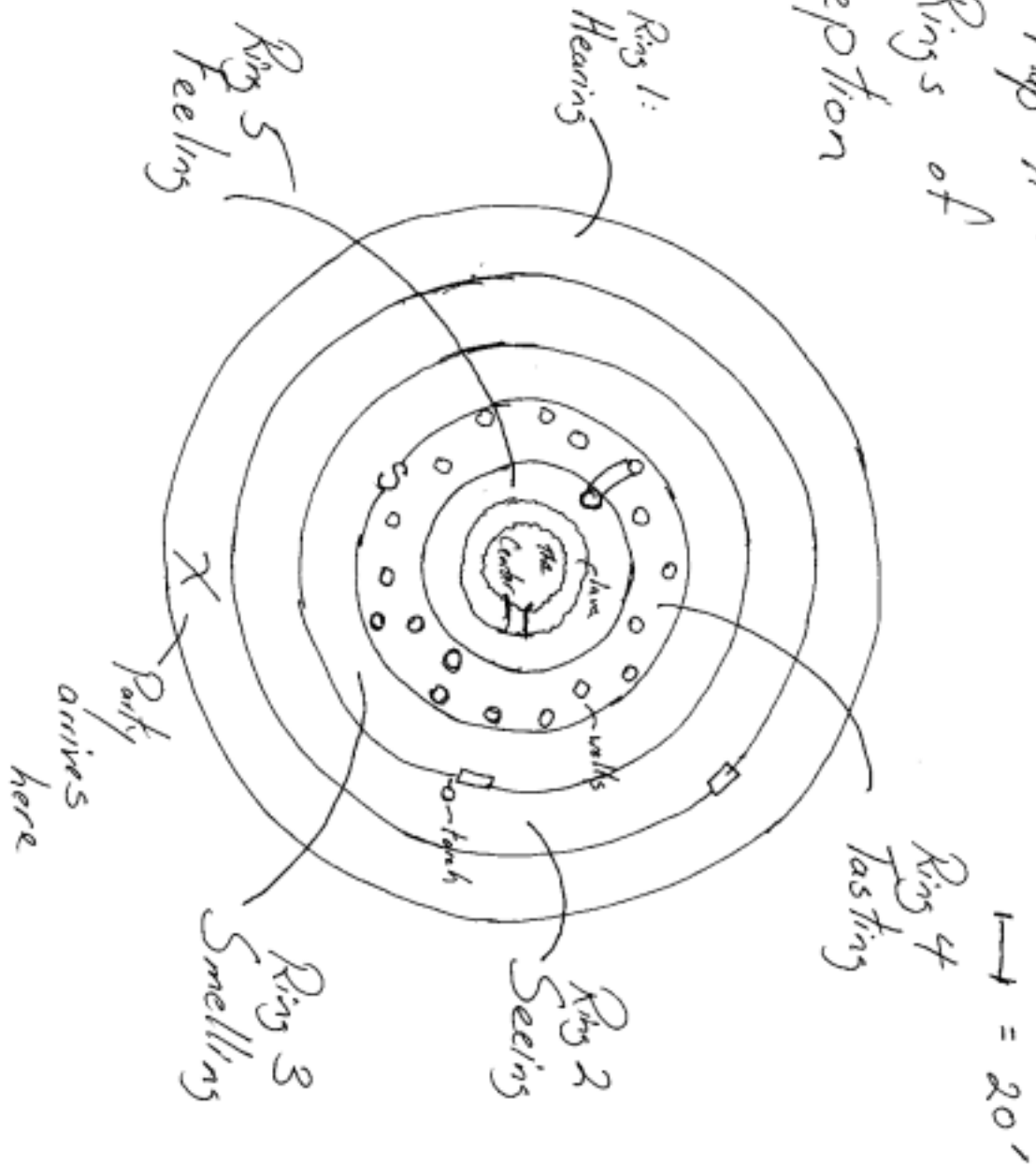
The twilight faerie stays with the character for a year and a day (52 Time Units), and which points it returns to the Seelie court, and the PC loses the power it once bestowed.

Conclusion

- Influence Point (n/a, n/a, n/a, common – not tradeable): Each member of the party receives one influence point with Darlon Lea.

DM Map #1

DM's Map #1
The Rings of
Perception



DM Map #2

