

GEO6-02

Dead Silence

A One-Round D&D[®] LIVING GREYHAWK[™]

Geoff Regional Adventure

Version 1.0

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The harsh winters are gone and a warm spring breeze blows through Geoff. The rebuilding begins again and celebrations can truly commence. A Festival in New Midwood brings hope for the new year. But trouble may be afoot in the nearby Dim Forest. With new human cities being rebuilt in the Dim Forest, the fate of the Order of Shining Beacons is more important than ever. A Geoff regional adventure for APLs 2-6, and Part 2 of the Cycle of Darkened Mirrors series.

Note: This adventure will be of particular interest to members of the Warband of Seven Tribes and the Order of Shining Beacons.

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at smh.lvg@gmail.com. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

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

Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

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

ADVENTURE BACKGROUND

The Dim Forest has been plagued for years by a rift between the Shadow Plane and Prime Material Plane. An ancient Shadow Dragon is stuck in the rift, preventing it from being closed while also providing a continual opening for creatures from the Shadow Plane. Fades and Shadows have continually made small attacks on the remaining enclaves within the Dim Forest.

Adventurers, called by Ehlonna, traveled to other places and brought back magical creatures, illusern, that cast a soft light and seem to have held off some attacks by the Shadow Creatures. Two adventurers were chosen by the illusern to guide and protect them. These two left their mortal lives behind and swore to serve as Shepherds on the Prime Material Plane. The Radiant Shepherd and Bountiful Shepherd have done their best to assist the Wood Elves and Order of Shining Beacons in holding back the Shadows.

To strengthen their position, the Order of Shining Beacons upgraded their headquarters. Thanks to

the donations of their members, they were able to build a fortress of ironwood. The construction of the headquarters provides the organization with training grounds and provides those nearby a safe haven in difficult times. Because of the fortification and nature of the Order, the compound has been named the Citadel of Light.

Usually, they are quite active and keep up communications with Darlon Lea and the Wood Elves. Over the last month though, there has been no communication between the groups. No one has seen any of the members of the Order of Shining Beacons lately nor have they contacted anyone.

Those in New Midwood have been busy rebuilding their recently moved town. Because the Knights of the Watch would have taken over leadership of Midwood, the residents of the town decided to move their entire town to the other side of the river. This was their way of opposing the Knights of the Watch's rule over the area known as The Cup.

Hocholve has also gotten a facelift recently. At the end of the War with the Giants and upon Duke Owen the Brenin's return, Teral Makin was named Arglwyth of Dwyr. The capital city of Hocholve was nothing more than an empty husk of a village prior to his arrival. Even through the winter, the wood elven Llwyrr and his wife have managed to entice some humans into the town and breathe new life into it. Although still small, Dwyr provides a strong link between the wood elves and the humans.

ADVENTURE SUMMARY

Introduction – The PCs are invited to a festival at New Midwood to celebrate the completion of the construction of the town.

Encounter 1 - The PCs attend the Festival and find out some interesting information about the Order of Shining Beacons and Endéryn.

Encounter 2 – The PCs travel north from New Midwood to Endéryn along the river.

Encounter 3 – The sight of the Headquarters of the Order of Shining Beacons is quite disturbing. It is under siege by a huge army of fades and shadows.

Encounter 4 – The PCs either decide to breach one of the walls to help inside the compound or go to get more help.

Encounter 5 – Interactions with those of the Dim Forest prove quite interesting for the PCs. For those that made it inside the compound, they meet with some of the members of the Order of Shining Beacons. For those who went to get help, they discover patrols of wood elves.

Encounter 6 – Getting out to do anything proves to be quite difficult. The shadow armies attack the PCs.

Encounter 7 – After finally escaping the dangers of the forest, PCs are able to get to civilization to pass on information about the siege.

PREPARATION FOR PLAY

Prior to play, collect the following information from the players:

- Initiative modifier
- Race (and subrace if elven)
- Membership in:
 - Order of Shining Beacons
 - Warband of Seven Tribes
 - Servants of the Sylvan Throne

Dim Forest Environment

- Because the heavy forest canopy blocks out nearly all sunlight, the Dim Forest in the daytime is considered an area of **'shadowy illumination'**. A character can see dimly, and creatures within his area have concealment relative to that character **(20% miss chance)**. Characters with darkvision do not suffer this concealment miss chance. A creature in an area of shadowy illumination can make a Hide check to conceal itself (see Player's Handbook page 76). At night, the forest is completely and utterly dark.
- The rift to the Plane of Shadow has corrupted the Heart of the Dim, and turned it into a Dark Heart. This change has affected the way some magic works under the boughs of the Dim Forest: **Light spells** cast within the Dim Forest in areas influenced by the Plane of Shadow (currently the area west of Taura Ridge and north of the Olvewater) are diminished such that the radius/distance of their illumination is halved (i.e. 20 feet becomes

10 feet). The radius/distance of **darkness spells** within this same area is doubled (i.e. 20 feet becomes 40 feet).

- **Teleportation** spells cast in, or ending in, an area influenced by the Plane of Shadow (via the Dark Heart of the Dim) automatically fall into the 'false destination' category (see the *teleport* spell description). The forest has been altered such that places once familiar are no longer as they used to be. Any 'mishap' result means the characters have teleported to a corresponding location on the Plane of Shadow. If this happens, contact the Geoff Triad at ma_triad@yahoo.com.
- The Dim Forest is considered a dense forest, and its trees and undulating landscape block vision to an extent in all directions. The maximum distance at which a **Spot check** for detecting others in the Dim Forest can succeed is 100 ft.
- The ever-present Fuinoira trees of the Dim Forest are massive and most take up four squares (10 ft. diameter). They have AC 2, Hardness of 5, and 2400 hp. It takes a DC 15 Climb check to climb a tree. The lowest branches of the trees begin at 40 ft., and creatures up on platforms or branches are considered to have **cover and concealment** when fighting creatures on the ground.
- Because the trees block out sunlight, there is very little in the way of undergrowth. No concealment is granted from undergrowth, nor does it incur any extra movement cost. However, the terrain is ever undulating and the gnarly surface roots of the trees hinder movement such that **running and charging** is impossible.
- Away from settlements, the Dim Forest quickly grows eerily quiet. All **Listen checks** are made at a +2 bonus because of the utter lack of background noise.

INTRODUCTION

It is the month of Readying in Geoff and spring is here. The first lambs of the season have been born and the flowers are in bloom. After the icy winds of winter, the warm Spring breeze is a welcome change to mark the

season. Although there have been Spring rains, today is a sunny, somewhat warm day that bodes well for travel or other outdoor endeavors.

As you are finishing your breakfast, a young lad runs up and hands you a sealed envelope. He runs off without a word or even waiting for a tip of some sort.

Regardless of where the PCs are in Geoff, they receive an invitation to the Festival of Renewal in New Midwood. It promises to be a joyous occasion of merriment and good company. The Festival also coincides with the Old Faith holiday Llevrith (tr. "New Milk") which may provide another reason for the PCs to go to New Midwood for the celebration.

Give out **Player's Handout #1: Invitation to the Festival**. There are no traps, poisons or spells on the invitation.

If the PCs ask about the holiday of Llevrith, with a successful Knowledge (Religion) check (DC APL +3 for Old Faith Followers, DC APL + 6 for non-Old Faith Followers), the PCs find out that it is a celebration for Spring that centers mainly around Ehlonna. It is a time of thanksgiving for the safe birth of the lambs. Additionally, it is the time when the plows are "blooded" and dedicated to Beory.

The PCs receive the invitation on the 11th of Readying, which gives them one week to get to New Midwood for the start of the Festival.

Judge's Note: The PCs may take this time to make any purchases they would like. Because New Midwood is not one of the larger towns in Geoff, supplies are probably rather limited there. Purchases should be made before the PCs travel to the Festival.

Once the PCs are ready to leave for the Festival, proceed to **Encounter 1: Let's Party!** If the PCs decide not to attend, proceed to **Conclusion A**.

ENCOUNTER 1: LET'S PARTY!

Some of the PCs may be traveling together or they may all be traveling separately. In either case, they all travel from the various places in Geoff to New Midwood.

The wide dirt roads that wind through the Gyri countryside were slightly muddy, but certainly passable. Finally after the long trip, an open

stone gate greets you. The town is awash in celebration.

With so many people coming in for the celebration, the gates are very crowded. Despite your best efforts, you get jostled and bumped into those around you.

At this point, the PCs should introduce themselves. They'll have an easier time getting into the gates if they go in as a group. The gate guards are letting groups in first rather than individuals. If the PCs are reluctant to form a group at the gates, find another place in the town where they would bump into each other. It might be the Smiling Salmon, a merchant booth or the temple of Allitur.

Once inside the gates, read the following:

Flower and evergreen garlands hang from balconies, brightly colored tents stand over merchants' booths, and colorful flags wave in the warm spring breeze. This town isn't a large city, but all the construction is new. People are walking through the streets singing and dancing. A few hawkers call out their wares.

Even the paved streets have been swept clean. The doors to the temple dedicated to Allitur stand open. Long tables and benches have been moved into the town center and the smell of grilled fish wafts through the town.

As the PCs wander through the town, they get the sense that this is a very happy, occasion. There's a lot for them to do here.

THE SMILING SALMON

The only inn in town is the Smiling Salmon. The PCs can find a room and stables for their horses here.

The sign over the door is that of a curved salmon with a big smile on its face. The door is open, allowing the spring breezes to blow through the building.

Inside, the common room is empty. All the tables and benches are gone. The only thing that remains in the common room is the bar and a sullen teenage girl.

Fianna is the Innkeeper's daughter. She only has two rooms still available, so the PCs will have to share the space. Their horses can be stabled around back, but they'll have to put up their own

animals. All the stable boys are on holiday for the festival.

Fianna is rather bitter that she has to stay and watch the inn by herself while everyone else is out enjoying the festival. If asked, she has the same information that her father, Rodric, has in the town center.

If any of the PCs offer to watch the inn for her, she's more than willing to take them up on the offer. She's eager to practice for the Maiden's Dance with her girl friends.

THE TOWN CENTER

The staff of the Smiling Salmon is grilling fish and serving it at the tables outside the temple of Allitur. Siedre and mead are served with the meals.

Rodric is the innkeeper. He's very happy to talk with all his customers.

Q: How did you do so well through the Giant Wars?

A: "A Fog giant named Ghanadar protected us. He ruled the town and kept us safe from the Sakhut and other dangers. He was fair and kept us moving and doing well."

Q: "Where is Ghanadar now?"

A: "He and his wife went to live in the mountains. When the peace treaties were signed, he left in safety and hasn't been seen since."

Q: "The town looks very new. Every building looks brand new. Why is that if Ghanadar protected you?"

A: "The Knights of the Watch would have taken over leadership of Midwood, had we not moved it. In a forced arrangement, Sierra Blackblade gave the whole area to the Knights of the Watch. Moving our town seemed like a better option than having Argylwyth Talvan lose his rightful position."

Q: "Who is Argylwyth Talvan?"

A: "He's the noble of this cantrev – a good man, too. He stayed in Midwood with us during the Giant wars. If it weren't for his dealing with Ghandar and making those arrangements with him, we would have all been slaughtered. He's a cleric of Allitur, you know."

Q: "What else is there to do at this festival?"

A: "There's the log rolling competition, lots of merchants are in town, the blooding of the plow ceremony at dawn tomorrow. There's probably

more around here if you look. OH! And there's the dog tricks competition, too. I always look forward to that one."

MERCHANT BOOTHS

If the PCs want to browse the merchant booths, they're able to find anything they want to buy out of the PHB at the prices listed in the PHB or potions up to a cost of 150 gp.

If the PCs want to find out information from the merchants, they find out the same information that Rodric gave had.

With a successful Gather Information Check (DC APL + 5), they find out from the leather merchant that the Order of Shining Beacons haven't been around in the last few months for their normal supplies. The Order is usually very regular about getting supplies so he's a bit worried. But he figures they must have found a closer supplier.

THE BAKERY

With a successful Gather Information Check (DC APL + 10), the PCs meet Brenwain, a young pregnant woman.

The smells coming out of the open doors of the bakery are too tempting to pass up. Inside, the huge brick ovens are filled to the brim with baked goods of all sorts. Baskets on tables are overflowing with breads, rolls, sweet rolls, cakes, and other delicious goods.

Working the ovens is a woman who looks like she's going to go into labor any day now. Her dark hair is pulled back in a braid, but she constantly has to push wisps of hair out of her eyes. As she handles the large wooden paddle to move things in and out of the oven, she pauses often to try to rub the soreness from her back.

"Bore Da. I'm Brenwain. What can I get you today? Sweet rolls? Some bread to go with the siedre at the Smiling Salmon? They have good fish stew there." She turns around and sees that you are not just any visitors. She raises an eyebrow and nods to herself.

With a Sense Motive (DC APL +10), the PCs realize that she was not expecting to see adventurers in her shop and is sizing them.

Let the PCs talk with her some and introduce themselves. If they try to leave without talking, she becomes even more desperate.

"Wait! Please. I need your help. My husband is missing and, as you can see, the baby is due any day. I really need to know what happened to him. He left for Endéryn to find some work and hasn't been back in months. I haven't even gotten any letters. Please, I would be grateful for anything you can do to help. I'll... I'll even pay you."

The PCs may want to find out more information. There is something very endearing about this woman. She's very kind and friendly, although she is desperate to find her husband.

Q: "How much will you pay us? When will you pay us?"

A: "I'll give you..." She pauses to think before continuing. "500 gold lions for the group of you when you get back."

Q: "Why did your husband go to Endéryn for work if you own this bakery?"

A: "It was temporary. The Order of Shining Beacons was finishing their headquarters and he's pretty handy with a hammer and nail, so he thought maybe he could get some work to save money for the baby."

Q: "What's his name?"

A: "His name is Bevyn. Bevyn the Red. He has red hair." She smiles softly. "It's sort of unusual around here to have red hair."

Q: "Why hasn't anyone else gone to look for him?"

A: "Most people have been too busy. And the few who have gone to Endéryn lately haven't come back."

Q: "Where's Endéryn?"

A: "Oh about 3 days or so upstream, on the river. Faster by the forest, but I wouldn't recommend going through the forest till you have to. It's just east of the Javan, where it meets with the Olve."

Q: "Any sort of dangers we should know about?"

A: "Well, there are always the fades and shadows - And the normal woodland dangers." She rubs her hand across her swollen belly. "I'd go myself, but..."

Q: "What are shadows/fades?"

A: "They're very nasty creatures. I hear they're hard to kill - like trying to slice fog with a knife."

And some... “ Brenwain shudders, “ ... some... turn you into one of them.”

With a successful Knowledge (Planes) (DC 15), a PC is able to remember that the shadows and fades generally come from the Plane of Shadow and have a variety of traits. In general, they are difficult to see within a shadow, but can be brought out of hiding with a daylight spell.

With a Knowledge (Local - Sheldomar Valley) (DC 5) check, the PCs learn that the Dim Forest in Geoff is particularly well known for the dangers of the Shadows and Fades. Deep in the Dim Forest, there's a rift from the Prime Material Plane to the Plane of Shadow.

The PCs may try to use slight of hand to slip her some extra cash. Others may buy out her goods to give her extra cash. She's very thankful if the PCs offer her cash so she can rest and not have to be in the bakery on her feet all day. However, this is not something she asks for.

LOG ROLLING CONTEST

The contest is held down at the docks on the Javan river. While standing on the piers of the new dock area, the PCs can see the old Midwood city across the river. Not much is left except the foundations of buildings. The townspeople used as much of the materials as they could to rebuild the city.

Huge logs have been floated out onto the water. The players will have to get from the deck to the logs.

See **DM Aid: Contest Rules** for the rules to the log rolling contest.

The winner of the competition gains the following favor:

Won a Contest – You have won a contest at the Festival. Impressed by your prowess in competition, a villager in New Midwood pays for your stay in town. This character receives free standard lifestyle for this adventure.

If the PCs ask around about a raft or barge to take them upriver, a Successful Gather Information Check (DC APL + 10) leads them to Calvyn. With a diplomacy check (DC APL + 5) and a few coins to persuade him, he's willing to take them up river, but he won't wait for them to return from Endéryn. His barge is large enough to hold 6 mounts – horses or smaller.

DOG TRICK CONTEST

The dog trick contest is held near the stables outside the actual Smiling Salmon. A temporary pen has been erected to hold the dogs.

See **DM Aid: Contest Rules** for the rules to the dog trick contest.

Won a Contest – You have won a contest at the Festival. Impressed by your prowess in competition, a villager in New Midwood pays for your stay in town. This character receives free standard lifestyle for this adventure.

Once the PCs have participated in the contest, the man running the competition offers to sell the PCs one of his special Warbred Riding Dogs. See **DM Aid: Warbred Riding Dog** for the full abilities of the dogs.

THE TEMPLE OF ALLITUR

The doors to the temple are wide open. Inside, the modest, but nice temple is mostly empty. One man is kneeling at the wooden altar. He finishes his short prayer and turns. “Bore da. What can I do for you today?” The symbol of Allitur hangs prominently from a leather cord around his neck.

This man is Argylwyth Talvan of Allitur. He is friendly to all, but does not want to talk about Ghanadar or the Giant War. If asked, he will sell the PCs a couple of potions. He has a total of 6 *potions of cure light wounds* available for a donation to the temple. He will accept no less than 50 gp per potion as there are others who may need them more.

Additionally, if they ask about a map to Endéryn, Argylwyth Talvan can draw one for them. Use **Player's Handout #2: Map to Endéryn**.

BLOODING OF THE PLOW

At dawn on the second day of the festival, the entire town has gathered just outside the gates. A horse stands quietly hooked to a plow. The people have gathered in a horseshoe around the horse and plow.

A short, dark-haired man steps forward. “We are gathered here on the 18th of Readying to begin the celebration of Llevrith. We honor the Oerth Mother Beory with the bleeding of the plow.” He draws a dagger from his waist and slices the palm of his hand with it. He squeezes his hand into a fist and lets the

drops fall onto the plow. “As the Mother’s flesh is cut by the blades of the plow, so is ours now cut with this dagger. We give thanks for the sacrifice She makes and ask Her blessing for a fruitful harvest.”

A few people bow their heads for a short prayer and then the gathering breaks up. Brenwain approaches you. “You haven’t changed your mind about finding my husband, have you?”

Proceed to **Encounter 2**.

ENCOUNTER 2: CHANGES IN THE SCENERY

Allow the PCs to make any final purchases before they go. Also, if they ask around for help with a map to Endéryn, Argylwyth Talvan can draw one for them.

Alternatively, with a Knowledge (Geography) (DC 20) check, the PCs know generally where they’re going. Elves of the Dim Forest, members of the Servants of the Sylvan Throne, Warband of Seven Tribes or Order of the Shining Beacons know exactly where Endéryn is.

See Player’s Handout #2: Map to Endéryn.

If the PCs ask around about a raft or barge to take them upriver, a Successful Gather Information Check (DC APL + 10) leads them to Calvyn. With a diplomacy check (DC APL + 5) and a few coins to persuade him, he’s willing to take them up river, but he won’t wait for them to return from Endéryn.

He’s headed to Hocholve with supplies and needs to get there on time. His barge is large enough to hold 6 mounts – horses or smaller.

It’s mid-morning by the time the barge is loaded and ready to go. The sun is shining and it promises to be a good day for travel. The Javan River is calm today and even those who are prone to sea sickness might find this trip enjoyable.

The small crew works on ropes, the small sails, and making sure everything is set for the trip. Finally, the crew casts the barge off from the docks and you’re on your way upriver.

The crew isn’t too keen on talking. They know what sort of trouble they’ll get into if they let their duties slip. Calvyn isn’t much of a talker either. If the PCs ask how much time the trip will take, he says it’s about 2 days to the fork in the river and maybe another day to Endéryn from there.

For the most part, the crew and Calvyn leave the PCs alone as they move up the river. They pull the barge to the riverbed to camp for the night.

The first day of travel in the forest known only as the Dim has passed quickly. Each decision made has been correct; every gust of wind has been at your back. As time for the night’s rest approaches, your campsite is on the east bank of the Javan. Without moonlight, the water appears to have an inky quality, passing your camp slowly and without sound.

Have the PCs lay out their camp site and set watches. During the night, the PCs on watch should make spot and listen checks.

Spot checks – (DC APL + 10): The PC see something moving off in the forest, but can’t quite make it out. When they try look more closely, there’s nothing there – no tracks, no sign that anything was there.

Listen checks – Regardless of what DC the PC get, there is no noise except the moving water of the river and their mounts or animals. They hear nothing, not even the normal nighttime animal sounds. Even the sound of the river seems more quiet than it should be.

Mounts/Animals – The mounts and animals are restless most of the night. Occasionally, an animal with scent (wolf, dog, etc) will lift its head in a direction and growl, but will not go in that direction without specific and strong urging from the PC.

When the PCs are ready for the second day of travel, read the following:

Dawn finds the barge master ready to get underway and after a few moments, the day’s travel begins. Hours pass as the barge moves upriver. Shortly after lunch, a fog rolls in. The fog seems to bring with it a change in temperature. Calvyn looks around with every passing moment.

Although the Calvyn and his crew are seasoned sailors on the Javan, they see something they’ve never seen before. With a successful Spot check (DC 15), the PCs see it too.

As the barge rounds a bend, the crew falls silent. They stare straight upriver. In the middle of water is a huge swirling darkness. It looks like someone poured the dark fog into a concentrated area and whipped it up into a frothy darkness.

“We can’t go into that. I’m not ready to see the King of Winter just yet.” Calvyn calls to his crew to bring the barge closer to the starboard shore. Try as they might, the whirlpool starts to suck the barge closer to it.

“We’ll need your help or we’re all going down.”

The PCs need to help pull, push or otherwise move the barge to one bank or the other. There’s just enough space between the bank and the whirlpool for the barge to squeeze through.

Let the players be creative in how they solve this problem. However, they have no more than 2 minutes to come up with a plan and begin to execute it.

There is plenty of rope on the barge for the PCs to use if they want. The crew will do what they can to help the PCs if needs be. There are trees 15’ from the water’s edge if the PCs want to use them.

Some ideas for solving this are:

- Use ropes around tree trunks on shore to pull the barge to one side
- PCs and animals get into the water and push and/or pull the barge away from the whirlpool
- Take the barge to shore and use logs as rollers under the barge to go along the shore past the whirlpool
- Summon a creature to help propel the barge away from the whirlpool

Again, these are just suggestions. Let the players be creative to come up with a way to save the barge and themselves.

Judge’s Note: If the PCs don’t do anything, the barge is pulled into the whirlpool. If it seems that they will do nothing, use the captain to remind them over and over that he needs their help to get the boat away from the whirlpool of darkness. If they still do nothing, all PCs and the crew are all sent to the Plane of Shadow. Contact the Geoff Triad if this happens.

Swimming – Any swim checks made are based on APL.

- APL 2 – calm water (DC 10)
- APL 4 – rough water (DC 15)
- APL 6 – stormy water (DC 20)

A successful swim check gives ½ movement as a full action and ¼ movement to perform only a move action.

If a PC fails the swim check by 4 or less, there is no movement, but s/he also does not go underwater. If a PC fails by 5 or more, they go underwater and must hold his/her breath. A PC can hold his breath for a number of rounds equal to his Con score. After that, a PC needs to make con checks every round that start at DC 10 and increase by 1 for every following round they are underwater DC +1

Rope Use – To tie a knot one-handed is a DC 15 rope use check. To throw the rope with a grappling hook and secure it around a tree trunk is a DC 16 Rope Use. The crew has hemp rope on board, but if the PC uses silk rope they get a +2 bonus to their check.

APL 2 (EL 2)

Minor Maelstrom of Darkness: CR 2; natural occurrence; proximity trigger; Continuous effects; (3d6 for 1d4 rounds); Survival (DC 20) to see; Swim (DC 25) or Profession (Sailor) (DC 25) to escape if trapped (see **DM Aid: Map #2** and **DM Aid: New Items**).

APL 4 (EL 4)

Minor Maelstrom of Darkness: CR 4; natural occurrence; proximity trigger; Continuous effects; (3d6 for 1d4 rounds); Survival (DC 20) to see; Swim (DC 25) or Profession (Sailor) (DC 25) to escape if trapped (see **DM Aid: Map #2** and **DM Aid: New Items**).

APL 6 (EL 6)

Major Maelstrom of Darkness: CR 4; natural occurrence; proximity trigger; Continuous effects; (6d6 for 1d8 rounds); Survival (DC 20) to see; Swim (DC 30) or Profession (Sailor) (DC 30) to escape if trapped (see **DM Aid: Map #2** and **DM Aid: New Items**).

As the day approaches evening, the barge master says, “Ye’ll need to get off now. I’ll have to go on if I’m going to deliver my shipment on time..” Looking upriver, you see the enormous joining of the Javan and the Olve. At least that will be easy to place on a map.

This would be a good time for the PCs to camp if they’re going to. Have them set up their campsites

and watches as before. During the night, the PCs on watch should make spot and listen checks.

Spot checks – (DC APL + 10): The PC see something moving off in the forest, but can't quite make it out. When they try look more closely, there's nothing there – no tracks, no sign that anything was there.

Listen checks – (APL +2): The PCs hear cries for help and something splashing in the water. It sounds like someone drowning. However, if they investigate it, there's nothing there. No one is in the water.

Mounts/Animals – The mounts and animals are restless most of the night. Occasionally, an animal with scent (wolf, dog, etc) will lift its head in a direction and growl, but will not go in that direction without specific and strong urging from the PC.

When the PCs are ready to move deeper into the Dim and toward Endéryn, read the following:

The river swiftly leaves your view as the day's travel begins. Several hours pass uneventfully as you wind your way between the enormous trunks of the Dim. You abruptly come to the realization that there has been no sign of any life since you left the banks of the Olve. No birds calling down from the branches high overhead, or rabbits startled by your passage. Murmured travel conversations between party members seems much louder than usual, every word echoing back like mocking laughter.

Call for a marching order and give the PCs a moment to react to the text.

The chosen direction of travel to Endéryn leads steadily to the northeast. As mid-afternoon approaches, you come upon a path of hard-packed dirt.

If the PCs attempt to track, ask for a Survival check. There are indeed humanoid tracks on the path within the past week.

DC 5 – There are tracks of some sort on the path, but you can't make out what kind of track or what direction they were going.

DC 10 – There are multiple sets of tracks. It looks like they go in the direction you're going, but also the opposite direction.

DC 15 – The tracks are made by humanoids.

DC 18 – The tracks consist of different kinds of boots and shoes as well as tracks made by bare feet.

Following the path for another hour, you see the first sign of life in quite some time. Buildings can be seen in the distance, some constructed around the base of a tree, others among the branches themselves. Looping stairways wind around trunks to grant access to the buildings set amongst the forest canopy.

Again, allow the PCs a moment to react to the text if they choose.

As you pass the edge of the small village, it becomes clear that it is deserted. A large fire pit stands cold and untended, a large settling of ash filling its base. Doors stand open to every building in the village center. The faint sound of running water draws your attention toward a larger building across from you.

A small sign gives away this building as the local tavern. A glance inside reveals half-full wooden mugs and rotting food resting on plates around the room. Benches and stools are tipped over on their sides, some broken by the force of the fall. With a look behind the bar you find the source of the sound: the tap of an enormous cask of seidr has been left open to spill its contents into a puddle on the floor. The forge of the local blacksmith is still faintly warm, although there are no tools to be found. You hear a child's laughter echo faintly on the wind.

Allow the PCs to chase their own tails around the village for awhile, there is nothing to be found. The villagers left in a rush, taking only those things most important to them, including all animals and portable trade tools.

If the PCs attempt to track inside the village, ask for a Survival check. There are indeed humanoid tracks on the path within the past week.

DC 5 – There are tracks of all sorts on the path, but you can't make out what kind of track or what direction they were going.

DC 10 – There are many sets of tracks. It looks like they go mostly out of town to the northeast.

DC 15 – The tracks are made by humanoids, although there are a few horse or mule tracks and even a few small wagon tracks.

DC 18 – The tracks consist of different kinds of boots and shoes as well as tracks made by bare feet. Some of the tracks are smaller than others and may be those of children. All the tracks are less than a week old and most of them are headed to the northeast.

Proceed to **Encounter 3**.

ENCOUNTER 3: A LIGHT IN THE DARKNESS

The town of Endéryn and the headquarters of the Order of Shining Beacons should be close. A warm meal and soft bed would be welcome company, especially after this trip. In the distance, a glow comes into view. What is at first quite faint seems to grow in size and brightness with each step.

When the PCs decide to move closer, read the following:

As you get closer, it's not long before shadows seem to flit from tree to tree out of the corner of your eye. You have had this happen before during your journey to this place. The forest is as cold and silent as it has been since you left the bank of the river. The shadows have never been this well formed, shifting to take on familiar shapes. Shapes of family members and comrades, some living and some dead confront you at the edge of vision.

Finally, you're close enough. You nearly have to shield your eyes simply to look upon what has become of the Order of Shining Beacons. The walls of their headquarters rise defiantly against the darkness, a hundred sunrods casting a protective blanket of light in all directions. Smaller lights seem to be floating along the walls as well, almost like little lamps. As you watch, the lamps move in unison to cast light in an area where a sunrod has begun to dim.

Give the PCs a minute to take it all in and start talking about what they're going to do. They can't see any weak spots in the masses of shadows at the walls. The only sounds they hear is occasional casting and shouting of orders at the Shining Beacons headquarters. If they try to go around the headquarters to Endéryn 400 yards away, it is already swarming with shadows. The city has already been taken.

If the PCs try to get closer or are just standing there too long, read the following:

From behind you, you hear a distinct whisper. "Psst. Over here. Get back before they see you!" Looking back, you see the face of a wood elf peeking from behind a tree. He beckons you to him. "Hurry up."

Those who are members of the Warband of the Seven Tribes know that the wood elves have patrol groups set up all through the Dim Forest where there is still elven and human occupation. They tend to use the animal trails instead of making their own foot trails. This is probably one of those patrols.

You get close to the tree and an arm reaches out to grab each of you. As if from no where, more elven faces appear. Their coppery skin and dark hair mark them as the wood elves of the Dim Forest. They encourage you up the trunk of the tree. Knotted ropes roll down around the massive trunk of the tree for you to climb up. With ease, the wood elves shimmy right up.

It's a Climb Check (DC 5) to make it up the knotted rope and into the lowest of the branches, which is 40' up. If the PC can't make it on their own, the wood elves pull them up. They aren't going to wait around for people to fall.

Any mounts, animal companions or other animals will have to stay on the ground. They're very uneasy, but will stay if trained.

From this height, you can see more of what is actually happening at the headquarters. An elf crouched to the right of your group hisses to get your attention and points to a second failing sunrod. In silent reaction to the lapse of lighting on that section of wall, the darkness comes alive as you watch. Hundreds of shadows push forward against the ironwood walls, climbing on one another and anything else to gain height.

An armored figure can be seen running across the wall to that spot, weaving among other barely visible defenders. He shouts a cry to the might of Pelor as he moves. Somehow, you are able to clearly hear the call to his god from this far away. He wears a shield emblazoned with the sunburst of Pelor on his left arm, a sunrod in his fist casting light in all directions. The effect seems heightened by the reflection cast by his full plate. He kicks the old sunrod down into the shadows and

victoriously plants the new sunrod in its place.

His defiance is replaced by surprise as his legs are knocked out from under him and he falls from the wall into the darkness. For a moment you can see him fighting in the light of the failing sunrod on the ground. With one last battle cry, he falls and the battlefield is silent.

Your gaze is drawn to the top of the wall once more as a new figure has arrived. Her shield shines with a light greater than any five sunrods. In her other hand, a bastard sword flames angrily as she swings it about her. At her called command, the floating lanterns move to reinforce that section of the wall and the shadows shrink back from the new radiance. The last shadow to withdraw is a man in full plate carrying a shield bearing the symbol of Pelor. He bows to his former Commander, drops his shield at the base of the wall, and runs off into the darkness of the forest.

Give the PCs a moment to take in what has just happened. Then continue.

As if to answer the unspoken questions, one of the wood elves speaks up. His common is quite good. “Endéryn fell first. The Order was able to get most of the people inside this compound. But they’ve been under siege for weeks now. The armies came fast. We haven’t even been able to get word to the Kánotaurë. If you go in there, it’s suicide.”

“Maybe not,” whispers another wood elf. “If you can get around to the back wall, there’s a gate. The shadows seem weaker there. They’ve got their main forces over here.”

See **DM Aid: Map #3 – Getting to the Compound** for an overview map of the area.

The PCs may have some questions for the wood elves.

Q: Who are you?

A: “I’m Anadrael. We’re a patrol sent out here by Darlon Lea, the Kánotaurë.”

Q: Are there any other ways in?

A: “The only way we know in is the front gate or possibly the back gate. But, as you can see, either one will be quite the challenge.”

Q: What are those floating lights?

A: “Those are the illusern. See that one man on the wall that’s surrounded by them? That’s the Bountiful Shepherd. The illusern are creatures from Ehlenestra to help fight the Shadow. He controls them.”

Q: What happened to Endéryn?

A: “It fell first. We heard the bell from the Shining Beacons and then the people started pouring into the compound. Not everyone made it. It was only a few hours before Endéryn fell completely.”

The PCs can only have a short conversation with the wood elves before they are alerted to a group of Shadows that are headed their way.

“They’re spreading out ...” warns one elf before aiming his bow down at the ground and firing off a couple quick arrows. They all hit their mark and the shadow turns into a puddle of mist. The elf turns to look at the group. “You can’t stay here. Either you’d better find a way in or go get help.”

The PCs need to decide to either go get help or to go into the compound with the Order of Shining Beacons. The patrol has seen a wall on the other side that isn’t getting hit as hard as the wall facing the PCs. The elves think there *might* be a chance of the PCs getting over that far wall, but it’ll be tough.

Judge’s Note: Give the PCs 2 minutes real time to decide whether they’re going for help or going into the compound. The elves don’t care what the PCs do, but whatever is decided, the elves will help provide some cover so they can either get out of the area or get into the compound. If the PCs haven’t made a decision at that time, proceed to the combat in **Encounter 4 A** to force their hand.

If the PCs decide to go get help without going into the compound, proceed to **Encounter 4 A**. If they decide to go into the compound, go to **Encounter 4 B**.

ENCOUNTER 4: IT’S GO TIME!

ENCOUNTER 4 A – GETTING HELP

If the PCs decide to get help, the wood elves suggest Darlon Lea who is to the east.

“Your best chance is to head west to the Kánotaurë’s camp. Head east to the Taura Ridge. Once you’re there, head north to the Chill Water. Go straight north. You can’t miss

the Kánotaurë's camp. Look for the wood elves with this fletching on their arrows." Anadrael gives you an arrow so you'll recognize the fletching. "We'll hold these shadows off here." He and the others shimmy down the rope to the ground. There's barely a sound as their feet touch down. With bows drawn, they head toward the approaching shadows.

You can see a smirk on the face of one shadow. Another draws a sword. One shadow with pointed ears draws his bow and nocks an arrow. It flies. There's no pluck of the string. No footsteps on dry leaves, no battle cries. Nothing. No sound – until the arrows hits one of the wood elves in the shoulder. He lets out a cry and lets loose his own flurry of arrows.

The two groups finally meet in the middle. With the shadows engaged, this is your best chance to run.

The PCs are able to get out of the tree and head west. They'll want to move as quickly as possible and not stick around.

The PCs make it a few hundred yards through the forest when some shadows catch up with them.

Judge's Note: Any PC who dies as a result of this combat DOES NOT turn into a shadow. They can be raised or reincarnated as usual.

APL 2 (EL 5)

Shadow Forest Troll, Male Giant: hp 47; see *Appendix 1*.

APL 4 (EL 7)

Shadow Forest Troll (x2), Male Giant: hp 47; see *Appendix 2*.

APL 6 (EL9)

Shadow Forest Troll, Male Giant, Ftr1/Bar1: hp 82; see *Appendix 3*.

Shadow Forest Troll, Male Giant; Rog2: hp 63; see *Appendix 3*.

Environment:

The PCs are in the middle of the forest. Random trees should be placed. Each tree is 4 squares in size. The lowest branches are about 60' off the ground.

See the notes following Preparation for Play for the full list of Environmental factors in the Dim Forest.

Tactics:

All APLs – These creatures are intelligent and will use tactics appropriately.

APL 2 - The forest troll begins by drinking the potion of haste while 50' from the PCs. Then he attacks whomever is closest, going for the "softest" PCs available. With his 45' movement, he can move around quite well as needed.

APL 4 - The forest trolls begin by drinking their potions of haste while 50' from the PCs. Then he attacks whoever is closest, going for the "softest" PCs available. With their 45' movement, they can move around quite well as needed. They flank as often as possible and with their intelligence, move out of the way when they are flanked.

APL 6 – The fighter/barbarian moves in first and attacks whoever is closest, going for the "softest" PCs available. The rogue drinks his potion of haste 45' from the PCs. The second round, the rogue moves into a flank position and attacks that PC.

With their 45' movement, they can move around quite well as needed. They flank as often as possible and with their intelligence, move out of the way when they are flanked. The fighter/barbarian saves his rage for a couple of rounds then lets lose on as many PCs as he can while flanking with the rogue.

Proceed to **Encounter 5A**.

ENCOUNTER 4 B – GETTING INSIDE

The PCs have decided to try to get into the compound to see what they can do to help.

"Your best chance is to go around to the back wall. It seems to be better protected. Or at least the shadows aren't as bad on that side." He pulls an arrow from his quiver. "Take this in case you do make it back out of the compound. You'll be able to recognize our fletchings from it."

Anadrael and the others shimmy down the rope to the ground. "We'll hold these off for you." There's barely a sound as their feet touch down. With bows drawn, they head toward the approaching shadows.

You can see a smirk on the face of one shadow. Another draws a sword. One shadow with pointed ears draws his bow and nocks an arrow. It flies. There's no pluck of the string. No footsteps on dry leaves, no battle cries. Nothing. No sound – until the arrows hits one

of the wood elves in the shoulder. He lets out a cry and lets loose his own flurry of arrows.

The two groups finally meet in the middle. With the shadows engaged, this is your best chance to get to that back wall.

The PCs will have to cut around and take a long way to the back wall of the compound. The main masses of shadows seem to be concentrated on the three other sides.

The wall is within sight again. You move closer, dodging the reach of the shadows at the edge of the masses. In the muted light, you can barely make out the actual gate on this wall. The shadows seem to be everywhere. Are they the normal shadows of a forest or are they something more sinister?

See **DM Aid: Map #4 – Coming to the Gate.**

Judge's Note: Any PC who dies as a result of this combat DOES NOT turn into a shadow. They can be raised or reincarnated as usual.

APL 2 (EL 5)

Shadow Forest Troll, Male Giant: hp 47; see *Appendix 1.*

APL 4 (EL 7)

Shadow Forest Troll (x2), Male Giant: hp 47; see *Appendix 2.*

APL 6 (EL9)

Shadow Forest Troll, Male Giant, Ftr1/Bar1: hp 82; see *Appendix 3.*

Environment:

The PCs are in the middle of the forest. Random trees should be placed. Each tree is 4 squares in size. The lowest branches are about 60' off the ground.

See the notes following Preparation for Play for the full list of Environmental factors in the Dim Forest.

Tactics:

All APLs – These creatures are intelligent and will use tactics appropriately.

APL 2 - The forest troll begins by drinking the potion of haste while 50' from the PCs. Then he attacks whomever is closest, going for the "softest" PCs available. With his 45' movement, he can move around quite well as needed.

APL 4 - The forest trolls begin by drinking their potions of haste while 50' from the PCs. Then he attacks whoever is closest, going for the "softest" PCs available. With their 45' movement, they can move around quite well as needed. They flank as often as possible and with their intelligence, move out of the way when they are flanked.

APL 6 – The fighter/barbarian moves in first and attacks whoever is closest, going for the "softest" PCs available. The rogue drinks his potion of haste 45' from the PCs. The second round, the rogue moves into a flank position and attacks that PC.

With their 45' movement, they can move around quite well as needed. They flank as often as possible and with their intelligence, move out of the way when they are flanked. The fighter/barbarian saves his rage for a couple of rounds then lets lose on as many PCs as he can while flanking with the rogue.

Judge's Note: If the PCs make it to the gate door during the combat, the gate is barred and won't budge. They are unable to open it.

Proceed to **Encounter 5B.**

ENCOUNTER 5: TALKING TO THE LOCALS

ENCOUNTER 5A

The PCs make it around Enderyn and further east after their combat. Time is of the essence, so resting isn't the best option.

The wood elves are very careful about marking their work. PCs who are members of the Warband of Seven Tribes are able to see the mark of the patrol just before the elves step out to challenge the PCs.

There's a slight rustle and a wood elf steps out from behind a tree. "Who are you and why are you here?" As you look around, you can see a dozen arrows aimed at your group. Some are from up in the trees, others are aimed from behind trees. Most likely, there are even more that you can't see.

The wood elves begin as unfriendly. The PCs need to talk them into helping them or at least letting them go so they can get help. It takes a successful Diplomacy check (DC 40) to change their stance toward the PCs.

As the PCs talk to the wood elves, they can gain bonuses to help convince the wood elves to help them:

- One member of Order of Shining Beacons or Warband of Seven Tribes in group of PCs = +10
- Second member of Order of Shining Beacons, Warband of Seven Tribes OR each wood elf = +5
- Mention the name of the wood elf they met in the previous patrol = +5
- Mention the wood elves sent them west to find Darlon Lea = +5
- Show the arrow with the special fletching = +5
- Speak in elven = +2
- Mention that they really need help at least 3 times = +5
- PCs can aid each other. Each PC aiding needs to have a Diplomacy check over 10 = +2

The elves do not answer questions until the PCs have convinced them to help.

“You’ve done well to get this far. Come. The camp isn’t far.” The elves lead you through the woods a few hundred yards to their camp. Rather than just lead you to their camp, they surround you like an escort. Whether it’s to protect you or to keep a better eye on you is hard to tell.

Rope ladders roll down from a couple of the trees. Looking up, you see hammocks slung between the massive branches. “Up you go.”

The PCs can take 10 to get up the rope ladders to the temporary flets that sit 50’ above the ground. Although this is a temporary camp, it looks like they’ve settled in. Once all the elves get up the tree, there are a total of 12 elves.

Give the PCs a chance to introduce themselves, if they haven’t already. The wood elves are still somewhat wary of the PCs, but are willing to at least listen to them.

This wood elf patrol had no knowledge of the siege at Endéryn or the shadow armies hitting that area so hard. Although they’re always out looking for shadows to kill and new information to give to Darlon Lea, the Kánotaurë, they hadn’t heard anything from the patrols to the east.

Darlon Lea’s main camp changes as he moves from tribe to tribe in an effort to treat them equally.

He is currently in a tribe’s camp that is further east and north of here. If the PCs need to get information, Darlon Lea is probably the best person to talk to.

There’s also Argylwyth Talvon in New Midwood and Argylwyth Teral Makin in Hocholve. The PCs might want to consider them because there is a stronger possibility of getting outside help for those in the Dim Forest. And with this new tactic by the Shadow Army, it’s hard to tell where they will go next.

The elves will allow the PCs to stay with them overnight, if they really need to, but try to dissuade them from doing so because of the urgency of these messages. Any delay could mean the destruction of the Order of Shining Beacons who have been a strong ally for the wood elves. Strongly urge the PCs to keep moving instead of sleeping.

Proceed to **Encounter 6A**.

ENCOUNTER 5 B

The PCs make it through the small group of shadows and to the wall.

“By the Light of Pelor, what are you doing here? Get up here. Come on, move it!” A man’s face peers down at you from the top of the palisade wall. He throws a knotted rope down the side of the wall to you. “Hurry up. They’re coming.”

One by one, you scramble up the rope. Every so often, a foot long flying bug of light comes around you and zaps at shadows that try to claw at you. The shadows creep back and disappear.

The man at the top of the wall is dark-haired with amber eyes. He’s wearing a dented breastplate and has a mace in his belt. A prominent holy symbol of Pelor hangs around his neck. He has on a yellow armband with a white symbol of a unicorn horn over a sunburst.

If the PCs have mounts, animal companions or other animals that cannot climb up the knotted rope, the cleric of Pelor assures them they will be brought in for safety.

Those who are members of the Order of Shining Beacons know this symbol as a leadership armband of their Order. This man is Halim, a

Priest of Pelor and the man responsible for the day to day running of the Order of Shining Beacons. Those who are not a member of the Order of Shining Beacons know what his armband means with a successful Knowledge (Local – Sheldomar Valley) (DC 20).

The wall is 60' tall and the PCs are standing on a catwalk inside the wall of the compound. The palisade style walls and even the catwalk are made of Ironwood.

A battle rages on the catwalk all around the compound. Almost every inch of the wall is covered by someone wielding a weapon of some kind. Sunrods are spaced along the wall every foot. Amid the sounds of battle inside the wall, there's a deafening silence from outside it.

Above all that, there's a soft humming coming from the center of the compound. A man stands in the middle of the compound with his arms outstretched. Swarms of those lighted bugs surround him, and move in streams to the walls and back to him. The undulation of the light is almost hypnotic.

"ADWEN! Fresh meat!" yells the man next to you.

"Send them down!" comes the response from a woman in half-plate walking through the compound toward a group of buildings.

"You heard her. Down you go." He points to a set of stairs not far away.

The PCs can easily make their way down the stairs and follow the woman into the building where she was going. It seems to be a barracks of some sort. She leads the PCs into an office and removes her helm.

The woman in plate armor is Adwen merc Lyneth. She is fairly young (in her late 20s) and carries herself with the confidence of an experienced warrior. Wisps of dark hair flutter out from under her helm. She wears a bastard sword strapped across her back. Though covered in blood, guts and mud, her armor appears well cared for, as does the rest of her equipment. There is no doubt she knows what she is about when it comes to warfare.

There is a symbol of a shield with a bastard sword, sunburst two golden spheres, and two victory runes. A successful Knowledge (religion) check (DC 15) reveals this to be the symbol of Mayaheine.

Adwen wears a slightly different armband than the other members of the Order of Shining Beacons. While the others where a white armband, hers is yellow with the same sigil on it. This denotes her rank as the Field Commander of the Order. She has recently risen to the rank and takes the position very seriously. Adwen is friendly and quite attractive, but very humble. Despite the efforts of battle, she holds herself well and is confident in her faith and her abilities.

Adwen is friendly and charming. Having been raised a Flannae, she understands the necessity of preserving as much of the traditional lifestyles as possible. While friendly with people, her concern is the well-being of the Dim Forest. She has devoted her life to the Order of Shining Beacons and her position as the Field Commander of the Order consumes the strong majority of her time. While not rude, Adwen is straight forward and honest about matters.

She leads you down the hall of the building and into the room at the far end. The room is simple, but functional. There is a plain desk and chair, a cot in the corner with a trunk at its foot. A stand for armor is in the corner. A faint smell of freshly cut wood permeates the room.

She removes her helm and walks to the armor stand. "I'm Adwen merc Lyneth, Field Commander of the Order of Shining Beacons. What can I do for you?" She puts her helm on the top of the armor stand and begins to unbuckle her breastplate.

Allow the PCs to introduce themselves and tell their tale. They may have some questions for her.

Adwen merc Lyneth, Female Human (Flan), Ftr2/Pal10; hp 112; See Appendix 5.

Q: What happened here?

A: "The fades came in fast. Wave after wave after wave. One of our patrols caught sight of them and headed back here. Eight men went out that day. Only one made it back. He didn't even say anything to anyone. He just ran into the compound and up the bell tower. The people in Endéryn rushed to get over here, but not everyone made it." She rubs her tired eyes. The dark circles of exhaustion are prominent under her eyes.

Q: When did this happen?

A: "We've been under siege for over a month now. When we built this place, we built it for a siege,

but hoped it would never happen.” She sits down in the chair behind her desk. “Faith will get us through this. It just has to.”

Q: What can we do to help?

A: “Getting the word out would be the biggest help. But in the short term, we can always use more on the wall.” She pauses a moment before continuing.

“We have tunnels that lead out of here. We’ve been too busy fighting for our lives to use them. The people of Endéryn that made it here are in a set of underground rooms. Maybe you could escort them through the tunnels and deeper south into the woods where they have a chance of getting to New Midwood. I have no idea what is out there at the end of the tunnels, which is why I haven’t sent the people out there alone.”

Q: Who was that man singing in the middle of the compound?

A: “That was the Bountiful Shepherd. He protects and guides the illusern - those are the lighted flying bug things. They’ve been an immeasurable help fighting the Shadows.”

Q: How many people need to be escorted out?

A: “How many can you take? We’ve got most of the town of Endéryn here. The tunnels probably won’t let you take more than 10 or 15 people at a time, though.”

Q: Who should we go tell about the siege?

A: “Take your pick.” Adwen stands slowly from her desk. It looks like it takes most of the energy she has left. She unrolls a map across her desktop. “We’re here.” She points to Endéryn. “You’ve got Darlon Lea, the Kánotaurë, out there somewhere. Find the wood elves; they’ll know where he is. Argylwyth Teral of the Scarlet Oak is here, in Hocholve. And Argylwyth Talvan of Allitur down here in New Midwood.” She points out both cities.

“Darlon has the whole of the wood elven tribes behind him, but he’s sometimes hard to find. Argylwyth Teral is new in his cantrev, but he’s Second Bow of the Longbowmen and was a Braichdyn in the Army of Liberation before it was dismissed. He and his wife are both war veterans. Argylwyth Talvan is a good man and just. He’s probably a little closer geographically to other larger cities, but doesn’t have the military connections Argylwyth Teral does.”

“Honestly, any word you can get out would help us. At this point, I don’t really care who comes to help as long as it’s the good guys.”

Q: How much longer can you hold out here without additional aid?

A: “A few more months. Four, maybe five if we really ration things. Anything past that would be ... Faith will bring us through this. Father Pelor has sent us the gift of light. Ehlonna brings us her gifts of nature. And Mayaheine provides us strength for our sword arm.”

Q: Is there anything you can give us that would help us?

A: “Not really. We’re using all the magic items we have. Our workshop has been going almost 24 hours a day to keep up with the sudden demand.”

Q: How did Halim know not to attack us?

A: “He’s got a few years of experience under his belt. You didn’t slink into the shadow and you don’t have that shadow look to you. You’re solid.”

Q: Is there anyone who can heal us? Can we buy healing potions from you?

A: “I’d help you myself, but I used all my spells on the wall. If you go to the next building over, in the temple, they can help you.”

If the PCs go to the temple, a priestess of Ehlonna will give the PCs potions of cure light wounds, but asks that they make an appropriate donation to either a temple of Ehlonna or Pelor when they get to a city. The PCs **MUST** pay for these potions by the end of the module.

Q: Can we spend the night here?

A: “You can, but I’d rather see you get back out of here while it’s daylight and get as far as you can.” She shakes her head slightly. “Nighttime is... dangerous.”

Q: Can anyone here cast reincarnate/raise dead?

A: “Go to the temple. They probably won’t be able to do anything until morning when they can get new spells, but it might be something.”

If the PCs go to the temple, a priestess of Ehlonna can cast raise dead or reincarnation but asks that they make an appropriate donation to either a temple of Ehlonna or Pelor when they get to a city. The PCs **MUST** pay for these services by the end of the module.

See **DM Aid: Divine Spellcasting in Geoff** for spell casting costs.

THE TEMPLE

Although a modest temple compared to some in Geoff, this place has a holy serenity that cannot be mistaken. The double wooden doors open into a large room with high ceilings. Wooden pews line the main portion of the room and an aisle goes up the middle. The gentle scent of incense floats through the air.

Directly opposite the doors is an ornately carved wooden altar on a raised platform. Two holy symbols sit on the altar. One is a rampant unicorn and the other a sunburst. Both symbols have a position of prominence in this place. The temple is lit by sunrods, but also two crystals on the altar glow softly. Additionally, two large candles sit on the altar unlit.

A woman is at the altar kneeling in prayer. Her head is bowed slightly and her hands are folded in front of her. After a moment, she stands and turns to you.

"I am Deardria, Priestess of Ehlonna. How may I help you?" Her voice is soothing and calm despite the battle raging outside. The yellow armband somehow appears out of place against the pale green dress. She wears no armor and carries no weapon.

The PCs may suspect that she is not a leader of the Order of Shining Beacons because of the description of the armband. A Sense Motive (DC APL +10) tells them that she is a leader of the Order, but is not the militant type that they have met in the other two leaders.

Deardria is a middle-aged human woman. She wears a pale green dress and a holy symbol of Ehlonna. Her dark hair is braided in the back and reaches nearly to her waist. She is a calm woman and has a nurturing personality.

Looking at her more closely a Spot check (DC APL +10) lets the PCs spot the necklace Deirdria wears. It is a thin chain with three pearls on it.

If anyone casts detect magic, the following items detect as magical:

- two candles on the altar are magical (candles of invocation),

- the incense burning on the altar (incense of meditation)
- all the pearls on the necklace Deirdria is wearing (Periapt of Wisdom +2, Pearl of Power 2nd level, and Pearl of Power 3rd level)

Deardria, Female Human (Flan), Clr10; hp 76; See Appendix 5.

If the PCs do not specifically ask for healing or potions, Deardria does not offer them.

Q: Do have any potions we can buy?

A: "We have a few. I will give you each one, but you must promise to make an appropriate donation to a church of Ehlonna or Pelor the next time you are in one."

Q: Can you cast a reincarnate/raise dead for our fallen comrade?

A: "I have no doubt that Ehlonna will bless me with that ability in the morning after my prayers. Again I will ask that you make the appropriate donation to a large temple of Ehlonna or Pelor when you are next there."

Judge's Note: In this case, if any of the PCs are members of Order of Shining Beacons, they are considered to be members of this church for spell-casting cost purposes. She can only cast a Raise Dead spell.

Q: Can you heal us?

A: "I can. I will ask that you make the appropriate donation to a large temple of Ehlonna or Pelor when you are next there."

See **Appendix 4** for the list of spells she has memorized.

Judge's Note: In this case, if any of the PCs are members of Order of Shining Beacons, they are considered to be members of this church for spell-casting cost purposes.

Q: Why are there two holy symbols here?

A: "The Order is supported by both churches and our oath requires that we honor the teachings of both Pelor and Ehlonna. Many of our members worship one or the other, though it is not a requirement of the Order that they do so."

Q: We were told you could help us escort out some of the townspeople from Endéryn.

A: "There are many who came to us for refuge from the shadow armies. The town of Endéryn is

completely taken over by the shadows and fades. Come, I'll show you where they are."

If the PCs are concerned about mounts or animal companions, Deardria assures them that they can get the animals into the tunnels.

The PCs have to make a decision about what they're going to do. They can:

- Stay in the compound to fight at the walls for awhile.

OR

- Help escort townspeople from Endéryn out of the compound through underground tunnels.

OR

- They can stay in the compound and stick it out with the Order of Shining Beacons. If they chose this option, they should be reminded that they probably won't be getting out. Their character is no longer playable. If the PC still chooses this option, their character sheet and information should be given to the Geoff Triad.

As the PCs are preparing to leave, the mounts and/or animal companions are led into the temple.

If the PCs want to stay in the compound for a little bit and fight on the walls, go to **Encounter 6B**.

If the PCs want to help escort the townspeople of Endéryn out through the tunnels, go to **Encounter 6C**.

ENCOUNTER 6: A TOUGH TIME GETTING AROUND

ENCOUNTER 6A

The PCs have decided it's time to leave. Three of the wood elves offer to go with them so they can find the paths and not have more trouble with the next patrol.

If the PCs leave immediately, read the following:

"The others will continue their patrols. Three of us will go with you. You will need help in the heavy night fogs."

The voice is that of a young elven woman in leathers. "I am Lyimaria. That is Filar..." she points to a male in highly polished leathers. "... and that is Nimvia. We will escort you."

If the PCs have spent the night, read the following:

Dawn is barely distinguishable from dusk. A heavy fog has rolled in overnight. You wake and notice that most of the flet is empty. "The others have gone on. We will go with you."

The voice is that of a young elven woman in leathers. "I am Lyimaria. That is Filar..." she points to a male in highly polished leathers. "... and that is Nimvia. We will go with you."

Lyimaria (*pr. lie-e-mar-ee-a, trans. Honor of the wolves*) seems to be the leader of this small band.

Filar (*pr. fee-lar, trans. sparkling rain*) and Nimvia (*pr. nim-vee-a, trans. true luck*) pack up the rest of the things for the elves while the PCs get ready to leave.

With the help of the rope ladders, the PCs have little trouble getting down out of the tree. Any mounts or animals they left at the base of the tree have been fed appropriately and tethered (if a mount). The elven escort prefers to walk rather than ride. The fastest movement is 30'.

The only sound in this forest is that of your own movement through it. The light plays tricks on your eyes, making it hard to tell what might be a shadow creature and what is a normal shadow. Lyimaria, Filar, and Nimvia spread away from the group with their weapons at the ready. Their eyes dart back and forth among the trees.

You walk for what seems like hours. The travel through the fog and dangerous forest is wearing on everyone. Suddenly, Filar calls out, "They're coming! There's a group back there!"

"Filar, stay with them. Nimvia and I will flank them and try to at least slow them some. Hurry! You must go!" Lyimaria takes off running into the trees. Nimvia runs off the other way.

Although Filar seems to be running blindly through the woods now, he keeps moving. "This way!" His keen eyes see right through the fog and low lighting.

If you haven't already, go ahead and put the PCs into a marching order, adding Filar to the front of the group. There is no sight of the other two elves that broke off from the PCs.

Let the PCs run for another minute or two, making spot and listen checks as they go. With a successful listen check (DC 15), (don't forget the

+2 listen bonus in the Dim Forest), the PCs hear a woman scream behind them.

A few rounds after the scream, the PCs are engaged by the shadows.

You follow Filar around trees and down paths that you can't see. The feeling of being followed drives you forward. Or perhaps you're running in a circle. The shadows of the trees almost seem alive as if they have a life of their own. You can't shake the feeling that you're being hunted.

An arrow flies out of nowhere, barely missing the group. Looking back over his shoulder, Filar stops suddenly. "Lyimaria?" Staring back at you are shadowy figures. Or maybe it's only the light playing tricks again.

"That's her fletching. Why would she... unless..." Filar readies himself. "The shadows are here."

Judge's Note: The EL on this combat has been lowered by 1 because the PCs are getting help from Filar.

Judge's Note: Any PC who dies as a result of this combat DOES NOT turn into a shadow. They can be raised or reincarnated as usual.

APL 2 (EL 5)

Sorcerer, male human, Src2; hp 21; See *Appendix 1*

Nimvia, Male wood elf, Ftr1/Sct1; hp 15; see *Appendix 1*.

Lyimaria, Female wood elf, Rgr2; hp 12; See *Appendix 1*

APL 4 (EL7)

Sorcerer, male human, Src4; hp 21; See *Appendix 2*

Nimvia, Male wood elf, Ftr2/Sct2; hp 24; see *Appendix 2*.

Lyimaria, Female wood elf, Ftr2/Rgr2; hp 26; See *Appendix 2*

APL 6 (EL9)

Sorcerer, male human, Src6; hp29; See *Appendix 3*

Nimvia, Male wood elf, Ftr2/Sct4; hp 32; see *Appendix 3*

Lyimaria, Female wood elf, Ftr2/Rgr4; hp 38; See *Appendix 3*

All APLs

Assisting the PCs – Filar, see *Appendix 4*

Environment:

The PCs are in the middle of the forest. Random trees should be placed. Each tree is 4 squares in size. The lowest branches are about 60' off the ground.

See the notes following Preparation for Play for the full list of Environmental factors in the Dim Forest.

Tactics:

APL 2 – The spring attacker and archer begin by hiding 30' behind the PCs. The spring attacker runs out and attacks the closest PC with his longspears. Because he has skirmish, he gets an additional 1d6 damage anytime he hits. The archer tries to stand still as much as possible and uses rapid shot repeatedly. The sorcerer uses sleep as soon as possible to get as many PCs as he can. Once there is someone within melee range of him, he uses the Powder of Black Veil to blind them, then moves.

APL 4 - The spring attacker and archer begin by hiding 30' behind the PCs. The spring attacker runs out and attacks the closest PC with his longspears. Because he has skirmish, he gets an additional 1d6 damage anytime he hits. The archer tries to stand still as much as possible and uses rapid shot repeatedly.

The sorcerer begins with fireballs from his necklace to damage as many PCs as he can as fast as possible. Then, he uses sleep and Tasha's Hideous Laughter to incapacitate as many PCs as he possible.

APL 6 - The spring attacker and archer begin by hiding 30' behind the PCs. The spring attacker runs out and attacks the closest PC with his longspears. Because he has skirmish, he gets an additional 1d6 damage anytime he hits. The archer tries to stand still as much as possible and uses rapid shot repeatedly.

The sorcerer begins using the elemental gem, which summons a large earth elemental. Then, he uses sleep and Tasha's Hideous Laughter to incapacitate as many PCs as he possible. When the PCs line up, he uses lightning bolt on them.

Proceed to **Encounter 7**.

ENCOUNTER 6B

The PCs have decided to stay to help fight on the walls.

After a few moments of conversation between Adwen and one of her officers, you are led to a ladder up to the northern wall. Walking alongside you, Adwen manages a smile, "You are sure that you wish to pursue this course? While I can certainly use the time that you will be there, I must admit that more have fallen on that wall than all of the others combined."

Q: Why have so many fallen?

A: "The shadows came from the north and we believe they may be drawing power from there. When we have seen new ones," she pauses for a long moment and sighs, "Those that are not our own men and women, they have come from that direction."

Q: What will we be doing on the wall?

A: "I plan to gather members of the defense team from each wall and meet with them individually. When Pelor tests us like this, it is easy for His children to lose heart. It is only through the strength of heart of the defenders that any of these innocents will live. "

Q: What happens if we are overwhelmed?

A: "I will be within hearing range of the alert horn on the wall. If all goes poorly, sound that horn and all who are available will come to your support. But please, only use the horn as a last resort."

When the conversation is over she asks if any of the PCs would like the blessing of Mayaheine upon their task, performs a blessing upon any who desire it, and leaves them at the base of the ladder.

While fighting on the wall, the PCs see Bevyn. He is close to them and will assist in the following combat.

See **DM Aid: Map #5 – Fighting on the Wall**.

Judge's Note: Any PC who dies as a result of this combat DOES NOT turn into a shadow. They can be raised or reincarnated as usual.

APL 2 (EL 5)

Sorcerer, male human. Src2; hp 21; See *Appendix 1*

Nimvia, Male wood elf, Ftr1/Sct1; hp 15; see *Appendix 1*.

Lyimaria, Female wood elf, Rgr2; hp 12; See *Appendix 1*

APL 4 (EL7)

Sorcerer, male human, Src4; hp 21; See *Appendix 2*

Nimvia, Male wood elf, Ftr2/Sct2; hp 24; see *Appendix 2*.

Lyimaria, Female wood elf, Ftr2/Rgr2; hp 26; See *Appendix 2*

APL 6 (EL9)

Sorcerer, male human, Src6; hp29; See *Appendix 3*

Nimvia, Male wood elf, Ftr2/Sct4; hp 32; see *Appendix 3*

Lyimaria, Female wood elf, Ftr2/Rgr4; hp 38; See *Appendix 3*

All APLs

Assisting the PCs – Bevyn, see *Appendix 5*

Tactics:

All APLs – If the horn is sounded, the shadows withdraw. They know that many of the Shining Beacons will be there momentarily. If the PCs rely on the Order of Shining Beacons to help them, they only gain ½ xp for this encounter.

APL 2 – The spring attacker and archer begin by hiding 30' behind the PCs. The spring attacker runs out and attacks the closest PC with his longspear. Because he has skirmish, he gets an additional 1d6 damage anytime he hits. The archer tries to stand still as much as possible and uses rapid shot repeatedly. The sorcerer uses sleep as soon as possible to get as many PCs as he can. Once there is someone within melee range of him, he uses the Powder of Black Veil to blind them then moves.

APL 4 - The spring attacker and archer begin by hiding 30' behind the PCs. The spring attacker runs out and attacks the closest PC with his longspear. Because he has skirmish, he gets an additional 1d6 damage anytime he hits. The archer tries to stand still as much as possible and uses rapid shot repeatedly.

The sorcerer begins with fireballs from his necklace to damage as many PCs as he can as

fast as possible. Then, he uses sleep and Tasha's Hideous Laughter to incapacitate as many PCs as he possible.

APL 6 - The spring attacker and archer begin by hiding 30' behind the PCs. The spring attacker runs out and attacks the closest PC with his longspear. Because he has skirmish, he gets an additional 1d6 damage anytime he hits. The archer tries to stand still as much as possible and uses rapid shot repeatedly.

The sorcerer begins using the elemental gem, which summons a large earth elemental. Then, he uses sleep and Tasha's Hideous Laughter to incapacitate as many PCs as he possible. When the PCs line up, he uses lightning bolt on them.

ENCOUNTER 6C

The PCs have decided to help lead townspeople from Endéryn through the tunnels to escape.

If the PCs are concerned about mounts or animal companions, Deardria assures them that they can get the animals into the tunnels. She asks the PCs to bring those animals into the temple.

When the PCs are ready to go into the tunnels, read the following:

Deardria closes the shutters on the few windows in the temple. "Come this way." She leads you behind the altar to a small open space. Pulling up a couple of loose floor boards, she finds what she's looking for – a handle in the floor. With a bit of your help, she's able to open the massive trapdoor.

The Priestess takes a lantern and whispers a few words. The wick flickers to life and the large downward ramp is revealed. "Down here. We've got a set of tunnels and rooms underground."

The trapdoor is large enough for mounts and animal companions to go through. Because of the ramp, they can get down the 20' to the bottom. Although it is a slightly steeper ramp than most animals will naturally go down, with some prodding they'll go down.

A tunnel leads off from the bottom of the ramp. It's lit by torches along the length of it. The earthen tunnels twist and turn and Deardria continues forward. Eventually, you hear sounds of large groups of people. The tunnel finally opens into several huge rooms supported by large wooden beams.

Spread throughout the rooms are hundreds of women, children and elderly. A few are curled up on blankets or shawls, and some wooden bowls are scattered around. It's clear that these people ran for their lives and left everything behind.

"The way out is this way," whispers Deardria. Carefully stepping around the tangles of people, she leads you down another long hallway, then stops. "Straight out that way. It's narrow, so you probably can't take more than a dozen or so at a time. This lets out a couple miles south of us."

Go ahead and get the PCs into a marching order with 12 civilians. Most of the townspeople are a mix of women, children and elderly and are not in condition or trained for combat. Bevyn, the baker's husband, is here. He's among those willing to be the first group out of the tunnel.

The PCs lead the first group through the tunnel and out into the forest. From there, the civilians can go straight south to New Midwood.

Judge's Note: The EL on this combat has been lowered by 1 because the PCs are getting help from Bevyn.

Judge's Note: Any PC who dies as a result of this combat DOES NOT turn into a shadow. They can be raised or reincarnated as usual.

APL 2 (EL 5)

Sorcerer, male human, Src2; hp 21; See Appendix 1

Nimvia, Male wood elf, Ftr1/Sct1; hp 15; see Appendix 1.

Lyimaria, Female wood elf, Rgr2; hp 12; See Appendix 1

APL 4 (EL7)

Sorcerer, male human, Src4; hp 21; See Appendix 2

Nimvia, Male wood elf, Ftr2/Sct2; hp 24; see Appendix 2.

Lyimaria, Female wood elf, Ftr2/Rgr2; hp 26; See Appendix 2

APL 6 (EL9)

Sorcerer, male human, Src6; hp29; See Appendix 3

Nimvia, Male wood elf, Ftr2/Sct4; hp 32; see Appendix 3

Lyimaria, Female wood elf, Ftr2/Rgr4; hp 38;
See *Appendix 3*

All APLs

Assisting the PCs – Bevyn, see Appendix 5

Environment:

The PCs are several hundred yards from the opening of the tunnel and in the middle of the forest. Random trees should be placed. Each tree is 4 squares in size. The lowest branches are about 60' off the ground.

See the notes following Preparation for Play for the full list of Environmental factors in the Dim Forest.

Tactics:

APL 2 – The spring attacker and archer begin by hiding 30' behind the PCs. The spring attacker runs out and attacks the closest PC with his long spear. Because he has skirmish, he gets an additional 1d6 damage anytime he hits. The archer tries to stand still as much as possible and uses rapid shot repeatedly. The sorcerer uses sleep as soon as possible to get as many PCs as he can. Once there is someone within melee range of him, he uses the Powder of Black Veil to blind them, then moves.

APL 4 - The spring attacker and archer begin by hiding 30' behind the PCs. The spring attacker runs out and attacks the closest PC with his long spear. Because he has skirmish, he gets an additional 1d6 damage anytime he hits. The archer tries to stand still as much as possible and uses rapid shot repeatedly.

The sorcerer begins with fireballs from his necklace to damage as many PCs as he can as fast as possible. Then, he uses sleep and Tasha's Hideous Laughter to incapacitate as many PCs as he possible.

APL 6 - The spring attacker and archer begin by hiding 30' behind the PCs. The spring attacker runs out and attacks the closest PC with his long spear. Because he has skirmish, he gets an additional 1d6 damage anytime he hits. The archer tries to stand still as much as possible and uses rapid shot repeatedly.

The sorcerer begins using the elemental gem, which summons a large earth elemental. Then, he uses sleep and Tasha's Hideous Laughter to incapacitate as many PCs as he possible. When the PCs line up, he uses lightning bolt on them.

Developments: The PCs finish the combat and as they look, a second group of shadows is coming toward them.

Just as the last shadow falls to nothingness, a movement catches your eye. The shadows move closer, sometimes appearing as the shadow of a tree, sometimes as a figure of a humanoid. You prepare yourself to go at it again, with these things.

"GO! I'll hold them." A volley of arrows flies from behind you toward the shadows. "Get these people out of here." There is a familiar accent to his deep voice. Turning, you see a wood elf in leathers and furs let lose another volley of arrows.

Those PCs who played **GEO5-IS3 An Echo in the Darkness** recognize this wood elf from the fallen town. This is Vel'thanas, the lead hunter from the village of Kael'thalas.

True to his word, this man of the woods drops his bow and draws two elven thinblades. Racing forward toward the shadows, the roots don't trip him or get his way at all. His blades are barely more than a flash in the shadows as creature after creature falls. He whistles then you hear soft loping footsteps from behind you.

A huge wolf with teeth bared is headed straight for you. Just as it looks like it might reach one of the children, it leaps over the group and continues on toward the swirling elf in the midst of shadows. Together the two hold off the shadows so you and the people can escape.

Proceed to **Encounter 7**.

ENCOUNTER 7: TELLING THE WORLD

Judge's Note: If time is running short, this encounter can be summarized for the players.

Regardless of where the PCs come from or the manner by which they have gone to get word out about the siege, they have to travel from Endéryn to another place.

It has been a long trip to get even this far. The press of the shadows and fades has been relentless. You've seen firsthand how dangerous they are, especially in large groups. There are still several days of travel to get out

the word about the Order of Shining Beacons' situation.

The shadows constantly move and shift around you as you travel. The persistent feeling of being hunted or watched doesn't waiver.

Stopping to rest is a risk, but it must be taken. As before, each movement in the shadows produces no results. Strange sounds and flitting spots of darkness haunt you when you try to rest.

If the PCs are headed to tell Darlon Lea, go to **Encounter 7A**.

If the PCs are headed to tell Talvan of Allitur in New Midwood about the siege, go to **Encounter 7B**.

If the PCs are headed to tell Teral Makin in Hocolve about the siege, go to **Encounter 7C**.

ENCOUNTER 7A – THE PCS TELL DARLON LEA ABOUT THE SEIGE

Continuing northeast and into the Taura Ridge brings you to a slightly less tense area of the forest. The hills added to the high roots of the majestic trees make traveling even more wearisome. The intensity of the trip has worn on everyone.

As you move through the woods and prepare to approach the Chill Water, a coppery-skinned face peeks out at you from behind a tree. "Why are you here?" Two more wood elves step out from behind the trees.

Allow the PCs to explain the situation and where they've been. They're welcome to show the arrow given to them by the first patrol they met outside the compound of the Order of Shining Beacons. After telling their tale, the PCs are led into a camp.

There are few tents here, but it is clear that only a day or two ago, there were many more. The wood elves walk through the camp, pausing to look you over. You are led to a central tent and asked to wait. Your escort heads into the tent to speak with whomever is inside.

After a moment, an elf steps out of the tent. His hair is blonde, kept in twisted dreadlocks that fall about to his shoulders. His face and arms are crisscrossed with both scars and tribal tattoos, and a large symbol - a unicorn's

horn on a sunburst - adorn the back of both of his hands.

"You have news? Out with it, then."

With a successful knowledge bardic lore or Knowledge (Local – Sheldomar Valley), the PCs recognize this man as Aralyn Caelinor, one of Darlon Lea's Lieutenants. Those who are members of the Warband of Seven Tribes know this information automatically as they support Darlon Lea and his cause. The tattoos on his hands also mark him as a member of the Order of Shining Beacons.

Allow the PCs to tell Aralyn of their experiences and what they saw in Endéryn, then read the following:

Aralyn listens intently to your tale. His face turns a shade of red and he clenches his jaw. "You have my word that the Kánotaurë will hear of this. I will lead troops there myself if needs be."

This is a temporary camp, as the Kánotaurë and those who travel with him move constantly. They are nomadic most of the time to avoid allowing the shadows to pinpoint and pin them down in one place.

The PCs are given places to sleep in the camp for the night.

Aralyn leaves the camp as soon as he can pack his things and get a very small escort ready to go with him. Rather than talk with PCs, he wants to get himself and his escort off to find the Kánotaurë.

Proceed to **Conclusion B**.

ENCOUNTER 7B – THE PCS TELL TALVAN ABOUT THE SEIGE

Heading south from Endéryn, eventually you arrive in New Midwood. The town's festival has ended and people are back to their normal work. Regardless, the friendly town is a welcome sight after your travels in the Dim Forest.

If the PCs go to Talvan to tell him Endéryn, read the following:

The doors of the temple are open as usual. As expected, Argylwyth Talvan of Allitur is inside. Upon your entrance, he greets you with a smile. "Hello again, travelers. It's good to see you here. I'm afraid you missed the rest of the

festival. What brings you back to our fair town?"

Allow the PCs to explain the situation regarding Endéryn to him.

The Argylwyth is clearly upset by your tales. "That is indeed disturbing news. I am glad you have brought this to my attention. I will send out letters immediately to see what can be done to help the situation. You're welcome to stay here in the temple if you wish."

If the PCs take Bevyn to his wife, read the following:

The doors of the bakery are closed, but Bevyn walks right in. The smell of freshly baked bread wafts out the door. It's not Brenwain working the ovens.

"Is she alright? Where is she?" asks Bevyn anxiously.

"Aye, she and the wee one are just fine. They're upstairs resting." The woman chuckles, "It's a girl. Delia, she's named her."

The woman is Brenwain's sister who has come to town to help with the newborn and the bakery while Brenwain recovers. She prefers that the PCs not visit Brenwain, but assures them she'll tell Brenwain they came to visit. She's quite grateful for the PCs help in returning Bevyn. She pays the PCs the gold they had been promised.

If the PCs talk to Brenwain without Bevyn, read the following:

The doors of the bakery are closed, but the smell of bread wafts out into the street. Upon entering, you see a woman working the ovens, but it isn't Brenwain.

"Bore da. What can I help you folks with today?"

This is Brenwain's sister who has come to town to help with the newborn and the bakery while Brenwain recovers. She prefers that the PCs not visit Brenwain, but assures them she'll pass on the news of Bevyn to her later. She begrudgingly pays the PCs the gold they had been promised.

Proceed to **Conclusion B**.

ENCOUNTER 7C – THE PCS TELL TERAL ABOUT THE SEIGE

Eventually, you arrive in Hocholve. There's not much of a town here. Very few people wander about. As you enter the town, the

sound of a hammer against an anvil rings out in the quiet of the town. Moving closer to the center of town, things begin to make sense.

The houses here are older, but have been recently fixed up. A few of the stores are still shuttered and closed as they have been for several years. In the center of town is a larger house than those around it. There's a wood elf in buckskin leathers out front. Beside him is a young human boy – no more than 2 – holding a toy bow and quiver.

The curly-haired toddler lets go of his bow with one hand and tugs at his shirt. Then, he drops the bow all together and reaches for an adult sized quiver on the ground next to them. The wood elf leans over and speaks to the boy.

For those who speak Flan, Teral says:

"Put your hand here. Now pull back on the string. Yes, just like that. Put your hand back on the bow and stop fussing with your shirt. You have to keep it on. Your mother would have my head if I let you run around without clothes on. No, Kelvyn. Out of my quiver. There's cold iron in there and it will make you sick."

When the PCs introduce themselves to him, he introduces himself Argylwyth Teral Makin of the Scarlet Oak. With a successful Knowledge (Nobility and Royalty) or bardic lore check (DC 20), or if they spoke to Adwen of the Order of Shining Beacons, the PCs know that he is a newly appointed Argylwyth who was human. He fell at the last battle of Gorna and was brought back as a wood elf. He is the Second Bow of the Longbowman as well as an Old Lore Bard. Teral was held as a prisoner of the Giant army for nearly 2 years, but managed to escape. He has long been respected by the Gyri people.

If they start to speak to him in elven, he stops them immediately. He does not speak elven.

"Come inside. We can talk there more comfortably." He scoops up the boy, slings his own quiver and bow over his shoulder and heads for the house. It's clear he expects you to follow him.

If asked why he is a wood elf who does not speak elven, he explains that he was not born as a wood elf and he is trying to learn the language.

You are led into a parlor area. The house is comfortable and fairly nice, all things considered. There's a stone fireplace with a

glaive hanging over the mantel. A silver wolf skin serves as a rug in front of it. Several upholstered couches and comfortable chairs provide ample seating.

“Ginessa!” Teral calls out for his wife. “Company! And bring the siedr.” The toddler he was carrying squirms to the floor and runs out of the room screaming for “Momma!” Teral settles himself into a leather armchair. “Please, have a seat.”

A moment later, a red-headed woman, wearing leathers similar to Teral’s, enters the room carrying a ceramic jug and some wooden mugs. She goes about serving the siedr to those who want some. As she bends to pour the siedr, a gold holy symbol of Beory dangles lose, nearly dipping into one of the mugs. When she’s done serving the siedr, she perches herself on the arm of Teral’s chair.

Ginessa gladly serves as a translator if the PCs prefer to speak in elven. Teral speaks Flan, as does Ginessa, so either can understand that language if the PCs prefer not to speak Common.

Once the PCs have explained the situation at Endéryn, read the following:

As you tell the tale, Teral and Ginessa exchange a few worried glances. “I’ll send out messengers with letters. I’m glad you got out of there safely. I’d send help myself, but as you’ve seen, there’s no one here to send.”

The PCs might have other questions for Teral or Ginessa.

Q: Have you had problems with shadows or fades here?

A: Teral says, “Not nearly to the degree that you’re describing. We’ve had a few run-ins here and there, but nothing serious.”

Q: Can we stay here tonight?

A: Ginessa replies “I’ll make up the beds in the extra rooms. There’s plenty of space here.”

Q: Who are you sending letters to?

A: “The Longbowmen, the Brenin’s Fist, the Grand Duke, the churches of Pelor and Ehlonna, and anyone else near the Dim Forest,” says Teral.

Q: Who’s the little boy?”

A: Ginessa speaks up “That’s my son, Kelvyn. He’s probably... “ There’s the loud wail of a baby upstairs. “Yep, he’s upstairs terrorizing his sister. Again.” She sighs and goes upstairs.

Proceed to **Conclusion B**.

CONCLUSION

If none of the PCs make it out to tell someone what’s happened, skip directly to Conclusion A.

CONCLUSION A – THE PCS DO NOT TELL ANYONE ABOUT THE SEIGE

The Order of Shining Beacons is pinned down in the compound in the Dim Forest. It’s hard to know how long they can hold out before help of some sort comes. Most likely, it won’t be long enough.

CONCLUSION B – THE PCS TELL SOMEONE ABOUT THE SEIGE

Letters are sent out across Geoff describing the plight of the Order of Shining Beacons. With so many of the military groups depleted of man power, it may be difficult for help of any size to get to them. But at least now, there is no more silence from the Order of the Shining Beacons. Instead, there is hope that someone – anyone – will get to them before it is too late.

The PCs have earned the following favor:

Favor of Adwen merc Lyneth – You have done your best to help the Order of Shining Beacons. You may save this favor or trade it for ONE of the following: *ghost touch upgrade* to a weapon (Dungeon Master’s Guide) or a *sacred scabbard* (Complete Warrior). Favor Level B. Mark this favor as USED when it is spent.

If the PCs want to, they may go back to the compound and help the rest of the civilians from Endéryn out of the compound. The PCs **must** suggest it themselves in order to gain the benefit from helping the townspeople to safety.

If they do not mention helping the rest of the people out of the compound, cross the option off the AR.

Rescue Mission: You have gone above and beyond to help those in need. By spending 3 TUs, you take the time to help the rest of the civilians out of the Order of Shining Beacon’s compound and to safety. In return, the weaponsmith from Endéryn will sell you a +1 light or medium, one-bladed weapon at a 20% discount. Mark this as USED when it is spent.

APL 4: 675 xp.
APL 6: 900 xp.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 2

Assist the boat captain in navigating the river

APL 2: 60 xp.
APL 4: 120 xp.
APL 6: 180 xp.

Encounter 4

Defeat the Forest Trolls

APL 2: 150xp.
APL 4: 210 xp.
APL 6: 270 xp.

Encounter 6

Defeat the Shadowed Wood Elves

APL 2: 150 xp.
APL 4: 210 xp.
APL 6: 270 xp.

Story Award

Send out information about the siege

APL 2: 30 xp.
APL 4: 45 xp.
APL 6: 60 xp.

Discretionary Roleplaying Award

APL 2: 60 xp.
APL 4: 90 xp.
APL 6: 120 xp.

Total possible experience

APL 2: 450 xp.

TREASURE SUMMARY

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

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

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

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

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

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

Encounter 4:

APL 2: L: 0 gp, C: 0 gp, M: *Cloak of Resistance* +1 (500 gp), *Potion of Haste* (375 gp)

APL 4: L: 0 gp, C: 0 gp, M: *Cloak of Resistance* +1 (x2) (1000 gp), *Potion of Haste* (x2) (750 gp), *Studded Leather* +1 (x2) (1,175 gp)

APL 6: L: X gp, C: X gp, M: *Amulet of Health* +2 (2,000 gp), *Brooch of Shielding* (750 gp), *Cloak of Resistance* +1 (500 gp), *Gloves of Dexterity* +2 (2,000 gp), *Potion of Haste* (375 gp), *Studded Leather* +1 (x2) (1,175 gp)

Encounter 6:

APL 2: L: 1,305 gp, C: X gp, M: *Powder of the Black Veil* (375 gp), *Chain Shirt* +1 (250 gp), *Potion of Bull's Strength* (150 gp), *Quaal's Feather Token (Whip)* (250 gp), *Studded Leather* +1 (588 gp).

APL 4: L: 1,002 gp, C: X gp, M: *Brooch of Shielding* (750 gp), *Chain Shirt* +1 (625 gp), *Longspear* +1 (1,153 gp), *Necklace of Fireballs Type II* (1,350 gp), *Potion of Bull's Strength* (150 gp), *Quiver of Ehlonna* (900 gp), *Studded Leather* +1 (588 gp).

APL 6: L: 1,002 gp, C: X gp, M: *Brooch of Shielding* (750 gp), *Chain Shirt* +1 (625 gp), *Elemental Gem (Earth)* (1,125 gp) *Longspear* +1 (1,153 gp), *Potion of Protection from Arrows/15 magic* (750 gp), *Potion of Haste* (375 gp), *Potion of Rage* (750 gp), *Potion of Barkskin* +5 (600 gp) *Quiver of Ehlonna* (900 gp), *Studded Leather* +1 (588 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 1,305 gp, C: 0 gp, M: 5,575 gp – Total: 6,880 gp (450 gp).

APL 4: L: 1,002 gp, C: 0 gp, M: 15,980 gp – Total: 16,982 gp (650 gp).

APL 6: L: 1,002 gp, C: 0 gp, M: 27,493 gp – Total: 28,495 gp (900 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Won a Contest: You have won a contest at the Festival. Impressed by your prowess in competition, a villager in New Midwood pays for your stay in town. This character receives free standard lifestyle for this adventure.

Favor of Adwen merc Lyneth – You have done your best to help the Order of Shining Beacons. You may save this favor or trade it for ONE of the following: *ghost touch upgrade* to a weapon (*Dungeon Master's Guide*) or a *sacred scabbard* (*Complete Warrior*). Favor Level C. Mark this favor as USED when it is spent.

Rescue Mission: You have gone above and beyond to help those in need. By spending 3 TUs, you take the time to help the rest of the civilians out of the Citadel of Light and to safety. In return, the weaponsmith from Endéryn will sell you a +1 light or medium, one-bladed weapon at a 20% discount. Mark this as USED when it is spent.

Warbred Riding Dog: This riding dog has been specially trained to go into battle. Because you or a companion participated in the dog trick competition, you may purchase ONE warbred Riding Dog. Market price: 150 gp.

Item Access

APL 2:

- *Powder of the Black Veil* (Adventure; Complete Arcane)
- *Quaal's Feather Token (whip)* (Adventure; DMG)
- *Warbred Riding Dog* (Adventure, See above)

APL 4 (all of APL 2 plus the following):

- *Brooch of Shielding* (Adventure; DMG)
- *Necklace of Fireballs Type II* (Adventure; DMG)
- *Quiver of Ehlonna* (Adventure; DMG)

APL 6 (all of APLs 2, 4 plus the following):

- *Amulet of Health* +2 (Adventure; DMG)
- *Elemental Gem (Earth)* (Adventure; DMG)

- *Gloves of Dexterity +2 (Adventure; DMG)*

Order of Shining Beacons (Must have access to this through a meta organization)

- *Amulet of Health +2 (Regional, DMG)*
- *Gloves of Dexterity +2 (Regional, DMG)*
- *Upgrade Armor +2 (Regional, DMG)*

APPENDIX 1 – APL 2

ENCOUNTER 4

Shadow Forest Troll: medium giant; CR 5; HD 5d8+25; hp 47; Init +7; Spd 45' walk or 30' climb; AC 18 (+3 Dex, +5 natural armor), touch 13, flat-footed 15; BAB/Grp +3/+6; Full Atk 2 claws +6 melee (1d4+3 plus poison) and bite +1 melee (1d4+1) or javelin +6 ranged (1d6+3 plus poison); SA Poison; SQ Darkvision 90', Fast Healing 5, Low-Light Vision, Scent, Cold Resistance 10, Shadow Blend, Evasion; AL CE; SV Fort +10, Ref +5, Will +2; Str 17, Dex 16, Con 21, Int 11, Wis 11, Cha 6.

Skills and Feats: Climb +11, Hide +8 (Forest Setting), Listen +5, Spot +5, Survival +5. Improved Initiative, Track.

Special Abilities:

Evasion (Ex): Magical attacks may be avoided with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Poison (Ex): Injury, Fortitude DC 17, initial/secondary damage 1d6 constitution. Forest trolls create their own special poison made from their saliva to coat their javelins and claws. The save DC is Constitution-based.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Possessions: Cloak of Resistance +1, Potion of Haste.

ENCOUNTER 6

Shadow Human Sorcerer 2: medium humanoid; CR 3; HD 2d4+4+3; hp 13; Init +2; Spd 45' walk; AC 12 (+2 Dex), touch 12, flat-footed 10; BAB/Grp +1/+0; Full Atk +0 (1d6-1, quarterstaff); SA None; SQ Cause Fear (Sp), Cold Resistance 7, Darkvision 60', Low-light Vision, Shadow Blend, Spells, Summon Familiar (Toad); AL CE; SV Fort +2, Ref +2, Will +3; Str 8, Dex 14, Con 14, Int 12, Wis 10, Cha 16.

Skills and Feats: Bluff +8, Concentration +7, Knowledge (arcane) +6, Spellcraft +6. Spell Focus (Evocation), Spell Focus (Enchantment).

Special Abilities:

Cause Fear (Sp): Caster level 5th, DC 13 Will partial.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Spells: Spells Known (6/5; save DC 14 + spell level (Enchantment, Evocation) or DC 13 + spell level); 0 – Detect Magic, Daze, Ghost Sound, Ray of Frost, Touch of Fatigue; 1st – Burning Hands, Sleep

Possessions: Powder of Black Veil, Quaal's feather token (whip), Traveler's outfit

Inky (Toad Familiar): diminutive animal; CR -; HD 2; hp 6; Init +1; Spd 5ft (1 square); AC 16 (+4 size, +1 Dex, +1 natural), touch 15, flat-footed 15; BAB/Grapple +0/-17; Atk -; SA None, SQ Alertness, Amphibious, Empathic Link, Improved Evasion, Low-light Vision, Share Spells; AL N; SV Fort +2, Ref +3, Will +3; Str 1, Dex 12, Con 11, Int 6, Wis 14, Cha 4.

Skills and Feats: Hide +21, Listen +4, Spot +4. Alertness.

Special Abilities:

Alertness (Ex): While a familiar is within arm's reach, the master gains the Alertness feat.

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

Nimvia, Shadow Wood Elf Fighter 1/Scout 1: medium humanoid CR 3; HD 1d10+1+1d8+1; hp 15; Init +3; Spd 45' (9 squares) walk; AC 18 (+5 armor, +3 Dex), touch 14, flat-footed 15; BAB/Grp +1/+5; Full Atk +7 (1d8+6, Masterwork Longspear) or +8 (1d8+6, Masterwork Longsword) or +5 (1d8, Composite Longbow); SA None; SQ Cold

Resistance 7, Darkvision 60', Low-light Vision, Shadow Blend, Skirmish (+1d6); AL CE; SV Fort +5, Ref +7, Will +2; Str 22, Dex 16, Con 12, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +8, Escape Artist +6, Hide +6, Knowledge (geography) +4, Knowledge (nature) +4, Listen +4, Move Silently +6, Spot +4, Tumble +6. Dodge, Weapon Focus (Longspear).

Special Abilities:

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Skirmish (Ex): The scout deals +1d6 points of damage on all attacks he makes during any round in which he moves at least 10 feet. The extra damage only applies against living creatures that have a discernible anatomy. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

Trapfinding (Ex): A scout can use the Search skill to locate traps with a DC higher than 20 and she can use Disable Device to bypass a trap or disarm magic traps. See the rogue class feature, page 50 of the PHB.

Possessions: Chain Shirt +1, Composite Longbow, 20 arrows, Explorer's Outfit, Masterwork Longspear, Masterwork Longsword, ~~Potion of Bull's Strength.~~

Lyimeria, Shadow Wood Elf Ranger 2: medium humanoid; CR 3; HD 2d8; hp 12; Init +4; Spd 45' walk; AC 18 (+4 armor, +4 Dex), touch 15, flat-footed 14; BAB/Grp +2/+5; Full Atk +7 (1d8+3, Masterwork Mighty Composite Longbow (+3 bonus)) or +5/+5 (1d8+3, Masterwork Mighty Composite Longbow (+3 bonus)) or +5 (1d8+3, Longsword); SA None; SQ Cold Resistance 7, Darkvision 60', Evasion, Favored Enemy (Giants), Low-light Vision, Shadow Blend; AL CE; SV Fort +3, Ref +7, Will +0; Str 16, Dex 18, Con 10, Int 10, Wis 10, Cha 8.

Skills and Feats: Hide +9, Knowledge (geography) +5, Listen +5, Move Silently +9, Search +5, Survival +5. Point Blank Shot, Rapid Shot, Track.

Special Abilities:

Evasion (Ex): Magical attacks may be avoided with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Favored Enemy (Ex): Due to his extensive study of giants and the proper techniques for combating such creatures the ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks as well as a +2 bonus on weapon damage rolls against giants.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Wild Empathy (Ex): A ranger can use body language, vocalizations, and demeanor to improve the attitude of an animal. See PHB, pg 47.

Possessions: Explorer's Outfit, Longsword, Masterwork Mighty Composite Longbow (+3 bonus), +1 Studded Leather.

APPENDIX 2 – APL 4

ENCOUNTER 4

Shadow Forest Troll (x2): medium giant; CR 5; HD 5d8+25; hp 47; Init +7; Spd 45' (9 squares) walk or 30' (6 squares) climb; AC 22 (+3 Dex, +4 armor, +5 natural armor), touch 13, flat-footed 15; BAB/Grp +3/+6; Full Atk 2 claws +6 melee (1d4+3 plus poison) and bite +1 melee (1d4+1) or javelin +6 ranged (1d6+3 plus poison); SA Poison; SQ Darkvision 90', Fast Healing 5, Low-Light Vision, Scent, Cold Resistance 10, Shadow Blend, Damage Reduction 5/magic; AL CE; SV Fort +10, Ref +5, Will +2; Str 17, Dex 16, Con 21, Int 11, Wis 11, Cha 6.

Skills and Feats: Climb +11, Hide +8 (Forest Setting), Listen +5, Spot +5, Survival +5. Improved Initiative, Track.

Special Abilities:

Poison (Ex): Injury, Fortitude DC 17, initial/secondary damage 1d6 constitution. Forest trolls create their own special poison made from their saliva to coat their javelins and claws. The save DC is Constitution-based.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Possessions: Cloak of Resistance +1, Potion of Haste, +1 Studded Leather.

ENCOUNTER 6

Sorcerer, Shadow Human Sorcerer 4: medium humanoid; CR 5; HD 4d4+8+3; hp 21; Init +2; Spd 45' (9 squares) walk; AC 12 (+2 Dex), touch 12, flat-footed 10; BAB/Grp +2/+1; Full Atk +1 (1d6-1, quarterstaff); SA None; SQ Cause Fear (Sp), Cold Resistance 9, Darkvision 60', Low-light Vision, Shadow Blend, Spells, Summon Familiar (Toad); AL CE; SV Fort +3, Ref +3, Will +4; Str 8, Dex 14, Con 14, Int 12, Wis 10, Cha 17.

Skills and Feats: Bluff (+10), Concentration (+9), Knowledge (arcane) (+8), Spellcraft (+8). Combat Casting, Spell Focus (Evocation), Spell Focus (Enchantment).

Special Abilities:

Cause Fear (Sp): Caster level 5th, DC 13 Will partial.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Spells: Spells Known (6/7/4; save DC 14 + spell level (Enchantment, Evocation) or DC 13 + spell level); 0 – Detect Magic, Detect Poison, Daze, Ghost Sound, Ray of Frost, Touch of Fatigue; 1 – Burning Hands, Magic Missile, Sleep; 2 – Tasha's Hideous Laughter

Possessions: Brooch of Shielding, Necklace of Fireballs Type II, Traveler's outfit

Inky (Toad Familiar): CR -; diminutive animal; HD 4; hp 10; Init +1; Spd 5ft (1 square); AC 17 (+4 size, +1 Dex, +2 natural), touch 15, flat-footed 16; BAB/Grapple +0/-17; Atk -; SA None, SQ Alertness, Amphibious, Empathic Link, Improved Evasion, Low-light Vision, Share Spells; AL N; SV Fort +3, Ref +4, Will +5; Str 1, Dex 12, Con 11, Int 7, Wis 14, Cha 4.

Skills and Feats: Hide +21, Listen +4, Spot +4. Alertness.

Special Abilities:

Alertness (Ex): While a familiar is within arm's reach, the master gains the Alertness feat.

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

Share Spells: At the master's option, he may have any spell he casts on himself also affect his familiar.

Empathic Link (Su): The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes but they can communicate empathically.

Deliver Touch Spells (Su): If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his

familiar as the “toucher”. The familiar can then deliver the touch spell just as the master could.

Shadow Wood Elf Fighter 2/Scout 2: medium humanoid; CR 5; HD 2d10+2+2d8+2; 24 hp; Init +4; Spd 45' (9 squares) walk; AC 18 (+5 armor, +3 Dex), touch 14, flat-footed 15; BAB/Grp +3/+7; Full Atk +9 (1d8+7, Masterwork Longspear) or +8 (1d8+4, Masterwork Longsword) or +7 (1d8, Composite Longbow); SA None; SQ Battle Fortitude +1, Cold Resistance 9, Darkvision 60', Low-light Vision, Shadow Blend, Uncanny Dodge; AL CE; SV Fort +7, Ref +8, Will +2; Str 18, Dex 17, Con 12, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +8) Escape Artist +7, Hide +7, Knowledge (geography) +5, Knowledge (nature) +5, Listen +5, Move Silently +5, Spot +5, Tumble +7. Dodge, Mobility, Power Attack, Weapon Focus (Longspear).

Special Abilities:

Battle Fortitude (Ex): A scout gains a +1 competence bonus on Fortitude saves and initiative checks. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Skirmish (Ex): The scout deals +1d6 points of damage on all attacks he makes during any round in which he moves at least 10 feet. The extra damage only applies against living creatures that have a discernible anatomy. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

Trapfinding (Ex): A scout can use the Search skill to locate traps with a DC higher than 20 and she can use Disable Device to bypass a trap or disarm magic traps. See the rogue class feature, page 50 of the PHB.

Uncanny Dodge (Ex): A scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the PHB.

Possessions: Chain Shirt +1, Composite Longbow, 20 arrows, Explorer's Outfit, +1 Longspear, Masterwork Longsword, Potion of Bull's Strength.

Shadow Wood Elf Fighter 2/Ranger 2: CR 5; medium humanoid; HD 2d10+2d8+4; 26 hp; Init +4; Spd 45' (9 squares) walk; AC 18 (+4 armor, +4 Dex), touch 15, flat-footed 14; BAB/Grp +4/+7; Full Atk +10 (1d8+3, Masterwork Mighty Composite Longbow (+3 bonus)) or +8/+8 (1d8+3, Masterwork Mighty Composite Longbow (+3 bonus)) or +7 (1d8+3, Longsword); SA None; SQ Cold Resistance 9, Darkvision 60', Evasion, Favored Enemy (Giants), Low-light Vision, Shadow Blend; AL CE; SV Fort +6, Ref +7, Will +0; Str 16, Dex 19, Con 10, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +7, Hide +9, Knowledge (geography) +5, Listen +5, Move Silently +9, Search +5, Survival +5. Improved Toughness, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (Longbow).

Special Abilities:

Evasion (Ex): Magical attacks may be avoided with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Favored Enemy (Ex): Due to his extensive study of giants and the proper techniques for combating such creatures the ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks as well as a +2 bonus on weapon damage rolls against giants.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Wild Empathy (Ex): A ranger can use body language, vocalizations, and demeanor to improve the attitude of an animal. See PHB, pg 47.

Possessions: Explorer's Outfit, Longsword, Masterwork Mighty Composite Longbow (+3 bonus), Quiver of Ehlonna, +1 Studded Leather.

APPENDIX 3 – APL 6

ENCOUNTER 4A

Shadow Forest Troll Ftr1/Bar1: medium giant; CR 7; HD 5d8+35+1d10+7+1d12+7; hp 82; Init +7; Spd 60' (10 squares) walk or 30' (6 squares) climb; AC 22 (+3 Dex, +4 armor, +5 natural armor), touch 13, flat-footed 15; BAB/Grp +5/+8; Full Atk 2 claws +8 melee (1d4+3 plus poison) and bite +3 melee (1d4+1) or javelin +8 ranged (1d6+3 plus poison); SA Poison; SQ Darkvision 90', Fast Healing 5, Low-Light Vision, Scent, Cold Resistance 10, Shadow Blend, Damage Reduction 5/magic, Rage; AL CE; SV Fort +14, Ref +4, Will +1; Str 17, Dex 16, Con 23, Int 11, Wis 11, Cha 6.

Skills and Feats: Climb +15, Hide +8 (Forest Setting), Listen +5, Spot +5, Survival +5. Ability Focus (Poison), Improved Initiative, Improved Toughness, Track.

Special Abilities:

Poison (Ex): Injury, Fortitude DC 20, initial/secondary damage 1d6 constitution. Forest trolls create their own special poison made from their saliva to coat their javelins and claws. The save DC is Constitution-based.

Rage (Ex): 1/day – Temporary (8 rnds) +4 Str, +4 Con, +2 Will, -2 AC. When ended, -2 Str, -2 Dex, cannot charge or run for the duration of the current encounter.

Adjustments (Rage): HD 5d8+37+1d10+9+1d12+9; hp 96; AC 20 (+3 Dex, +4 armor, +5 natural armor), touch 13, flat-footed 15; BAB/Grp +5/+10; Full Atk 2 claws +10 melee (1d4+5 plus poison) and bite +5 melee (1d4+3) or javelin +8 ranged (1d6+5 plus poison); SV Fort +13, Ref +4, Will +1;

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Possessions: Amulet of Health +2, Brooch of Shielding, Studded Leather +1.

Shadow Forest Troll Rog2: medium giant; CR 7; HD 5d8+25+2d6+10; hp 63; Init +8; Spd 45' walk or 30' climb; AC 23 (+4 Dex, +4 armor, +5 natural armor), touch 13, flat-footed 15; BAB/Grp +4/+7; Full Atk 2 claws +7 melee (1d4+3 plus poison) and

bite +2 melee (1d4+1) or javelin +6 ranged (1d6+3 plus poison); SA Poison; SQ Darkvision 90', Fast Healing 5, Low-Light Vision, Scent, Cold Resistance 10, Shadow Blend, Damage Reduction 5/magic, Sneak Attack +1d6, Trapfinding, Evasion; AL CE; SV Fort +10, Ref +8, Will +2; Str 17, Dex 18, Con 21, Int 11, Wis 11, Cha 6.

Skills and Feats: Climb +11, Hide +11 (Forest Setting), Listen +7, Move Silently +6, Spot +7, Survival +5. Ability Focus (Poison), Improved Initiative, Track.

Special Abilities:

Evasion (Ex): The shadow troll can evade magical attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Poison (Ex): Injury, Fortitude DC 19, initial/secondary damage 1d6 constitution. Forest trolls create their own special poison made from their saliva to coat their javelins and claws. The save DC is Constitution-based.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Trapfinding: Can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Possessions: Cloak of Resistance +1, Gloves of Dexterity +2, Potion of Haste, +1 Studded Leather.

ENCOUNTER 6A

Shadow Human Sorcerer 6: medium humanoid; CR 7; HD 6d4+12+3; hp 29; Init +2; Spd 45' (9 squares) walk; AC 12 (+2 Dex), touch 12, flat-footed 10; BAB/Grp +3/+2; Full Atk +2 (1d6-1, quarterstaff); SA None; SQ Cause Fear (Sp), Cold Resistance 7, Darkvision 60', Low-light Vision, Shadow Blend, Spells, Summon Familiar (Toad); AL CE; SV Fort +4, Ref +4, Will +5; Str 8, Dex 14, Con 14, Int 12, Wis 10, Cha 17.

Skills and Feats: Bluff +12, Concentration +11, Knowledge (arcane) +10, Spellcraft +10. Combat Casting, Empower Spell, Spell Focus (Evocation), Spell Focus (Enchantment).

Special Abilities:

Cause Fear (Sp): Caster level 5th, DC 13 Will partial.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Spells: Spells Known (6/7/6/4; save DC 14 + spell level (Enchantment, Evocation) or DC 13 + spell level); 0 – Detect Magic, Detect Poison, Daze, Flare, Ghost Sound, Ray of Frost, Touch of Fatigue; 1 – Burning Hands, Magic Missile, Sleep; 2 – Tasha's Hideous Laughter, Touch of Idiocy; 3 – Lightning Bolt.

Possessions: Brooch of Shielding, Elemental Gem (Earth), Potion of Protection from Arrows 15/magic, Traveler's outfit

Inky (Toad Familiar): diminutive animal; CR -; HD 6; hp 14; Init +1; Spd 5ft; AC 18 (+4 size, +1 Dex, +3 natural), touch 15, flat-footed 17; BAB/Grapple +0/-17; Atk -; SA None, SQ Alertness, Amphibious, Empathic Link, Improved Evasion, Low-light Vision, Share Spells; AL N; SV Fort +4, Ref +5, Will +7; Str 1, Dex 12, Con 11, Int 6, Wis 14, Cha 4.

Skills and Feats: Hide +21, Listen +4, Spot +4. Alertness.

Special Abilities:

Alertness (Ex): While a familiar is within arm's reach, the master gains the Alertness feat.

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

Share Spells: At the master's option, he may have any spell he casts on himself also affect his familiar.

Empathic Link (Su): The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes but they can communicate empathically.

Deliver Touch Spells (Su): If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher". The familiar can then deliver the touch spell just as the master could.

Speak With Master (Ex): A familiar can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Shadow Wood Elf Fighter 2/Scout 4: medium humanoid; CR 7; HD 2d10+2+4d8+4; 32 hp; Init +4; Spd 60' walk; AC 18 (+5 armor, +3 Dex), touch 14, flat-footed 15; BAB/Grp +5/+9; Full Atk +11 (1d8+7, Masterwork Longspear) or +10 (1d8+4, Masterwork Longsword) or +9 (1d8, Composite Longbow); SA None; SQ Battle Fortitude +1, Cold Resistance 9, Darkvision 60', Fast Movement +10', Low-light Vision, Shadow Blend, Skirmish (+1d6, +1 AC), Trackless Step, Uncanny Dodge; AL CE; SV Fort +8, Ref +9, Will +3; Str 18, Dex 17, Con 12, Int 10, Wis 10, Cha 6.

Skills and Feats: Climb +8, Escape Artist +9, Hide +9, Knowledge (geography) +7, Knowledge (nature) +7, Listen +7, Move Silently +7, Spot +7, Tumble +9. Combat Reflexes, Dodge, Mobility, Power Attack, Spring Attack, Weapon Focus (Longspear).

Special Abilities:

Battle Fortitude (Ex): A scout gains a +1 competence bonus on Fortitude saves and initiative checks. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability, but a daylight spell will.

Skirmish (Ex): The scout deals +1d6 points of damage to all attacks and gains +1 armor class during any round in which he moves at least 10 feet. The extra damage only applies against living creatures that have a discernible anatomy. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

Trackless Step (Ex): A scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the PHB.

Trapfinding (Ex): A scout can use the Search skill to locate traps with a DC higher than 20 and she can use Disable Device to bypass a trap or disarm magic traps. See the rogue class feature, page 50 of the PHB.

Uncanny Dodge (Ex): A scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the PHB.

Possessions: Chain Shirt +1, Composite Longbow, 20 arrows, Explorer's Outfit, +1 Longspear, Masterwork Longsword, Potion of Haste, Potion of Rage.

Shadow Wood Elf Fighter 4/Ranger 2: CR 7; medium humanoid; HD 4d10+2d8+6; 38 hp; Init +4; Spd 45' (9 squares) walk; AC 18 (+4 armor, +4 Dex), touch 15, flat-footed 14; BAB/Grp +6/+9; Full Atk +12/+7 (1d8+5, Masterwork Mighty Composite Longbow (+3 bonus)) or +10/+10 (1d8+5, Masterwork Mighty Composite Longbow (+3 bonus)) or +9/+4 (1d8+3, Longsword); SA None; SQ Cold Resistance 7, Darkvision 60', Evasion, Favored Enemy (Giants), Low-light Vision, Shadow Blend; AL CE; SV Fort +7, Ref +8, Will +3; Str 16, Dex 19, Con 10, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +7, Handle Animal +3, Hide +9, Knowledge (geography) +5, Listen +5, Move Silently +9, Search +5, Survival +5. Improved Toughness, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (Longbow), Weapon Specialization (Longbow).

Special Abilities:

Evasion (Ex): Magical attacks may be avoided with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Favored Enemy (Ex): Due to his extensive study of giants and the proper techniques for combating such creatures the ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks as well as a +2 bonus on weapon damage rolls against giants.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a light or

continual flame spell, does not negate this ability, but a daylight spell will.

Wild Empathy (Ex): A ranger can use body language, vocalizations, and demeanor to improve the attitude of an animal. See PHB, pg 47.

Possessions: Explorer's Outfit, Longsword, Masterwork Mighty Composite Longbow (+3 bonus), Potion of Barkskin +5, Quiver of Ehlonna, +1 Studded Leather.

APPENDIX 4 – NPCs FOR ENCOUNTER 4A

APL 2

Filar, WarBand Scout Rgr2: CR 2; medium humanoid (sylvan elf); HD 2d8+2; hp 15; Init +3; Spd 30' (6 squares) walk; AC 17 (+3 Dex, +4 armor); touch 13, flat-footed 14; BAB/Grp +2/+5; Full Atk Longsword +7 melee (1d8+3) or Longsword +5 melee (1d8+3) and Shortsword +4 melee (1d6+1); SA None; SQ Combat Style, Elf Traits, Favored Enemy, low-light vision, Wild Empathy; AL CG; SV Fort +4, Ref +7, Will +2; Str 16, Dex 16, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Hide +8, Listen, +7, Move Silently +8, Search +5, Spot +7, Survival +7. Track, Two-Weapon Fighting, Weapon Focus (longsword).

Possessions: Chain Shirt, Explorer's Outfit, Masterwork Longsword, Masterwork Shortsword

Special Qualities:

Combat Style (Ex): The ranger has chosen the two-weapon combat style.

Favored Enemy (Ex): Due to his extensive study of dragons and the proper techniques for combating such creatures the ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks as well as a +2 bonus on weapon damage rolls against dragons.

Low-Light Vision (Ex): An elf can see twice as far as a human in conditions of poor illumination.

Wild Empathy (Ex): A ranger can use body language, vocalizations, and demeanor to improve the attitude of an animal. See PHB, pg 47.

APL 4

Filar, WarBand Scout Rgr4: medium humanoid (sylvan elf); HD 4d8+4; hp 27; Init +3; Spd 30' (6 squares) walk; AC 17 (+3 Dex, +4 armor); touch 13, flat-footed 14; BAB/Grp +4/+7; Full Atk Longsword +9 melee (1d8+3) or Longsword +7 melee (1d8+3) and Shortsword +7 melee (1d6+1); SA None; SQ Animal Companion, Combat Style, Elf Traits, Favored Enemy, low-light vision, Wild Empathy; AL CG; SV Fort +6, Ref +9, Will +3; Str 16, Dex 17, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Hide +10, Listen, +9, Move Silently +10, Search +7, Spot +9, Survival +9. Endurance, Track, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Focus (shortsword).

Possessions: Chain Shirt, Explorer's Outfit, Masterwork Longsword, Masterwork Shortsword

Special Qualities:

Animal Companion (Ex): Filar's animal companion has fallen victim to the shadow within the Dim.

Combat Style (Ex): The ranger has chosen the two-weapon combat style.

Favored Enemy (Ex): Due to his extensive study of dragons and the proper techniques for combating such creatures the ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks as well as a +2 bonus on weapon damage rolls against dragons.

Low-Light Vision (Ex): An elf can see twice as far as a human in conditions of poor illumination.

Wild Empathy (Ex): A ranger can use body language, vocalizations, and demeanor to improve the attitude of an animal. See PHB, pg 47.

APL 6

Filar, WarBand Scout Rgr6: CR 6; medium humanoid (sylvan elf); HD 6d8+6; hp 39; Init +7; Spd 30' (6 squares) walk; AC 17 (+3 Dex, +4 armor); touch 13, flat-footed 14; BAB/Grp +6/+9; Full Atk Longsword +11/+6 melee (1d8+3) or Longsword +9/+4 melee (1d8+3) and Shortsword +9/+4 melee (1d6+1); SA None; SQ Animal Companion, Improved Combat Style, Elf Traits, Favored Enemy, low-light vision, Wild Empathy; AL CG; SV Fort +7, Ref +10, Will +4; Str 16, Dex 17, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Hide +12, Listen, +11, Move Silently +12, Search +9, Spot +11, Survival +11. Endurance, Improved Initiative, Track, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Focus (shortsword).

Possessions: Chain Shirt, Explorer's Outfit, Masterwork Longsword, Masterwork Shortsword

Special Qualities:

Animal Companion (Ex): Filar's animal companion has fallen victim to the shadow within the Dim.

Combat Style (Ex): The ranger has chosen the two-weapon combat style.

Favored Enemy (Ex): Due to his extensive study of dragons and giants and the proper techniques for combating such creatures the ranger gains a +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks as well as a +4 bonus on weapon damage rolls against dragons. The bonus against giants are +2 in all respects.

Low-Light Vision (Ex): An elf can see twice as far as a human in conditions of poor illumination.

Wild Empathy (Ex): A ranger can use body language, vocalizations, and demeanor to improve the attitude of an animal. See PHB, pg 47.

APPENDIX 5 – NPCS FOR ENCOUNTER 4B&C

APL 2

Bevyn, Midwood Carpenter (Exp2/War1): CR 2; medium humanoid; HD 2d6+2+1d8+1+3; hp 21; Init +2; Spd 30' (6 squares) walk; AC 19 (+2 Dex, +5 armor, +2 shield); touch 12, flat-footed 15; BAB/Grp +2/+4; Full Atk Warhammer +5 melee (1d8+2); SA None; SQ None; AL NG; SV Fort +3, Ref +2, Will +4; Str 14, Dex 14, Con 12, Int 14, Wis 12, Cha 10.

Skills and Feats: Climb +8, Craft (carpentry) +11, Handle Animal +8, Heal +6, Jump +8, Knowledge (local) +8, Knowledge (religion) +8, Profession +7, Ride +8. Improved Toughness, Skill Focus Craft (carpentry).

Possessions: Chainmail, Heavy Wooden Shield, Masterwork Artisan's Tools, Masterwork Warhammer, Peasant's Outfit

Fort +3, Ref +2, Will +5; Str 15, Dex 14, Con 12, Int 14, Wis 12, Cha 10.

Skills and Feats: Climb +12, Craft +15, Handle Animal +11, Heal +10, Jump +12, Knowledge (local) +11, Knowledge (religion) +11, Profession +11, Ride +11. Endurance, Improved Toughness, Skill Focus Craft (carpentry).

Possessions: Chainmail, Heavy Wooden Shield, Masterwork Artisan's Tools, Masterwork Warhammer, Peasant's Outfit

APL 4

Bevyn, Midwood Carpenter (Exp3/War2): CR 4; medium humanoid; HD 3d6+3+2d8+2+5; hp 34; Init +2; Spd 30' (6 squares) walk; AC 19 (+2 Dex, +5 armor, +2 shield); touch 12, flat-footed 15; BAB/Grp +4/+6; Full Atk Warhammer +7 melee (1d8+2); SA None; SQ None; AL NG; SV Fort +4, Ref +4, Will +4; Str 15, Dex 14, Con 12, Int 14, Wis 12, Cha 10.

Skills and Feats: Climb +10, Craft +13, Handle Animal +9, Heal +8, Jump +10, Knowledge (local) +9, Knowledge (religion) +9, Profession +9, Ride +9. Improved Toughness, Skill Focus Craft (carpentry).

Possessions: Chainmail, Heavy Wooden Shield, Masterwork Artisan's Tools, Masterwork Warhammer, Peasant's Outfit

APL 6

Bevyn, Midwood Carpenter (Exp5/War2): CR 6; medium humanoid; HD 5d6+5+2d8+2+7; hp 46; Init +2; Spd 30' (6 squares) walk; AC 19 (+2 Dex, +5 armor, +2 shield); touch 12, flat-footed 15; BAB/Grp +5/+6; Full Atk Warhammer +8 melee (1d8+2); SA None; SQ None; AL NG; SV

APPENDIX 6 – ALL APLS

ENCOUNTER 6

Deardria, Female Human Clr9; Medium Humanoid; CR 9; HD 9d8; hp 48; Init +0; Spd 30 ft/x4; AC 10, touch 10, flat-footed 10; Base Atk/Grapple +6/+6; Full Atk +3/-2 One-handed (1d8+1; 19-20/x2, +1 Longsword), +6/+1 One-handed (1d4; 19-20/x2, Dagger); AL NG; SV Fort +6, Ref +3, Will +10; Str 10, Dex 10 Con 10, Int 10, Wis 20, Cha 14;

Skills & Feats: Concentration¹ +6, Craft (Wonderous Item)¹ +7, Heal¹ +12, Knowledge (religion) +4, Knowledge (the planes) +2, Spellcraft +9.

Feats: Augment Healing, Consecrate Spell, Empower Spell, Divine Metamagic (Empower Spell)

Ability (Ex/Sp/Su):

Turn Undead (Su): Can Turn undead 5 times per day. A turning check is made on a 1d20+2; damage is 2d6+11 on a successful check

Languages: Common, Flan, Celestial

Spells Prepared (6/6+1/5+1/4+1/3+1/2+1, save DC = 15 + spell level): 0 – Guidance, Light (x2), Mending, Purify Food and Water, Resistance; 1st – Bless, Healthful Rest, Bless water, Cure Light Wounds (x2), Protection from Evil*, Sanctuary; 2nd – Aid*, Bull's Strength (x2), Cure Moderate Wounds (x2), Death Knell; 3rd – Cure Serious Wounds (x2), Daylight (x2), Magic Circle against Evil*, X; 4th – Cure Critical Wounds, Dismissal, Fire Shield, * Restoration; 5th – Cure Light Wounds (2), Mass, Flamestrike*;

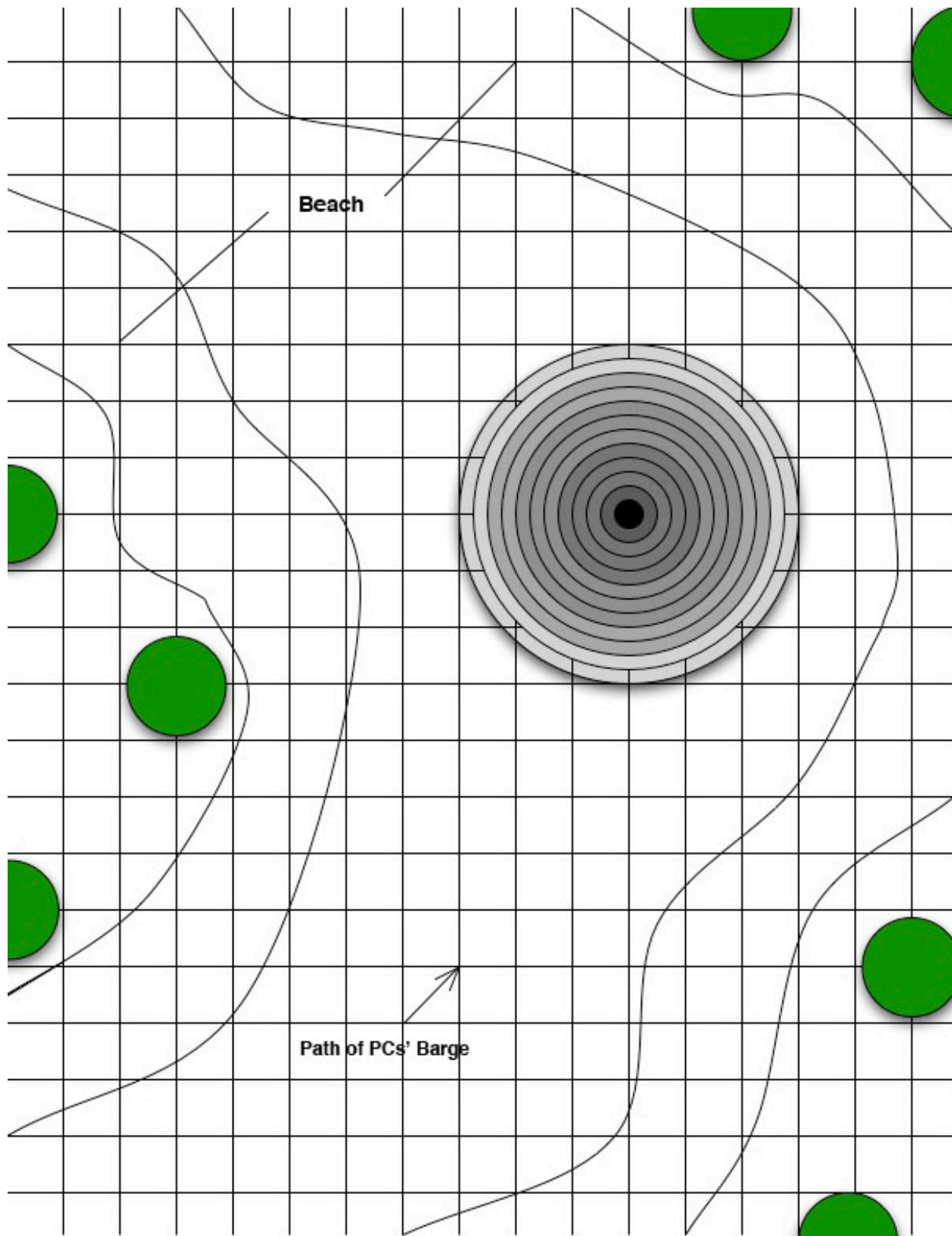
*Domain spell. **Domains:** Good, Sun.

Possessions: Periapt of Wisdom +2, Pearl of Power 2nd level, Pearl of Power 3rd level, Holy Symbol, Cleric's Vestments, Spell Component Pouch.

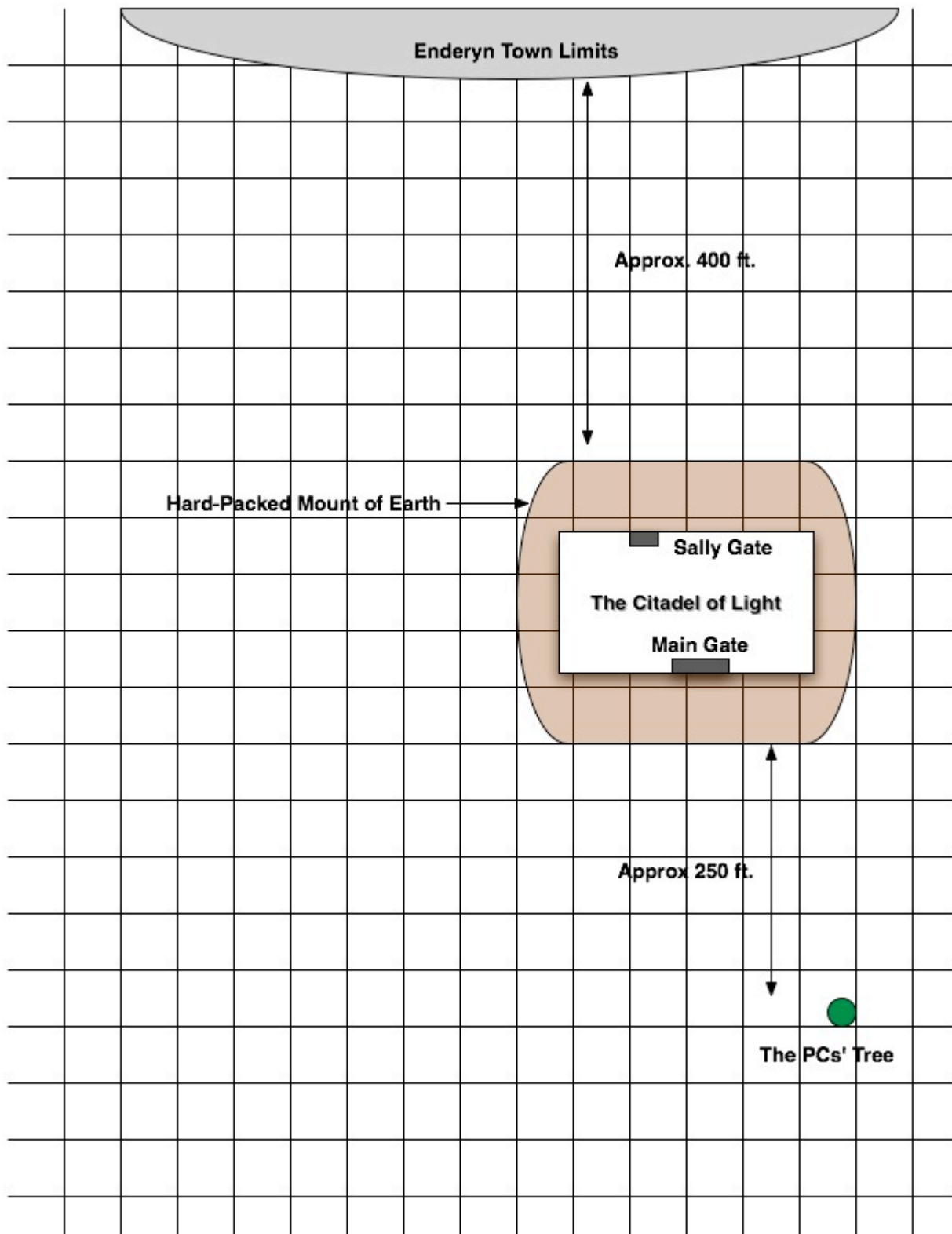
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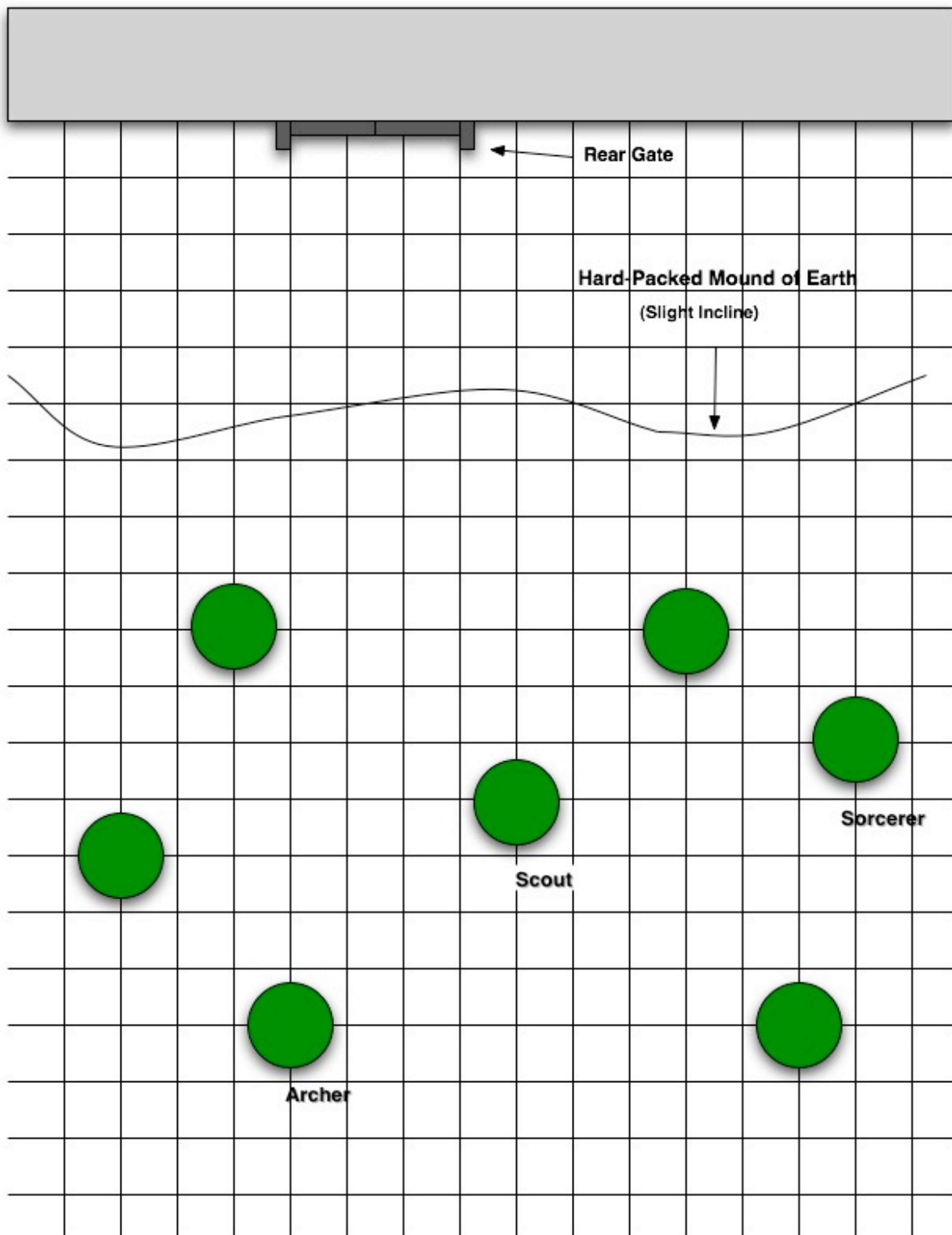
DM AID: MAP #2 – MAELSTROM ON THE JAVAN



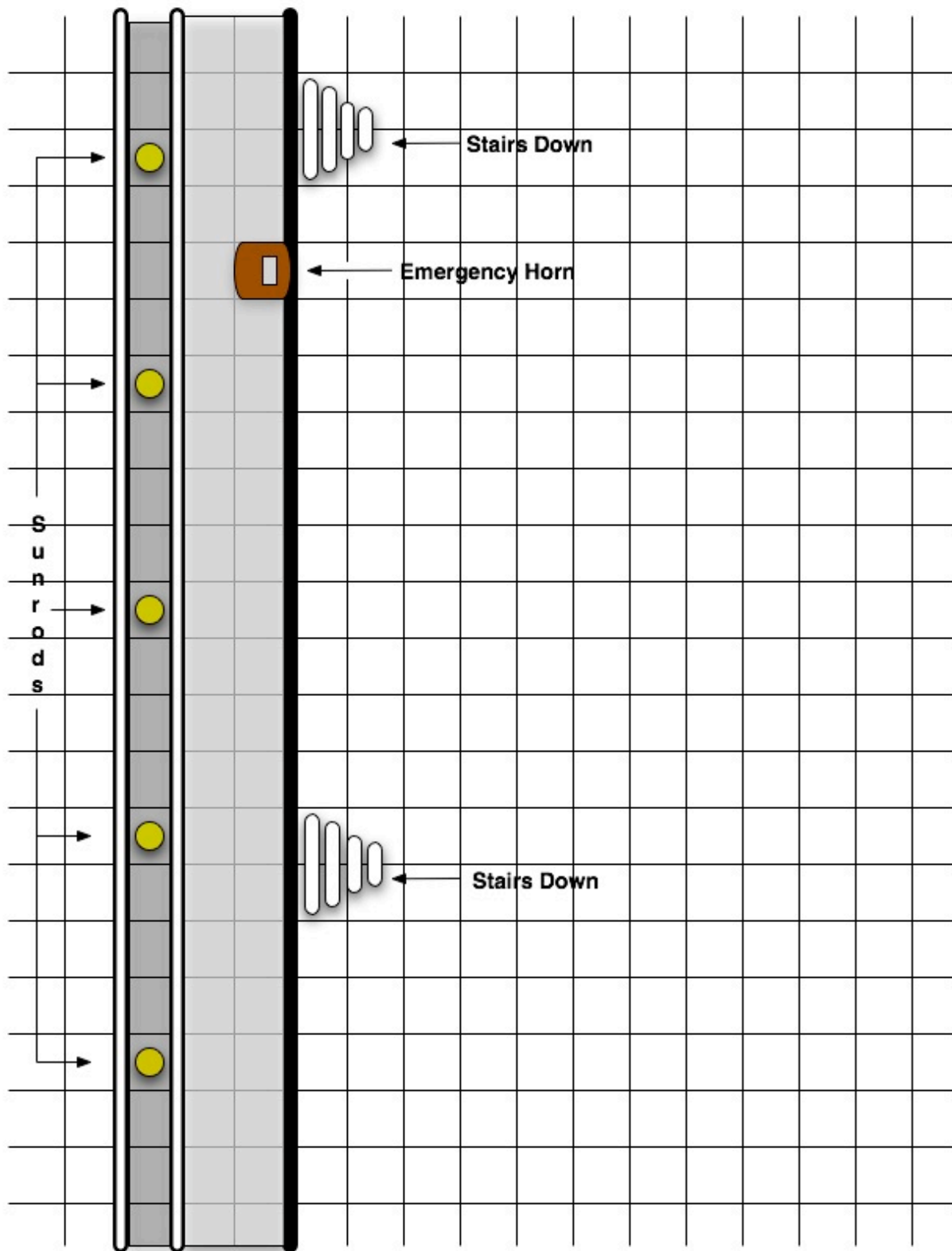
DM AID: MAP #3 – COMING INTO THE COMPOUND



DM AID: MAP #4 – COMING TO THE GATE



DM AID: MAP #5 – FIGHT ON THE WALL



DM AID: CONTEST RULES

Log rolling contest

Stick a couple logs on the river and get the PCs up and moving them – lots of balance checks that increase in difficulty.

- All PCs roll dice at the same time.
- Any failed checks require a Reflex save (DC 15) to prevent the PC from falling into the water.
- They must make a successful balance or tumble check (DC 10 to get into the middle of the log). The PCs may use whichever of the two is better.
- Once they get onto the log successfully, the contestants begin to make balance checks. The first 5 checks are DC 12.
- To keep on the log and keep it moving, the contestants must increase their speed. They are at a -5 penalty to their balance check. The next 5 checks are DC 12. (This does not include their -5 penalty)
- As the contestants continue to roll the log in the water, it becomes more slippery. They are still at a -5 penalty to keep the log rolling, but the DC increases to 15.
- After extensive rolling, the PCs must work harder to keep the logs rolling. For those without the endurance feat, they must make double movements to keep the log going. Because of this, they must make **two** balance checks for every one “round”. The DC is still 15 and they are still at a -5 penalty.

The PC who stays on the log the longest, is declared the winner.

Dog trick performance

Contestants are given normal dogs. They can use handle animal, wild empathy, speak with animals etc to train the dogs to do things. This is based off rolls with the player giving descriptions of the tricks.

- PCs are given a normal, non-magical dog. They have 5 real life minutes to think of what sort of performance tricks they want the dog to do.
- They may use handle animal, wild empathy, speak with animals etc to help train the dog to do performance tricks. If the PC does not have handle animal, they may apply their charisma instead.
- A PC who uses wild shape or another shape-changing ability to become a dog and speak with the dog they are trying to train, should use their diplomacy skill rather than handle animal.
- Using magical spells to enhance the dog's performance gives a +1 circumstance bonus per spell level to each roll made by the PC. The bonus may be applied to each trick.
- The PCs must get the dog to do 3 tricks. The player should describe each trick, and make 3 d20 rolls, applying any bonuses to each outcome
- The average of all 3 rolls is taken.

The PC with the highest average is declared the winner.

DM AID: Warbred Riding Dog

Warbred Riding Dog: Medium Animal; CR 2; HD 3d8+6; hp 23; Init +2; Spd 50 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural); Base Atk/Grp: +2/+6; Atk +6 melee (1d6+5, bite); Full Atk +6 melee (1d6+5, bite); SA Trip; SQ Low-light vision, Scent, Combative Mount AL N; SV Fort +7, Ref +5, Will +2; Str 18, Dex 15, Con 18, Int 2, Wis 14, Cha 6. *Monster Manual II*, page 219.

Skills & Feats: Jump +8, Listen +6, Spot +6, Swim +3, Survival +1*, Riding dogs have a +4 racial bonus on Jump checks.; Alertness, Track, Improved Natural Armor

Ability (Ex/Sp/Su):

Carrying Capacity: A light load for a riding dog is up to 100 pounds; a medium load, 101-200 pounds; and a heavy load, 201-300 pounds. A riding dog can drag 1,500 pounds.

Trip: A dog that hits with a bite attack can attempt to trip the opponent (+1check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dog.

* Riding dogs have a +4 racial bonus on Survival checks when tracking by scent.

The market price of a Warbred Riding Dog is 150 gp.

DM AID: DIVINE SPELLCASTING IN GEOFF

Below you will find the rules for the casting of Divine spells before, during, or right after a Geoff regional or adaptable module. If you have any questions or problems with these rules you can contact the triad or the metaorg coordinator. Only cleric and druid spells listed in the PHB are permitted for purchase. If a PHB spell is not listed on the table below, use the cost for a spell of the same level. All spells are cast at the minimum caster level for that spell level. Spells from other sources are not available at any temples.

All PC's in Geoff fall into one of four categories. For the purpose of spellcasting it is the class of the recipient that counts, not who is doing the asking.

Class One – Any PC who is considered a registered follower of the temple.

Class Two – Unregistered followers of the same faith as the temple or who belong to a faith considered allied with the temple. Allies for Geoff temples are listed in the previous section on religions.

Class Three – Anyone else who does not follow an enemy of a temple or a disliked deity in Geoff. Enemies of specific temples and disliked deities in Geoff are listed in the previous section. <Note: The judge can refuse service based on a situation that would make the chance of casting virtually impossible>

Class Four – No temple will cast spells on someone of an enemy deity or a disliked deity in Geoff. Because of this, no prices are given for class four.

All spells list two different ways to pay for them. The first is an influence cost. The class of the recipient does not matter for this. You pay the influence and the spell is cast. The second is a gold cost. Figure out what class the recipient falls into and charge the appropriate amount.

Some spells are listed as Not DM useable. If you need one of these spells cast you must contact your local triad member for the spell. They may require additional costs, special missions, or may just not be available at this time.

Any situation written into a Geoff regional module **always** takes precedent over these rules. The judge at the table always has room to make small changes if things seem out of place or unreasonable. Small changes could be limiting of spells available, cost of lower spells, and such. This does not include changing the price of any spell over 3rd level. Especially any sort of raise dead type spells.

Chart for Costs of Divine Spellcasting

		Base Cost	DM	Cost in Influence						
Spell Name	Level	Gold	Useable	D	C	B	A	Class 1	Class 2	Class 3
0 lvi spells	0	5	Yes	1	-	-	-	Free ¹	7.5	10
1st lvi spells	1	10	Yes	1	-	-	-	10	15	20
-Bless Water	1	35	Yes	1	-	-	-	35	52.5	70
2nd lvi spells	2	60	Yes	4	2	-	-	60	90	120
-Augury	2	85	Yes	4	2	-	-	85	127.5	170
-Consecrate	2	85	Yes	5	2	-	-	85	127.5	170
-Fire Trap	2	85	Yes	5	2	-	-	85	127.5	170
-Shield Other	2	-	No	-	-	-	-	-	-	-
3rd lvi spells	3	150	Yes	9	3	1	-	150	225	300
-Animate Dead	3	-	No	-	-	-	-	-	-	-
-Continual Flame	3	200	Yes	10	3	1	-	200	300	400
-Glyph of Warding	3	350	Yes	18	5	1	-	350	525	700
-Nondetection	3	200	Yes	10	3	1	-	200	300	400
4th lvi spells	4	280	Yes	16	4	1	-	280	420	560
-Divination	4	305	Yes	17	4	1	-	305	457.5	610
-Imbue with Spell Ability	4	-	No	-	-	-	-	-	-	-
-Lesser Planar Ally	4	-	No	-	-	-	-	-	-	-
-Reincarnate ²	4	1,280	Yes	16	4	1	-	1,280	1,920	2,560
-Restoration	4	380	Yes	18	6	1	-	380	570	760
5th lvi spells	5	450	Yes	N/A	8	2	-	450	675	900
-Atonement ³	5	Varies	No	N/A	Varies	2 or 3	1	Varies	Varies	Varies
-Awaken	5	-	No	-	-	-	-	-	-	-
-Commune	5	950	Yes	N/A	N/A	4	1	950	1425	1900
-Hallow	5	-	No	-	-	-	-	-	-	-
-Raise Dead	5	5,450	Yes	N/A	N/A	4	1	5,450	8,175	10,900
-Scrying	5	550	Yes	N/A	8	2	-	550	825	1,100
-True Seeing	5	700	Yes	N/A	16	3	1	700	1,050	1,400
6th lvi spells	6	660	Yes	N/A	16	3	1	660	990	1,320
Forbiddance	6	-	No	-	-	-	-	-	-	-

-Greater Glyph of Warding	6	1,060	Yes	N/A	18	4	1	1,060	1,590	2,120
-Liveoak	6	-	No	-	-	-	-	-	-	-
Planar Ally	6	-	No	-	-	-	-	-	-	-
-Stoneskin	6	910	Yes	N/A	N/A	4	1	910	1,365	1,820
7th lvl spells	7	910	Yes	N/A	N/A	4	1	910	1,365	1,820
-Changestaff	7	-	No	-	-	-	-	-	-	-
-Greater Restoration	7	-	No	-	-	-	-	-	-	-
-Refuge	7	2,410	Yes	N/A	N/A	8	2	2,410	3,615	4,820
-Resurrection	7	19,100	Yes	N/A	N/A	5	2	19,100	28,650	38,200

1 – Free spells from a given temple are limited each day. Cure Minor Wounds is limited to 10 per day for a specific character. All other 0 lvl spells are limited to 5 per day for a specific character.

2 – The judge rolls at the table. If you come back as something other than an allowed PC race, you are removed from play and the character automatically becomes an NPC. If an allowed race is rolled, you lose one level and become a character of that race. The PC's base stats remain the same, but remove the previous racial modifiers per the spell, and follow the rules for modifying your str, dex, and con in the spell description based on the new race.

3 – Atonement requires special calculations and can only be used by the triad, temple coordinator, or metaorg coordinator.

In addition to the costs above, the war effort has taxed many churches. If a PC pays gold for a spell to be cast, he must wait a period of time according to the chart below for someone to be able to help him. This time must actually be spent at the temple. If a PC leaves and returns, the waiting time restarts.

Spell Level	Time to Wait
1	1d4X10 minutes
2	1d4 hours
3	1d8 hours
4	1d4+1 days
5	2d4+3 days
6	2d4+3 days
7	2d8+3 days

If the time waiting is five or more days, the players who wait spend an additional TU for that module.

If the time waiting is 12 or more days, the players who wait spend an additional 2 TU's for that module.

If the waiting time is 19 or more days, the players who wait spend an additional 3 TU's for that module.

If favors or influence are used to pay for a spell, the wait is 1/3 as long.

NO NPC CAN BE HIRED TO CAST EVIL SPELLS!!!

Bluffing a Temple

A PC can attempt to bluff a priest that they follow a different deity than they really do. At best, a PC can convince a cleric at a temple that they are class 2. Here is the process:

- 1) The PC makes a Knowledge (Religion) check DC10. If this fails, the bluff automatically fails and the PC is refused at the temple for the remainder of that module. If the check succeeds, the PC may attempt a Bluff check. For each 5 full points that the Knowledge (Religion) check beats a DC10, the PC gets a +1 synergy bonus to his bluff roll.
- 2) The PC makes his bluff check, applying synergy bonuses from step 1.
- 3) The judge makes a Sense Motive check. For simplicity, all priests at temples are assumed to Sense Motive equal to the cleric's level + 4. The check is made for the cleric casting the spell the PC desires.
- 4) If the cleric's sense motive is lower than the PC's bluff, the player succeeds at convincing the priest he is a follower of a specific deity. If the cleric's sense motive beats the PC's bluff, the cleric sees through the lie and the PC is refused service at the temple for the remainder of the module.

An example: Aranil, a rogue follower of Norebo is trying to convince the Temple of Pelor that she is a follower of Ehlonna. Aranil has tried this before, so she knows some easy questions are going to be asked by the clerics.

As the priest asks her some questions, Aranil gets them all correct and even provides some extra information that only a true follower of Ehlonna might know.

(1) The PC has 2 ranks in Knowledge (Religion) and a +2 Int modifier for a total of +4. The PC rolls a 14+4 for an 18. This beats the DC by 8, giving Aranil a +1 synergy bonus to her bluff check.

After the preliminaries are done, Aranil continues to explain why she follows Ehlonna and starts to ask the priest for a bull's strength. All the time, she plays the role of a true follower of Ehlonna.

(2) Now the PC makes the bluff check for Aranil. Aranil has Bluff +6 (4 ranks and +2 Cha modifier). The player rolls a 5, with Aranil's bonuses and the +1 synergy from step 1, the total is only 12.

The priest is not completely convinced that Aranil is a follower of Ehlonna. If she was a true follower, why didn't she go down the street to the Temple of Ehlonna? Why doesn't she have a holy symbol? He ponders these questions for a bit and thinks the matter over.

(3) The judge has calculated that for a bull's strength, the cleric must be 3rd level. This means he has Sense Motive +7. The judge rolls a 10, with the +7 this gives a total of 17.

Get out of here, you scamp. You are no more a follower of Ehlonna than I am a squirrel. If I see you in the temple again, I will have you thrown out.

(4) The PC has failed to bluff the cleric. Aranil cannot retry at the Temple of Pelor the rest of this module. She is welcome to try at other temples, however, or she can always come back to the Temple of Pelor in the future.

DM AID: NEW RULES

NEW FEATS

Augment Healing (*Complete Divine*)

Prerequisite: Heal 4 ranks.

Benefit: Add +2 points per spell level to the amount of damage healed by any Conjuration [Healing] spell that you cast.

Consecrate Spell (*Complete Divine*)

You can imbue your spells with the raw energy of good.

Prerequisites: Any good alignment.

Benefit: A spell you modify with this feat gains the good descriptor. Furthermore, if the spell deals damage, half of the damage (rounded down) results directly from divine power and is therefore not subject to resistance or immunity to energy-based attacks. For example, a consecrated fire storm spell cast by a 16th-level cleric deals 16d6 pints of damage, half of which is fire damage and half of which is sheer divine power. Thus, creatures immune to fire still take damage. The consecrated spell uses up a spell slot one level higher than the spell's actual level.

Divine Metamagic (*Complete Divine*)

You can channel energy into some of your divine spells to make them more powerful.

Prerequisites: Ability to turn undead or rebuke undead.

Benefit: When you take this feat, choose a metamagic feat that you have. This feat applies only to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to divine spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat choose a different metamagic feat to which to apply it.

Improved Toughness (*Complete Warrior*)

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

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

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

NEW ITEMS

Powder of the Black Veil (Complete Arcane)

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*, caster's level must be at least three times the vest's bonus; *Price* 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 1 lb.

Maelstrom

From pg. 13-14 of Stormwrack

Naturally occurring whirlpools are dangerous enough, but some whirlpools are supernatural maelstroms - places where portals to the Elemental Plane of Water, divine manifestations of sea deities' power, or ancient curses have created monstrously powerful vortexes in the water.

Maelstroms come in one of four sizes: Minor (10 to 40 feet in diameter), major (41 to 120 feet in diameter), greater (121 to 500 feet in diameter) and immense (501 to 2000 feet in diameter). Maelstroms usually have a depth equal to their diameter.

Maelstroms are surrounded by strong feeder currents that can snare swimmers or boats far from the vortex itself, carrying them within the vortex's grasp.

Maelstrom	Current Strength by Distance		
Size	Strong	Dangerous	Irresistible
Minor	100 ft.	50 ft	20 ft.
Major	500 ft	250 ft.	100 ft.
Greater	1,000 ft.	500 ft.	200 ft
Immense	1 mile	½ mile	1,000 ft.

Once a swimmer or ship is sucked into the maelstrom by the currents sweeping toward it (or simply has the misfortune of falling into the vortex directly), the target endures three distinct phases of danger: trapped, battered, and ejected. Minor maelstroms can only trap and batter objects or creatures of Huge size or smaller, major maelstroms can trap and batter objects or creatures of Gargantuan size, and greater or immense maelstroms can trap and batter creatures or objects of any size.

Maelstrom Size	Object Size	Time Trapped	Escape DC	Battered Damage
Minor	Huge	1d4 rounds	25	3d6
Major	Gargantuan	1d8 rounds	30	6d6
Greater	Colossal	2d6 rounds	30	10d6
Immense	Colossal	2d8 rounds	50	20d6

Trapped: The creature or vessel is trapped in the whirlpool, slowly being drawn down. Escaping from the trap region requires a successful Swim or Profession (sailor) check against the maelstrom's DC, based on its size. This moves the creature to a square adjacent to the maelstrom (the current doesn't sweep him or her back in immediately but can do so in subsequent rounds). Failing that the creature or ship is unable to move of its own accord, and revolves helplessly in the whirlpool. At the end of a trapped character's turn, move him or her 30 feet clockwise around the rim of the whirlpool.

Battered: At the end of trapped time, the creature or vessel sinks into the maw of the maelstrom. This takes 1 round, during which the creature or object takes the indicated damage. For ships or vehicles, every section is damaged. Creatures can take no actions in this round.

Ejected: On the next round, the maelstrom ejects the creature or vessel at its bottom. The creature or vessel is now at the bottom depth of the maelstrom. If the maelstrom has a particular exit – for example, a hole in the bottom of a lake or a portal to the Elemental Plane of Water – the creature or vessel passes through. Otherwise it comes to rest on the bottom or is adrift in the water a short distance from the bottom the maelstrom's funnel (1d4x10, 20, 50, or 200 feet, depending on the maelstrom's size). A maelstrom without an exit simply generates currents flowing away from it on the bottom with the same strength as currents flow toward it near the surface. Buoyant creatures or objects return to the surface, but there's no reason they couldn't be caught in the maelstrom's grip again.

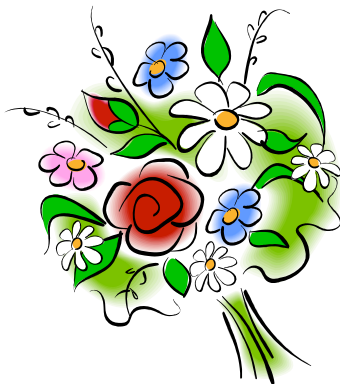
PLAYER HANDOUT #1 – INVITATION TO THE FESTIVAL

Come one! Come all!

**Help New Midwood celebrate the completion of its
construction!**

**Games! Music! Stories! Dancing!
Good drinking and good food!**

**Join us on the 17th of Readying for the
Festival of Renewal and Llevrith!**



PLAYER HANDOUT #2 – MAP TO ENDÉRYN



CRITICAL EVENT SUMMARY: GEO6-02 DEAD SILENCE

For use only at RaptorCon.

1. Did any PC donate money to, slide money to, or otherwise give a lot of money to the baker?
Yes No

If so, how much in total:

2. Did the party make it around the whirlpool? Yes No

If so, list whom here:

3. Did the PCs go into the Citadel? Yes No

4. Did the PCs rescue Bevyn? Yes No

5. Who did the PCs tell about the seige? Talvan Teral Darlon No one

6. Did any PC inform any other group? Yes No

If so, whom?

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):