

SHL3-03

The Moonlight Arrives

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

Version 1.0

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The mysterious Markuth returns with a dire warning. It is up to the Pathfinders to decipher its meaning... A Living Greyhawk adventure for character levels 1-13.

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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Introduction

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

Preparation

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

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

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

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

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

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

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

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

Scoring

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

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

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

Living Greyhawk Levels of Play

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

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

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

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

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

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

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

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

Time Units and Upkeep

This is a standard one-round regional adventure, set in the Shield Lands. Characters native to the Shield Lands pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

The *Moonlight Arrives* begins and ends with a familiar, yet mysterious face: Markuth, also known as the Raven of Desire. This sometimes heroic, sometimes outlawed elf was once the head of an organization called the Open Spirit; a humanitarian spiritual sect that sprouted up within the Shield Lands since the reclamation. Simultaneously, he was the head of a sinister group called the Cult of Torment, for which the Open Spirit was a front. The Cult committed many foul deeds in Bright Sentry and even allied themselves with Serene, an evil priestess of Tharizdun, to wrought much chaos and destruction. For reasons unknown, Markuth betrayed the Cult of Torment and abandoned his post as leader of the Open Spirit, turning himself in. While being escorted to the border to be exiled, however, he fell from the Critwall Bridge to his supposed death. For long months, no one has seen hide nor hair of him, though he was remembered as an enemy of the Shield Lands and a high criminal. Since his disappearance, he has managed to become an ambassador for the Sidhee nation (pronounced SHEE), a group of elves and fey living in an enchanted forest in the occupied lands.

Markuth has left the safety of the Sidhee nation and has now returned to the Shield Lands, voluntarily placing himself in confinement. He has brought with him a single cryptic warning: "Either the Keep must crumble or the Forest must burn. Choose one path and for the other you will yearn. The Moonlight arrives and so all must die. Either Fey shall fall or Gensal shall fry." The warning was written in blood in the center of the Sidhee forest; the messenger, unbeknownst to the forces of good, was a member of a group of evil fey from the Unseelie Court in the realm of faerie. This group, called "the Moonlight," had plagued the original Sidhee nation for centuries, working to cause conflict and sow corruption. They were in some part responsible for the Sidhee's eventual fall.

The Moonlight, bored for all these centuries without the Sidhee to harass and despoil, have turned their attentions to all manner of wicked schemes . . . among them assassination, political maneuvering, and a general goal of creating misery and playing cruel tricks on mortals. Now that the Sidhee have apparently returned, however, the Moonlight has once more turned its attention on its ancestral foe. The Unseelie in this strange coalition bided their time, watching and waiting, and have finally decided to make their move. They have led the Old One's spies and scouts to the Sidhee forest, such that he has discovered its whereabouts and mobilized an army to destroy it.

Rather than simply spying on the Sidhee, however, the Moonlight seek to cause trouble for their enemy's new "ally," the Shield Lands. They have therefore left a

cryptic warning message for the Sidhee to discover and for the Shield Landers to hear of, hoping that it will cause confusion and despair, and possibly draw in all three players into one immense (and quite entertaining, the Moonlight hopes) battle.

Adventure Summary

The party is asked to meet with the Sidhee in a designated spot to confirm that their message has been delivered and to, if possible, ascertain what sort of help they are willing to give or asking to receive. They will be teleported to the secret location by Knight Bannerette Lamanda's wizards. Markuth is there as the party is teleported away. As they disappear, they see Markuth leap at one of the casting wizards, wrestling with him as the spell seems to go awry.

The party reappears in what is apparently the Sidhee forest. They are immediately attacked by plants. When they defeat the plants, they receive a heart tattoo. This is the first of three tattoos that appear after defeating an enemy. The party will need all three to escape the plane. After the plants attack, the party is led through enchanted woods to a cabin in a clearing. The cabin is populated by monsters, but the party does not know this as the power of the realm has disguised the monsters as an old woman and some children.

The old woman invites the party in for food. As they enter, they meet an old hound dog, Bo. Bo warns them about the old woman and tells them (if they have not figured it out) that they are really in a demi-plane of faerie! Bo explains the rules of this part of faerie, and some background about the Moonlight.

At that time, the old woman appears with treats. The party must fight her or accept her goodies. Accepting the food would lead to their being trapped on the plane of fairy, perhaps forever. Defeating the old woman and the children reveals a rabbit tattoo.

The party is then led by Bo to one of four possible puzzle encounters. The Moonlight has designed these puzzles to amuse or frustrate, but not kill.

The party will either succeed, gain a chance to rememorize spells and heal, or fail, and have to face the final encounter at less than full strength. After the Moonlight's members, left as guards, are defeated, Bo reveals he contains the last tattoo, a rainbow. He must be killed (which he will allow) or the tattoo must be traded for.

When the party gets the last tattoo, they are brought to the Sidhee forest. There they witness elves of the Sidhee fighting an advance guard of Iuz's forces. The Sidhee are overwhelmed that anyone from the Shield Lands came to help them. The party is thanked for their

troubles, but then they are told their arrival is fortuitous as Iuz is sending an army to attack the forest...

Introduction

Read or paraphrase the following to the players:

"The Keep must crumble or the forest must burn. Choose one path and for the other ye'll yearn. The Moonlight arrives and all must die. Either fey shall fall or Gensal fry."

That's the rhyme that rings in your head as you hurry through the sewers under Gensal, following none other than Knight Bannerette Lemanda, commander of the northern border forts, to some secret meeting chamber. But how did this come to pass?

It started this morning, when, instead of being sent on your scheduled patrol along the route to Critwall, you and the rest of the Pathfinders on duty were rounded up and sent down into the sewers. Your duty: flush out a coven of wererat spies that had gone to ground there.

You had been stomping about in the muck for several hours, realizing that with the reeking odor of human waste and the constantly flowing water, you'd have no hope of tracking your quarry, when a slim man bearing the symbol of the Greycloaks stepped out of an alcove. He had ordered, in the name of Knight Bannerette Lemanda, that you accompany him immediately. Anything was better than the onerous duty at hand; besides, the trail had grown cold, and Lemanda is the highest ranking Knight in Gensal (and soon to be its Countess, if the rumors were true), so you went.

After leading you into a hidden room where Knight Bannerette Lemanda waited, the Greycloak disappeared. Lemanda had read you the rhyme, telling you that it was a warning brought by a messenger from the Sidhee.

"The Keep must crumble or the Forest must burn. Choose one path and for the other ye'll yearn. The Moonlight arrives and all must die. Either fey shall fall or Gensal fry."

With that, she told you to follow her, and she led you further along the hidden set of corridors. Which brings you to the present moment.

You are snapped out of your reverie when the Knight Bannerette says suddenly, "We are here," and ushers you into the dryest and cleanest chamber you've seen all day. Inside is a delicate and achingly beautiful woman, with features that are both elven and not elven, perhaps even otherworldly. Knight Bannerette Lemanda begins to introduce her to you,

but you are too busy staring at a face you thought you'd never see again: Markuth, the supposed "Raven of Desire," leans against the wall with a grim but mocking smile, his delicate elven features a contrast to his cruel eyes.

Let the PCs react. Any violence is halted by Lemanda with the following words:

"Pathfinders, be at peace!" the Knight Bannerette says sternly to those of you who look about to raise your hands against the elf, "Markuth has come bearing dire news. He has begun working for the forces of good. If the Sidhee can be called such."

To those who would like a refresher on Markuth or Sidhee, or have never encountered either, Read or paraphrase the following:

You remember everything you've been told, or experienced firsthand, about Markuth. He was the head of an organization called the Open Spirit, a humanitarian spiritual sect that sprouted up within the Shield Lands since the reclamation; simultaneously, he was the head of a sinister group called the Cult of Torment, for which the Open Spirit was a front. The Cult committed many foul deeds in Bright Sentry and even allied themselves with Serene, an evil priestess of Tharizdun, to wrought much chaos and destruction. For reasons unknown, Markuth betrayed the Cult of Torment and abandoned his post as leader of the Open Spirit, turning himself in. While being escorted to the border to be exiled, however, he fell off of the Critwall Bridge, and had been presumed dead.

And now, he is here, claiming to be an emissary of the arrogant and patronizing Sidhee nation. The Sidhee are a group of elven folk and other fey that claim to have lived in the Shield Lands before the Oeridian migration that brought the humans who now live here; before even the Flan tribesmen the Oeridians displaced. They apparently warred with themselves and the humans, and lost, and were all but wiped out. A unicorn named Lonllarcan has recently gathered elves and fey to him in an attempt to reclaim their old lands. Why they chose to do so during the occupation by Iuz is anyone's guess. The Old One has yet to find them, and they have yet to offer their arms in the reclamation effort . . . but it looks like things are changing.

Once everyone in the party is clear on the history and nature of the various factions at play, Lemanda will explain the PCs' mission.

"We need willing and," the Knight Bannerette pauses, searching for the right word, "patient Pathfinders to go meet with a group of Sidhee emissaries to let them know that Markuth's message has come through and that word has been sent to Critwall for a decision. As a group that fits that description, you are more rare and valuable than you know. I'm sending you as more than mere messengers, however . . . I'd like you to speak with the Sidhee and determine what it is they're looking for.

Markuth here," she nods at him with a quick jut of her jaw, "says he knows not what they wish, and is merely a messenger. If they believe we will be attacked, you are to thank them for the warning and ask them if they would be willing to offer us aid in the form of arms against the Old One. They're likely to laugh you down to the Sheldomar, but it must be asked. On the other hand, if they fear that they will be attacked, there is the possibility," and at this the Knight Bannerette raises her eyebrows, as if to demonstrate that even she is shocked by what she is about to say, "that _they_ will ask _us_ for help! If they do, I want you to treat with them and ask what they can give us in return.

Be aware, you will have no power to assign our troops, this is simply a fact-finding mission and a gesture of goodwill on our part. I understand that having your hands somewhat tied, not to mention treating with less-than-rational people, will be a difficult situation. But I have confidence in your group, as you have all proven yourself heroes in some capacity or another.

At this point, Lemanda welcomes questions from the PCs. She may refer to Markuth for some of the questions.

- **What was that rhyme again? What does it mean? Where did Markuth find it?**

"The Keep must crumble or the Forest must burn. Choose one path and for the other ye'll yearn. The Moonlight arrives and all must die. Either fey shall fall or Gensal fry." Markuth explains that the rhyme was found on a cave wall in the Sidhee nation, written in the blood of a certain pixie that some characters may remember as the arrogant being that led them through the test of the three caves. Lonllarcen and the other Sidhee believe it was a message left by Unseelie, evil fey. They tend to enjoy giving hints about their impending evil acts.

- **Why us instead of you or an official ambassador?**

Lemanda answers: *"As you may know from your recent duties tracking the wererats, there are spies everywhere. I couldn't risk an official*

summons for an ambassador, as one would probably have been trailed or scryed. Neither I nor my lieutenants can be spared, in case there is an attack on Gensal . . . we must organize the defenses. So I plucked you out of your less-than-glorious duties, where no one will miss you."

- **How will we get to the meeting place with the Sidhee emissaries?**

Lemanda will introduce Markuth's companion as N'laya, a half-fey Sidhee sorceress. She is the only one who knows the appointed location, and will teleport the party there with a magic device created by the Sidhee for the purpose.

- **Why can't we just teleport ourselves, walk, etc.?**

Walk/Fly: Time is of the essence, and as spies are all about, it's too risky to be seen leaving Gensal.

Teleport ourselves: The location of the secret meeting place is neither known nor marked, and it is warded against not only scrying, but teleportation as well. Only the device that N'laya carries can penetrate the wards.

- **Why are you trusting Markuth?**

Lemanda explains that she is a cleric of some ability, and that he willingly submitted to lie detection spells. She trusts him, and that should be enough for the PCs.

- **How are the Unseelie involved?**

It's possible, though unlikely, that they are working for Iuz as spies. Markuth suspects that there is some connection between the Unseelie and the Sidhee, perhaps an ancient enmity between them, but he has not been able to learn any details.

When the PCs have no further questions, N'laya directs them to stand in the center of the room. If any PCs seem suspicious about N'laya, let them try Sense Motive checks, truth spells, etc., her Charisma, Bluff skill, and special abilities will mask her from any cursory inspection. PCs who are suspicious of her are right to be so, of course, because she is secretly a member of the group of Unseelie that is feuding with the Sidhee, the Moonlight!

Let the PCs prepare however they wish short of leaving the room or contacting anyone outside it, before reading the following to the players:

N'laya begins her casting, and you ready yourself for the nauseating feeling of teleportation. As her chanting reaches a crescendo, Markuth suddenly lets out a strangled cry and leaps at the woman, wrapping his hands around her throat and choking the sound of the words. You're blinded by a flash of arcane light and hear what might be the sickening SNAP of a neck being broken. That snap coincides with a shriek of

magical energy as the teleport spell is rent asunder, arcane arcs of power paralyzing all of you in pain and confusion. The world begins to peel away in shards of light, blinding you from whatever is occurring outside the circle, and then you are transported . . . somewhere else.

PCs may make an *extremely* difficult Spellcraft check to determine what is happening (DC 26 + APL). If successful, they will learn that the *teleport* spell was a front for a powerful *plane shift* effect, and that just Markuth may or may not have disrupted the effect before it could be completed. This information distinctly changes the mystery of the following encounters, so under no circumstances give the players that information unless they make the required DC. No assisting is allowed. Regardless of the outcome, the PCs do not have time to act.

Encounter 1

Feed Me

Read or paraphrase the following to the players:

After an unknown period of unconsciousness you find yourself scattered about a meadow in the midst of a grand forest. There is no sign of Knight Bannerette Lemanda, Markuth, or N'laya. Nor is there sign of the emissaries you are supposed to meet. As you gather your thoughts, the first thing that strikes you is the absolute greenness of everything. A gentle breeze soothes your skin, carrying scents of lovely flowers. Hearty oak branches and their emerald leaves sway in front of the warm and softly glowing sun, draping you in dappled light and shade. The soothing calls of birds and animals emerge from the plants around you, and a feeling of dream-like beauty embraces everything you see.

At this point, determine which of the players have played SHL02-02 The Moon Gatherer. Tell these players that they recognize the forest: from the smells down to the blades of grass, this must be the forest of the Sidhee.

At least, that's what they think. As soon as a character stands or moves, the plant guardian of the long-destroyed temple emerges from hiding and attacks.

As you move to stand up from the soft grass on which you lay, you see a shuddering movement out of the corner of your eye. That shrub must've just moved in the wind . . . but with dawning horror, you realize it's no shrub.

Allow characters Spot checks against hidden plants. If they fail, the plants get a surprise round.

Tactics: The assassin vine will entangle immediately as a free action, then attack the nearest character to the exclusion of all others. The greenwise is a special case; it is fairly well fed on grigs, pixies, nixies, etc.; in fact, its stomach is so full of the little buggers that it can only use its swallow whole ability on one size Small creature before it's full; after that, it will simply grapple as many PCs as it can (taking the -20 on the grapple check) and mindlessly hold them, dealing slam damage each round. It will only use its death fog ability when reduced to half or fewer hit points. Be aware that the death fog will affect all of the characters' equipment as well, without a saving throw, but that objects always take half damage from acid before applying hardness. The death fog will affect two exposed items on each character, in the following order: 1st – weapon or wand drawn; 2nd – cloak; 3rd – boots; 4th – armor; 5th – backpack, belt, and headgear; 6th – amulet, vest, and gloves; 7th – other at DM's discretion.

APL 2 (EL 4)

☛ **Twig Blights (6):** hp 3, 4, 5, 5, 6, 7; see Appendix 1. Spot DC 18.

APL 4 (EL 6)

☛ **Advanced Assassin Vine (1):** hp 75; see Appendix 1. Spot DC 20.

☛ **Twig Blights (6):** hp 3, 4, 5, 5, 6, 7; see Appendix 1. Spot DC 18.

APL 6 (EL 8)

☛ **Shambling Mounds (2):** hp 60, 67; see MM. Spot DC 22.

APL 8 (EL 9)

☛ **Shambling Mounds (3):** hp 60, 68, 67; see MM. Spot DC 22.

APL 10 (EL 11)

☛ **Greenwise (1):** hp 105; see Appendix 1.

☛ **Shambling Mounds (2):** hp 68, 67; see MM. Spot DC 22.

APL 12 (EL 14)

☛ **Advanced Greenwises (2):** hp 168, 173; see Appendix 1.

After the plant is destroyed, a small object of light and energy appears floating above it in mid-air, shaped like a cartoon heart. It radiates two auras of transmutation magic, one weak and one extremely strong. It disappears

upon being touched, granting whoever touched it a cure light wounds (1d8+5) and leaving on that character's cheek a heart tattoo. The tattoo is one of three that the party will need to escape the plane. If they flee any of the combats, they will need to return and finish off the foes in order to escape. There is a chance that a tattoo will be permanent (see conclusion).

The party now has time to take stock of their surroundings. The forest seems just as beautiful and peaceful as ever. A quick search of their belongings will reveal that all of their food, even trail rations, have gone bad (it looks as if the food has gone bad after days or weeks of sitting around, though no other evidence will point to any time spent). Searching around the ruined temple will reveal nothing of much interest aside from the plants' victims: the rotting corpses of several nixies and grigs. In the case of plants that can swallow their victims whole, the pixies and grigs will be found inside the creature.

The party is in a demi-plane adjacent to the realm of faerie. While all looks pleasant and bright, the place is actually extremely chaotic; a haven for the Unseelie: the dark brethren of the good fey of Oerth. The particular group of Unseelie that have taken up residence here go by the name of the Moonlight (see Adventure Background).

N'laya, an Unseelie posing as a Sidhee, planned to *plane shift* the party, and Lemanda besides, to an area of the plane that would have meant instant death. . . a pool of acid, an airless chamber, etc. She would have succeeded if not for Markuth's fast action; as it is, they missed the intended landing spot, and Lemanda was not sucked into the spell effect. But they are still in the demi-plane, a long, long way from home. Luckily, most of the group called the Moonlight is in the Prime Material harassing the Sidhee, Shield Landers, and Iuzians alike. Some remain, however, and they will do all in their power to keep the PCs from leaving.

The following rules apply while the party is on this plane (the rest of the adventure):

- The plane is chaotic. Non-chaotic characters have a –2 penalty to skill checks based on Int, Wis, or Cha.
- Amoral. Good and evil do not matter here, only law and chaos. No evil or good can be discerned with detection spells or a paladin's *detect evil* ability.
- No Creation spells (i.e., *create food* or *create water*). This border plane of Faerie is too unstable.
- Enchanted. All Enchantments are Heightened (ie, cast as if they were one level higher for the purposes of DCs, *globes of invulnerability*, etc.)
- Rule of the Faerie Realm: Any character who accepts a gift from a native or eats food from the realm may be entrapped. (see Conclusion 2 for more details).

- No celestial bodies: While the sky seems bright and sunny, no sun can be seen. Nor can north or south be intuited or detected.
- Time passes quickly: Every hour spent here is one day on the material plane. Therefore, if the PCs ever rest in demi-plane (aside from the "free" rest they get from solving the riddle), they must pay one additional TU per rest period.
- If the party breaks any of the rules of the realm (eats food of the realm, accepts gifts, etc.) they risk becoming *entrapped*. PCs who have done so must make a Will save (DC 10 + APL) when they try to leave through the painted door at the end of the module. Failure means they are left behind. See Encounter 6 for details.

The party must learn this on their own, or be told this information. If the party wonders why certain effects are occurring, the DM should shrug and suggest it may be a side effect from the *teleport* spell, or something strange about the Sidhee forest.

Encounter 2

The Trees are Watching Us

As soon as the party seems to have their bearings (and before that, if they seem obsessed with searching the empty clearing), a member of the party will hear a high-pitched giggle and see the flash of a small child, or possibly faerie, flitting through the woods. None of the other PCs can see or hear the child, but following this phantom is the only way the PCs will get anywhere in the demi-plane. If the party refuses to follow the child, run the following encounters as they blunder aimlessly about in the woods; if they do follow the child, it will lead them to Narliss's hut in Encounter 3, but you should run these encounters along the way.

The encounters may be run in whichever order you prefer.

- Creepy Cuteness:** *In the midst of the crickets chirping and the birds singing, the sun seems to go behind the clouds for just a moment . . . the trees seem to crowd in on you with their darkened forms, and the animal noises stop. You smell death all about you, the scent flooding into your awareness with nauseating intensity. The world becomes a gray, hateful place. Then, as suddenly as it began, the eerie silence passes, and all returns to normal.*
- Special Welcome:** At this point, ask all of the PCs for Fortitude saves. Note the two that score lowest, and address to those two: *A soft voice whispers in*

your ear: "You will not get out." The rest of you can feel the words; more than hear them, hovering around those two. It's as if the forest has marked them for its own. The voice seems to warn, high-pitched and gleefully, "Theyre-coming-theyre-coming-theyre-coming-home . . . for . . . you . . ." Then, as soon as it began, the sun re-emerges and everything is as it was.

The Fort saves are completely random and pointless. The plane itself is toying with the PCs, trying to generate fear and confusion. It is telling the truth about one thing, however: The rest of Moonlight will soon be returning.

- C. **Dead or Alive:** Should the party investigate the plants or trees more closely, ask for Knowledge (nature) or Wilderness Lore checks (DC 10 + APL). Success will reveal that every plant here, as lovely and healthy as it seems, has a strange decaying smell to it, an underlying musk of death. If no PCs investigate the plants more closely, a PC will trip over a leg of one of the unfortunates, below.

The horrible truth is that this forest is a mockery of the Sidhee forest. Every mortal or fey that has been tricked or murdered by the Moonlight over the millenia has been trapped here as part of the forest. PCs with *true seeing* or those that make a Will Save (DC 10 + APL) while investigating any large trees will discover a horror: an elf's corpse, nailed through various body parts to the oak's trunk and left to rot, gruesomely. Even worse, the elf's spirit seems somehow preserved, enough that one PC seems to see its eyes roll in pain, hear it whisper "help . . . me . . ." or see its fingers twitch. No actions or investigation will reveal anything but a dead elf, however; further, it seems to be bonded to the tree that it is nailed to, and cannot be removed, healed, or returned to life.

The PCs may look at as many trees as they want, and will soon find that they are surrounded by thousands, if not tens of thousands, of corpses of every race and variety, in various stages of decomposition. All are somehow bonded to the trees and reveal small tokens of life to singular PCs, as above. Given enough searching and Will saves, should they wish to subject themselves to the horrible image, each PC should be able to see and hear an entire forest of twitching, moaning, decomposing, crucified victims.

Encounter 3 Witch Way?

One member of the Moonlight that never leaves is their caretaker and cook, an old "woman" named Narliss. One of her many assistants, whom she cheerfully calls her "chilluns," overheard the fight the PCs had with the plant and came to investigate. He decides that the party would make good eatin', and leads them to Narliss's hovel.

When the PCs are finished investigating the forest, they need only follow the child for a few minutes before coming across Narliss's clearing. While Narliss and her glade are horrific and bloody, the plane itself alters reality such that none of this horror is revealed, even with *true seeing* and similar spells, until Narliss is good and ready. She actually *is* a simple old lady, you see . . . except when she's a rampaging ogre magi or what have you. The same goes for her chilluns, the garden, and the hut. As soon as evil reveals itself, all divination spells work normally. Read or paraphrase the following to the party:

A cleared glade, perhaps 100 yards across, comes into view. A pleasant smell of baked goods hangs in the air and the sun shines brightly down. The mouth-watering smells emanate from a hut in the middle of the clearing. It is made from white-washed wood and stands about 30 feet to a side. A thatched roof and a simple chimney adorn the top. In front you can see a bright green door and two cheerful round windows.

In front of the door you see a short, elderly woman. Her grey hair is tied in a colorful scarf and her simple peasant clothes are clean, but used. She is busy raking weeds out of a garden of healthy green heads of lettuce and plants laden with luscious strawberries. On the side of the hut an old hound dog is gnawing on a bone, while behind it, children can be seen playing some sort of a chasing game.

There are six children at play. They are difficult to see clearly because of the hut, but they appear to be human-sized with blond and brown hair, and of fair skin. They are dressed in simple pants and shirts (boys) and cotton dresses (girls). There are three of each.

"Well, well, well," the old woman says cheerily, slowly straightening her back from her labor, "guests! I don't get many of y'all in these parts. Narliss Sweetbread's the name, but you can just call me Grannie. Everyone else does," she says with a wink. "Who're you folks, and what can I do ya for?"

Narliss will gladly listen to the party's tale, and even seem willing to answer questions, though she does so most

often by pleading ignorance or answering as indirectly as possible. Every once in a while, though, she must speak an outright lie, which is signaled (unbeknownst to the party) by the dog at the side of the house barking uproariously. She pays it no mind, except for an occasional muttering of “durned dog”. Below are a few “not quite lies” that she can use to answer questions.

- The children in back are her helpers . . . she doesn't know who their parents are, but she takes care of them.
- The forest does have a strange smell to it, yes. She has her suspicions of why that is, but she won't go into it here.
- Nope, she doesn't know why the dead folks are nailed to the trees. (this is a lie, and causes barking).
- She knows how to get them out of the forest, yes, but first they should come in for tea and cookies.
- She's been here as long as she can remember.
- She knows exactly where they are: her home in the forest.

After answering a few questions, or as a prerequisite to some piece of information the party seems particularly interested in, she will invite the party inside to talk. If the party heads toward the children she will implore them to “Let the darlings play for right now. They just got done with their chores. You can meet them shortly when I call them in for their naps.”

If the party insists on going to visit the children, they see a horrid sight: the object of the game they are playing appears to be to keep a ball away from one of the others . . . but instead of a ball, the innocent babes are using a humanoid skull. Upon being noticed, they will grin evily and attack. Proceed to the battle below.

Inside is a comfortable cottage. The open room the party enters is woefully small for a family this big. The kitchen (containing wonderful smells) is partly visible from the entry area. Comfortable chairs are scattered about. A secondary sleeping room can be seen with quite a few bunk beds in it.

Narliss will make sure the characters are comfortably seated, and then say she is going to get some tea and cookies for everyone and go into the kitchen. She politely declines help if it is offered. If anyone insists, they may accompany her into the kitchen . . . where she will attack them as quietly and silently as possible.

In the meantime, read or paraphrase the following to the party:

As you settle comfortably in the chairs, the hound dog you noticed outside trots into the room and lays on the floor, worrying at his bone. Without looking up, and in a low voice, he begins to talk to you! “So,

uh, you're new here, huh? Keep it quiet, okee dokee, otherwise she'll hear ya.”

The dog remains incredibly nonchalant and easygoing, no matter what the characters say or do. In an offhand manner, he will relate the following information in the form of answers to the party's questions.

- His name is Bo.
- They are now in a demi-plane of faerie.
- He remembers being a human on Oerth, but that was a long time ago; he doesn't remember when or how he became a dog. He likes being one, in any case.
- He will reveal the rules of the realm, warning them not to eat any food or accept any gifts.
- He will reveal that Narliss is a cook for the Moonlight, the band of assassins that claims this demi-plane as their own. She is a vile creature, as are her “chilluns.”
- Time is different here. Each day here is a week or more on Oerth.
- This is the best soup bone he's ever had.

When Bo has finished revealing all of the above information, Narliss returns. Upon her entrance she will scowl at him, as if he has been telling secrets, and shoo him out the door with her foot. He goes willingly. With a beatific smile, she puts down the tray of scrumptious cookies and aromatic tea. Remind the party that they are famished.

If they accept, they will have to face the consequence of being entrapped. See Conclusion 2 to for more details. More likely, however, the party will refuse. When they do, read or paraphrase the following:

Narliss grins evilly and says “That's all right . . . I prefer you raw. Oh chilllllunnnnnnsssss! Supper!” With that, the kindly 'lady' transforms before your eyes into a hideous, long-toothed, clawed beast. Her 'chilluns' flood into the room through windows and shove each other to get inside through the front door, similarly transformed, all eager, it seems, to eat you alive.

APL 2 (EL 4)

- **Dire Rats (6):** hp 4, 5, 5, 6, 6, 7; see MM.
- **Troglodyte (1):** hp 13; see MM.

APL 4 (EL 6)

- **Baboons (6):** hp 4, 5, 5, 6, 6, 7; see MM.
- **Grick (1):** hp 12; see MM.

APL 6 (EL 7)

➤ **Wolves (6):** hp 11, 13, 14, 14, 15, 18; see MM.

➤ **Sea Hag (1):** hp 22; see MM.

APL 8 (EL 9)

➤ **Dire Wolves (6):** hp 44, 45, 45, 46, 48, 51; see MM.

➤ **Annis (1):** hp 45; see MM.

APL 10 (EL 11)

➤ **Trolls (6):** hp 59, 61, 63, 67, 71, 72; see MM.

➤ **Ogre Mage (1):** hp 37; see MM.

APL 12 (EL 13)

➤ **Fiendish Trolls (6):** hp 59, 61, 63, 67, 71, 72; see MM and Appendix 1.

➤ **Fiendish Night Hag (1):** hp 114; see MM and Appendix 1.

With the death of the last of the opponents, a glowing pink fluffy rabbit will rise from its corpse and float above it in mid-air. It radiates two auras of transmutation magic, one weak and one extremely strong. It disappears upon being touched, granting the PC who touched it a *cure light wounds* (1d8+5) and leaving on that character's cheek a very cute pink fluffy rabbit tattoo. A character with the heart tattoo cannot touch the bunny tattoo and activate its magic.

Narliss's Hut: With Narliss dead or fled, the hut's glamour will fade, and the party will be able to see it for what it is: a charnel house. Questionable meat and juices are scattered about the kitchen, bones are scattered throughout the chilluns' bunk area like so many Lincoln Logs, and the place reeks of death. What before seemed to be heads of lettuce in the garden outside are now revealed as the heads of elves and faeries, their bodies buried in the dirt and slowly decomposing.

A successful Search check (DC 20 + APL) will reveal two notable items: First, a finger-painted poem on a sheet of colored paper, presumably done by one of the chilluns. The finger-paint is a suspicious shade of red. This is player's handout #1. It will also show player's handout #2, a "postcard" from an NPC that may be recognized by some adventurers.

Encounter 4 Puzzlebox

With the death of Narliss, Bo will rejoin the party from outside. He looks at her body with more than a bit of ill-humor and state "That's one master I won't miss..." With that, he will ask the party their intentions. When they inevitably ask about the way out, he tells them that he

knows the way to the gate that the Moonlight use to enter Oerth, but that it's locked and guarded. If the party presses for more details, he says they'll figure out how to unlock it when they see it. It's all about the Moonlight's sense of humor.

"Now, to get to the gate," Bo says levelly, "you just gotta intend to go there. Ya were goin' in circles back around that plant temple place, am ah right? Well, ta get anywhere round here, ya gotta go with the flow. The people in charge only care about one thing: killin' folks. And they got four pretty good ways o' doin' that: poison, drowning, brutalizing, and drivin' 'em bonkers. You pick which way you like best, head that way, and you'll get to the gate. The directions you can go 'round here," he says, knowing that you're about to ask, "are: Forced, Soused, Eats, and Wets. Which'll it be?"

When the party decides which direction to go in, Bo will trot off into the forest, leading the way. After nearly 4 hours of walking through the grim forest (during which PCs will occasionally trip over roots, only to find they are body parts, or see a beautiful flower, only to find that it is crawling with maggots), the party will come upon one of four hilltops.

A change in terrain finally emerges before you: a small treeless hilltop. Bo leads you confidently upwards, until you come to a jumbled collection of boulders. Looking into their midst you see . . .

Use the appropriate encounter for whichever direction the party chose. Each encounter should be freeform roleplaying; the players will probably understand that their characters don't suffer the fates described, but the characters don't know that. Attempt to heighten the surreal sense of their experiences.

Additionally, the plane itself will attempt to trap the party by getting them to accept a gift: a hint on solving the puzzle. If the party appears even mildly stumped, a pleasant, mature, but distinctly evil woman's voice speaks from the air around them: "Would you like a hint? I'll give it to you, freely." If the party agrees, give them a hint, but they may be entrapped (see Encounter 6 for details).

4a: Forced

. . . a stone pedestal with silver swords, one for each of you, jutting out of the slots in the middle. Inscribed in the top of the pedestal is the phrase "Defeat your enemy using these." Surrounding the pedestal, inscribed in the stone, are the following letters:

S – W – O – R – D – S – W – O – R – D – S – W – O – R – D – S – W, etc.

A cackling childlike laughter erupts from the ground around you as, emerging from the hillside beyond the pedestal, a titanic giant emerges. He towers over the pedestal, leering down at you, and raises one meaty fist.

The giant will swing and hit one party member each round, knocking them flying and splattering their bodies in gruesome ways. At no point does the giant say anything, he just laughs. The silver swords slide easily out of the pedestal, but neither they nor any other weaponry, spells, or abilities will have any effect on the giant. The referee should describe the giant's avoiding the effects for one reason or another ("The sword bounces off his hide." "He laughs as the disintegrate spell spatters against his leg."). The party should quickly learn SOMETHING is up because the referee does not need to roll dice to hit, to save, etc. It should be clear after a round or two that a straight up fight is not the answer!

The answer to this riddle is the true word inscribed around the pedestal: not "swords," but "words." Any appropriate understanding of the riddle and use of words as weapons will work to overcome the obstacle: threats will make the childlike giant cry, commands to surrender or flee will be willingly obeyed, sheer volume of words will cause it pain, etc.

4b: Soused

... a stone panel 20 feet square, with nine dark gems embedded in it in a regular pattern. There's a rotund man with ridiculously small fairy wings perched on the opposite side, drinking from a large mug and hiccupping contentedly. His words slur somewhat, as he says with a raise of his mugs.

"Hullo, folks," he says jovially, "I can't member fer the life of me how I gotsa cross. See, here are the rules. First, you gotta walk on all da gems, once and only once. Second, you gotta do that with only 4 straight lines. No weird curves or nothin', just 4 straight lines. Third, I can't for the life of me remember how, but I did it without hoppin' or flyin' or nothing.

Tell you what, I'll give each of you one try to walk it the way I did. If any of ya get it, I'll send ya to that gate yer lookin' fer. If ya mess up, well... " he smiles at you past his mug as he takes a drink, "we'll just see what happens then."

The problem and solution are located in Map 2: Soused. The solution is, essentially, that you walk off the board with some of your lines in order to get them all to fit.

There was nothing, after all, which said you couldn't. As soon as the PCs begin to work on the problem, whether mentally or with pen and paper, one of them immediately appears on the board and is forced to try it. If the party seems baffled, hesitates, or makes a wrong step while a PC is on the board, that PC suddenly appears, miniaturized and seemingly unconscious, floating face-down in the rotund figure's mug, and is promptly swallowed.

4c: Eats

... a huge wolf, at least 10 feet high at the shoulder, carved out of rock. The craftsmanship is exquisite, as the wolf appears incredibly hungry and eager to disembowel anyone who should come near. Issuing forth from its mouth, with a horrible reeking breath, come the following words: "You must feed me to pass. My food is more evil than the lords of hell, but a greater good than the celestials. It is wanted by the rich and had by the poor. If you eat it, you shall die."

The correct answer is "nothing." If any PCs suggest a different answer or attempt to put something in the wolf's mouth, they are instantly devoured.

4d: Wets

... a curved wall of rock erupt directly in front of you, and on all sides, trapping the party in a suddenly-formed tower. Vines erupt from the ground about your feet and wrap around your legs, holding you against the ground. You begin to understand their purpose when the water pours in from all sides, quickly rising to your waist, then chest... you see, before the water rises above your neck, and inscription on the wall of the well. It says: "Bright as diamonds, loud as thunder, never still, a thing of wonder. What am I?"

The answer is "waterfall." When a party member makes a wrong guess, that party member goes under and begins to drown.

One Way or the Other

If none of the party can figure out the puzzle, they all seem to meet their ends in grizzly ways, then awake at the entrance to the cave at the encounter below. None of the PCs will be healed or rested (no arcane spells regained), however they will have taken no additional damage from any of the above encounters.

If the party correctly figures out the puzzle, they awake fully healed and rested (spells may be remembered for free, all temporary ability damage is cured) in front of the cave at the encounter below.

Encounter 5

Deliverance

Tailor the following text depending on the outcome of the previous encounter:

As soon as you managed to successfully complete the riddle you found yourself disappearing and then reappearing. Your wounds are healed and your minds fresh; you feel as if you can memorize spells, should you wish. A wide cave opening yawns before you, descending deep into the earth. Bo snores gently on the ground beside you.

OR

As the last member of your party fell, all seemed lost. But then, as if a bad dream was fading away, you find yourself waking up in front of a wide cave opening. It is set into the ground with a steep slope leading into the darkness. Bo is sitting patiently by the cave, chewing on his bone.

The exit to Oerth is located deep under the earth. To reach it, the party must descend into the cave, which angles fairly sharply downward. It is lit throughout by large hovering fireflies and sickly phosphorescent fungus. After ½ a mile, the cave levels out, and becomes universally wide and low (approximately 15 feet high and 60 feet wide), and punctuated by natural rock pillars and small mounds of stone and dips in the cave floor. Another mile of travel brings the party to the end of the cave. Approximately 100 yards before that end there is an inscription written upside down and backwards on the cave wall . . . it is not difficult to translate, but does require that someone look silly as they stand on their head to do so. The inscription reads thus:

*Come what will, come what may,
Approach yon doors ready to play.
If you're prepared with tricks and spells,
We'll match by second and minute bells.
If you come with nothing but yours swords and wits,
We'll extemporize you into little bits.
We're the Saved, we kill-ream-murder-pillage-
mutilate,
All for one and one for all, derring-do and full of hate.*

100 yards further are a number of doors are painted into the stone, and several oddly-shaped pillars reaching from floor to ceiling (See the map). If asked about the

inscription, Bo will simply shrug and say, "Sounds like they got guards for the way out."

This is not only the only exit from the demi-plane, but is also the training ground for the Moonlight's newest group of recruits. This gang of guards are call themselves the Saved; they are all humans who were kidnapped by the Moonlight as babies, and replaced with changelings. The Moonlight have since raised them to be loyal guards and warriors, and hope to use them, when they are ready, to infiltrate the mortal realm and pretend to be Pathfinders, wreaking much havoc in the Shield Lands. Before they can do so, however, they've been tasked with defeating any group of non-Moonlight that should make its way past the demi-plane's various guards and to the exit.

The surreal nature of the plane, combined with a scrying pool in the Saved's training room, has allowed them to watch the party's progress from the moment of their arrival. They are therefore familiar with the party's tactics, commonly-used spells, and magic items. They should even be able to guess which party members, if any, are hidden or invisible; simply by having seen them traveling with the party before but noticing that they're not around currently.

The Saved, as raised by their strangely chaotic yet honor-bound foster parents, have their own sense of pride. They prefer to test their mettle against well-matched opponents, the better to brag to their mentors upon their return. To this end, they have left the warning inscription. It basically promises to only buff and prepare as much as the party does. If the party casts spells of hour per level duration before approaching, so do the Saved. If the party also casts 10 minute/level spells, minute/level, or round/level spells before approaching the doors, the Saved match them with similar-duration spells.

If the party steps forward unbuffed and unprepared, however, the Saved will honorably face them similarly without preparation. Do not give away that the party's buffing will impact the final encounter, if they haven't figured it out; simply mark down the various spell duration they prepare with, then pretend you need to do some prep-work for the final combat that you had forgotten to do.

The pillars in this part of the cave are enchanted teleportation gates (discernable with a *detect magic* followed by a Spellcraft check of DC 15 + APL) that any may use, but that the Saved may use with some amount of skill. Any creature of Large size or smaller may enter any pillar and emerge from any other pillar on the map as free actions, as if part of normal movement. The traveler emerges in the same direction that he was moving. Even charges and ride-by attacks may be performed through the pillars. Any of the Saved in this encounter may choose from which pillar they emerge; any PCs, however,

will emerge from a random pillar unless they make a trained Intuit Direction check (DC 10 + APL).

If the party sends a scout forward, the scout will see and hear an armored teenage youth, whistling nonchalantly and bearing a heavy lance, going through one of the “painted doors” and closing it behind him. Try as he might, the scout will be unable to open any of the doors (see Doors, below), so the entire party will have to approach. The Saved wait until most of the party approaches to within 60 feet of the gate, then emerges from various painted doors. Neither side will be surprised.

When the Saved emerge, read or paraphrase the following.

You can feel that the end of your journey is near, as you step forward toward the apparent dead-end of the cave. It's almost as if you can smell the fresh air and the real world waiting on the other side of the wall. Bats crawl about on the ceiling, peering at you curiously and occasionally fluttering about the cave. The only apparent avenue of exit from this unearthly realm, however, appears to be a series of garish doors in the rock face. You're just noticing that they are painted onto the rock, rather than actual doors, when a strange menagerie of bright-eyed and cheerful human youths and sundry creatures step out of them! In unison, as if cheering some macabre school song, they sing,

*We're very pleased to meetchu
Narliss didn't eatchu
Sorry we have to beatchu
Into pasty pulp!
We are the Saved,
We are very well behaved,
Your blood we've long-long craved,
We'll drink it all, gulp!*

With that, they attack. These twisted children are irrevocably evil, and will not be dissuaded from their mission of killing the PCs; however, should one or more be captured, you should feel free to roleplay their impressionable nature however you like.

Tactics: Gutslitter – Gutslitter uses his mounted feats to the best of his ability. If cornered, he stands and fights, letting Ballyhoo use his multiple attacks. He doesn't charge anyone who appears to be readying to receive a charge, instead using the teleportation pillars to attack from unexpected directions. At APL 2 he must roll a 15 or better on his Ride check to control his riding horse, and as such should be played more as a comedic distraction than a true threat. If he fails that ride check 3

times in a row, he will swear heartily, dismount, and attack the best-armored PC.

Tommen – Tommen goes for spellcasters first, then attempts to use his sneak attack on anyone that is blinded, grappled, or flanked, using Spring Attack to stay out of the way of big beefy combatants.

Rosasharn – If she feels safe, Rosasharn uses her best spell on the first round to attempt to take out the most dangerous-looking fighter-type. Depending on the amount of buffing and preparation, she then uses the second round to cast defensive spells. Her bat familiar is instructed to flutter from opponent to opponent, hovering out of reach and above each for one round before moving to the next, in order to reveal hidden or invisible opponents.

Jillia Greenthumbs – Jillia's bat companions at higher APLs are trained to seek out foes and hover out of reach above them, just like Rosasharn's familiar. Each round, each bat switches to a random opponent. In this manner, the bats should pinpoint the locations of invisible or hidden foes so Jillia can *faerie fire* them or Rosasharn can *glitterdust* them.

At APL 8+, Jillia will have read a *stone spikes* scroll to cover the area between the pillars, hoping to trick the PCs into the enspelled spot and crippling their movement. At APL 8, she emerges in human form, but changes into a black bear when she runs out of spells or is engaged in combat. At APL 10, she emerges as a polar bear and pretends to be only an animal for as long as it is convenient, but casting spells using the Natural Spell feat as soon as necessary, immediately if need be. At APL 12, she emerges as a rat and hides, casting her spells from the shadows until engaged. If she hasn't had a chance to cast minute/level spells, she starts off with her scroll of *creeping doom*, which she has attached to her rat form along with her other scrolls with a special harness. If she is spotted or engaged, she transforms into a polar bear to do battle.

APL 2 (EL 4)

- ☛ **Gutslitter:** hp 12, See Appendix 1.
- ☛ **Tommen O' the Morning:** hp 8, See Appendix 1.
- ☛ **Rosasharn:** hp 9, See Appendix 1.
- ☛ **Jillia Greenthumbs:** hp 17, See Appendix 1.
- ☛ **Ballyhoo and Ballyhaa, Baboons (2):** hp 5 each, see MM.

APL 4 (EL 6)

- ☛ **Gutslitter:** hp 20, See Appendix 1.
- ☛ **Tommen O' the Morning:** hp 14, See Appendix 1.
- ☛ **Rosasharn:** hp 14, See Appendix 1.
- ☛ **Jillia Greenthumbs:** hp 23, See Appendix 1.
- ☛ **Ballyhoo, Camel (1):** hp 19 each, see MM.

APL 6 (EL 8)

- Gutsliiter: hp 36, See Appendix 1.
- Tommen O' the Morning: hp 26, See Appendix 1.
- Rosasharn: hp 24, See Appendix 1.
- Jillia Greenthumbs: hp 37, See Appendix 1.
- Ballyhoo, Dire Wolverine (1): hp 42 each, see MM.

APL 8 (EL 10)

- Gutsliiter: hp 52, See Appendix 1.
- Tommen O' the Morning: hp 38, See Appendix 1.
- Rosasharn: hp 34, See Appendix 1.
- Jillia Greenthumbs: hp 51, See Appendix 1.
- Ballyhoo, Brown Bear (1): hp 51 each, see MM.
- Bats (4): hp 1 each, see MM.

APL 10 (EL 12)

- Gutsliiter: hp 68, See Appendix 1.
- Tommen O' the Morning: hp 50, See Appendix 1.
- Rosasharn: hp 44, See Appendix 1.
- Jillia Greenthumbs: hp 65, See Appendix 1.
- Ballyhoo, Polar Bear (1): hp 68 each, see MM.
- Bats (4): hp 1 each, see MM.

APL 12 (EL 14)

- Gutsliiter: hp 84, See Appendix 1.
- Tommen O' the Morning: hp 62, See Appendix 1.
- Rosasharn: hp 54, See Appendix 1.
- Jillia Greenthumbs: hp 79, See Appendix 1.
- Ballyhoo, Polar Bear (1): hp 68 each, see MM.
- Bats (4): hp 1 each, see MM.
- Rats (4): hp 1 each, see MM.

The Doors

After defeating the guardians, the party will be able to get a good look at the doors. Read or paraphrase the following:

All of the doors are definitely painted onto the cave wall, even the ones that the Saved obviously walked right through. Small windows are painted into the doors at eye height, depicting various bits of scenery. You see, among them, a darkly furnished training room with a scrying pool in the middle, a bustling seaport with several ships flying the Keoish flag, a line of human spearmen holding off an approaching onslaught of giants, a brilliant-looking man sitting in a cardboard box in the midst of a squalid slum, and more.

Next to each door is an opening in the cave wall, about 1 foot square and 1 foot deep, with a series of symbols beneath it. The door that stands out depicts a

lush green forest in the midst of rolling hills. You recognize the forest as the home of the Sidhee, and the hills are those of your home, the Shield Lands. Beneath the opening next to that door are inscribed two very familiar symbols: a heart and a rabbit. There is a third image, however . . . a rainbow.

Feel free to ad-lib doors to other places throughout the Flanaess, if you like, and perhaps to places the PCs have been in their past. If they seem to get too distracted, however, have one of the PCs notice that the “window” to the Sidhee forest is blackening . . . with smoke. There appears to be a battle going on. That should hurry the PCs along.

Let the party discuss what to do and puzzle over the doors. If a PC with the heart or rabbit tattoo places his hand in the opening, even for a moment, the symbol beneath the opening that corresponds to their tattoo begins to glow with a faint blue light. The rainbow, however, is nowhere to be seen . . . the party needs all three symbols to open the door. What they don't know is that the 3rd symbol, the rainbow, is right there with them: Bo the dog.

Before they get too terribly frustrated about not knowing where the rainbow is, let Bo interject. Read or paraphrase the following aloud:

Bo sits in front of the door back to the Shield Lands. He wags his tail slowly back and forth as he stares at the door. In his jaws he works his favorite soup bone. “Hmm . . .” he says finally, almost reluctantly, “looks like you need to find the last tattoo. And ya only get a tattoo when you kill somethin’ . . . hey,” he says, spitting out his bone and scratching at his neck with a hind leg, “do one of ya good folks mind loosening my collar? It's a bit tight.”

When a PC does so, continue.

Loosening the collar you see a small metal tag attached, the kind some pet owners use to identify their animals. It reads “Rainbow.”

Bo lays down, a sad look coming over his face as he nuzzles his bone. “Yep.” He mutters, refusing to look at you. “I'm Bo, short for Rainbow. What a cruel joke, huh? Just when I liked you folks. Well, listen, I'm getting tired of the same scenery every day, so I'm just going to lay down here and one of you can kill me to get the last symbol to appear. I sure wish I had a bit more time . . . that bone is the best one I ever had . . .”

The party can ask questions, but Bo will say he knows no other solution. If Bo is killed, the party should feel sad for

the loss of such a noble creature, but sure enough, a very cute rainbow appears floating in mid air. It radiates two auras of transmutation magic, one weak and one extremely strong. It disappears upon being touched, granting the PC who touched it a *cure light wounds* (1d8+5) and leaving on that character's cheek a very cute rainbow tattoo.

A character with the Heart Tattoo or Rabbit Tattoo cannot touch the Rainbow Tattoo and activate its magic. If the character with the Rainbow Tattoo places his hand in the opening next to the door, the rainbow symbol glows a faint blue, and the door will open, allowing the PCs to return home. Move on to Encounter 6.

There is another option, however. Player's Handout #1, the finger-painted rhyme received in Encounter 3, may provide a clue. Under no circumstances should the referee suggest or lead the party to the following alternative solution! Bo may be freely killed . . . and therein is the solution. The rainbow tattoo is, essentially, his willing sacrifice for others. If the PCs wish to substitute their own willing sacrifice, that too will "qualify" as the rainbow key.

There are three sacrifices possible. The first and most extreme is one of the party members sacrificing his own life instead of Bo doing so, presumably with the hope that the character will later be raised; this should only be pursued at very mature tables, and will in any case probably never come up.

The second option is a party member sacrificing part of his own life force (one level): if a PC places his hand in the opening with the intent of giving up part of his life force instead of Bo having to die, he will feel a level being irreparably stripped from him. The level loss, the PC inherently knows, will be permanent. The PC should have a chance to remove his hand once he realizes the extent of the sacrifice. If he knowingly continues, the level is lost, and the door activates as if the rainbow had been provided.

Finally, material possessions (magic items) may be given up to save Bo's life. The magic item sacrifice must be at least 750 gp worth of magic items per APL of the party. Thus at APL 2 it will take 1500 gp of items. At APL 12 it will take 9000 gp of items. Further, all the items must come from one character. If the PCs wish to give up their belongings as sacrifices but look confused as to how to do so, Bo will suggest putting their belongings into the opening next to the door. Any size item will shrink to fit within the opening. However, only one PC's items may be placed in the opening at once, since only one PC may make the sacrifice. A PC that has placed his items in the opening may remove them at any point, letting another PC make the sacrifice instead. He will inherently know how much he will need to sacrifice to save Bo . . . once items totaling that amount have been placed inside, the

PC simply wills them to be sacrificed, and the door activates as if the rainbow had been provided.

If Bo is spared, he looks absurdly delighted and is profusely thankful to the party member that made the sacrifice. He tells the party that he has something to do here before he leaves, but they'll be hearing from him soon.

Read or paraphrase the following:

With all three symbols glowing a faint blue, the door takes on solidity, and swings open. The doorway is misty, but nonetheless, through it you can see a pitched battle between the Sidhee and a band of lightly-armored but ferocious-looking half-orcs and goblin wolf riders. The Sidhee are attempting to surround their enemies and prevent them, presumably scouts for the Old One's army, from reporting back to their main force. There are several dozen enemies, with only a handful of Sidhee to stop them. As you watch, you see one a humongous half-orc cleave through two centaurs and a satyr in the blink of an eye; one of the goblin wolf riders draws arcane symbols in the air, culminating in a brilliant white cone of pure cold, shattering the fragile wings of the pixies that swarm around it. At this rate, the scouts will break through and escape.

At this point in time, the party is free to step through.

Encounter 6

Thirsty and Hungry and Home

If any PC has accepted food or accepted gifts from a native of the plane (food most likely from Narliss, a gift most likely in the form of a hint from the plane itself about the puzzles), he or she must make a Will save (DC 10+APL) or be entrapped. PCs who fail the save do not appear in Oerth with the rest, but rather are expelled into a random area of Faerie, the adjoining plane, to wander there until they find their way home. Such PCs must expend one additional TU per point by which they failed their Will save.

The party exits the doorway into the midst of a pitched battle. They may be gung-ho to help out in the battle, but at this point, remind the party they did not eat in Faerie. Sadly, one or more weeks has gone by without food and the party is now famished and thirsty. Most party members, barring special magic items or circumstances that allow them to ignore subdual damage, starvation, or thirst (a *ring of sustenance*, for instance) should pass out immediately amidst the combatants. If any PCs retain consciousness after this ordeal, and they wish to do so, assume that they play some crucial part in

stopping the scouts from reporting back. Play this out in storytelling fashion if there's time and if you wish.

Note: If you are judging this scenario at Weekend in the Shield Lands 2003 in the slot before the battle interactive, note that your table stopped the scouts and inform the triad member in charge of the interactive; it may affect the circumstances of the battle.

Conclusion

Read or paraphrase the following to the party. Adjust it as appropriate for any PCs who remained conscious. Bo, if he was rescued, is nowhere to be seen.

You awaken on a field of sweet-grass. A warming sun shines down upon you. Despite the rigors you have undergone, you feel more rested than you can remember in weeks.

Party members that earned cute tattoos will most likely find them gone. However, there is a slight (5%) chance that any PC that got a tattoo still has it . . . permanently. Have the PCs roll at this time.

Opening your eyes you find yourself in a glade. It is empty but for you, your companions, and a pair of plainly dressed elven youths. Looking at your gear, you notice that anything taken from the faerie realm has changed . . . weapons have become useless candied blades, armor has become gingerbread, and cloaks are already transforming into the morning dew. The elves see you waking and come to your side. "I am Shian, who has seen that our fate is bound to the Shield," the young elven woman says, and gestures to her young male companion, "and this is Glirrin, who has seen that our fate is bound to the Shield. We are of the the Sidhee nation. We thank you for your efforts."

The party can ask questions of Shian, or can simply bask in those two simple words that none thought would come from the mouth of a member of the Sidhee nation: Thank you.

• What happened?

Our forces saw you appear in the midst of chasing down the Old One's scouts, and brought you here.

• Where were we?

You were transported to one of the many demiplanes of faerie. This was done by an Unseelie who infiltrated our people and usurped the identity of one our spellcasters. From what we can tell from the messenger sent from Gensal after your attempted teleport, the Unseelie attempted to shift you, along

with the Knight Bannerette Lemanda, to an area in faerie that would have meant certain death. An airless antimagic chamber filled with acid and with crushing walls, or something to that effect. Only quick action by Markuth, who broke the Unseelie's concentration, saved you. Had he not intervened, you would undoubtedly be dead and replaced by changelings, doppelgangers, or worse...

• What happened to the Unseelie spy and Markuth?

She used her magics to escape, and either purposely or inadvertently took him with her. Their current whereabouts are unknown.

• What is your role in all this?

We have seen our fate in the south. There are some among the Sidhee who begin to realize that we cannot exist in independent arrogance as we have thus far. Some, like Glirrin and I, were raised among humans, and understand you more easily than our elders. Others simply understand the desperation at hand as the Old One turns his eye to us. In any case, as those who see that our fate is bound to the Shield, Glirrin and I were charged with overseeing your recovery and also with thanking you on the behalf of the Sidhee. Mind you, the Sidhee are still wary and distant as a people. Most among us do not trust your kind or want anything to do with any who are not Sidhee. But with those like Glirrin and I to speak for you, perhaps they will ease their antagonism . . . though they are long-lived and stubborn. It may take several hundred years before they begin to see as we do.

• Why would you thank us?

From what we learned, you and your nation were willing, for no gain, to aid the Sidhee. This was unexpected for us. We did not think the Shield would care for more than their own borders, and certainly would not risk their own safety without a guarantee of aid in return.

• What happens next?

We fear the worst. Despite our best efforts at eliminating his scouts, the Old One almost certainly knows our location. Markuth may be captured by the enemy or, for all we know, may be an operative for the Old One himself, having volunteered to be deliver the message so that he might have a chance to make it to enemy lines. Our scouts have learned of a large army of orcs, giants, and worse headed directly towards the Sidhee Forest.

• What can we do?

If you will journey back to your lands and ask them to aid us against the Old One, our thanks will be great indeed. Even should you be unwilling, for your efforts thus far we wish to reward you. Call on us at

any time, and our enchanters may enhance your weapons, armor, or other magic devices.

The Sidhee will give them provisions and a bag with some gemstones in it (as thanks) and send them on their way with a wave goodbye and a *teleport* home. The PCs may travel using their own spells or even their feet if they are (understandably) reluctant to trust a stranger with a *teleport* offer.

If the PCs request aid for the Sidhee, Read or paraphrase the following:

Your tidings were of such import that you were ushered directly into a meeting of the Council of Lords. They heard your request on behalf of the Sidhee with stern distrust; many of the Lords were fearful of a trick to weaken defenses elsewhere. Nonetheless, Lady Katarina stepped down from her seat and stood with you before the assembled Lords. "What point" she said "is there in defending ourselves where we know the enemy is not? We can aid our neighbors and show them our honesty and dedication, all the while swinging the axe deep into the evil that plagues us all!" Her convictions and the loyalty of her troops persuaded the Council of Lords to assist.

If the PCs do not request aid for the Sidhee, Read or paraphrase the following:

You return to the Shield Lands but do not bring the message of the plight of the Sidhee. You are debriefed of your adventures and thanked for your service. You wonder if your silence truly aided your country, or served the plot of dark forces.

Note: If the party rested at any point in the demi-plane of faerie (aside from the "free" rest granted by solving the puzzle), they must pay one additional TU per per period of rest.

Conclusion 2 Trapped

Read this to any party members who were entrapped in faerie:

It could have been months . . . or perhaps years. You remember only the coldest nights you've ever felt, the warmest days, the most raucous revels and the most wanton of celebrants. You wandered the realm of faerie and were as often the hunted as you were a guest of honor, as often a pest as you were a plaything. Eventually you worked a trade, or tricked a

master, or found a doorway . . . and the next thing you knew, you were in a swamp on the east side of Bright Sentry, not 50 yards from a nest of trolls. You managed to get to Bright Sentry (barely), and from there to home. You're alive, at least, but sane? That's another story.

Explain to the PC that he must expend one additional TU per point by which he failed his Will save, and that there will be other consequences as noted on the AR.

Conclusion 3 Over the Rainbow

Read this to a party member (if any) who made a sacrifice to save Bo's life:

You were washing up by the creek outside the mess tent, enjoying what little reprieve you'd been granted between your ordeals and having to head back out on another mission, when something cold and wet nuzzled against your leg. You looked down to find a hound dog, looking up at you with surprisingly intelligent eyes! For a moment you thought it was Bo, but then you noticed the hound was younger, had slightly different markings and a different build. And then, of course, it said, "Hello."

The dog will explain that it was one of several adventurers that, like Bo, had been trapped in faerie as a dog. Bo apparently was granted a strange kind of freedom by the character's sacrifice an ability to wander the plane of his own free will, and used his new freedom to harangue, deal, wheedle, buy, fight, and sneak all those like him out of captivity and back to Oerth. When they thanked Bo, he simply said not to thank him, but to thank the adventurer who had saved his life. When this dog found out who that was, he or she vowed to come and find the adventurer and become his follower. The PC now has a ranger (reincarnated as a riding dog) as an animal companion, whose class levels vary by APL.

The End

Experience Point Summary

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

Encounter One

For defeating the plant:

APL2 120 xp; APL4 180 xp; APL6 240 xp;

APL8 270 xp; APL10 330 xp; APL12 420 xp

Encounter Three

For defeating Narliss and her Chilluns:
APL2 120 xp; APL4 180 xp; APL6 210 xp;
APL8 270 xp; APL10 320 xp; APL12 390 xp

Encounter Four

For solving the riddle without the hint:
All APLs 60 xp

Encounter Five

For defeating the Saved:
APL2 120 xp; APL4 180 xp; APL6 240 xp;
APL8 300 xp; APL10 360 xp; APL12 420 xp

Roleplaying Awards

APL2 30 xp; APL4 75 xp; APL6 120 xp;
APL8 165 xp; APL10 210 xp; APL12 255 xp

Total possible experience:

APL2 450 xp; APL4 675 xp; APL6 870 xp;
APL8 1065xp; APL10 1290xp; APL12 1515 xp;

Treasure Summary

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Conclusion

The party ends up with no loot from opponents during the adventure; items taken from the demi-plane of faerie become candied weapons, gingerbread shields, etc. However, the Sidhee are very appreciative of the party’s efforts and gives them a bag of gems as a reward:

APL 2: 200gp; APL 4 400gp; APL 6 600gp; APL8 800 gp;
APL 10 1000gp; APL 12 1200 gp

Total Possible Treasure

APL 2: 200gp; APL 4 400gp; APL 6 600gp; APL8 800 gp;
APL 10 1000gp; APL 12 1200 gp

Special

☛ **Influence with the Sidhee Nation:** For advising the Shield Lands on the pending attack on the Sidhee, this PC gains 1 influence point with the Sidhee nation.

In addition to this at APL 4+, the elves of the Sidhee nation will give any one suit of armor a *fortification (light)* enhancement or any one shield a *blinding* enhancement. At APL 8+, the elves will give any one weapon the *chaotic* or *bane: fey* enhancement. The PC must pay the difference in cost between the new and old item. Write “used” across this paragraph when redeemed. Frequency: Region.

☛ **Lost:** This PC was trapped in faerie, and must pay 1 additional TU per point by which he failed his Will save to avoid being *entrapped*. However, he has been marked by his time in the fey lands. His hair will forever after have a slightly greenish tint, and he gains a +4

circumstance bonus to any Charisma-based skill when interacting with creatures of the fey type.

Unfortunately, his sanity was somewhat addled by his time there. The PC has an irrational (but purely roleplaying) fear of one of the following, determined randomly: 1—flowers; 2—the color green; 3—fish; 4—laughter; 5—creatures with cloven hooves; 6—small burrowing mammals.

● **Tattoo:** This PC's cheek has a permanent cute tattoo (circle one): heart rabbit rainbow. The tattoo may not be removed by any means short of a *limited wish* or *miracle* spell. It even returns with the character from the dead. However, each tattoo retains some magic from the fey lands, and will grant its recipient the following ability **once**. Cross the ability off when used; however, the tattoo remains. Each effect has a caster level of 10.

Heart: The PC may automatically succeed at one Fortitude save.

Rabbit: The PC may automatically succeed at one Reflex save.

Rainbow: The PC may automatically succeed at one Will save.

● This PC has gained the opportunity to gain a special cohort. The cohort is a ranger who has been reincarnated as a dog. The dog is utterly loyal to the character, and if treated well, will defend the character with its life. It is a special non-advancing cohort

The PC must have or take the Leadership feat at the next opportunity and then send an e-mail to poc@shieldlands.net, specifying at which APL the adventure was played. The Point of Contact for the Shield Lands will then reply with details on the dog's stats and a special regional cert.

Items for the Adventure

Record

Item Access

APL 2-10:

None.

APL 12:

pale blue rhomboid ioun stone (Adventure, DMG)

scarlet and blue sphere ioun stone (Adventure, DMG)

incandescent blue sphere ioun stone (Adventure, DMG)

deep red sphere ioun stone (Adventure, DMG)

pink rhomboid ioun stone (Adventure, DMG)

pink and green sphere ioun stone (Adventure, DMG)

Amidst the PC's share of the gemstones given to the party by the Sidhee nation is an Ioun Stone. It is of the attribute-boosting variety of the PC's choice. The PC may only purchase one stone at the end of the event.

Choosing not to purchase the ioun stone causes it to fade away granting no gold piece value in its place. If a stone is purchased, circle the type purchased below, and cross out the others.

Appendix I: NPCs

Encounter 1:

APL 2

☛ **Twig Blight:** Small plant; CR 1/2; HD 1d8+1; hp 5; Initiative: +1 (Dex); Spd 20; AC: 15 (+1 size, +1 Dex, +3 natural); Atks +0/+0 melee (1d3-1 + poison [2x claws]); Face/Reach: 5 ft. by 5 ft./5ft.; SA Poison; SQ; Plant traits; AL CE; SV Fort +3, Ref +1, Will +0; Str 8, Dex 13, Con 12, Int 5, Wis 11, Cha 4.

Skills & Feats: Hide +10, Listen +4, Move Silently +5, Spot +4; Skill Focus (Hide)

Poison (Ex): A twig blight delivers its poison (Fortitude save DC 11) with each successful claw attack. The initial damage is 1 point of Strength damage; there is no secondary damage.

Plant Traits (Ex): A twig blight is immune to poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-affecting effects. The creature also has low-light vision.

APL 4

☛ **Advanced Assassin Vine:** Huge plant; CR 4; HD 8d8+40; hp 76; Initiative -1; Spd 0; AC: 16 (-2 size, -1 Dex, +9 natural); Atks +13 melee (1d8+13); Face/Reach: 10 ft. by 10 ft./15 ft. (25 ft. with vine); SA Entangle, improved grab, constrict 1d8+13; SQ camouflage, electricity immunity, cold and fire resistance 20, blindsight; al N; SV Fort +11, Ref +1, Will +3; Str 28, Dex 8, Con 20, Int—, Wis 13, Cha 9.

Constrict (Ex): An assassin vine deals 1d8+13 points of damage with a successful grapple check.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action (Ref DC 15 partial). The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to *entangle* (caster level 4th).

Improved Grab (Ex): To use this ability, an assassin vine must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Blindsight (Ex): Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

☛ **Twig Blight:** Small plant; CR 1/2; HD 1d8+1; hp 5; Initiative: +1 (Dex); Spd 20; AC: 15 (+1 size, +1 Dex, +3 natural); Atks +0/+0 melee (1d3-1 + poison [2x claws]); Face/Reach: 5 ft. by 5 ft./5ft.; SA Poison; SQ; Plant traits; AL CE; SV Fort +3, Ref +1, Will +0; Str 8, Dex 13, Con 12, Int 5, Wis 11, Cha 4.

Skills & Feats: Hide +10, Listen +4, Move Silently +5, Spot +4; Skill Focus (Hide)

Poison (Ex): A twig blight delivers its poison (Fortitude save DC 11) with each successful claw attack. The initial damage is 1 point of Strength damage; there is no secondary damage.

Plant Traits (Ex): A twig blight is immune to poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-affecting effects. The creature also has low-light vision.

APL 10

☛ **Greenwise:** Huge plant; CR 10; HD: 12d8+48; hp 105; Initiative: +0; Spd 10; AC: 16 (-2 size, +8 natural); Atks +16/+16/+16/+16/+11 melee (2d4+9 [4x slams] and 1d6+4 [bite]); +26 grapple; Face/Reach: 10 ft. by 10 ft./15ft.; Special Attacks: Death Fog, improved grab, swallow whole. Special Qualities: Acid immunity, plant traits, woodsense; AL N (kinda hungry); SV Fort +12, Ref +4, Will +4; Str 29, Dex 10, Con 18, Int 3, Wis 11, Cha 6.

Death Fog (Su): Twice per day, a greenwise can emit an acidic fog that functions like an acid fog spell, except as follows. The death fog's area is a 40-foot-high spread with a 60-foot radius. Within this area, all sight, including darkvision, is limited to 5 feet. A creature within 5 feet has one-half concealment (attacks against it have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). Any creature attempting to move through the death fog progresses at one-tenth normal speed, and each of its melee attack and melee damage rolls incurs a -2 circumstance penalty. A death fog prevents effective ranged weapon attacks, except for magic rays and the like. In addition to obscuring sight, a death fog is highly acidic. Each round, the fog deals 3d8 points of acid damage to every creature and object within it (no saving throw). A severe wind (31+ mph) disperses these vapors in 1d2 rounds; otherwise, the effect lasts for 3d6+1 rounds. The greenwise is not impeded by its own death fog, so it can move and fight within the fog freely.

Improved Grab (Ex): If a greenwise hits an opponent that is at least one size category smaller than

itself with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can transfer the opponent to its maw with another successful grapple check, dealing automatic bite damage, then try to swallow in the next round. Alternatively, the greenwise has the option to conduct the grapple normally, or simply use its tendrils or maw to hold the opponent (–20 penalty on grapple check, but the greenwise is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals slam or bite damage, as appropriate.

Swallow Whole (Ex): A greenwise can swallow a single creature that is at least one size category smaller than itself by making a successful grapple check, provided it already has that opponent in its maw (see Improved Grab, above). Once inside the greenwise, the opponent takes 2d6+9 points of bludgeoning damage and 2d4 points of acid damage per round from the plant's stomach. A successful grapple check allows the swallowed creature to climb out of the stomach and return to the greenwise's maw, where another successful grapple check is needed to get free. Alternatively, a swallowed creature can try to cut its way out with either claws or a light piercing or slashing weapon. Dealing at least 20 points of damage to the stomach (AC 18) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, muscular action closes the hole; thus, another swallowed opponent must cut its own way out. This greenwise's stomach is chock full of dead faeries, sprites, pixies, and grigs, leaving only enough room for one size Small opponent to be swallowed.

Plant Traits (Ex): See twig blight, above.

Woodsense (Ex): A greenwise can automatically sense the location of anything within 60 feet that is in contact with vegetation, even objects or creatures that are not in contact with the same vegetation as it is.

APL 12

☛ **Greenwise (Advanced):** CR 12; Gargantuan plant; CR 12; HD: 16d8+96; hp 168; Initiative: +0; Spd 10; AC: 18 (–4 size, +12 natural); Atks +18/+18/+18/+18/+13 melee (2d4+13 [4x slams] and 1d6+6 [bite]); +34 grapple; Face/Reach: 10 ft. by 10 ft./15ft.; Special Attacks: Death Fog, improved grab, swallow whole. Special Qualities: Acid immunity, plant traits, woodsense; AL N (kinda hungry); SV Fort +16, Ref +5, Will +5; Str 37, Dex 10, Con 22, Int 3, Wis 11, Cha 6.

Death Fog (Su): See greenwise above.

Improved Grab (Ex): See greenwise above.

Swallow Whole (Ex): See greenwise above.

Plant Traits (Ex): See twig blight above.

Woodsense (Ex): See greenwise above.

Encounter 3:

APL 12

☛ **Fiendish Trolls:** as Trolls in MM, plus:

SA — *Smite Good (Su)*: +5 damage to one attack against a good foe.

SQ — Darkvision 60 ft.; cold and fire resistance 10; DR 5/+1; SR 10.

☛ **Half-Fiendish Night Hag (1):** CR 11; Medium Outsider; HD: 8d8+16; hp 57; Initiative: +1; Spd 20 ft.; AC: 23 (+2 Dex, +10 natural); Atks: bite +14 melee (2d6+6 and disease), 2 claws +9 melee (1d4+4); +12 grapple; Face/Reach: 5 ft. by 5 ft./5 ft.; SA Disease, dream haunting, smite good, spell-like abilities; SQ Darkvision 60 ft.; immune to poison, fire, and cold, charm, sleep, and fear effects; acid and electricity resistance 20; SR 25; damage reduction 20/+3; AL NE; SV Fort +9, Ref +9, Will +10; Str 23, Dex 16, Con 14, Int 19, Wis 15, Cha 14.

Skills and Feats: Bluff +12, Concentration +13 (+17), Intimidate +12, Knowledge (Religion) +9, Knowledge (Shield Lands) +3, Knowledge (planes) +9, Knowledge (fey) +9, Listen +14, Profession (cook) +6, Ride +13, Sense Motive +12, Spellcraft +15, Spot +14; Alertness, Combat Casting, Mounted Combat.

Possessions: *heartstone* (see MM).

Disease (Ex): Demon fever—bite, Fortitude DC 18, incubation period 1 day, damage 1d6 temporary Con. Each day after the first, on a failed save, an afflicted creature must immediately succeed on another DC 18 Fortitude save or take 1 point of permanent Constitution drain

Spell-Like Abilities: At will—*detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *magic missile*, *polymorph* (self only), *ray of enfeeblement* (DC 13), *sleep* (DC 13); 3/day—*darkness*, *poison* (DC 16); 1/day—*deseccate*, *unholy blight* (DC 16); Caster level 8th. A night hag can use *etherealness* at will (caster level 16th) so long as it possesses its *heartstone* (see below). The save DCs are Charisma-based.

Dream Haunting (Su): Night hags can visit the dreams of chaotic or evil individuals by using a special periapt known as a *heartstone* to become ethereal, then hovering over the creature. Once a hag invades someone's dreams, it rides on the victim's back until dawn. The sleeper suffers from tormenting dreams and takes 1 point of Constitution drain upon awakening. Only another ethereal being can stop these nocturnal intrusions, by confronting and defeating the night hag.

Encounter 5:

APL 2

➤ **Gutslit Feykiller, male human Ftr1 (mounted on riding horse from *mount* spell):** CR 1; Medium-size humanoid; HD 1d10+2; hp 12; Initiative: +1 (Dex); Spd 30; AC 18 (+1 Dex, +5 breastplate, +2 shield); Atks: +5 melee (1d8+4 heavy lance) or +5 melee (1d6+4 scimitar) or +2 ranged (1d6+4 javelin); Face/Reach: 5 ft. by 5 ft./5 ft. (10 ft. with lance); AL LE; SV Fort +4, Ref +1, Will +0; Str 18, Dex 12, Con 14, Int 8, Wis 10, Cha 8.

Skills & Feats: Handle Animal +3, Ride +5; Mounted Combat, Ride-by Attack, Spirited Charge.

Possessions: Breastplate, large wooden shield, heavy lance, scimitar, 3 javelins.

Mount – Riding Horse (see MM).

➤ **Tommen O' the Morning, male human Rog1:** CR 1; Medium-size humanoid; HD 1d6+2; hp 8; Initiative: +3 (Dex); Spd 30; AC 15 (+3 Dex, +2 leather); Atks: +3 melee (1d6+3 rapier) or +1 ranged (1d4+3 dagger); Face/Reach: 5 ft. by 5 ft./5 ft.; SA +1d6 sneak attack; AL CE; SV Fort +2, Ref +5, Will -1; Str 16, Dex 16, Con 14, Int 10, Wis 8, Cha 8.

Skills & Feats: Balance +8, Hide +8, Listen +3, Move Silently +8, Perform +3, Search +5, Spot +3, Tumble +8; Dodge, Mobility.

Possessions: leather armor, rapier, 6 daggers.

➤ **Rosasharn, female human Ench1:** CR 1; Medium-size humanoid; HD 1d4+2+3; hp 9; Init +7 (Dex, Improved Initiative); Spd 30; AC 17 (+3 Dex, +4 *mage armor*); Atks -1 melee (1d6-1 dagger) or +3 ranged (1d4-1 dagger); Face/Reach: 5 ft. by 5 ft./5ft.; SA Spells; AL NE; SV Fort +2, Ref +3, Will +1; Str 8, Dex 16, Con 14, Int 16, Wis 8, Cha 10.

Skills & Feats: Concentration +6, Spellcraft +7; Improved Initiative, Toughness.

Spells memorized (3/3; base DC 13 + spell level): 0 – *daze* x3; 1st – *mage armor*, *mount*, *sleep*

Possessions: Quarterstaff, 3 daggers.

Familiar – Bittlebug the Bat; Diminutive animal; hp 4; Init +2 (Dex); Spd fly 40 ft. (good); AC 17 (+4 size, +2 Dex, +1 natural); SQ blindsight, improved evasion, empathic link; SV Fort +2, Ref +4, Will +4.

➤ **Jillia Greenthumbs, female human Druz:** CR 2; Medium-size human; HD 2d8+4; hp 17; Initiative: +2 (Dex); Spd 30; AC 13 (hide); Atks: +1 melee (1d8 longspear) or +3 ranged (1d8 shortspear); Face/Reach: 5 ft. by 5 ft./5 ft. (10 ft. w. longspear); SA Seplls; SQ Animal companion, nature sense, woodland stride; AL

N; SV Fort +5, Ref +2, Will +6; Str 10, Dex 14, Con 14, Int 10, Wis 16, Cha 10.

Skills & Feats: Animal Empathy +5, Concentration +7 (+11 when casting on defensive), Heal +8, Wilderness Lore +8; Combat Casting, Combat Reflexes.

Spells prepared (4/3; base DC 13 + spell level): 0 – *create water* x2, *detect magic*, *light*; 1st – *cure light wounds* x2, *obscuring mist*.

Possessions: Hide armor, longspear, 2 shortspears.

Animal Companion – Ballyhoo and Ballyhaa, baboons: hp 5 each; see MM.

APL 4

➤ **Gutslit Feykiller, male human Ftr2 (mounted on Ballyhoo):** CR 2; Medium-size humanoid; HD 2d10+4; hp 20; Initiative: +1 (Dex); Spd 30; AC 18 (+1 Dex, +5 breastplate, +2 shield); Atks: +7 melee (1d8+4 masterwork heavy lance) or +6 melee (1d6+3/18-20/x2 scimitar) or +3 ranged (1d6+4 javelin); Face/Reach: 5 ft. by 5 ft./5 ft. (10 ft. with lance); AL LE; SV Fort +5, Ref +1, Will +0; Str 18, Dex 12, Con 14, Int 8, Wis 10, Cha 8.

Skills & Feats: Handle Animal +4, Ride +6; Mounted Combat, Overrun, Ride-by Attack, Spirited Charge.

Possessions: Breastplate, large wooden shield, heavy lance, scimitar, 3 javelins, military saddle (+2 to ride checks to stay in saddle).

Mount – Ballyhoo the Camel, see MM.

➤ **Tommen O' the Morning, male human Rog2:** CR 2; Medium-size humanoid; HD 2d6+4; hp 14; Initiative: +3 (Dex); Spd 30; AC 17 (+3 Dex, +3 masterwork studded leather, +1 masterwork buckler); Atks: +5 melee (1d6+3 masterwork rapier) or +1 ranged (1d4+3 dagger); Face/Reach: 5 ft. by 5 ft./5 ft.; SA +1d6 sneak attack; SQ evasion; AL CE; SV Fort +2, Ref +6, Will -1; Str 16, Dex 16, Con 14, Int 10, Wis 8, Cha 8.

Skills & Feats: Balance +9, Hide +9, Listen +4, Move Silently +9, Perform +4, Search +6, Spot +4, Tumble +9; Dodge, Mobility.

Possessions: masterwork studded leather armor, masterwork buckler, masterwork rapier, 6 daggers.

➤ **Rosasharn, female human Ench2:** CR 2; Medium-size humanoid; HD 2d4+4+3; hp 14; Init +7 (Dex, Improved Initiative); Spd 30; AC 17 (+3 Dex, +4 *mage armor*); Atks +0 melee (1d6-1 dagger) or +4 ranged (1d4-1 dagger); Face/Reach: 5 ft. by 5 ft./5ft.; SA Spells; AL NE; SV Fort +2, Ref +3, Will +2; Str 8, Dex 16, Con 14, Int 16, Wis 8, Cha 10.

Skills & Feats: Concentration +7, Spellcraft +8; Improved Initiative, Toughness.

Spells memorized (4/4; base DC 13 + spell level): 0 – *daze x3*; 1st – *charm person*, ~~*mage armor*~~, *shield*, *sleep*

Possessions: Quarterstaff, 3 daggers, scroll of *mirror image*, scroll of *minor image*.

Familiar – Bittlebug the Bat; Diminutive animal; hp 7; Init +2 (Dex); Spd fly 40 ft. (good); AC 17 (+4 size, +2 Dex, +1 natural); SQ blindsight, improved evasion, empathic link; SV Fort +2, Ref +4, Will +5.

☛ **Jillia Greenthumbs, female human Dru3**: CR 3; Medium-size human; HD 3d8+6; hp 23; Initiative: +2 (Dex); Spd 30; AC 13 (hide); Atks: +3 melee (1d8 longspear) or +4 ranged (1d8 shortspear); Face/Reach: 5 ft. by 5 ft./5 ft. (10 ft. w. longspear); SA Spells; SQ Animal companion, nature sense, trackless step, woodland stride; AL N; SV Fort +5, Ref +3, Will +8; Str 10, Dex 14, Con 14, Int 10, Wis 16, Cha 10.

Skills & Feats: Animal Empathy +6, Concentration +8 (+12 when casting on defensive), Heal +9, Wilderness Lore +9; Combat Casting, Combat Reflexes, Iron Will.

Spells prepared (4/3/2; base DC 13 + spell level): 0 – *create water*, *cure minor wounds x2*, *light*; 1st – *cure light wounds x2*, *obscuring mist*; 2nd – *barskin x2*.

Possessions: Hide armor, masterwork longspear, 2 shortspears, scroll of *warp wood*, scroll of *summon swarm*.

Animal Companion – Ballyhoo the Camel, see MM.

APL6

☛ **Gutslit Feykiller, male human Ftr4 (mounted on Ballyhoo)**: CR 4; Medium-size humanoid; HD 4d10+4; hp 36; Initiative: +1 (Dex); Spd 30; AC 21 (+1 Dex, +8 full plate, +2 shield); Atks: +12 melee (1d8+7 *heavy lance +1*) or +10 melee (1d6+4 scimitar) or +5 ranged (1d6+4 javelin); Face/Reach: 5 ft. by 5 ft./5 ft. (10 ft. with lance); AL LE; SV Fort +7, Ref +3, Will +2; Str 19, Dex 12, Con 14, Int 8, Wis 10, Cha 8.

Skills & Feats: Handle Animal +6, Ride +8; Mounted Combat, Overrun, Ride-by Attack, Spirited Charge, Weapon Focus (heavy lance), Weapon Specialization (heavy lance)

Possessions: Full plate, large steel shield, *heavy lance +1*, scimitar, 3 javelins, military saddle (+2 to ride checks to stay in saddle), +1 *cloak of protection*.

Mount – Ballyhoo (42 hp); Dire Wolverine, see MM.

☛ **Tommen O' the Morning, male human Rog4**: CR 4; Medium-size humanoid; HD 4d6+8; hp 26; Initiative: +3 (Dex); Spd 30; AC 19 (+3 Dex, +5 *mithral chain shirt*,

+1 masterwork buckler); Atks: +7 melee (1d6+3 masterwork rapier) or +3 ranged (1d4+3 dagger); Face/Reach: 5 ft. by 5 ft./5 ft.; SA +3d6 sneak attack; SQ evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +4, Ref +8, Will +1; Str 16, Dex 17, Con 14, Int 10, Wis 8, Cha 8.

Skills & Feats: Balance +10, Hide +10, Listen +6, Move Silently +10, Perform +6, Search +7, Spot +6, Tumble +10; Dodge, Mobility, Spring Attack.

Possessions: +1 *mithral chain shirt*, masterwork buckler, masterwork rapier, 6 daggers, *vest of protection +1*.

☛ **Rosasharn, female human Ench4**: CR 4; Medium-size humanoid; HD 4d4+8+3; hp 24; Init +7 (Dex, Improved Initiative); Spd 30; AC 17 (+3 Dex, +4 *mage armor*); Atks +1 melee (1d6-1 dagger) or +5 ranged (1d4-1 dagger); Face/Reach: 5 ft. by 5 ft./5ft.; SA Spells; AL NE; SV Fort +4, Ref +5, Will +4; Str 8, Dex 16, Con 14, Int 17, Wis 8, Cha 10.

Skills & Feats: Concentration +9 (+13 casting on defensive), Spellcraft +10; Combat Casting, Improved Initiative, Toughness.

Spells memorized (4/5/4; base DC 13 + spell level): 0 – *daze x3*, *mage hand*; 1st – *charm person*, ~~*mage armor*~~, *protection from good*, *shield*, *sleep*; 2nd – *glitterdust*, *invisibility*, *mirror image*, *tasha's hideous laughter*.

Possessions: Quarterstaff, 3 daggers, *cloak of protection +1*, *slippers of spider climbing*, scroll of *bull's strength*, scroll of *haste*, scroll of *minor image*, scroll of *slow*.

Familiar – Bittlebug the Bat; Diminutive animal; hp 12; Init +2 (Dex); Spd fly 40 ft. (good); AC 18 (+4 size, +2 Dex, +2 natural); SQ blindsight, improved evasion, empathic link, touch spells; SV Fort +2, Ref +4, Will +6.

☛ **Jillia Greenthumbs, female human Dru5**: CR 5; Medium-size human; HD 5d8+10; hp 37; Initiative: +2 (Dex); Spd 30; AC 13 (hide); Atks: +5 melee (1d8+1 longspear) or +5 ranged (1d8 shortspear); Face/Reach: 5 ft. by 5 ft./5 ft. (10 ft. w. longspear); SA Spells; SQ Animal companion, nature sense, resist nature's lure, trackless step, wild shape 1/day, woodland stride; AL N; SV Fort +6, Ref +3, Will +9; Str 10, Dex 14, Con 14, Int 10, Wis 17, Cha 10.

Skills & Feats: Animal Empathy +8, Concentration +10 (+14 when casting on defensive), Heal +11, Wilderness Lore +11; Combat Casting, Combat Reflexes, Iron Will.

Spells prepared (5/4/3/2; base DC 13 + spell level): 0 – *create water*, *cure minor wounds x2*, *detect magic*, *light*; 1st – *cure light wounds x2*, *faerie fire*, *obscuring*

mist; 2nd – *barskin* x2, *flaming sphere*; 3rd – *cure moderate wounds* x2.

Possessions: Hide armor, +1 *longspear*, 2 shortspears, *brooch of shielding*, scroll of *dispel magic*, scroll of *warp wood*, scroll of *summon swarm*.

Animal Companion – Ballyhoo the Dire Wolverine, see MM.

APL8

☛ **Gutslit Feykiller, male human Ftr6 (mounted on Ballyhoo):** CR 6; Medium-size humanoid; HD 6d10+12; hp 52; Initiative: +1 (Dex); Spd 30; AC 23 (+1 Dex, *full plate* +1, *shield* +1); Atks: +14/+9 melee (1d8+7 *heavy lance* +1) or +12/+7 melee (1d6+4 scimitar) or +7 ranged (1d6+4 javelin); Face/Reach: 5 ft. by 5 ft./5 ft. (10 ft. with lance); AL LE; SV Fort +8, Ref +4, Will +3; Str 19, Dex 12, Con 14, Int 8, Wis 10, Cha 8.

Skills & Feats: Handle Animal +8, Ride +10; Cleave, Mounted Combat, Overrun, Power Attack, Ride-by Attack, Spirited Charge, Weapon Focus (heavy lance), Weapon Specialization (heavy lance).

Possessions: +1 *full plate*, +1 *large steel shield*, +1 *heavy lance*, scimitar, 3 javelins, military saddle (+2 to ride checks to stay in saddle), +1 *cloak of protection*, *bands of a zephyr*.

Mount – Ballyhoo (51 hp), Brown Bear, see MM.

☛ **Tommen O' the Morning, male human Rog6:** CR 6; Medium-size humanoid; HD 6d6+12; hp 38; Initiative: +7 (Dex, Improved Initiative); Spd 30; AC 20 (+3 Dex, *mithral chain shirt* +2, masterwork buckler); Atks: +9 melee (1d6+4 *rapier* +1) or +8 ranged (1d4+3 dagger); Face/Reach: 5 ft. by 5 ft./5 ft.; SA +4d6 sneak attack; SQ evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL CE; SV Fort +5, Ref +9, Will +2; Str 16, Dex 17, Con 14, Int 10, Wis 8, Cha 8.

Skills & Feats: Balance +12, Hide +22, Listen +8, Move Silently +12, Perform +8, Search +9, Spot +8, Tumble +12; Dodge, Improved Initiative, Mobility, Spring Attack.

Possessions: +2 *mithral chain shirt*, masterwork buckler, +1 *rapier*, 6 daggers, *vest of protection* +1, *cloak of elvenkind*.

☛ **Rosasharn, female human Ench6:** CR 6; Medium-size humanoid; HD 6d4+12+3; hp 34; Init +7 (Dex, Improved Initiative); Spd 30; AC 18 (+3 Dex, *mage armor*, *ring of protection* +1); Atks +2 melee (1d6-1 dagger) or +6 ranged (1d4-1 dagger); Face/Reach: 5 ft. by 5 ft./5ft.; SA Spells; AL NE; SV Fort +6, Ref +7, Will +6; Str 8, Dex 16, Con 14, Int 17, Wis 8, Cha 10.

Skills & Feats: Concentration +11 (+15 casting on defensive), Spellcraft +12; Combat Casting, Improved Initiative, Spell Focus: Enchantment, Toughness.

Spells memorized (4/5/5/4; base DC 13 + spell level): 0 – *daze* x3*, *mage hand*; 1st – *charm person**, ~~*mage armor*~~, *protection from good* x2, *shield*; 2nd – *glitterdust*, *invisibility*, *mirror image*, *tasha's hideous laughter** x2; 3rd – *displacement*, *fly*, *hold person**, *slow*.

*Enchantment spells – DC 15 + spell level.

Possessions: Quarterstaff, 3 daggers, *ring of counterspells* (dispel magic), *cloak of protection* +2, *ring of protection* +1, *slippers of spider climbing*, scroll of *bull's strength*, scroll of *haste*, scroll of *improved invisibility*, scroll of *minor image*, scroll of *slow*.

Familiar – Bittlebug the Bat; Diminutive animal; hp 17; Init +2 (Dex); Spd fly 40 ft. (good); AC 18 (+4 size, +2 Dex, +2 natural); SQ blindsight, improved evasion, empathic link, touch spells; SV Fort +2, Ref +4, Will +6.

☛ **Jillia Greenthumbs, female human Dru7:** CR 7; Medium-size human; HD 7d8+14; hp 51; Initiative: +2 (Dex); Spd 30; AC 13 (hide); Atks: +7 melee (1d8+1 *longspear*) or +7 ranged (1d8 *shortspear*); Face/Reach: 5 ft. by 5 ft./5 ft. (10 ft. w. *longspear*); SA Spells; SQ Animal companion, nature sense, resist nature's lure, trackless step, wild shape 3/day, woodland stride; AL N; SV Fort +8, Ref +5, Will +11; Str 10, Dex 14, Con 14, Int 10, Wis 19, Cha 10.

Skills & Feats: Animal Empathy +8, Concentration +10 (+14 when casting on defensive), Heal +11, Wilderness Lore +11; Combat Casting, Combat Reflexes, Iron Will, Natural Spell.

Spells prepared (6/5/4/3/2; base DC 14 + spell level): 0 – *create water* x2, *cure minor wounds* x2, *detect magic*, *light*; 1st – *cure light wounds* x2, *faerie fire* x2, *obscuring mist*; 2nd – *barskin* x3, *flaming sphere*; 3rd – *cure moderate wounds* x2, ~~*greater magic fang*~~ (cast on Ballyhoo); 4th – *dispel magic*, *bear's heart*.

Possessions: +1 *natural hide armor*, +1 *longspear*, 2 shortspears, *collar of protection* +1, *periapt of wisdom* +2, scroll of *dispel magic*, scroll of *dominate animal*, ~~scroll of *spike stones*~~ (cast on cave floor), scroll of *warp wood*, scroll of *summon swarm*.

Animal Companion – Ballyhoo the Brown Bear, see MM, and 4 bats trained to circle, see MM.

APL10

☛ **Gutslit Feykiller, male human Ftr8 (mounted on Ballyhoo):** CR 8; Medium-size humanoid; HD 8d10+16; hp 68; Initiative: +5 (Dex, Improved Initiative); Spd 30; AC 25 (+1 Dex, *full plate* +2, *shield*

+2); Atks: +17/+12 melee (1d8+1d6+8 *shocking heavy lance +1*) or +15/+10 melee (1d6+5 scimitar) or +9 ranged (1d6+5 javelin); Face/Reach: 5 ft. by 5 ft./5 ft. (10 ft. with lance); AL LE; SV Fort +10, Ref +5, Will +4; Str 20, Dex 12, Con 14, Int 8, Wis 10, Cha 8.

Skills & Feats: Handle Animal +10, Ride +12; Cleave, Improved Initiative, Mounted Combat, Overrun, Power Attack, Ride-by Attack, Spirited Charge, Weapon Focus (heavy lance), Weapon Specialization (heavy lance).

Possessions: +2 *full plate*, +2 *large steel shield*, +1 *shocking heavy lance*, scimitar, 3 javelins, military saddle (+2 to ride checks to stay in saddle), *cloak of protection +2*, *bands of a zephyr*.

Mount – Ballyhoo (68 hp): Polar Bear, see MM.

☛ **Tommen O' the Morning, male human Rog8:** CR 8; Medium-size humanoid; HD 8d6+16; hp 50; Initiative: +8 (Dex, Improved Initiative); Spd 30; AC 20 (+3 Dex, *mithral chain shirt +2*, masterwork buckler); Atks: +11/+6 melee (1d6+4 *rapier +1*) or +10 ranged (1d4+3 dagger); Face/Reach: 5 ft. by 5 ft./5 ft.; SA +4d6 sneak attack; SQ evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL CE; SV Fort +6, Ref +11, Will +3; Str 16, Dex 18, Con 14, Int 10, Wis 8, Cha 8.

Skills & Feats: Balance +12, Hide +32, Listen +8, Move Silently +22, Perform +8, Search +9, Spot +8, Tumble +12; Dodge, Improved Initiative, Mobility, Spring Attack.

Possessions: +2 *shadow mithral chain shirt*, masterwork buckler, +1 *rapier*, 6 daggers, *vest of protection +2*, *boots of elvenkind*, *cloak of elvenkind*.

☛ **Rosasharn, female human Ench8:** CR 8; Medium-size humanoid; HD 8d4+16+3; hp 44; Init +7 (Dex, Improved Initiative); Spd 30; AC 19 (+3 Dex, *mage armor*, *ring of protection +1*); Atks +3 melee (1d6-1 dagger) or +7 ranged (1d4-1 dagger); Face/Reach: 5 ft. by 5 ft./5ft.; SA Spells; AL NE; SV Fort +8, Ref +9, Will +8; Str 8, Dex 16, Con 14, Int 18, Wis 8, Cha 10.

Skills & Feats: Concentration +13 (+17 casting on defensive), Spellcraft +15; Combat Casting, Improved Initiative, Spell Focus: Enchantment, Toughness.

Spells memorized (4/6/5/5/4; base DC 14 + spell level): 0 – *daze x3**, *mage hand*; 1st – *charm person**, ~~*mage armor*~~, *protection from good x3*, *shield*; 2nd – *endurance*, *glitterdust*, *invisibility*, *mirror image*, *tasha's hideous laughter**; 3rd – *displacement*, *fly*, *hold person**, *slow*, *suggestion*; 4th – *confusion*, *dimension door x2*, *improved invisibility*.

*Enchantment Spells – DC 16 + spell level.

Possessions: Quarterstaff, 3 daggers, *ring of counterspells* (dispel magic), *cloak of protection +3*, *ring of protection +2*, *slippers of spider climbing*, scroll

of *bull's strength*, scroll of *haste*, scroll of *improved invisibility*, scroll of *minor image*, scroll of *slow*, scroll of *wall of force*, scroll of *wall of stone*.

Familiar – Bittlebug the Bat; Diminutive animal; hp 22; Init +2 (Dex); Spd fly 40 ft. (good); AC 18 (+4 size, +2 Dex, +2 natural); SQ blindsight, improved evasion, empathic link, touch spells; SV Fort +2, Ref +4, Will +6.

☛ **Jillia Greenthumbs, female human Dru9 (in polar bear form):** CR 9; Medium-size human in Large animal form; HD 9d8+18; hp 65; Initiative: +1 (Dex); Spd 40; AC 20 (-1 size, +1 Dex, +5 natural, +5 *natural hide armor*); Atks: +13 melee (1d8+8, 2 claws), +8 melee (2d8+4, bite); Face/Reach: 5 ft. by 10 ft./10 ft.; SA Spells; SQ Animal companion, improved grab, nature sense, resist nature's lure, scent, trackless step, wild shape 3/day and large, venom immunity, woodland stride; AL N; SV Fort +10, Ref +7, Will +13; Str 27, Dex 13, Con 14, Int 10, Wis 20, Cha 10.

Skills & Feats: Animal Empathy +11, Concentration +12 (+16 when casting on defensive), Heal +13, Wilderness Lore +13; Combat Casting, Combat Reflexes, Iron Will, Natural Spell, Silent Spell.

Spells prepared (6/6/5/4/3/2; base DC 15 + spell level): 0 – *create water x2*, *cure minor wounds x2*, *detect magic*, *light*; 1st – *calm animals*, *cure light wounds x2*, *faerie fire x2*, *obscuring mist*; 2nd – *barskin x4*, *flaming sphere*; 3rd – *cure moderate wounds x2*, ~~*greater magic fang x2*~~ (cast on Ballyhoo); 4th – *bear's heart*, *flame strike*, *freedom of movement*; 5th – *silent dispel magic*, *wall of fire*.

Possessions: +2 *natural hide armor*, +1 *longspear*, 2 shortspears, *collar of protection +2*, *ioun stone of wisdom +2*, scroll of *dispel magic*, scroll of *dominate animal*, scroll of *greater dispelling*, ~~scroll of *spike stones*~~ (cast on cave floor), scroll of *warp wood*, scroll of *summon swarm*.

Animal Companion – Ballyhoo the Polar Bear, see MM, and 4 bats trained to circle, see MM.

APL 12

☛ **Gutslit Feykiller, male human Ftr10 (mounted on Ballyhoo):** CR 10; Medium-size humanoid; HD 10d10+20; hp 84; Initiative: +5 (Dex, Improved Initiative); Spd 30; AC 27 (+1 Dex, *full plate +3*, *shield +3*); Atks: +19/+14 melee (1d8+8 *lawful heavy lance +1*) or +17/+12 melee (1d6+5 scimitar) or +11 ranged (1d6+5 javelin); Face/Reach: 5 ft. by 5 ft./5 ft. (10 ft. with lance); AL LE; SV Fort +12, Ref +7, Will +8; Str 20, Dex 12, Con 14, Int 8, Wis 10, Cha 8.

Skills & Feats: Handle Animal +12, Ride +14; Cleave, Improved Initiative, Iron Will, Mounted

Combat, Overrun, Power Attack, Power Lunge, Ride-by Attack, Spirited Charge, Weapon Focus (heavy lance), Weapon Specialization (heavy lance).

Possessions: +3 *full plate*, +3 *large steel shield*, +1 *lawful heavy lance*, scimitar, 3 javelins, military saddle (+2 to ride checks to stay in saddle), *cloak of protection* +3, *bands of a zephyr*.

Mount – Ballyhoo (68 hp): Polar Bear, see MM.

☛ **Tommen O' the Morning, male human Rogio:** CR 8; Medium-size humanoid; HD 10d6+20; hp 62; Initiative: +8 (Dex, Improved Initiative); Spd 60; AC 22 (+3 Dex, *mithral chain shirt* +2, *buckler* +2); Atks: +12/+7 melee (1d6+2d6+4 *vicious rapier* +1) or +11 ranged (1d4+3 dagger); Face/Reach: 5 ft. by 5 ft./5 ft.; SA +4d6 sneak attack; SQ evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL CE; SV Fort +7, Ref +12, Will +4; Str 16, Dex 18, Con 14, Int 10, Wis 8, Cha 8.

Skills & Feats: Balance +14, Hide +49, Listen +10, Move Silently +24, Perform +10, Search +11, Spot +10, Tumble +14; Dodge, Improved Initiative, Mobility, Spring Attack.

Possessions: +2 *shadow mithral chain shirt*, masterwork buckler, +1 *vicious rapier*, 6 daggers, *vest of protection* +2, *boots of striding and springing*, *cloak of elvenkind*, *ring of chameleon power*.

☛ **Rosasharn, female human Enchro:** CR 10; Medium-size humanoid; HD 10d4+20+3; hp 54; Init +7 (Dex, Improved Initiative); Spd 30; AC 19 (+3 Dex, *mage armor*, *ring of protection* +1); Atks +4 melee (1d6-1 dagger) or +8 ranged (1d4-1 dagger); Face/Reach: 5 ft. by 5 ft./5ft.; SA Spells; AL NE; SV Fort +9, Ref +10, Will +9; Str 8, Dex 16, Con 14, Int 20, Wis 8, Cha 10.

Skills & Feats: Concentration +15 (+19 casting on defensive), Spellcraft +17; Combat Casting, Improved Initiative, Spell Focus: Enchantment, Toughness.

Spells memorized (4/6/6/5/5/4; base DC 16 + spell level): 0 – *daze* x3*, *mage hand*; 1st – *charm person**, ~~*mage armor*~~, *protection from good* x3, *shield*; 2nd – *endurance*, *glitterdust*, *invisibility*, *mirror image*, *protection from arrows*, *tasha's hideous laughter**; 3rd – *displacement*, *fly*, *hold person**, *slow*, *suggestion*; 4th – *confusion*, *dimension door* x2, *improved invisibility* x2; 5th – *cone of cold*, *dominate person**, *summon monster V*, *transmute rock to mud*.

*Enchantment Spells – DC 18 + spell level.

Possessions: Quarterstaff, 3 daggers, *ring of counterspells* (dispel magic), *headband of intellect* +2, *cloak of protection* +3, *ring of protection* +2, *slippers of spider climbing*, scroll of *bull's strength*, scroll of *haste*, scroll of *improved invisibility*, scroll of *mass haste*,

scroll of *minor image*, scroll of *slow*, scroll of *true seeing*, scroll of *wall of force*, scroll of *wall of stone*.

Familiar – Bittlebug the Bat; Diminutive animal; hp 27; Init +2 (Dex); Spd fly 40 ft. (good); AC 18 (+4 size, +2 Dex, +2 natural); SQ blindsight, improved evasion, empathic link, touch spells; SV Fort +2, Ref +4, Will +6.

☛ **Jillia Greenthumbs, female human Druir (in rat form):** CR 11; Medium-size human in Tiny animal form; HD 11d8+22; hp 79; Initiative: +2 (Dex); Spd 15 ft., climb 15 ft.; AC 19 (-2 size, +2 Dex, +5 *natural hide armor*); Atks: +4 melee (1d3-4, bite); Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.; SA Spells; SQ Animal companion, nature sense, resist nature's lure, scent, trackless step, wild shape 4/day and large, tiny, venom immunity, woodland stride; AL N; SV Fort +12, Ref +8, Will +15; Str 2, Dex 15, Con 14, Int 10, Wis 20, Cha 10; Hide +18, Move Silently +10.

(in polar bear form): CR 11; Medium-size human in Large animal form; HD 11d8+22; hp 79; Initiative: +1 (Dex); Spd 40; AC 20 (-1 size, +1 Dex, +5 natural, +5 *natural hide armor*); Atks: +13 melee (1d8+8, 2 claws), +8 melee (2d8+4, bite); Face/Reach: 5 ft. by 10 ft./10 ft.; SA Spells; SQ Animal companion, improved grab, nature sense, resist nature's lure, scent, trackless step, wild shape 4/day and large, tiny, venom immunity, woodland stride; AL N; SV Fort +12, Ref +8, Will +15; Str 27, Dex 13, Con 14, Int 10, Wis 20, Cha 10.

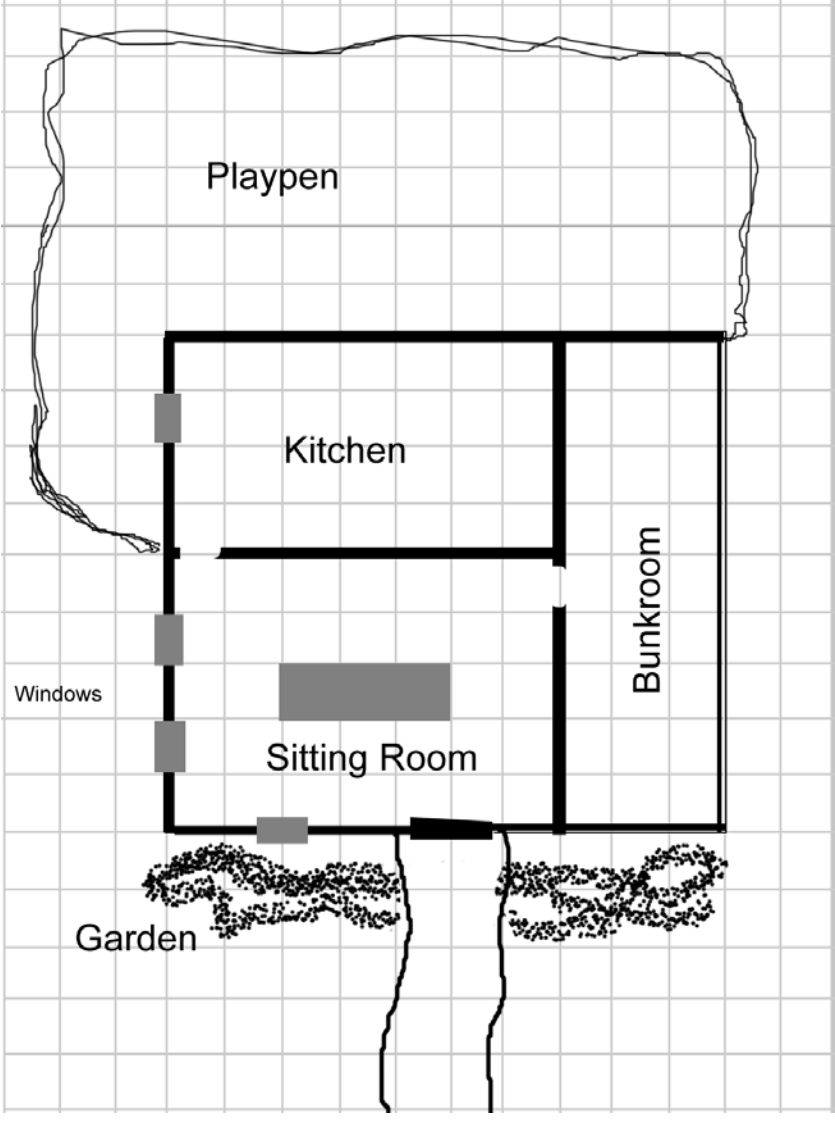
Skills & Feats: Animal Empathy +13, Concentration +14 (+18 when casting on defensive), Heal +15, Wilderness Lore +15; Combat Casting, Combat Reflexes, Iron Will, Natural Spell, Silent Spell.

Spells prepared (6/7/5/5/4/3/1; base DC 15 + spell level): 0 – *create water* x2, *cure minor wounds* x2, *detect magic*, *light*; 1st – *cure light wounds* x2, *faerie fire* x2, *obscuring mist*; 2nd – *barskin* x4, *flaming sphere*; 3rd – *cure moderate wounds* x2, ~~*greater magic fang* x3~~ (cast on Ballyhoo); 4th – *bear's heart*, *dispel magic*, *flame strike*, *freedom of movement*; 5th – *cure critical wounds*, silent *dispel magic*, *wall of fire*; 6th – *antilife shell*.

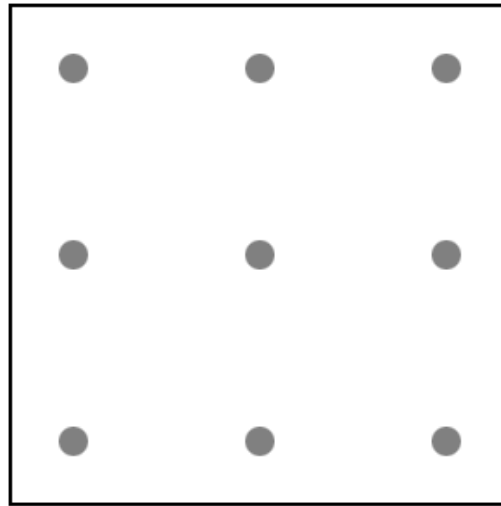
Possessions: +2 *natural hide armor*, +1 *longspear*, 2 shortspears, *collar of protection* +3, *ioun stone of wisdom* +2, *wand of cure moderate wounds*, scroll of *creeping doom*, scroll of *dispel magic*, scroll of *dominate animal*, scroll of *greater dispelling*, ~~scroll of *spike stones*~~ (cast on cave floor), scroll of *true seeing*, scroll of *warp wood*, scroll of *summon swarm*.

Animal Companion – Ballyhoo the Polar Bear, see MM, and 6 bats trained to circle, see MM, and 6 rats trained to scent.

Appendix 2: Maps
Map 1: Narliss' Hut



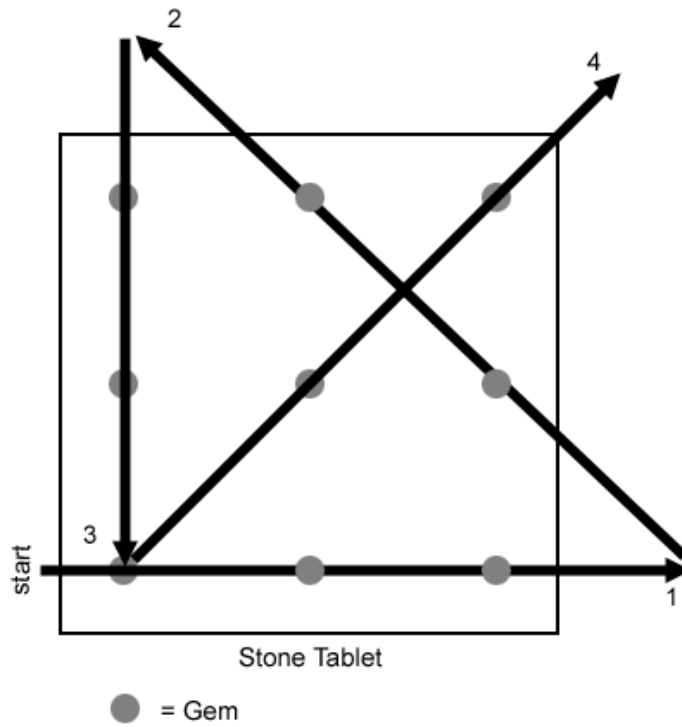
Map 2a: The Soused Puzzle Board



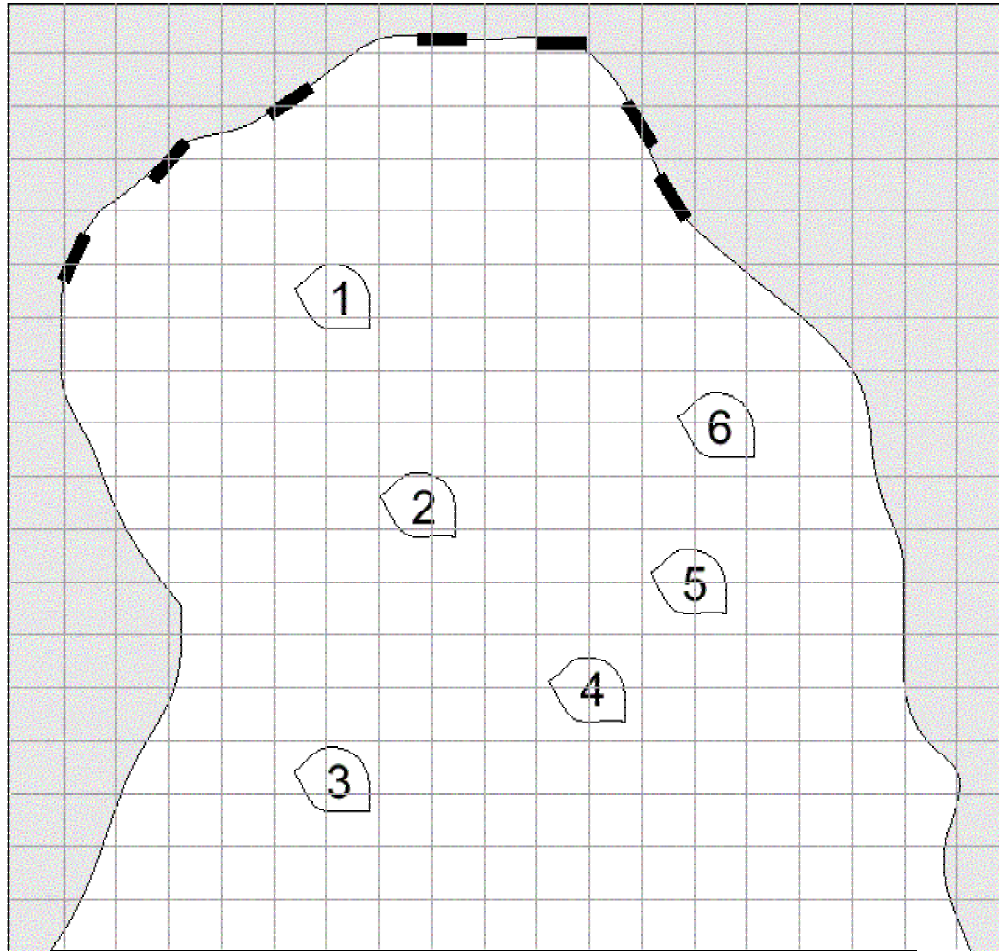
Stone Tablet

● = Gem

Map 2b: A possible Soused solution



Map 3: The Cave of Painted Doors



Player Handout #1

(finger-painted in a suspiciously dark red liquid on some very thick, fleshy-feeling paper):

My golly go goo we're here to deceive

Once you come you never-ever leave

Less'n you find 3 cutesty icky things

Kill their owners, 'n' clip-ip their wings

The lastee last is a sacrifice

'Cause murder is the Moonlight's vice

Or instead you'll find the way is clear

If you give up what you hold dear

Player Handout #2

(A weat hered piece of thick paper. On one side is a painted scene of what appear to be tortured souls writhing in torment and being subjected to unspeakable tortures . . . being forced to eat their own eyeballs, being chocked by torrents of maggots, pulling out their own skeletons bone by bone, etc. On the other is a strangely-penned note:

DEAREST NARLISS,

AS YOU CAN SEE, IT'S WONDROUS TIMES

IN PANDEMONIUM FOR THE CELEBRATION. EVERY-

ONE WHO'S **ANYONE** HAS COME TO

WATCH THE MORTALS SUFFER . . . BUT I

KNOW, YOU MUST STAY AND CARE FOR YOUR

CHILLONS. HEE HEE. AND MAKE SURE THOSE DASTARDLY

MOONLIGHT PEOPLE HAVE A FRESH SUPPLY OF ELF

HEADS AND PIXIE GUTS TO EAT.

WISH YOU WERE HERE, AND THANKS FOR THE PATHFINDER PUDDING,

- GAUNT