

Wrath of the River-Ring

4th Edition
Adventure



Wolfgang
Daur

Levels
4-6

Wrath of the River-Ring



A 4th Edition

Feywild Adventure for Characters of 4-6th Level

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OUR FEUDAL OVERLORDS

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

Call them mercenary consultants, if you like.

The fey lords and ladies, on the other hand, have always struck me as purely Arthurian and feudal, at least in outward form. There are Queens like Titania, and Kings like Oberon. If you don't want to wind up with frog legs and a croaking voice, you better show them some respect. The fey nobles are cruel and violent and not to be trifled with. You, Dear Adventurers, are Not Worthy of their Notice.

This amuses the hell out of me, because the Fey have a definite underclass. Talking animals, lesser sprites and gnomes and maybe the typical eladrin apprentice are all Lesser creatures. There's a real class structure in the fey lands, and it is not fluid at all. You are born into it. Because it's not the human society, it seems easier for players to accept that class structure (in towns or cities, players tend to assume a pseudo-modern meritocracy or at least some room for social mobility).

This is all a long-winded way of saying, the Fey of **Wrath of the River King** are all arrogant bastards who are certain that humans, dwarves, dragonborn, and halflings are really just talking animals with less fur or more scales. This adventure is about wandering around in that alien world, with different laws and customs, and trying not to offend the Really Big Powers that run the place.

It offers lot of exploration and flavor and places for a party to just wander around. Wrath also contains quite a few encounters that (with the right group of players) might turn EXTREMELY chatty on you. Even the encounter that I most wanted to run as a playtest combat didn't turn out that way (story on page 57). That's a difference in design and in play style. From the playtest comments I got, it was welcome after a string of combat grind adventures. Sometimes it's just timing.

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

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

Wolfgang Baur
December 17, 2008

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ntroduction

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

Milestones: Each chapter in this adventure beyond the first marks a milestone. The player characters regain an action point. If you wish action point recoveries closer to PH standard, then use one milestone every 3-4 encounters.


BACKSTORY

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

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

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

When the PCs Arrive

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

This story is nowhere near the truth.

Ellessandra is an eladrin from the Feywild, who took human form when the miller made his pact with the River King. In exchange for keeping the River warded and the millpond safe for the fey to travel through, and for making monthly sacrifices of flour and a few drops of blood in the pond, the River King gave Froderick a magical millstone (now missing), a magical sifter, and the hand of a minor courtier, Ellessandra. The millwheel turned even in winter; the sifter doubled the flour placed within it; and the hand of Ellessandra made Froderick's heart jump and skip. He fell in love.

As long as Froderick kept Ellessandra whole and healthy, the Riverbend millstone would do the work of three. As

long as the millstone ran each day, Ellessandra would love him. So the River King decreed.

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


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

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

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

The heroes just happen to be in the way.

Froderick's Problem

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

Adventure Background

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

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

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

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

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

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

Adventure Hooks

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

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



CHAPTER 1 RIVERBEND

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



STORY GOALS

The player characters have three possible goals:

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

Questions asked at the local tavern might make it clear that there's something.... Odd about the Bride. But that's only half the early investigation.

HAMLET OF RIVERBEND

His village depends on its location near a river ford and its rich river soil to keep itself together. The large kingdom of Fellglas, to which it owes some nominal feudal obligations, ignores the region. The road to the city of Bargrad is often the haunt of bandits, and the elves of the Vergrace Forest are much closer than the petty princes of Bargrad. Most of the village's excess grain and livestock goes to barter with the elves.

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

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

GOLDEN KNIGHT TAVERN

The tavern in Riverbend is called the Golden Knight. To say it is a modest peasant inn gives it too much credit. There are few rooms: one the kitchen and owner's bedroom, one the brewery and storage room for casks, and the third the common room filled with a large fireplace and tables. There are no sleeping spaces except for the attic. Getting there involves climbing a ladder to sleep in the same room as whatever farmers, tinkers, and road patrols are also guests of the Golden Knight that evening.

On the other hand, the Golden Knight is the only place in Riverbend where the locals drink a pint and freely answer questions from outsiders. They know very little. Character assassination, wild rumor, and accusations of bestiality are all part of the blood sport that passes for gossip around here.

TABLE 1-1: STREETWISE

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

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

THE REEVE KOLYA

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

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


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

Despite his calm, Kolya is quite suspicious of outsiders, has already made up his mind that Froderick is guilty of his wife's murder, and wants the PCs to help him out by

chasing off as many “worthless fey” as they can. He’s not keen on investigating Ellessandra’s disappearance or the lack of a body. Clearly, her corpse washed downstream, and it’s a waste of time to search for it. Besides, he stands to inherit the right to the mill if both Froderick and Ellessandra are suddenly nowhere to be found. A DC 20 Insight roll makes it clear that he is not all that sincere in any conversation about the miller.

Speaking with Kolya is not a matter of speaking with an honest man. He is crooked, though he thinks he has brought honor to the village. He is beholden to his own greed, though he speaks frequently of “my beloved villagers” with something approximating sincerity. His sense of honor can be used against him to gain permission to investigate the case; a DC 15 Diplomacy roll wins the party 2 days to investigate, a DC 20 gains them 3 days, and a DC 25 wins them a week to find the truth.

RUTYER MILL AND THE MILLPOND

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

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

Entrance Doors and Windows

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

Cellar

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

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

Ground Floor


The chambers here are full of bins of unmilled grain, hoppers for feeding grain to the millstone, carpenter’s tools to repair the millwheel and the wooden gears. Near the door, a set of account books records the grain brought in, flour dispersed, multage retained for the miller or silver paid for milling, tithe retained, and tolls paid for crossing the dam. A DC 24 Intelligence check lets the PC realize that paying a tithe to a feudal lord is very peculiar for a “Free Mill” (if the party has already spoken to the Reeve Kolya or the miller).

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

Upper Floor

These living quarters include a well-appointed room and a counting room (locked DC 30). The counting room is warded with a Magic Mouth Ritual that screams “Thief!” if the walls or door are breached by force. Within are two chests of silver (780 sp) and a set of fine silver serving plates (200 gp).

THE POND

he green, opaque waters of the pond are home to some carp and trout, and buzz with dragonflies in summer. The water’s deepest point is about 20 feet. Diving in the pond with Athletics DC 20 can reveal a large millstone carved with elven runes that rests about 20 feet down. Failing the Athletics check while diving results in the loss of a healing surge.

TWO STORIES

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

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



The Hunting Bugbears

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

Setup

This encounter includes the following:

- 1 Bugbear Poacher, Mulchmouth (P)
- 2 Bugbear Hunters (B)
- 7 Forest Imp Minions (F)
- 5 Net Traps (T)

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

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

PERCEPTION CHECK (DC 16)

You see at least two more of these creatures up in the trees.

After one round of skirmishing with the imps, the poachers let fly from cover with their longbows. Return fire suffers a -2 penalty until the party makes a Perception check to see the bugbears.

PERCEPTION CHECK

(OPPOSED BY BUGBEAR'S STEALTH)

When the bugbears are seen:

These are not bandits, but huge hairy goblins of some kind, with animal hide armor, bows, and clubs. They stand among the trees up on a small stone rise to the north. Even at this distance, it's clear that their huge mouths are filled with teeth as long as your thumb.

DRAW BOTH SIDES OF THE ROAD

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

Mulchmouth, Bugbear Poacher Level 6 Brute

Medium natural humanoid XP 250

Initiative +6 Senses Perception +5; low-light vision
HP 86 Bloodied 43
AC 18 Fortitude 18 Reflex 18 Will 17
Speed 6

Morningstar (standard; at-will) ♦ Weapon

+8 vs. AC; 1d12 + 6 damage.

Seeing Stars (standard; encounter) ♦ Weapon

Requires morningstar and combat advantage; +6 vs. Fortitude; 1d12 + 6 damage, and the target is knocked prone and dazed (save ends).

Longbow (standard; at-will) ♦ Range 20/40 ♦ Weapon

+8 vs. AC, 1d10+ 6 damage

Poacher's Eye (minor; encounter)

The bugbear poacher deals an extra 1d6 damage on the next attack it makes with combat advantage. It must apply this bonus before the end of its next turn.

Alignment Evil Languages Common, Goblin

Skills Intimidate +10, Stealth +12

Str 20 (+7) Dex 16 (+6) Wis 14 (+5)

Con 16 (+6) Int 10 (+3) Cha 10 (+3)

Equipment hide armor, longbow, morningstar

TACTICS

Mulchmouth is surprisingly sneaky for his size. He commands the forest imps by voice alone, using them to harry the foes and gain combat advantage while he and the hunters strike hard with longbow, nets, and morningstar.

- Stealth checks are made at the end of move actions.
- The bugbears have superior cover or total concealment so they can "become hidden" during each move.

Forest Imp Level 3 Minion

Tiny fey humanoid XP 38

Initiative +6 Senses Perception +7; low-light vision
HP 1: a missed attack never damages a minion.
AC 17 Fortitude 13 Reflex 15 Will 12
Speed 4, fly 10

Bite (standard; at will)

+6 vs AC; 4 damage

Flyby Attack (standard; at will)

The forest imp flies up to 6 squares and makes one melee basic attack at any point during that movement. The imp doesn't provoke opportunity attacks when moving away from the target of the attack.

Harrying Assault (standard; at will)

+4 vs Reflex; slide the target 1 square and that target is marked.

Miss: The target is marked.

Alignment Evil Languages Goblin

Skills Stealth +9

Str 12 (+2) Dex 17 (+4) Wis 12 (+2)

Con 11 (+1) Int 8 (+0) Cha 10 (+1)

TACTICS

These little flyers mark their targets as they dart across the battlefield, some biting, others tricking their foes into stumbling into rocks, streams, or even each other. All the while, the imps taunt their enemies.

They work best when they can support other combatants, but in a lone group, they focus their efforts on striking a single target —preferably one that is vulnerable to being slid somewhere inconvenient. The majority use *Flyby Attack* while one or two each round mark the foe and attempt to slide him around.

Bugbear Hunters (2)		Level 3 Skirmisher	
Medium natural humanoid		XP 150	
Initiative +7	Senses Perception +4; low-light vision		
HP 48 each	Bloodied 24		
AC 16	Fortitude 15	Reflex 15	Will 15
Speed 6			
Club (standard; at-will) ♦ Weapon			
+8 vs. AC; 1d8 + 4 damage.			
Clubbing the Weak (standard; encounter) ♦ Weapon			
Requires combat advantage; +3 vs. Reflex; the target takes 1d8+4 damage, is knocked prone and dazed (save ends).			
Longbow (standard; at-will) ♦ Range 20/40 ♦ Weapon			
+5 vs. AC, 1d10+ 3 damage			
Poacher's Eye (minor; encounter)			
The bugbear hunter deals an extra 1d6 damage on the next attack it makes with combat advantage. It must apply this bonus before the end of its next turn.			
Alignment Evil	Languages Common, Goblin		
Skills Intimidate +7, Stealth +9			
Str 20 (+7)	Dex 16 (+5)	Wis 14 (+4)	
Con 16 (+5)	Int 10 (+2)	Cha 10 (+2)	
Equipment hide armor, longbow, club, net			

TACTICS

The bugbears follow the sound of their imps to find prey, and fire at least one round of longbow arrows, using their *Poacher's Eye* encounter power.

Bugbear hunters shoot each round (giving up Stealth), then move one square to hide again as a Stealth action in superior cover. When a foe triggers a trap, they rush to club him down with clubs and morningstar.

FEATURES OF THE AREA

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

Terrain: The wooded territory offers cover to anyone in it. The undergrowth marked on the map is difficult terrain. The deep forest provides superior cover (-5 to hit a bugbear hidden in the woods) as long as the bugbears don't break cover. The forest provides -2 to creatures moving through the trees.

The small stone rise that the bugbears stand atop requires a DC 16 Athletics check or a successful Acrobatic stunt to climb as part of a move action. It counts as difficult terrain.

The traps marked on the map attack anyone entering their square, and those trapped in them grant combat advantage.

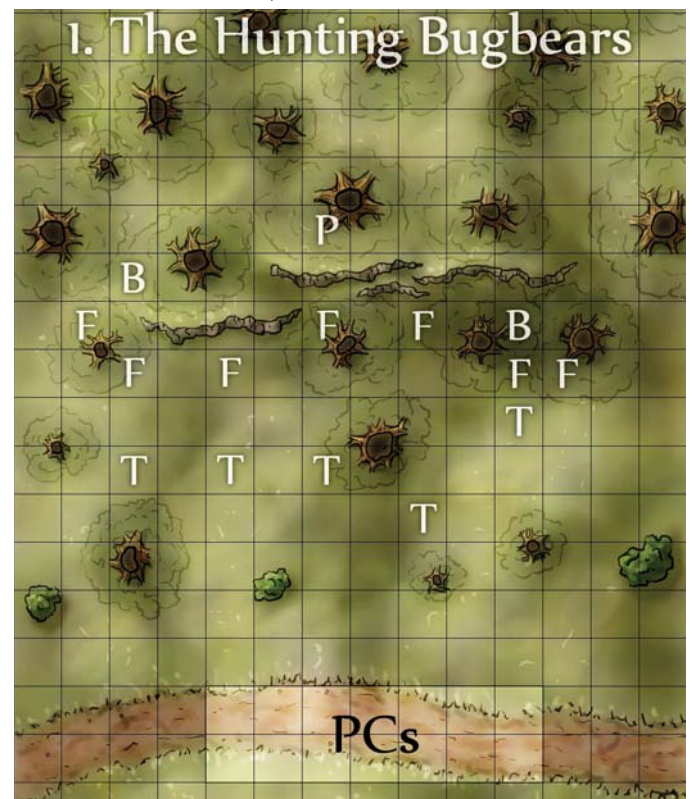
Weighted Net Traps	Level 3 Obstacle
Trap	XP 150
<i>A net weighted with stones and hooks drags a character down and pins them to the ground.</i>	
Trap: One net is released when triggered.	
Perception	
DC 20 The character notices the nets.	
DC 25 The character notices the location of tripwire.	
Initiative +3 Trigger	
The trap activates and rolls initiative when a character enters one of the trigger squares.	
Attack	
Standard Action Melee 10	
Targets Each weighted net attacks one foe.	
Attack +8 vs. Reflex	
Hit 1d6 + 3 damage, knocked prone and immobilized (save ends)	
Countermeasures	
A character who makes a successful Athletics check (DC 10 or DC 15 without a running start) can jump over a net square.	
An adjacent character can disable a tripwire with a DC 25 Thievery check.	
Attacking a tripwire requires 5 points damage in a single blow to cut it; failure triggers the trap (AC 12, other defenses 10).	

TREASURE

The bugbears carry valuable pelts, including mink, fox, and wolf pelts, worth 125 gp, and a *potion of healing*.

DEVELOPMENT

If a forest imp or Mulchmouth, survives the encounter, they carry a warning to Jenny Greenteeth about the heroes. She sends the eladrin riders or visits the party herself to try to get them to abandon their “meddling in the affairs of the forest lords and ladies”. (For Jenny's statistics see Encounter 24.)





he talking BEAR and the SATYRS

Several satyrs brought their servant, a talking bear named Redcoat, to the local inn in Riverbend. All of the customers at the Golden Knight fled into the street in a panic. The satyrs are now drinking every drop of booze in the place and eating every scrap of food. The bear keeps telling them that it is a Bad Idea, and a fight might be the result. Or the PCs may speak to the satyrs and convince them to leave peacefully.

Setup

This encounter includes the following creatures:

- 1 Dire Talking Bear (B)
- 5 Satyr Raiders (S; 4 for a party of 4 PCs)

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

STREETWISE CHECK (DC 14)

One of the voices inside the tavern is much deeper than the others, and the people tell you why. The satyrs inside brought a bear with them. An enormous talking bear with a ruff of red fur and a mournful manner. The people all expect the bear to start tearing the tavern apart any minute.

Skill Challenge

Level 5
XP 400

Complexity: 2 (6 successes before 3 failures).

Setup: This encounter can be resolved by a skill challenge if the party prefers. The satyrs are fairly drunk and might listen to reason.

Primary Skills: Bluff, Diplomacy, Insight

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

Athletics (DC 13): Satyrs are impressed by feats of strength and skill, such as lifting a heavy oak table or half-full barrel of ale. An easy success. Only one such success is possible.

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

Endurance (DC 20): A sheer display of drinking bravado counts as two successes, but the PC must outdrink a single satyr to succeed. A failure counts only as one.

Diplomacy (DC 18 and then 13): A success here means that the satyrs turn less belligerent in their tone, and may even offer the PCs a free drink. First success makes future Diplomacy easier.

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

Insight (DC 13): The satyrs are going to take the tavern's food anyway, so PCs might consider using it as a gift or bribery (satyrs love strong drink). You could bribe them to leave with barley wine (gain +5 to a follow-up Diplomacy attempt).

Nature (DC 13): Only one success possible here. Talking bears are morose animals by nature, but have a boundless capacity for violence. Once they start fighting, they won't quit, but they love the taste of mead in particular. There's no mead here, but first success here adds +5 to a Bluff about mead being somewhere else...

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

Thievery (DC —): Attempts to steal booze or drinking vessels is an automatic failure. Satyrs are mean drunks.

SUCCESS

The satyrs and bear stagger off, leaving a stinking mess, broken chairs and empty barrels of ale (and possibly barley wine). The townsfolk are relieved.

FAILURE

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

DESIGN NOTE: THE TALKING BEAR

The powers of the talking bear are similar to those of the feyborn template, but the rules change to make the bear more... bearlike? The flavor changes to *Fierce Roar* and *Barrel Rush* seem to work better for this particular creature. In the case of the *Rush*, using the push maneuver rather than a pull makes it possible for the bear to push people into the burning fireplace... And that's an option that definitely makes for more entertainment with this creature.



Redcoat, Level 5 Elite Brute

a Talking Feyborn Cave Bear

Medium fey beast XP 400

Initiative +4 Senses Perception +4; darkvision

HP 150 Bloodied 113

AC 19 Fortitude 19 Reflex 16 Will 19

Saving Throws +2

Speed 8

Action Points 1

Claw (standard; at-will)

+8 vs. AC; 1d10 + 7 damage.

Bear Frenzy (standard; recharge 5 6 and when bloodied)

Close burst 1; targets enemies; +6 vs. AC; 3d6 + 7 damage.

Step Through the Mists (move; encounter)

The feyborn creature teleports up to 3 squares.

Fierce Roar (immediate interrupt, when Redcoat is targeted by a melee attack; at will)

+7 vs. Will against the attacker, attacker must target a different creature or end its attack.

Barrel Rush (standard; recharge 6)

Close burst 1, +5 vs. Fortitude, creatures are pushed 2 squares and are dazed (save ends).

Alignment Unaligned Languages Common, Elven

Str 20 (+7) Dex 13 (+3) Wis 14 (+4)

Con 15 (+4) Int 8 (+1) Cha 12 (+3)

TACTICS

Redcoat claws its foes with *Bear Frenzy* if it is adjacent to two or more targets. It retreats if bloodied and if all satyrs are slain, but seeks help from other fey. See “Developments.”

Satyr Raiders Level 5 Skirmisher

Medium fey humanoid XP 200

Initiative +9 Senses Perception +9; low-light vision

HP 64 each Bloodied 32 each

AC 20 Fortitude 16 Reflex 19 Will 19

Speed 6

Short Spear (standard; at-will) ♦ Weapon

+10 vs. AC; 1d6 + 3 damage.

Smirking Taunt (move; at-will)

+8 vs. Will; the satyr raider gains combat advantage against the target (see below).

Whirling Strike (standard; encounter) ♦ Weapon

The satyr raider makes a basic attack, shifts 3 squares, and makes another basic attack.

Combat Advantage

The satyr raider deals an extra 1d6 damage against any target it has combat advantage against.

Alignment Unaligned Languages Elven

Skills Bluff +12, Nature +9, Stealth +12

Str 12 (+3) Dex 18 (+6) Wis 12 (+3)

Con 16 (+5) Int 10 (+2) Cha 18 (+6)

Equipment leather armor, short spear

TACTICS

The satyr raiders make a *Smirking Taunt* to gain combat advantage against their targets and then make a *Whirling Strike*.

Developments

Redcoat may be encountered again in the Feywild, seeking to talk the ettercaps into fighting the PCs. He may also warn the green dragon Tatzel of the PCs, turning his attitude from Neutral to Unfriendly.

FEATURES OF THE AREA

Illumination:

Night: Dim light, as only one lantern is lit.

Daylight: Normal when the shutters are open.

Terrain: The tables and barrels require a DC 13 Athletics or Acrobatics check to move onto (minor action). Otherwise, a table square is difficult terrain.

The kitchen hearth fire causes 1d10 damage to anyone standing in it on their turn and burns for 5 ongoing fire (save ends).

TREASURE

The bear has no treasure other than his astounding black, red, and golden pelt (worth 400 gp in good condition). The satyrs have 68 cp between them, plus three enormous sacks of plunder from the inn:

Bag 1 goblets, knives, spoons, spices, keg of ale

Bag 2 a crock of lard, fragrant herbs, a salted side of bacon, and a haunch of venison

Bag 3 a carpet, two embroidered pillows, dish towels, and a copper kettle

The only valuable piece of equipment they brought from the Feywild is a *helm of glibness* taken from an eladrin knight.

HELM OF GLIBNESS (LEVEL 6)

Item Slot: Head; 1,800 gp

When sat upon the brow, this circlet of sterling silver appears to sway and ripple.

Level 6: +2 item bonus.

Property: This helmet adds +2 to its wearers Disguise or Diplomacy checks when among the fey.





The Miller's Story

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

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

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

Once they speak to him, Froderick wants the PCs to believe him. He conveys the following information if he trusts them (Diplomacy DC 20 if the party is threatening or entirely non-human). He is very suspicious of dragonborn and tieflings, and very friendly toward elves and eladrin.

Information Freely Given

Froderick is a big man in Riverbend who expected a certain amount of jealousy, and even hatred, as a man of property and wealth. His mill is a free mill, taking grain from all the hamlets up and downriver, and shipping it to towns and villages downriver. The upriver farms and smallholdings have little choice but to bring their grain to him, since he forbids reloading shipments from upriver without grinding them.

He always gave fair measure and took a small multage from each farmer's crop for himself. His wife has always been kind to the children of the hamlet, making small elvish breadballs for them and allowing all villagers to fish from the millpond one day each month.

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

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

Information Reluctantly Given

If pressed (Diplomacy DC 17 or Intimidate DC 25), Froderick admits that he and his wife had a fight before her disappearance. He is the last person who saw her alive, walking on the shore of the millpond.

A DC 27 Diplomacy and roleplaying that shows a great deal of sympathy for the miller's plight (or an oath to find the truth, sworn on your campaign's gods) will be required to make Froderick confess this information. He had a magical fey millstone at the mill, which he had to grind with each day to keep his wife's love. In his heart, he fears that his failure to run the mill the day after her disappearance made a bad situation worse.

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

Information Not Given

Froderick does not mention the tithe to the River King at all unless the party confronts him with the discrepancy in his account books (see the Mill, Ground Floor description).

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

QUEST: Prove the Miller's Innocence 100 XP

If the party can prove that Ellessandra is alive, an extremely grateful Froderick gives them 100 sp each. They also gain a single fey blessing, which can be used to take a 5 square step as a teleportation as a minor action.

THE MEDIEVAL MILLER

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

The peasants were required by law to bring their flour to the mill designated by their lord. They then had to pay the miller (with a percentage of the flour) to mill their grain. The miller also took a toll (usually a sixteenth of the flour), which was the lord's fee. The miller was a middleman and taxman all in one! It's no wonder the peasants thought poorly of them.



The Miller's Brownie

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

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

Flax flees at the first sign of combat (AC 21, hp 20, move 7, Fey Step 4 as a minor action). Unless the party murders him in a single round, there's no easy way to have a fight.

Setup

When the party enters the mill, they spot Flax with a DC 20 passive Perception check (DC 19 if they leave the shutters closed and the mill dark). The brownie does nothing to draw attention to itself unless the party interferes with the mill's operation and goods, in which case it shows itself. Flax takes the shape of a young boy of 12, who claims he is "the Miller's son". Froderick does not have a son... and if confronted with this, Flax says that his father doesn't know about him.

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

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

1. What are you doing in my house?
2. Where is my father?
3. Can you protect me from the fey? The River King's servants are goblins and ogres and much, much worse.
4. Will you go help my mother? She is lost in the Feywild.
5. Why are so many fey coming to Riverbend? Are they trying to hurt my mother?
6. Why do you carry so many weapons? Are you soldiers?
7. Are you the new owners of the Rutyer Mill?
8. [TO ELVES OR ELADRIN] Which Court do you belong to?
9. [TO HEAVILY-ARMORED PCs] Can you swim in that armor?

DIPLOMACY (DC 17)

A successful Diplomacy roll wins the brownie over toward trusting the party, at least long enough to talk to it for a minute or two. Tip: Consider using an hourglass, stopwatch, or other timer; when time runs out, the party must make another Diplomacy check to keep the nervous brownie talking.

INSIGHT (DC 12)

The boy acts much older than his apparent age, and speaks with an antiquated vocabulary. Whatever he is, he's not human, and likely enchanted or fey.

INTIMIDATE (DC 10)

"Flax" is very easily intimidated, though it does not make him trust the party. He gives the party one piece of information when intimidated, and then all additional attempts to Bluff, intimidate, or cajole him fail until the party makes a DC 17 Diplomacy check to convince him that he is not threatened. Otherwise, the brownie flees and offers no additional information.

INFORMATION

The PCs may learn the following pieces of information through their queries:

1. Flax knows that getting to the Feywild requires swimming in the millpond. He also knows Ellessandra wrote a lot in some large books in the mill, but would never let him see them (see page 5).
2. Froderick struck a bargain with the River King, but broke that bargain somehow. That's what brought the fey back here; they think that the land is theirs again.
3. The old river woman who took his mother was here with some big goblins. Flax hid in a grain bin until she went away. When he stepped out, he saw the last of the goblins disappearing into the millpond.

QUEST

XP 100

Find the young brownie's father and mother, and get word of Ellessandra's safety to Froderick.



The Green Knight of the Woods

The mill pond at Riverbend is a gateway into the Feywild, and a gateway to the mortal world for the fey. An eladrin knight and his squire have come through, seeking a challenge. If one of the forest imps escaped, the knight and squire are already mounted. The knight issues his challenge as the PCs approach the mill. (See below if they were Stealthy.)

Setup

This encounter includes the following creatures:

- 1 Eladrin Knight (K)
- 1 Eladrin Squire (S)
- 2 Fey Horses (H)

The quiet millpond has visitors; two beautiful horses, with glossy black coats and copper manes and tails, drink from the pond. Next to them stand a knight in green armor and a squire wearing a green tabard. The knight's green armor is covered in bright green leaves, his helmet crowned with withies and his lance made of a living, leafy branch.

If the party has been Stealthy, they may gain a surprise round against the fey. However, if the green knight spots them, read the following:

The knight leaps into the saddle and shouts "Which of you dares cross water guarded by the servants of the River King? None shall pass the river without defeating me first."

[Pause for PC reaction]

He spurs his horse and rides onto the dam, lance at the ready. His squire stays a bit behind.

ARCANA OR HISTORY (DC 17)

The fey in general and their knights in particular believe in single combat as a worthy fight, and dislike those who interfere. They sometimes cheat because they dislike losing.

FEATURES OF THE AREA

Terrain: The millpond shore is muddy and quickly becomes deep. A Bull Rush can push a creature over into the water.

Millpond: The stream counts as difficult terrain because of its depth. Getting out requires a DC 15 Athletics to swim and climb up; those wearing heavy armor who fail this check sink into the pond and may begin to suffocate.

Mill Dam: The millpond is created by a mill dam, which is quite narrow at the top and muddy along its entire length. Water spills over the top if the river is running high. Moving quickly along it requires a successful DC 13 Acrobatics check for double moves, and DC 20 for a run. If the check fails, the runner falls into the stream below the millpond, taking 1d10 damage from the fall and requiring a DC 15 Athletics check to swim to shore.

Sir Oberest Level 7 Soldier (Leader)

Eladrin green knight

Medium fey humanoid

XP 300

Initiative +14 **Senses** Perception +9; low-light vision
Feywild Tactics aura 10; fey creatures in the aura score a critical hit on a roll of 19 or 20 (a roll of 19 is not an automatic hit).

HP 78 **Bloodied** 39; *bracers of defense* 10 hp

AC 22 **Fortitude** 17 **Reflex** 19 **Will** 17

Saving Throws +5 against charm effects

Speed 5; see also *Fey Step*

Lance (standard; at-will) ♦ **Weapon** ♦ **Reach**

+12 vs. AC; 1d10 + 7 damage, 2d10+12 charging.

Longsword (standard; at-will) ♦ **Weapon**

+12 vs. AC; 1d8 + 7 damage

Entangling Blade (standard or opportunity attack; recharge 5 6) ♦ **Weapon**

Requires longsword; +12 vs. AC; 3d8 + 5 damage, and the target is restrained until the end of the eladrin green knight's next turn. The eladrin green knight cannot attack with his longsword while the target is restrained.

Knight's Challenge (standard; encounter)

Ranged 15; the target is marked until the end of the encounter or until the eladrin green knight dies, and takes 4 damage each round the target does not attack the eladrin green knight.

Headless Rider (reaction, daily) **Bloodied**

When bloodied, the green knight's head is severed from his neck and he immediately regains 19 hit points as green leaves and magic restore it to his neck.

Fey Step (move; encounter) ♦ **Teleportation**

The knight can teleport 5 squares. A *Fey Step* with a feyborn mount moves both horse and rider.

Alignment Unaligned **Languages** Common, Elven

Feats Blade Opportunist, Eladrin Soldier, Mounted Combat, Quick Draw

Skills Athletics +13, Arcana +7, History +7, Nature +9

Str 18 (+7) **Dex** 22 (+9) **Wis** 13 (+4)

Con 14 (+5) **Int** 14 (+5) **Cha** 16 (+3)

Equipment chainmail, light shield, longsword, lance

TACTICS

Sir Oberest issues a *Knight's Challenge* to the first foe on the dam (readied action). He holds back to charge, but uses his reach weapon against an advancing foe. He uses *Entangling Blade* whenever that power is available and otherwise makes melee basic attacks. His aura makes both his horse and squire critical on a 19 or 20.

Sir Oberest uses a *Fey Step* if he is knocked into the pond, or if he is reduced to 15 hp or less.

If his squire or mount is slain, he condemns the slayer. He moves away with *Fey Step*. At DM's discretion, he summons a pack of eel hounds (see Encounter #7):

Your insult to the River King will be heard in court. I shall burn this pitiful village to the ground, and plant hemlock on the ashes! Rot, you miserable mayflies, rot and drown!

Feyborn Warhorses		Level 3 Elite Brute	
Large fey beast (mount)		XP 300	
Initiative +3	Senses Perception +8; low-light vision		
HP 100 each	Bloodied 50		
AC 18	Fortitude 16	Reflex 16	Will 16
Saving Throws +2 on all			
Action Point 1			
Speed 8			
Kick (standard; at-will) +6 vs. AC; 2d6 + 3 damage.			
Trample (standard; at-will) A warhorse can move up to its speed and enter enemies' spaces. This provokes opportunity attacks, and the warhorse must end its move in an unoccupied space. When it enters an enemy's space, the warhorse makes a trample attack: +4 vs. Reflex; 2d6 + 3 damage, and knocks the target prone.			
Step Through the Mists (move; encounter) The feyborn horse teleports up to 3 squares. It may take its rider with it.			
Undeniable Beauty (immediate interrupt, when a feyborn horse is targeted by a melee attack; at will) +5 vs. Will; the attacker must target a different creature or end its attack.			
Lure of the Wild (standard; recharge 6) Ranged 10; +5 vs. Will. The target is pulled 5 squares and is dazed (save ends).			
Charger (with a friendly rider of 3 rd level+; at-will) ♦ Mount The warhorse grants its rider a +5 bonus to damage rolls on charge attacks. Foes knocked prone are pushed 2 squares.			
Alignment Unaligned		Languages Elven	
Skills +10 Acrobatics, +13 Athletics			
Str 21 (+6)	Dex 14 (+3)	Wis 14 (+3)	
Con 18 (+5)	Int 8 (0)	Cha 10 (+1)	

TACTICS

The knight's horse tramples foes, suffering opportunity attacks to get to them. If it can step between two adjacent foes to trample each until prone, it does so. The Squire's horse uses *Lure of the Wild* to pull creatures into the pond.

TREASURE

The fey knight carries a magical token: a set of mithral *bracers of defense* set with smooth, always-cold river cobbles. These can reduce the damage of a blow by 10 points as an interrupt once per day.

The squire carries 490 gp of fey coin (which disappears a day after it leaves the Feywild) and a *hunter's horn*. This *horn* summons 2d12 eel hounds as a daily power for any eladrin who blows it (4d8 eel hounds and a pack leader for a noble in the River King's service). See page 18 for eel hound stats.

DEVELOPMENT

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

If the party is defeated (or have the sense to all lie still when knocked prone by trample attacks), the squire loots their shields and weapons as token of victory, but does not administer coup de grace attacks unless the party attacks. Appeals to a fey knight's courtesy and honor may win the party some mercy (DC 20 Diplomacy check), but the knight is not especially prone to pity or kindness.

If he survives, the Green Knight does inform Tatzel (see page 54) of the PC's. The dragon will know a little about their appearance and tactics. The Green Knight may be encountered again with the Enchantress (see page 32) and at the River Court (see Chapter 6).

Illisfan, Eladrin Fey Squire		Level 5 Skirmisher	
Medium fey humanoid		XP 200	
Initiative +7	Senses Perception +4; low-light vision		
HP 61	Bloodied 30		
AC 19	Fortitude 15	Reflex 17	Will 15
Saving Throws +5 against charm effects			
Speed 5; see also <i>Fey Step</i>			
Longsword (standard; at-will) ♦ Weapon +10 vs. AC; 1d8 + 4 damage.			
Entangling Blade (standard or opportunity attack; recharge 5 6) ♦ Weapon Requires longsword; +10 vs. AC; 3d8 + 3 damage, and the target is immobilized until the end of the eladrin squire's next turn. The eladrin squire cannot attack with its longsword while the target is immobilized.			
Bashing Shield (free action, daily) ♦ Shield After the squire hits a foe with a melee attack, he pushes the enemy 1d4 squares. He attempts to push a foe into the mill pond.			
Fey Step (move; encounter) ♦ Teleportation The eladrin fey squire can teleport 5 squares. A Fey Step with a feyborn mount moves both creatures.			
Alignment Unaligned		Languages Common, Elven	
Skills Athletics +8, Arcana +3, History +3, Nature +5			
Str 18 (+6)	Dex 20 (+7)	Wis 13 (+3)	
Con 13 (+3)	Int 14 (+4)	Cha 16 (+5)	
Equipment chainmail, <i>bashing shield</i> , longsword			

TACTICS

The squire hangs back until the knight fights more than a single foe. Then the squire supports the green knight, working to grant him combat advantage, using his *Bashing Shield*, and using *Entangling Blade* to hold a foe for a killing blow from his master. The squire does not order his horse to trample unless it is attacked. If his master is slain, the squire immediately flees.

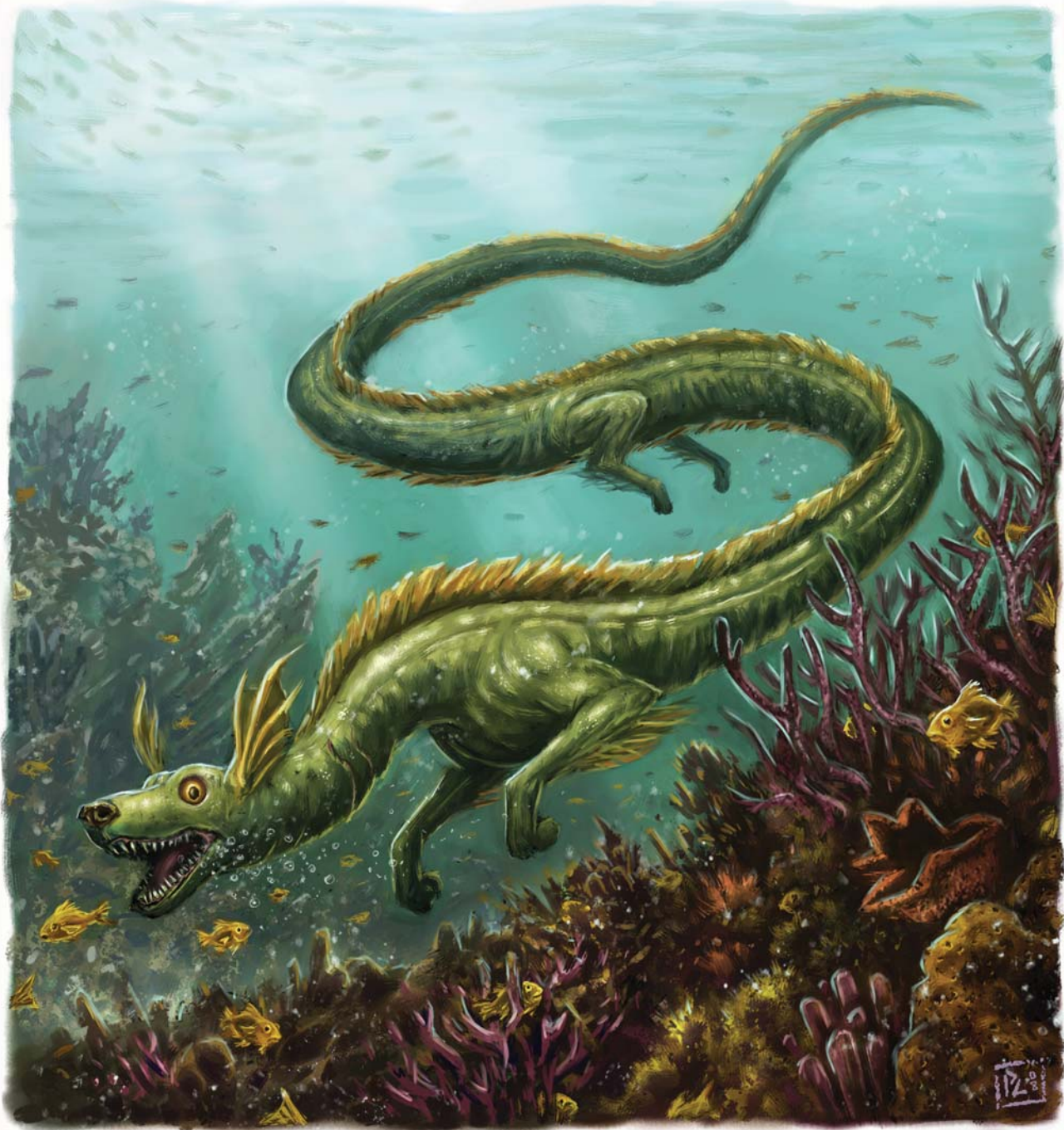




CHAPTER 2 Through the Millpond

*The mill pond is a portal to the Feywild. When the PCs dive in and touch the hidden millstone, as they swim *down* into the pond, they are suddenly swimming *up* into the Feywild. Everything goes topsy turvy, and the heroes emerge into the River King's realm in a deadly situation.*

Milestone: Each character regains an action point.





The Rushing River

The mill pond at Riverbend is a gateway into the Feywild, but traveling from the mortal realm is dangerous. The entrance to the Feywild opens when a PC touches the millstone/fey door at the bottom of the millpond; the PCs may learn this from the brownie Flax, from the Reeve Kolya, or from Froderick the miller, whose wife told him the secret long ago.

DM'S NOTE

The river can be handled as a Skill Challenge (though the playtests made it clear that few players try anything other than Athletics) or as a minigame. Both options appear here.

Swim to Shore Mini-Game

The characters begin in the middle of a 13-square wide river, in a single line that starts with the first character to touch the millstone, and ends with the last one through. Characters who enter one round after the rest of the party are added to the board after the first round of movement/current for the earlier characters through.

TAKING TURNS

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

SWIMMING MOVEMENT

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

Failing a check by 5 or more means that the character sinks under the surface and loses a healing surge to suffocation and battering by the river. After failing one check by 5 or more, the PC may use their next Athletics check to move up to the surface or to move against the current.

Characters can aid one another if they are adjacent at some point in a move.

CURRENT AND SHORE

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

Within 2 squares of shore, the DM may only move the PC 1d3 squares. Within 1 square of shore, the character only moves 1d2 squares.

The DM can move a PC into a hazard; this ends movement for that character.

HAZARDS

Numerous hazards are possible.

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

A group of PCs working together can move a log 2 squares with a DC 24 Athletics check. Failing a log-movement check does not inflict item loss, healing surge, or other penalties. Failing with at least one roll of 1 means the log jams in river rocks, and a DC 30 Athletics check is required to remove the log against the force of the current. At the DM's option, a whirlpool may form near the log, dragging characters under (see whirlpool below).

Rapids: Difficult water adds +5 to the Athletics check for movement (DC 23 this round).

River Snags: Underwater tree, sharp stones, or stumps grabs a PC's foot. This causes 1d12 damage and 5 ongoing from drowning or bleeding (save ends). No movement possible by current or swimming.

Surface Rocks: The character hits a large rock, suffers 2d10 points of bludgeoning damage, and is dazed next round.

Small Waterfall: The river drops by 10 feet onto rocks and churning water. Characters trained in Acrobatics avoid this damage; all others take 1d10 falling damage.

Whirlpool: An eddy drags the character down below the surface. Escaping requires a DC 15 Athletics check. Even if the character makes their check that round, a DM push into a whirlpool means that the PC must swim to the surface again the following round as per Swimming Movement.

THE WATERFALL

After 5 rounds, ask for a DC 15 Perception check from any PCs still in the river. On a success, the character hears the thundering crash of a waterfall not far away. After 7 more squares of movement downstream, the waters hurl them over the waterfall onto rocks below. This is a 40 foot drop for 4d10 damage.

On the plus side, swimming out of the quiet pool past the waterfall requires no Athletics check.

GETTING OUT OF THE RIVER

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

DESIGNER'S NOTE

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

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

That's when things got scary.

The water pushed us downriver FAST, and the muddy banks were much too steep to climb. The worst off was Emily, a small woman and not a strong swimmer, who was near complete panic. Eventually we grabbed a branch and made our way up a very steep slope in soaked clothes, missing a shoe, and very much worse for wear.

I'm not exactly afraid of the water ever since, but I've learned that it can be deceptively dangerous. And thus may have been planted a seed that later grew into part of the River King.

Skill Challenge

Level 6 XP 750

Complexity 3 (8 successes before 3 failures).

Setup: Once the party enters the millpond and touches the spiral stone with silver, the door to the Feywild opens. A huge rush of water pulls them into the Feywild version of the river. It isn't pretty.

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

Each failure in this skill challenge costs a healing surge due to drowning (see DMG page 159, Suffocation). Track who fails and how often (see Success).

Primary Skills: Acrobatics, Athletics, and Perception

Acrobatics (DC 15): Armor check penalties may apply. A successful Acrobatics roll allows a character to hold onto one of the slippery river stones, or grab onto a floating log. 1 success.

Athletics (DC 8 or DC 13): Armor check penalties may apply. Each character who succeeds at Athletics swims successfully to the surface and grabs a log or at least avoids the rocks. Once they have made any Athletics success, a character can attempt Insight or Nature. A second success with Athletics requires a DC 12 check, and means that the character can help another. 1 success.

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

Nature (DC 12): The rapids and the logs floating in the stream are huge and dangerous, but the character knows that river waters are slowest inside a curve in the river. And there's just such a curve coming up, with lower riverbanks.

Perception (DC 17): This is only possible after at least one success in Athletics to swim well. The character sees a branch overhead or a quiet pool where the water is calmer, and can direct others toward that location.

SUCCESS

The party drags itself onto dry land, more or less. They lose a number of items of equipment equal to the number of failures in the challenge. The characters who rolled the failures discover that they lost the items.

All characters must make a DC 7 Endurance check or suffer 2d6 points of cold damage from exposure to the frosty waters.

FAILURE

Goblin frog riders (see page 24) shoot at the party. After two rounds of missile fire, the PCs are thrown onto dry land, half-drowned and aching. Then, three bad things happen at roughly the same time:

Cold: All characters must make a DC 12 Endurance check or suffer the loss of one healing surge from exposure to the frosty waters.

Lost Gear: Worse still, all characters lose one additional healing surge and each character loses 1d3 items of equipment. Have each player choose item to hold tight (that item cannot be lost). Then either choose an item you feel is appropriate or roll on the following table:

TABLE 2-1: LOST ITEMS

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

Loss of boots in the wilderness requires an Endurance check each day. These items may be recovered at the Birch Queen's Fair (see Chapter 4).

Monsters: The Frog Marsh or Eel Hound encounter begins one round later, at your option.

DESIGN NOTE: PLAYER CHARACTER ITEMS

One gentleman's agreement in D&D design is that you kill the PC, but you don't take their stuff. This implies some disturbing things about how players think about their characters, but set that aside. This encounter clearly violates that unwritten rule, but it also provides an option to return that gear later in the adventure. Make 'em suffer, sez I.

The eel Hounds



Setup

A horn sounds deep in the woods, ten quick muffled notes. The water of the river begins to boil and bubble.

14 Eel Hounds (H)
1 Eel Hound Pack Leader (L)

PERCEPTION CHECK (DC 25)

You count the ripples, and there are at least a dozen creatures gathering beneath the water.

Fear the eel hounds, slithering from the reeds, for they are pure hunters, as cruel as their eladrin masters. They hunt and track for the Lords and Ladies of the Summer Lands, and their prey is human or dwarf more often than it is boar or deer.

Eel Hound		Level 4 Minion	
Medium fey beast		XP 44 each	
Initiative +5	Senses Perception +8; darkvision		
HP 1; a missed attack never damages a minion.			
AC 17	Fortitude 17	Reflex 17	Will 15
Speed 7, swim 6			
Bite (standard; at-will)			
+9 vs. AC; 7 damage; see also slithering bite.			
Slithering Bite (minor; immediate reaction to bite attack)			
When the eel hound moves adjacent to an enemy and bites, it may shift one square as a minor action by slithering around the foe's flanks. If another eel hound already occupies an adjacent square, that hound shifts one square further along the flank.			
Alignment Unaligned		Languages —	
Skills Endurance +9, Stealth +9			
Str 19 (+6)	Dex 16 (+5)	Wis 13 (+3)	
Con 13 (+3)	Int 6 (0)	Cha 16 (+5)	

TACTICS

Eel hounds burst from the water in a pack, charging their prey and each using their *Slithering Bite* to attack and then wriggle along the flanks. In many cases, this means some of a pack gains combat advantage.

Eel Hound Lore

A character knows the following facts with a successful Nature check.

TABLE 2-2: EEL HOUND LORE

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

Eel Hound Pack Leader Level 6 Controller

Medium fey beast XP 250

Initiative +8 Senses Perception +9; darkvision

HP 58 Bloodied 29

AC 20 Fortitude 18 Reflex 20 Will 17

Vulnerable 5 cold iron

Speed 8, swim 7

Bite (standard; at-will)

+13 vs. AC; 1d10 + 4 damage; see also *Slithering Strike*.

Eelspit (standard; at will)

Ranged 10; +11 vs. Reflex; 1d6 and target shifts 2 squares toward water. A burst 1 around the target become difficult terrain; any creature other than an eel hound entering this terrain must make a DC 14 Acrobatics check or fall prone and slide one square toward water. Encounter ends.

Eel Frenzy (standard, encounter) ♦ Fear

Close burst 5; fey and deafened creatures are immune; +9 vs. Will; those affected are dazed (save ends). All fey in the burst enter a killing frenzy until the pack leader's next turn, gaining +2 to attack and damage with a -2 to all defenses.

Slithering Strike (standard, recharge 4, 5, 6)

+13 vs AC; damage 1d10+4 and the target is pushed 1 square after every successful melee attack by an eel hound (save ends).

Alignment Unaligned Languages Elven

Skills Endurance +12, Stealth +14

Str 20 (+8) Dex 20 (+8) Wis 13 (+4)

Con 16 (+6) Int 6 (+1) Cha 16 (+6)



TACTICS

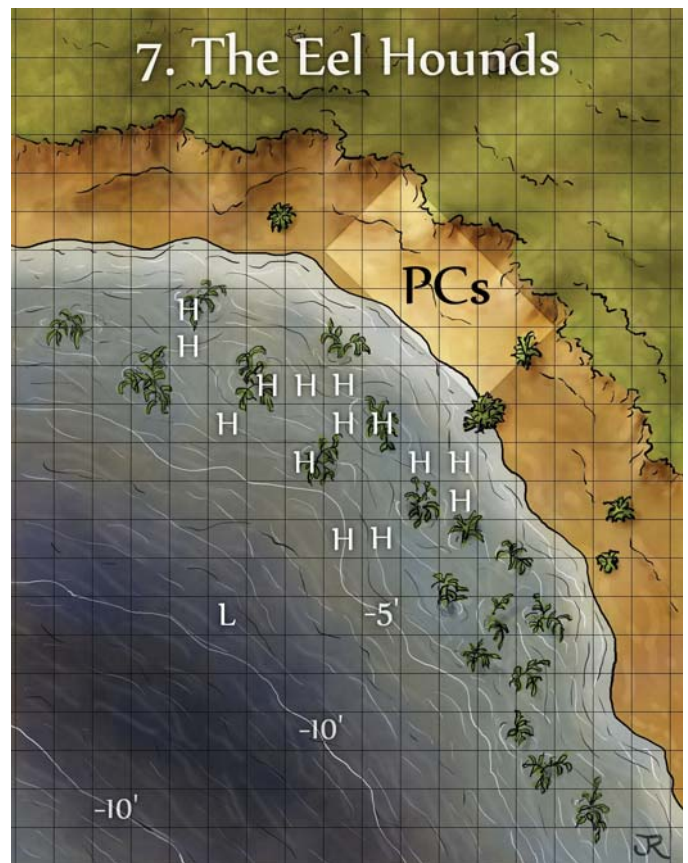
A pack leader always rushes foes and bays (*Eel Frenzy*) to make it easier for the pack to rush in and overwhelm defenses. After that, it uses melee bites or *Eelspit* attacks while it waits for the bay to recharge.

FEATURES OF THE AREA

Terrain: The riverbanks are slippery, slimy terrain. Creatures entering the mud squares along the riverbank or the reed squares enter slippery terrain and must make a DC 15 Athletics or Acrobatics check or end their movement in that square. An eel hound striking a foe in such a square may slide them 1 square.

TREASURE

Eel hounds have no treasure.







INTO the FEYWILD

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

Milestone: *The player characters regain an action point.*

LOCATIONS

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

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

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

The Black Fey Lands

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

The Cedar Mountains

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

The Creek

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

The Oak King's Court

The Oak King is an enormous treant who rules over eladrin, satyrs, talking animals, birds, and many other fey creatures. His court is a clearing of oaks mixed with

shelters grown from woven brambles and houses built into the largest trees. The Oak King has no interest in non-fey affairs and offers little to humans and other iron-bearing creatures. Visitors meet with some hostility if they carry axes and iron, but may stay in the smallest, wettest, draftiest hut in the Court for a mere 20 gp a night. Food costs extra, around 5 gp per meal. Streetwise DC 10 reveals that Ellessandra was not his daughter.

The River Falls

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

The Rowan King's Circle

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

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

The Rumbling Ford

In times of high water, this ford is unable to be crossed, as it is now. In the dry late summer and in winter, the water is low enough that a human or eladrin can wade across. No check is required. Sometimes a knight will attempt to hold the ford against all comers who cannot defeat him in a joust. Only elves, half-elves, or eladrin are considered worthy foes, though he may stoop to fight a human if he must.

If the PCs did not kill the Green Knight at the Mill, this may be an excellent place for a rematch, in dangerous currents (use the river hazard from the Where the Lorelei Sing encounter, page 66).

The Straight Road

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

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

Time, Daylight & Night

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

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

Customs & Currency

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

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

Feywild Lore

Characters trained in Arcane, History, or Nature may know a little about the Fey and their customs.

TABLE 3-1: ARCANES CHECKS

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

TABLE 3-2: HISTORY CHECKS

DC	Result
12 or less	No extra knowledge of fey nobles or customs.
13-18	The Feywild is ruled by the eladrin and the fey, and filled with talking animals, powerful magic, and many small, independent kingdoms or Courts. Their customs include formal dueling and yearly market fairs and feasts, some of which take place in both the mortal world and the Feywild.
19-24	The people of the Feywild include the Black Fey and the Light Fey; the black are treacherous, though they can be trusted to keep whatever bargains they make. Indeed, swearing service to a fey is a serious matter; one can only swear fealty to a single fey at a time, and must renounce such service before taking arms against that fey Lord or Lady.
25+	The fey are a stratified society, with talking animals, goblins, ogres, and gnomes near the bottom of the ladder, centaurs, ettercaps and satyrs in the middle, and eladrin, nixies, and elves at the top.

TABLE 3-3: NATURE CHECKS

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

Lost in the Dark Woods

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

Animated Prey

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

A Bit of Riverbend

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

The Bleeding Stone

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

Boar Carcass

An enormous boar carcass sits among the trees, covered in flies and maggots. If a PC can make a DC 16 Endurance check, they don't vomit (losing one healing surge) from the stench as they approach. A DC 20 Perception makes it clear that the spear used to kill the animal broke and is still in it. The spear head belongs to one of the hunting courtiers (Sir Yngress the Red, see page 32), who would be glad for its recovery.

Death Butterflies

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

The Dance of Moths

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

The Dead Dryad

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

Flock of Owls

More than a dozen owls spend the night near the PCs' campsite, hooting and calling and hunting small game. A DC 10 Nature makes it clear that owls do not normally travel in flocks. They are servants of the Black Fey, watching intruders. PCs cannot rest unless they make a DC 12 Endurance roll (and do not gain extended rest).

The Footprint

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

Giant Trees

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

In the Firelight

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

Just a Suggestion

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

The Lovers and Leftovers

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

The Man of Leaves

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

The Mummy Oak

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

Quickling Cowards

A blatant rustling in the bushes, then three quicklings burst from the undergrowth in terror. Completely ignoring the PCs, they flee from something that may or may not ever materialize to the party. Follow up with the dragon encounter (see page 54) or the Nain Rouge (see page 26).

Trading Gifts

The PCs wake up after camping and something has been taken from one of the packs. Food has been replaced by a gift of flowers, and a small item is gone, replaced with a dead mouse. This happens on a second night, but the item left behind is something that a PC lost in the rushing river (see page 17).

The Vanishing Wagon

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

The Weeping Tree

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

The FROG marsh

Setup

The party begins on the northern shore of the marsh area, perhaps still wrung out from travelling through the millpond and floating along to this stretch of marsh ground. This encounter includes the following creatures:

- 2 Goblin Frog Riders (on giant frogs at start)
- 2 Giant Frogs (F)

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

PERCEPTION CHECK (DC 19)

An enormous frog sits in the marsh ahead. Saddle straps wrap around its pale yellow belly. That belly rests on one of those huge lily pads, and the frog's rider pokes its head around the side.

JUMP DISTANCE

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



Goblin Frog Rider

Level 3 Artillery

Small natural humanoid

XP 150

Initiative +5 Senses Perception +2; low-light vision
 HP 38 Bloodied 19
 AC 17 Fortitude 14 Reflex 14 Will 12
 Speed 6

Forked Spear (standard; at-will) ♦ Weapon

+7 vs. AC; 1d6 + 3 damage

Hand Crossbow (standard; at-will) ♦ Weapon

Ranged 10/20; +10 vs. AC; 1d6 + 3 damage.

Pin Them Down (minor; at-will) ♦ Weapon

A goblin frog rider can make an additional basic ranged attack against a restrained foe or a foe in difficult terrain.

Slip the Saddle (encounter; immediate interrupt)

A goblin frog rider can slip behind his mount when targeted with range fire. His mount takes damage from all attacks directed at the goblin until the goblin's next turn.

Combat Advantage

The goblin frog rider deals an extra 1d6 damage against any target it has combat advantage against.

Alignment Evil Languages Common, Goblin

Feats Mounted Combat

Skills Athletics +8, Stealth +8, Thievery +8

Str 14 (+3) Dex 18 (+5) Wis 13 (+2)

Con 14 (+3) Int 8 (+0) Cha 8 (+0)

Equipment leather armor, short sword, hand crossbow, frog saddle

FEATURES OF THE AREA

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

The marsh terrain between the lily pads is choked with reeds, sticks and half-submerged logs, and sucking mire. It is very difficult terrain, requiring 3 points of movement to move through one square of marsh.

Alternately, a swimming creature can move through marsh using 2 points of movement per square with a DC 13 Athletics roll. Failure indicates that the swimmer's movement halts after one square of movement.

Deep Water: Blue squares are open water and require a DC 15 Athletics check to cross.

Swamp Frogs

Medium natural beast

Level 3 Elite Soldier

XP 300

Initiative +3 Senses Perception +3; low-light vision

HP 120 each Bloodied 60

AC 21 Fortitude 17 Reflex 15 Will 17

Saving Throws +2

Speed 4, swim 6, jump 4

Action Points 1

Bite (standard; at will) ♦ Acid

+10 vs AC; 1d6 + 3 damage and 5 ongoing acid damage (save ends).

Tongue (standard; at will; not usable on a restrained opponent)

♦ Acid

Reach 2; +8 vs Reflex; 1d6 + 3 damage, 5 ongoing acid damage (save ends), the target is pulled 1 square if it is not adjacent, and the target is restrained (escape ends). The giant frog can restrain only one target at a time and cannot move while doing so unless it succeeds at moving a grabbed opponent.

Bile Belch (standard; recharge 5,6; automatic recharge when first bloodied) ♦ Acid

Close blast 3; +8 vs Fortitude; 1d10 + 3 acid damage, and the target takes 5 ongoing acid damage and is blinded (save ends both).

Miss: Half damage, the target is not blinded and takes no ongoing acid damage. An opponent restrained by the frog's Tongue attack is automatically hit by this attack.

Jumping Charge (encounter; recharge 6) ♦ Mount

A rider can spur this mount to make a jumping charge, making a normal move and then hopping directly against a foe for a standard attack. The frog may make a bite or Tongue attack immediately before its rider's attack; the rider gains the usual +1 bonus to attack.

Marsh Move (move; recharge 5 6)

A swamp frog can shift one to four squares as a single leap.

Alignment Unaligned Languages —

Skills Stealth +6

Str 18 (+5) Dex 11 (+1) Wis 14 (+3)

Con 14 (+3) Int 3 (-3) Cha 10 (+1)



Development

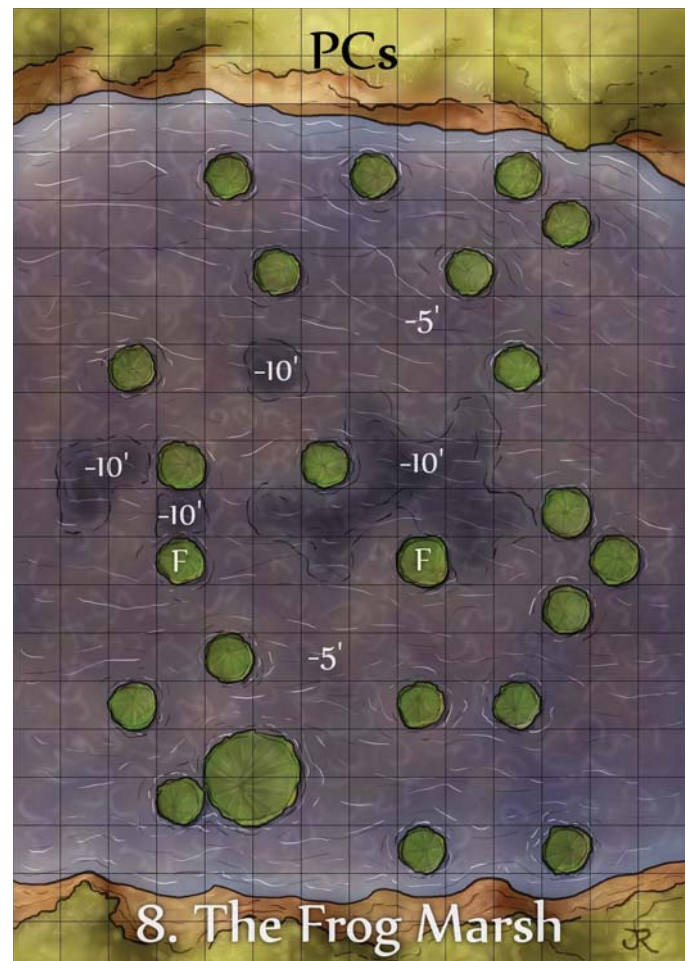
The goblins work for Jenny Greenteeth and kill mortals coming into the Feywild for sport. If the party successfully intimidates a captured goblin, it gives up Jenny's name and that she serves at the River Court (Encounter 25).

Treasure

The goblins carry glass jars containing 15 especially large and juicy fireflies. These provide light as a lantern for the next 7 days (weigh 2 lbs). They also carry 50 gp and 400 sp among their saddle bags. One rider carries a sealed scroll case containing a passport or invitation written in Elvish. The text reads:

Admit the two goblins bearing this letter and their mounts into the Birch Queen's Fair without hindrance or delay.

[[Mark of the Birch Queen, a yellow-orange birch leaf]]





The Nain Rouge

The players might get a lead here from Ambertan the Black Fey Warlock (see p. 44), or they might just stumble upon him. The Nain Rouge, a bandit and highwayman, captured Ellessandra and offered her to Ambertan and the Black Fey. They have no interest in her since she holds no power over the River King. Now the Nain Rouge ponders what to do with her.

Setup

- 1 Nain Rouge (N)
- 1 victim – Ellessandra (E)

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

PERCEPTION CHECK (DC 24)

You see a dwarf or gnome in the trees wearing a red or black cap; the lightning came from its fingers. It is standing on a huge fallen tree trunk and laughing in the rain.

The Nain Rouge gains a surprise round because of the weather, and uses it to make its *Electric Ray* attack. The following round, it uses the strong winds ability of *Empathic Weather* to knock foes prone and daze them.

The Nain Rouge		Level 5 Solo Skirmisher	
Medium fey humanoid		XP 1,000	
Initiative +9	Senses Perception +8; low-light vision		
Nature's Curse (Luck) aura 5; all enemies within the aura are subject to extreme bad luck, and take a -2 penalty to attack rolls, skill checks, and saving throws.			
HP 282	Bloodied 141		
AC 21	Fortitude 17	Reflex 20	Will 18
Saving Throws +5			
Speed 8, climb 8			
Action Points 2			
Claw (standard; at-will)			
+10 vs. AC; 1d8+5 damage			
Double Attack (standard; at-will)			
The Nain Rouge makes two claw attacks			
Electric Ray (standard; recharge 5, 6) ♦ Lightning			
Ranged 10; +8 vs. Reflex; 1d10+5 lightning damage. Miss: Half damage. This attack does not provoke opportunity attacks.			
Empathic Weather (minor, recharge 6) ♦ Zone			
Area burst 5 within 10; +6 vs. Fortitude; when enraged, the Nain Rouge's emotions affect the weather in bizarre ways. All enemies within the zone are either knocked prone and dazed (buffeted by strong winds), blinded (surrounded by fog), treated as if in difficult terrain (pelted by hail), or slowed (enveloped in a snowstorm); effects are chosen randomly (save ends).			
Invisibility (minor; recharge 5, 6) ♦ Illusion			
The Nain Rouge becomes invisible until the end of its next turn.			
Alignment Unaligned		Languages Primordial	
Skills Arcana +8, Insight +8, Nature +8, Stealth +12			
Str 8 (+1)	Dex 21 (+7)	Wis 13 (+3)	
Con 15 (+4)	Int 13 (+3)	Cha 27 (+10)	

TACTICS

The Nain Rouge uses *Electric Ray* and *Empathic Weather*, then double attacks until it is bloodied. It then spends an action point to flee—only to strike again before even a short rest passes, just as soon as its *Empathic Weather* recharges.

FEATURES OF THE AREA

Illumination: The area is dark and the skies provide little light in the rainstorm.

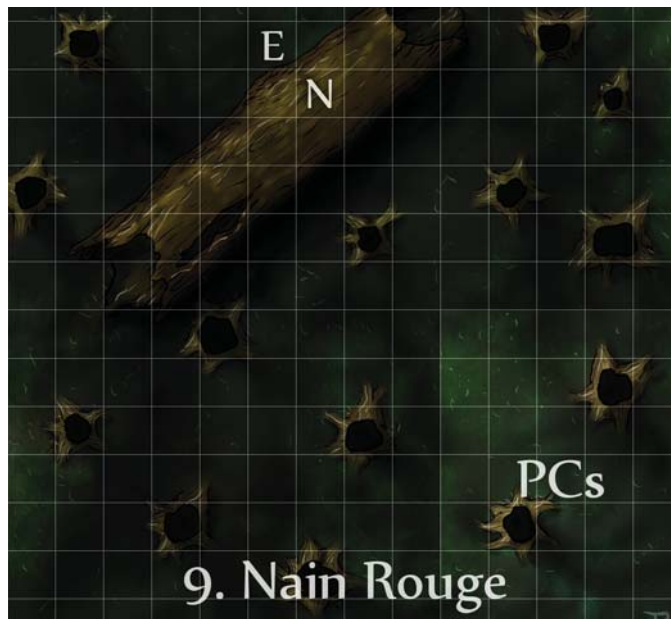
Terrain: Typical forest, with trees as shown. The fallen tree trunk that the Nain Rouge stands on is hollow. The Nain Rouge can jump into it as a minor action to flee along the trunk. Because of the poor light and weather, a DC 23 Perception roll is needed to see that the Nain Rouge cornered a victim, an eladrin woman who seems to be slumped unconscious against the log (Ellessandra).

Development

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

Ellessandra expresses no great desire to return to Riverbend. If asked about it, she says that she was forced into an arranged marriage, and the king's sisters helped her get out of it just a few years ago when she was with child. She wanted to have Flax grow up in the Feywild. Insight DC 20: She sometimes regrets this decision. (Ellessandra's memory has changed with time. She has forgotten Jenny Greenteeth's maneuverings right after she conceived.)

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



9. Nain Rouge



12
08

Encounter 9 ♦ Level 5 ♦ 1000 XP



The BOAR PATROL

A Black Fey witch, her footmen, and their boars patrol the forest. Mortals are not welcome.

Setup

This encounter includes the following creatures:

- 2 Deep Forest Boars (B)
- 5 Black Fey Minions (F)
- 1 Black Fey Shadow Witch (S)

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

Let the party make what preparations they like for 1 round.

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

PERCEPTION CHECK (DC 24)

In the dim light, you can make out that a female fey stands behind a fallen log. She carries a skull-topped wand; the male fey carry both enormous swords and small wands.

Black Fey Runner		Level 5 Minion	
Medium shadow humanoid		XP 50 each	
Initiative +6	Senses Perception +6; low-light vision		
HP 1; a missed attack never damages a minion.			
AC 19	Fortitude 14	Reflex 18	Will 16
Speed 5; see also <i>Shadow Jump</i>			
Greatsword (standard; at-will) ♦ Weapon			
+10 vs. AC; 8 damage; see also <i>Blackstrike</i> .			
Fey Shot (standard; at-will) ♦ Weapon			
+10 vs. Reflex; 6 damage; see also <i>Blackstrike</i> . Range 10/20.			
Blackstrike			
If the Black Fey hits a target that can't see him, the target is blinded until the end of the fey's next turn.			
Veil of Darkness (move; at-will) ♦ Illusion			
The Black Fey turns invisible and moves up to his speed.			
Alignment Evil	Languages Common, Elvish		
Skills Acrobatics +12, Stealth +13			
Str 17 (+5)	Dex 19 (+6)	Wis 15 (+4)	
Con 12 (+3)	Int 10 (+2)	Cha 11 (+2)	
Equipment shadowmail, greatsword, feyshot wands			

TACTICS

The Black Fey runners uses *Veil of Darkness* to turn invisible, then use feyshot ranged attacks to blind their targets (using their *Blackstrike* power). They wait for the boars to charge in, then attack their blinded prey, to keep the blindness in effect.

Balenna of Clan Starlight Level 6 Controller

Black Fey Witch

Medium shadow humanoid XP 250

Initiative +6 Senses Perception +4; low-light vision

HP 69 Bloodied 34

AC 20 Fortitude 16 Reflex 18 Will 16

Speed 6; see also *Shadow Jump*

Balefire Hand (standard; at-will) ♦ **Fire, Necrotic**

+10 vs. Reflex; 2d6 + 4 fire and necrotic damage.

Darkened Mind (standard; recharge 4 5 6) ♦ **Necrotic**

Ranged 10; +11 vs. Will; 2d6 + 4 necrotic damage (+1d6 on critical), and the target has no line of sight to anything more than 2 squares from it (save ends).

Deep Shadow (standard; sustain minor; encounter) ♦ **Necrotic**

Aura 2; thick, writhing shadows surround the Black Fey witch. Enemies who enter or start a turn in the aura take 5 necrotic damage, and the aura counts as difficult terrain for the witch's enemies. The witch and other shadow creatures in the aura gain concealment.

The Black Fey witch can sustain the aura as a minor action.

However, the effect ends if she uses *Shadow Jump* or moves more than half her speed on her turn.

Shadow Jump (move; encounter) ♦ **Teleportation**

The Black Fey witch teleports 3 squares and becomes insubstantial until the start of her next turn.

Alignment Evil Languages Common, Elvish

Skills Acrobatics +7, Arcana +11, Intimidate +14, Stealth +12

Str 13 (+3) Dex 16 (+6) Wis 12 (+4)

Con 13 (+4) Int 19 (+7) Cha 17 (+6)

TACTICS

The Black Fey witch invokes her *Deep Shadow* aura to start, then uses *Darkened Mind* each round, targeting ranged attackers first and to make her enemies engage in close combat with the boars. While waiting for her *Darkened Mind* power to recharge, she attacks with her *Balefire Hand*.

DESIGNER'S NOTE

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

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

An alternate setup would be to have the Black Fey in pursuit of the party.

Deep Forest Boar

Level 6 Brute

Large natural beast (mount)

XP 250

Initiative +3

Senses Perception +2

HP 86

Bloodied 43; see also *Death Throes*

AC 17

Fortitude 21

Reflex 17

Will 16

Speed 8

Tusks (standard; at-will)

+9 vs. AC; 1d8 + 5 damage, or 1d12 + 8 damage against a prone target.

Boar Rage (when bloodied)

The deep forest boar makes a tusk attack.

Death Throes (when reduced to 0 hit points)

The deep forest boar makes a tusk attack.

Reckless Charge

When a deep forest boar charges and hits, its tusks deal an extra 5 damage, pushes the target 2 squares, and knock the target prone.

Alignment Unaligned

Languages Elvish

Str 19 (+7)

Dex 10 (+3)

Wis 8 (+2)

Con 16 (+6)

Int 6 (+1)

Cha 8 (+2)

TACTICS

The deep forest boar enters a fight with a *Reckless Charge*, to knock a foe prone. The boar is a fearless animal and fights until slain.

FEATURES OF THE AREA

Illumination: Illumination is poor, with dim light. All creatures have concealment from creatures with normal vision. Creatures with low-light vision or darkvision see normally.

Terrain: The indicated terrain is difficult undergrowth. The fallen log counts as difficult terrain and requires a successful DC 17 Athletics check to jump or climb over. It also provides concealment to the witch Ballena.

DEVELOPMENT

The PCs may choose to swear fealty to the Black Fey. See sidebar.

TREASURE

The boars' ornamental harnesses are made of silver and the leatherwork is good; they are worth 20 gp each. Two of the minions wear silver armbands set with lapis worth 120 gp each. The real treasure is the Black Fey witch's wand, though, which is a +1 *wand of witchfire*.

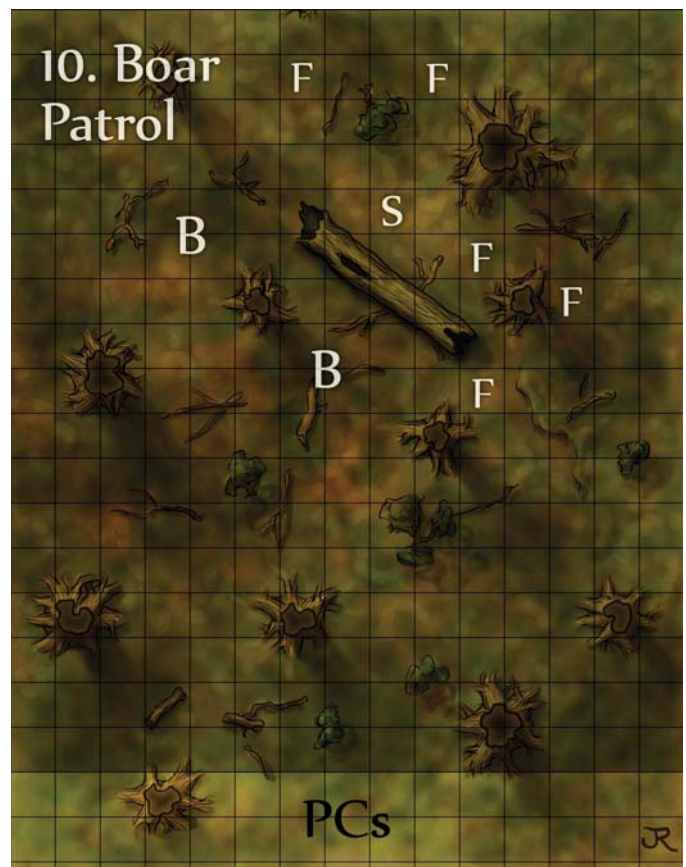


THE BLACK FEY: LOYALTY TO THE BLACK FEY

Of all the various fey that a PC could swear some loyalty to, the Black Fey are by far the worst. Any PC who wishes may take up their badge (a crow's feather) and swear to serve them. Doing so in the Feywild has magical repercussions, just as swearing fealty to Lord Flax might (see page 51) or taking the Birch Queen's badge would (see page 48).

Any character who does so is expected to help other black fey and never to strike any of their leaders (such as the Warlock Ambertan, see page 44). If a PC who has sworn loyalty to the Black Fey wishes to renounce this, he or she must take a minor action to make a Charisma vs Will attack against the Black Fey (who have a Will defense of 22). If the check succeeds, the character is weakened for 2 rounds. If the Charisma vs Will attack fails, the character is dominated by the next Black Fey he meets (see *PHB* page 277). Rolling a critical failure when denouncing a sworn oath of service (roll of 1) mean that the oathbreaker is dominated and becomes a Black Fey at the next nightfall.

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





The Cutting Quicklings

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

Setup

- 2 Quickling Raconteurs (Q)
- 12 Dire Crows (C)

A flock of crows perches in a bare-branch tree up ahead, cawing loudly; the tree stands at the edge of a sharp drop.

Something rushes by your feet with incredible speed, some creature with a knife. Its voice is clear: "Foolish stupid humans! I could tell you all the secrets of the Feywild. But you are not worthy."

If a PC asks how he may prove his worth, the quickling says:

"Bah, you would need to show Elvish wisdom and knowledge and wit. I will cut you down and tell you the sad truth of your worthless, wasted lives." And then the mass of crows explodes from the trees and rushes down to surround you.

PERCEPTION CHECK (DC 22)

The fast thing was a small fey creature in grey clothes carrying a small sword.

Quickling Raconteur		Level 7 Skirmisher	
Small fey humanoid		XP 300	
Initiative +13	Senses Perception +7; low-light vision		
HP 80 each	Bloodied 40		
AC 21 (26 against opportunity attacks)			
Fortitude 18	Reflex 22	Will 17	
Speed 12, climb 6; see also <i>Fey Sprint</i> and <i>Quick Bladework</i>			
Short Sword (standard; at-will) ♦ Weapon			
+12 vs. AC; 1d6 +6 damage.			
Quick Bladework (standard; at-will) ♦ Weapon			
The quickling moves its speed. At any one point during its move, or at the beginning and the end of the move, the quickling makes a melee basic attack at a -2 penalty. The quickling cannot use this power while immobilized or slowed.			
Fey Sprint (standard; encounter) ♦ Teleport			
The quickling raconteur shifts 8 squares.			
Twist the Knife (minor; recharge 5 6)			
A raconteur may make a cutting comment to taunt and humiliate a foe. Will +8; the foe is weakened (save ends).			
Alignment Evil	Languages Common, Elven		
Skills Acrobatics +21, Bluff +9, Stealth +16			
Str 9 (+2)	Dex 24 (+10)	Wis 17 (+6)	
Con 16 (+6)	Int 14 (+5)	Cha 10 (+3)	
Equipment short sword			

TACTICS

The quickling raconteurs attack the weakest foes while mocking the strongest with *Twist the Knife*. They slip past enemies using *Fey Sprint* and attack old, unarmored, or slow foes. The quicklings count on their high opportunity attack AC to get through a group of foes.

If one quickling is slain, the second calls up a second wave of dire crow minions and then retreats.

Dire Crows		Level 3 Minions	
Tiny fey beasts		XP 38	
Initiative +5	Senses Perception +3; low-light vision		
HP 1: a missed attack never damages a minion.			
AC 17	Fortitude 14	Reflex 15	Will 13
Speed 4, fly 6			
Bite (standard; at will)			
+6 vs AC; 4 damage			
Flyby Attack (standard; at will)			
The dire crow flies up to 6 squares and makes one melee basic attack at any point during that movement. The dire crow does not provoke opportunity attacks when moving away from the target of the attack.			
Raucous Call (minor; at will)			
+4 vs Will; the crow's threatening call distracts a foe, who takes a -2 penalty to his next attack.			
Alignment Evil	Languages Elvish, Goblin		
Skills Stealth +9			
Str 8 (+0)	Dex 18 (+4)	Wis 14 (+3)	
Con 12 (+2)	Int 8 (+0)	Cha 10 (+1)	

TACTICS

The quicklings fight by running 12 squares a round, up into the tree with their climb speed if needed (at the end of a round). The dire crows make Flyby Attacks.

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

"You know nothing, why should I waste my breath on you? Prove your worth, silent fools!"

Each round, a quickling engaging a PC in melee will taunt his foe and demand they respond. Any PC who does not reply enrages the quickling, ensuring that he or she will draw down the dire crow attacks next round as well as the quickling's further attacks and taunts. ("Speak, you mute, dumb, worthless ox!")

Skill Challenge

Any PC attempting to banter words with a quickling partakes in a complex skill challenge; to gain the most information while fighting the quickling, the party must achieve 6 successes before 3 failures. If the quicklings are defeated verbally, they flee as an immediate reaction. Whatever dire crows remain to harry the foes cover their retreat.

Speaking in Elvish grants a +2 bonus to all checks in this challenge.

- A DC 20 Arcana check counts as two successes, but may only be used one time.
- A DC 20 Bluff counts as two successes, but failure means that the quickling's next *Twist the Knife* ability has a +12 Will attack instead of +8.
- DC 17 Diplomacy checks work as single successes.
- Any Religious check is always a failure; the quicklings despise religious talk as quackery.
- DC 15 History makes it clear that single combat is the ideal here, as it was with the Green Knight. Counts as 1 success, and may be used once only.
- DC 17 Insight reveals that the quicklings are not nobles among the fey, and are overcompensating by humiliating those they consider inferior. All future skill checks gain +2.
- DC 22 Intimidate works normally but the fey is Hostile, thus the high DC 22.
- A DC 12 Nature check counts as a single success, showing knowledge of the Feywild.

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

1. *"Tatzel the Green is a mighty wyrm, the friend of fey and the bane of men. He knows the Feywild and the roads between realms. And he will find your bones here."*
2. *"The Birch Queen's Fair stands but two leagues away, full of weapons yet peaceful. What a pity you do not stand within the bounds of its hospitality."*
3. *"The River King has nine sisters and no brothers, and long has been a friend to men. Now mortals stir him to make war, and we answer the call to hunt mortal flesh. Starting with yours, of course."*
4. *"You will meet the River King's sisters at least once, perhaps twice. They can turn his mind from wrath to peaceful flowing, but their prices are set high: vision, song, and souls are their meat and drink."*
5. *"Your mortal friends would do well to bow and speak quietly to Jenny Greenteeth, for she is a dangerous schemer."*
6. *"I have a sister's husband's cousin's friend, a child of hag and field, who knows the secrets of the Ritual that will return you to the mortal world before the seasons turns again and again, and you are lost to the river of time. Let me depart and I will tell you his name." (Rhorlief, at the Birch Queen's Fair.)*

FOR EACH FAILURE

The quicklings humiliate the PC, who stands dazed by the insults, unable to respond for one round.

SUCCESS

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

The quickling uses its next action to *Fey Step* away entirely.

FEATURES OF THE AREA

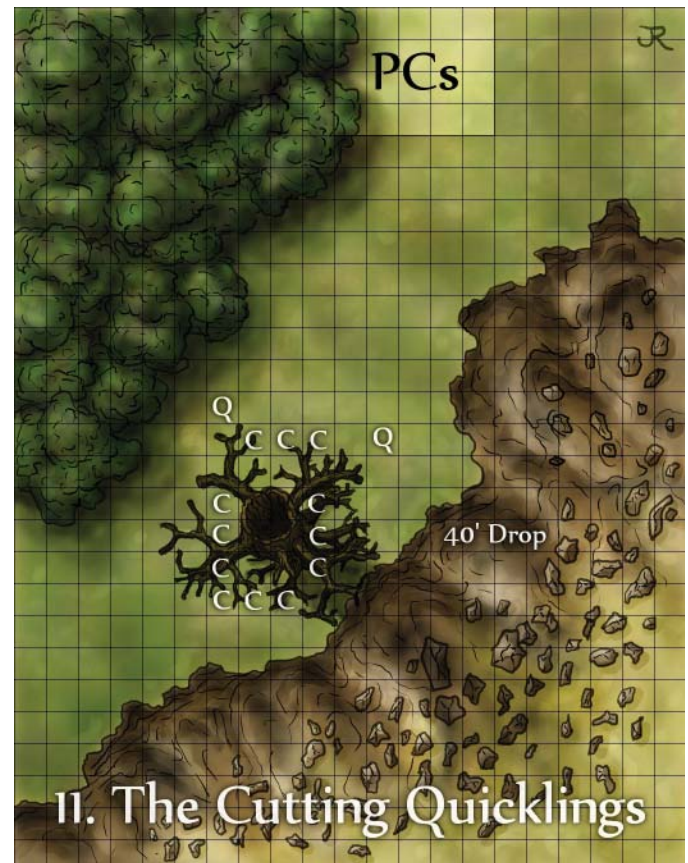
Illumination: The woods are dark but not impenetrable. Light is normal.

Terrain: The cliffs are 40 feet high; creatures falling that distance take 4d10 damage when they strike the rocks below.

The inside of the hollow tree is a fey door (see the Fey Roads, page 45).

TREASURE

The quicklings' treasures are hidden within a lightning-blasted hollow in the dire crow's tree. It includes their blades, which are of elvish workmanship and count as silvered. Both also wear rings of silver set with opals (240 gp each).





The Enchantress & Her Courtiers

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

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

A tent of gold and scarlet silk stands on a low hill along a small road. In front of the tent are a handful of eladrin knights and ladies speaking and sitting on small chairs. They share plates and goblets carried by at least a dozen small, almost invisible grey servants.

PERCEPTION CHECK (DC 16)

The small grey servants are about the same size as a human child, but very hard to focus on. You notice that a couple of them are feeding acorns to three enormous boars, each of which has a bit and bridle. [If the Green Knight is here:] Two beautiful copper-coated horses crop the grass not far away.

The picnic is winding down, but the fey are always ready to be amused—or to humiliate fools. Their initial attitude is Neutral. You can treat this as a skill challenge if you like (see below), or simply roleplay it out. The challenge is to show one's knowledge and mastery of History, Nature, and the Arcane—that is, hold a witty and entertaining conversation.

The audience is an eladrin lady of some standing, Lady Sorreminx, a notorious enchantress.

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

LADY SORREMINX

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

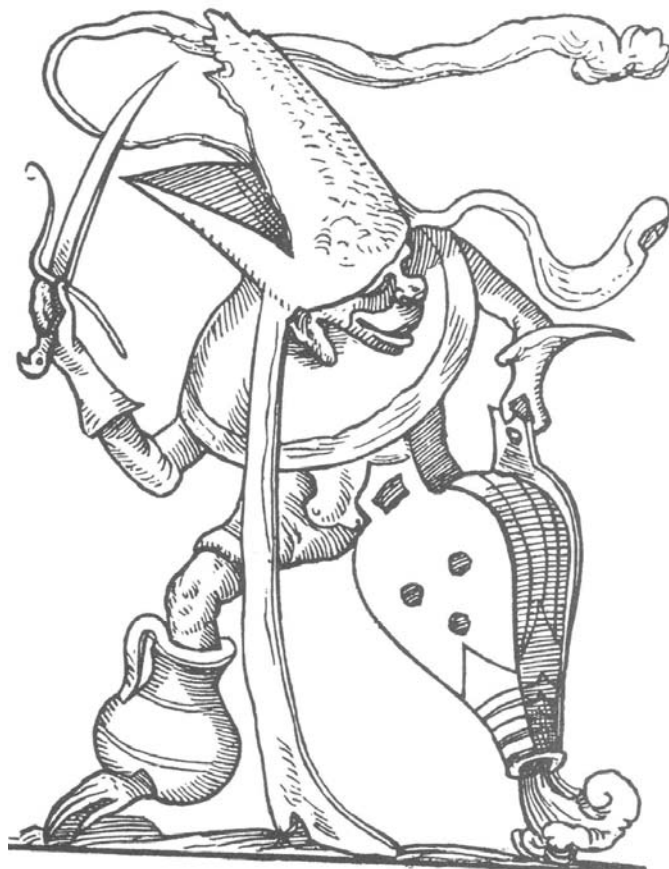
She enjoys insulting those whose Bluffs or knowledge are clearly failing. "Come now, sir, that is not worthy of a man of action. Are you a dull blade, or a pasty scholar?"

SIR YNGRESS THE RED

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

LORD CHELESSFIELD, MASTER OF THE ALPINE MARCHES

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



Skill Challenge

Level 5 XP 400

Complexity: Simple, 6 successes before 3 failures.

Primary Skills: Arcane, Diplomacy, History, Nature. Characters who do speak Elvish gain a +2 bonus to checks made with these four skills.

Acrobatics (DC 20): A character may tumble, juggle, or engage in other tomfoolery to amuse the ladies, even without a language in common. Counts as 1 success.

Arcane (DC 20): Arcane matters are very, very difficult to impress the enchantress with, but a success counts as 2. A second success adds just 1 to the total.

Bluff (DC 17): The eladrin enjoy a bit of joking, bragging and puffery. If a PC wants to talk big, that's great. The second attempt, though, is an automatic failure. Their patience for this approach is thin.

Diplomacy (DC 12): A way with words, manners, and courtesy is vital. This is the basic route to success. A failure here indicates a failure with language that insults someone, and a critical failure (roll of 1) means a challenge is made to a duel. 1 success.

History (DC 15): The character knows enough eladrin history, heraldry, or lore to keep up a civilized discussion of the past. 1 success.

Insight (DC 17): The character realizes that the Lord Chelessfield is probing them for information, and seems to regard them as a threat. Character also realizes that Bluff has limited use for this audience. 1 success; further attempts bring no success or failure result, but are merely wasted effort.

Nature (DC 17): The picnickers are also bloodthirsty hunters who happily discuss how to track, kill, and butcher their prey, from boar to stag (and from goblin to human, if necessary). They are keen fans of falconry and the best way to lure a dragon from its den. Their standards of knowledge here are higher than History, but not quite so high as Arcane. A certain willingness to let loose the hounds is required here; the courtiers are not the least bit squeamish, and seem suspicious of those who are. 1 success.

Success

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

Failure

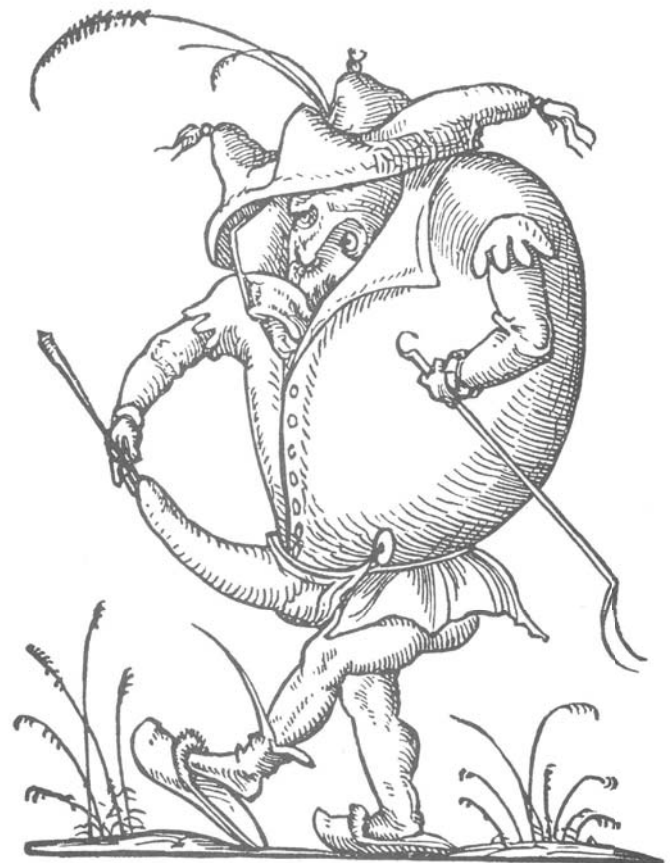
The eladrin laugh and give the party completely false directions to the Birch Queen's Fair, sending them instead into the jaws of the Dire Boar riders or into the Green Dragon Tatzel's clearing. In addition, Lady Sorreminx attempts a +8 Intelligence vs Will attack that covers all the party members. Those she enchants willingly give her a gift of some kind, chosen from the following list; a potion, all of the PC's remaining food or drink, and (from the affected PC with the highest Charisma) an oath to serve her and wear her token (see page 44).

WHAT IF THE PARTY ATTACKS?

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

They really want to fight everyone, use Sir Oberest's statistics for Yngress, dropping the AC by 4 points. Give Lord Chelessfield a *radiant +2 longspear* that immobilizes foes with a critical (note that all eladrin will critical on a 19 or 20 due to their aura). For Lady Sorreminx, give her the *Sleep* (+6 Intelligence vs Will) power and *Color Spray* (+6 vs. Will).

Make it quick. The *Color Spray* and *Sleep* might knock down enough foes that the rest can be convinced to surrender honorably.





CHAPTER 4

The Birch Queen's Fair

The entire fair is extremely well hidden, and yet most of the people of the Feywild know where to find it. The fair takes place inside a large fairy ring, which requires an ettin's permission to enter. The "oak trees" around the ring are really mushrooms - black, woody, and tall as oaks. When the PCs are outside of the ring, they can see and hear absolutely nothing of the fair. Inside the ring, there are sounds and vibrant colors everywhere. The fair itself takes place in a hollow, a flat meadow that fills a small valley surrounded by forest.

Milestone: *The player characters regain an action point.*



STORY GOALS

The player characters have four possible goals for this chapter:

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

None of these are required to complete the adventure.

ENTERING THE FAIR

The easiest path in is between two enormous birch trees, guarded day and night (see The Ettin at the Gate). It's also possible to enter via the Fey Road, in which case the entrance is in the middle of the fireplace in the Hall of Revels.

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

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

LEAVING THE FAIR

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

Skill Challenge: Endless Fair

If the party annoys the Queen or the Ettin, for instance, the Birch Queen's Fair may become impossible to leave. In this case, when the party leaves one side, they enter it again on the opposite site. Alternately, the fair just continues endlessly unless the party ends the music and merriment, passes by the ettin, or leaves by the Fey Road up on the Lords and Ladies Mount.

FEY ROAD EXIT

To undo the enchantment, the party needs to complete an Arcane skill challenge. If they try to open/manipulate a fey portal, see below.

Level 4 XP 200

Complexity 2 (requires 6 successes before 3 failures)

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

Thievery (DC 22): Same as above, but more difficult to get correct without knowing anything about magic.

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

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

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

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

LEAVING THE FAIR

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

Level 4 XP 400

Complexity 2 (requires 6 successes before 3 failures). After 3 successes, the party can see the way out through the streets and notes the Fey Road from the Lord and Lady's Mount as well, though they still cannot actually reach the exit.

Optional Bonus +2 if for an elf or eladrin character

Primary Skills: Arcana, Nature, Thievery

Acrobatics (DC 25): Attempts to use sheer speed to get out of the fair are usually futile. Counts as 2 successes if a PC finds a way to outrun or leap over the wards.

Arcana (DC 20): Arcana allows a character to manipulate the ley lines and see the weak points in the enchantment, possibly finding a way around the warding. 1 success.

Bluff, Intimidate (DC 17): Only usable after successful Perception. Bluff's one musician into stopping their music, weakening the enchantment. 1 success.

History (DC 15) — Diplomacy (DC 20): With History, the PC remembers that such "closed fairs" and "closed courts" are a fey tradition, who hold their revels in a sealed space outside normal lands, under hills or the like. Leaving before the event is over is considered quite rude. It is possible to petition the Lord or Lady for permission to leave. Only 1 success possible with History.

After History is used successfully, a PC may attempt Diplomacy with the Queen. Convincing the Birch Queen to let the party go early is quite a feat (and is done at a -4 penalty if they have murdered any fey while at the Fair). 2 successes.

Birch Queen's Fair



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<i>Lords and Ladies Mount:</i>	<i>Hall and Hill of Revels:</i>	<i>Other Locations:</i>
A. Queen's Tent	E Hilltop	G. Vile Gnome's Weapon Shop
B. Nobels' and Lord's Tents	F. Hall of Revels	H. Herald's Field
C. Hilltop, Queen's Throne and Fey Road Door		I. Fairy Ring Mushrooms (12 in all around clearing)
D. Feasting Area		

Nature (DC 15): The wards are made of woven mistletoe, entwined with briar rose, willow withes, and juniper branches. Taking down the wreathes weakens the wards, but is certainly against the Fey's traditions and wishes. 1 success.

Perception (DC 12): It's quite easy to notice that the fair's enchantments seem related to the music that makes many visitors dance. If the music were stopped somehow... this allows trying Bluff or Intimidate on a fey musician. 1 success, then no more.

Thievery (DC 17): The wardings have physical aspects: small wreathes are the most common. Thievery allows a PC to take down such a wreath in a public place without being noticed.

Success

The music is quiet enough and the arcane wreath bindings are reduced in numbers enough to allow the party to walk free from the fair into the woods.

Failure

The wards are sealed tightly. A knight of the Queen's Court (or perhaps the centaur Oiglas the Healer from the Queen's Consort challenge below) duels with the PCs to restore the Queen's good name from such meddling, iron-mongering mortals. The PCs must fight, as they cannot flee. The only ways to leave the fair now are by the Fey Road or by waiting it out until the fair ends in three days' time.

PLACES IN THE FAIR

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

The Merchant Stalls

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

Lord and Ladies Mount

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

The Fey Door out of the Fair opens directly beneath the Queen's seat, the stone table, in a set of stairs that go directly into the hill. The Queen forbids travel on her road during her nightly Revels while the Fair is in session. When the Fair concludes and she moves her court elsewhere, she ignores the door entirely.

Her guards are the centaur Oiglas by day and three spriggans by night. Seeking to travel during her feasts (or arriving at a nighttime hour) without a DC 20 Diplomacy check immediately earns the queen's disfavor. The queen's disfavor may involve losing her badge (see the Queen's Consort, page 48) or may involve being exiled from the Fair for a season.

The Hall and Hill of Revels

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

The Herald's Field

This open field includes the archery grounds, the tilting ground, and the dancer's maypole. Fey challenge one another to contests of wit and skill here, and challenge strangers as well to contests of poetry, archery, silence, jousting, and courtesy. These are opposed tests of Insight, Attack, Stealth/Perception, Athletics, and Diplomacy.

The Goblin Warrens

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

Fey Trade & Barter: Body, Soul, Memories

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

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

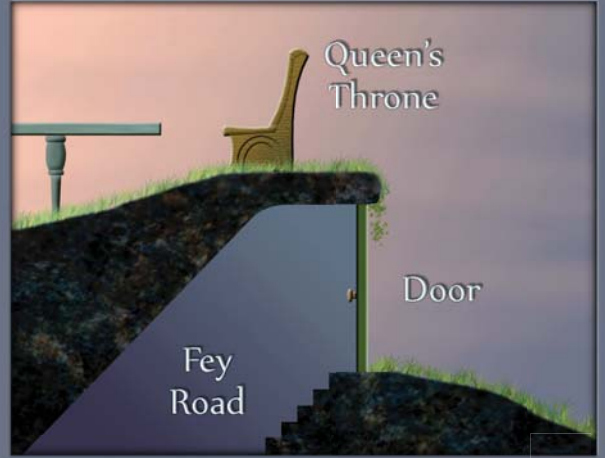
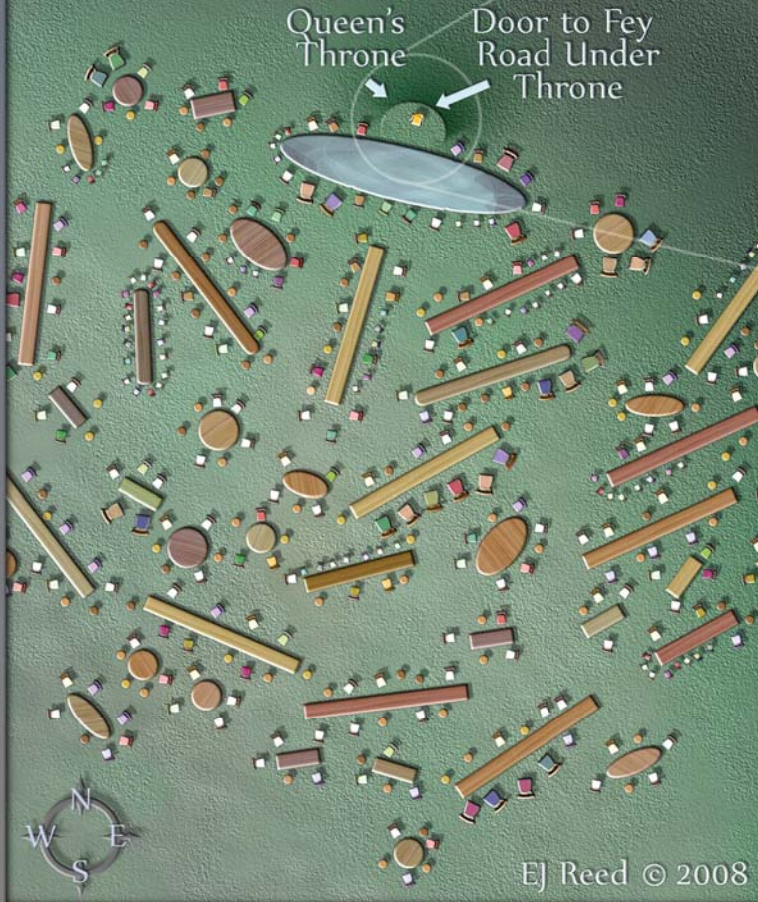
Gifts of the Mind and Body

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


Gifts of Learning

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

Feasting Area Lords and Ladies Mount



Vile Gnome's Weapon Shop

- M = Mudflick
- S = Spriggan
- B = Bystander
- Horse Water Trough → 

One Square = 5 Feet

Gifts of the Arcane, Primal, and Divine

Powers with the Divine keyword are not widely available among the fey, and are valued as a result. Arcane and Primal gifts are relatively common, and are traded permanently or sometimes loaned. Failure to return a loan may cause a fey to wither and die, or merely to twist to evil. It is considered a horrible sign to renege on such a bargain.

Memories of Times Past

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

Memories of Great Prowess

You trade away (or gain) a critical hit. For instance, a hero might forget the critical hit that slew a dragon, and gain a future success (his next 19 is a critical). The loss of that memory is expensive, as the PC loses 100 XP. The reverse is also possible, though the DM should permit it only once: a character can gain 100 XP from a fey's memory of wooing the queen, or winning a duel, or what have you. In exchange, his next critical hit of 20 is automatically a failure of 1.

Note that memories may also have other effects for the fey, such as enabling change to the Fey Roads (see page 45).

Future Moment of Success

A character can trade away a future saving throw for a future action point (it's never clear what one has traded with the fey). By agreeing to fail a future saving throw, you gain an additional action point to use in the future. Or vice versa, you give up your action points until such time as you make your next saving throw (when you make the save, you regain the *ability* to use action points, but start with none). The fey making the trade gains the "lost" action point or save.

The Trade: Memory In, Memory Out

Extracting memories requires a few herbs and a 10-minute ritual (the Ritual of Memory). The character losing a memory, skill, or attribute also makes a DC 15 Endurance check.

If it succeeds, there's no adverse effect as the ritual proceeds normally. If the check fails, the character loses a healing surge. The memory may be swapped with the recipient immediately (the most common practice) or it may be stored in a vial of semi-precious stone (carved crystal, jade, and even glass) for later use.

Opening or receiving a memory requires the same DC 15 Endurance check. If it succeeds, the transfer goes smoothly and the recipient is dazed for one round as the memory, skill, or attribute floods their consciousness. After that, the ability gained can be drawn on normally, though memories are always clearly those of someone else. If the

Endurance check fails, the character loses a healing surge and is dazed for one minute. The transfer still succeeds.

Events at the Fair

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

The Caged Child

A human child is kept among a group of ogres. PCs local to Riverbend natives recognize the child as Miko, a missing boy last seen swimming in the millpond. He was believed to have drowned, but the body was never recovered.

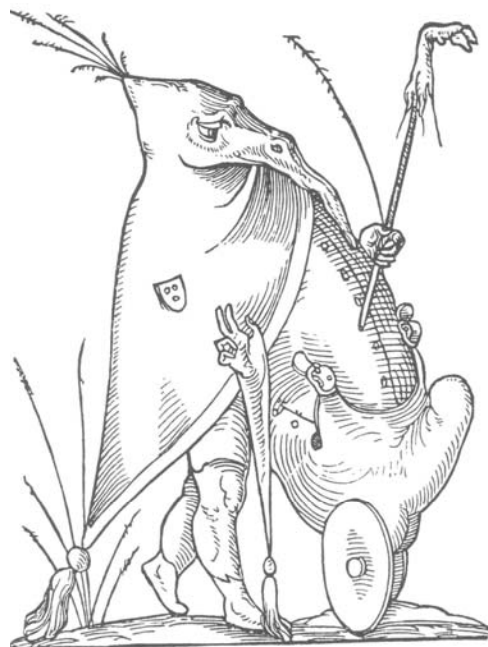
If the party haggles for his freedom or fights to free him, they have a friend. Miko could either 1) have seen Ellessandra a few days ago and could direct them to the River King's court, or 2) direct the PCs to some of their missing items.

The Boxer

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

The Jealous Husband

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



The Gift

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

Dance of Madness

After the Birch Queen's Contest, music permeates the fair, audible throughout the area from morning to night. Ambertan the Black Fey Warlock enchanted the Queen's musicians, and those who hear them are subject to a +8 Will attack (charm, zone effect, permanent until the fair ends). Fey-blooded elves and eladrin gain a +2 bonus to their Will defense for this attack.

Those who are hit are compelled to dance, cannot sit, and cannot take either a short or extended rest until the music stops. And the music stops only when Ambertan says it stops, or when the Birch Queen's revels end....

Dancing requires a DC 15 Endurance check after every four hours. If it fails, the character loses a healing surge—which he cannot regain due to the lack of rest.

The Dwarf Toss

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

The fey "dwarf" is Urdan the Runt, an unnaturally short earth giant (a mere 12 ft tall). Throwing him takes a DC 30 Athletics check. If you can't toss him, he gets to take a turn with you, throwing the PC for a distance equal to twice his attack roll (+15 ranged) and doing 1d10 for every ten feet tossed. The fey find this quite amusing.

The Gnomish Acrobats

Three sisters named Froggy, Flopsy, and Jumper work together as an acrobatic and balancing act, with a bit of thievery on the side. They attempt to entertain for a few coins. One usually climbs up the tallest member of the party to stand on his shoulders for the "leap of death!" finale. This is a distraction for a pickpocket attempt (+9 Thievery vs passive Perception). If they are caught, they can attack individually (as level 3 rogues) or jump on each other's shoulders to form one larger creature (as a spriggan). They run in three directions shouting for their brothers.

Lost Dog

A small elf child is looking for his pup "Bouncer". The players must search around to find it. When they locate it, it isn't what they expect. It is a three-headed basilisk. It doesn't want to go along quietly (maybe it found a nice

snack) and the party has to subdue it first. They'll be in big trouble with the child's mother (a lady-in-waiting for the Birch Queen) if they accidentally kill it.

The Pig With Wings

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

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

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

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

The Puppet Show

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

The Returning Stone

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

The ettin at the gate

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

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

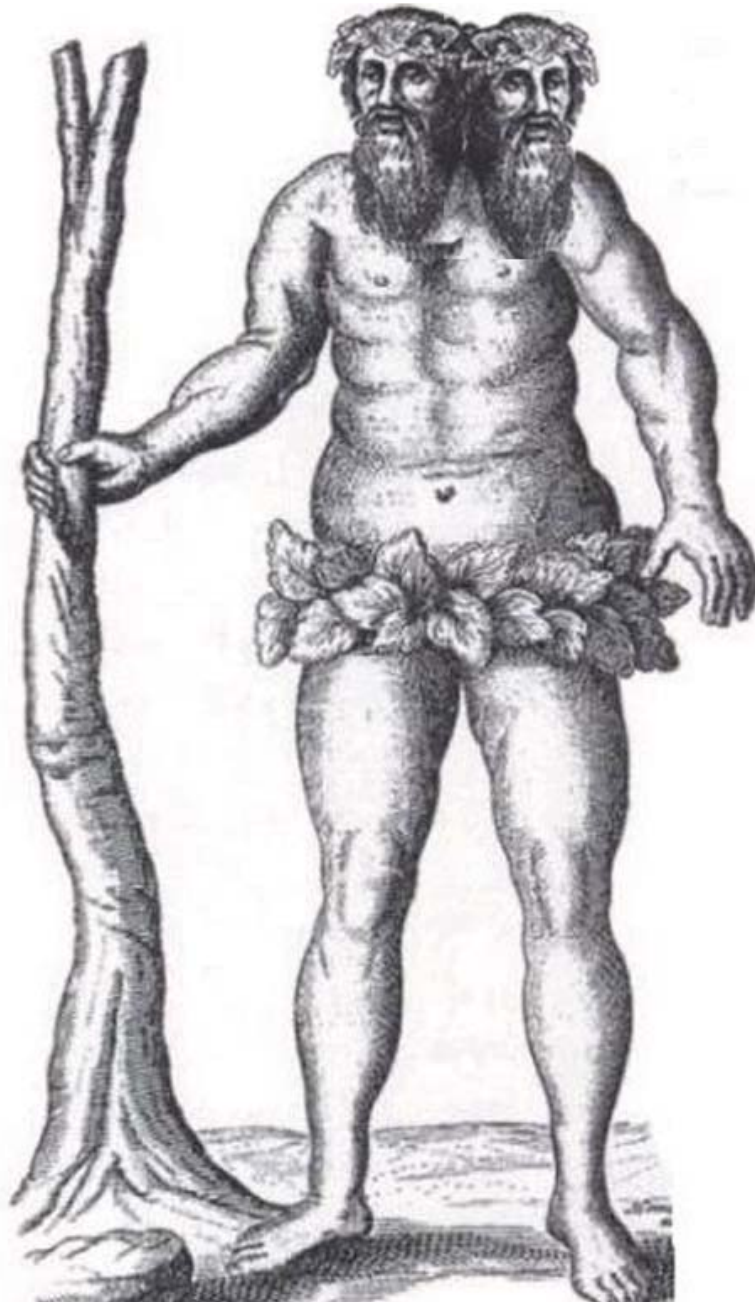
If the party approaches:

The head on the left tears a rough bite from the leg of beef, chewing it slowly as the right head squints at you. "Nagan," the right head says, "these whelps think they can just walk into the Lady's Fair."

The head on the left digs a piece of gristle from between two big fangs, "No one just walks into the Birch Queen's Fair, Garag."

The head on the right spits on the dusty path leading into the clearing, "You hear him, meat? No one just walks in; you pay or you leave."

A small crowd starts to gather at a safe distance around you.



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

Setup

For the ettin to allow the party through, they need to convince him or trick him into allowing them to pass. Alternatively, they could simply purchase their entrance for 100 gp per character. The odds of a successful fight are slim; use the standard ettin statistics.

1 Ettin (Level 10 Elite Soldier)

Level 4 (For level 5, increase all DCs by 2.) **XP 400**

Complexity: 2 (requires 6 successes before 3 failures). After 3 successes, one of the ettin's heads begins to argue with the other head to let the party in. Giving the ettin the invitation from the Frog Riders provides one success without a roll.

Optional Bonuses:

+2 for talking to the ettin in Giantish

+2 to the first check for a successful DC 12 Streetwise check to ask the crowd about the ettin before starting.

+2 to the first check if the characters offer the ettin wine as they negotiate.

Primary Skills: Bluff, Diplomacy, Intimidate

Arcana (DC 17): Arcana allows a character to remember proper fey and giantish customs to haggle for entry. The ettin has basic tastes for food, sweets, and drink.

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

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

Endurance DC 17: No success or failure in the challenge. However, if a PC challenges the ettin to drink some more and makes a DC 17 Endurance check to keep up with the giant all characters gain a +2 bonus to future Bluff attempts.

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

Perception (DC 12): No success or failure in the challenge, but the first success means the PC notices the feywine amphora beneath the sheepskin sack and gains a +2 bonus on future Bluff attempts.

Stealth (DC 17): The ettin has four excellent eyes, and he simply places his tree trunk to stop anyone sneaking past him. A success means that PC slips through, but that PC can no longer make checks to help the rest of the party. Failure means that the ettin raps the PC on the head for 17 damage with his tree trunk, and pushes the PC 3 squares back away from the gate. This counts as a failure and annoys the ettin.

DESIGN NOTE: MEASURING SUCCESS

The temptation may be to add a small element of mystery by recording skill challenge successes and failures behind the DM screen. However, you may have better results by making it clear how the party is doing. Mark their successes right on the battlemat with tally marks.

SUCCESS

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

FAILURE

Nothing they do will allow them through without a price. The characters are forced to pay 100 gp per character, go elsewhere, or find someone to sponsor them (for a price not paid in coin). The ettin marks them as rubes and fair game for future harassment. If the party is foolish enough to seek a full-blown battle with this ettin, use the marauder statistics from the *Monster Manual* (page 108).





The mages and merchants

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

Voyland the Smith

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

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

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

QUEST

XP 100

Chase the gnomes out of the fair.

Ambertan, Black Fey Warlock

The tent ahead of you is shadowy; made of black silk shot through with silver. A spiral-bearded gnome at the door with curly shoes says "Enter my master's tent and learn things that only the ancient forests whisper. Enter and hear the gnarled voices of the Feywild answer all your questions, honored heroes."

The tent smells of earth and mushrooms, of the forest after rain. A chill fog seems to drift from the walls of black silk.

The Black Fey warlock Ambertan is a rotten apple, but he knows things that the party wants to know. To learn it, the party must accept his badge of service to the Black Queen Nimuræ (see below). If they refuse, he will strike some other bargain (see *Memories of Times Past*, page 40), though he demands a great deal for his information. He can learn four main things of interest from the dark, earthen voices that speak to him through his fey pact, in the gnarled voices of deep-rooted trees:

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

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

Audience with One's Own Soul

Ambertan offers "a few minutes alone with their soul. You will meet your true self... but will you like what you see?"

Treat this experience as similar to a *Consult Mystic Sages* spell (*PHB*, page 302) but replace 'Religion' with 'Insight' (representing how well the PC "knows himself" and accepts his soul's advice). The soul can only know things that the character has actually experienced, but may make connections they haven't or remind them of things forgotten. It may also have other opinions to share.

Magic Items

He offers several things, including a +1 *staff of storms*, *catstep boots*, a set of *darkleaf armor* +1, and an invitation to the River Court. Once two or more PCs accept his badge and swear loyalty, he is content.

Other Items

Even if the party does not accept his badge, Ambertan has a few things to sell. In particular, he's keen to unload a small wooden box. If they ask to see what it contains, he lifts the lid just a crack and whispers "darkness". The true content is a shadow that creates a blinding aura of shadow like that of the Black Fey's *Veil of Darkness* ability. This is a one-shot item worth 50 gp.

The Wolf Rhorlief and His Wares

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

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

If the party approaches him, the wolf speaks in Elvish and Common, and asks to exchange one ritual for another. He already knows the river Ritual that brought the party through the Rushing River (see page 16).

The difficulty of bargaining with Rhorlief is that he's driven by a need to come out ahead. He offers many things: rituals for hunting and tracking (*Traveler's Feast*), a ritual to protect against river, wind, and frost (*Endure Elements*), and a set of fey couriers (*Animal Messenger*). His best ritual describes the use of the Fey Roads. For the party to gain any of these, though—and especially for the Fey Roads—Rhorlief wants flesh and memories and bones.

Rhorlief drives an extremely hard, sly bargain. He'll say that he would like all the food the party is carrying (and if they agree, he takes it but offers nothing in return—he did say HE would like it). He mentions that he will give the party a ritual for their wisest priest's curing touch, and then if they agree, take that ability away from the character as the price of the ritual (rather than, say, him being the recipient of a curing touch, as some might assume). The ritual he gives in return may do little more than a standard *Water Walk* ritual.

If the party grows suspicious, he offers another deal. In exchange for the wizard's memories of his master (or the fighter's instincts, the paladin's courage, the cleric's patience, or the rogue's trickery—use an

abstraction that works for the character he is bargaining with), he will give the party what they want, the Fey Road Ritual. If a PC agrees to these terms, he does lose those memories and suffers a -1 to all attack rolls, skill checks, saving throws, and ability checks. This fey penalty fades after the PC reaches two more milestones.

Finally, Rhorlif asks for their archer's eyesight, and promises to return it (after the Birch Queen's Consort is chosen). The archer is blinded, but the wolf does not return. Healing the archer requires a standard *cure light wounds*, and he suffers a -2 penalty to ranged attacks until he takes an extended rest.

ORELLIAR, THE MAGE OF TIME

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

If a PC expresses an interest in buying his wares:

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

The eladrin wizard Orelliar claims to sell time. Not extra time, but memorable and worthwhile moments. The cost is simple: a moment to come that the buyer gives up. (The mechanics of this are explained in the Fey Trade and Barter section. See page 38.) He especially favors Times Past and Future Success trades.

WICKERBELL'S WEDDING DAY

Orelliar has one moment in particular that the party may later wish to purchase: the wedding of Lady Wickerbell and the Lord Apicus in the Great Rippling Hall at the River Court. The memory itself is nice enough: a set of vows in elvish overseen by the River King and attended by a wide range of eladrin knights and ladies, tricky gnomes in loud clothes and ludicrous hats, a somber delegation of Black Fey, an ogre huntsman, talking frogs and bears, and a dozen beautiful singing lorelei leading the processional music. The bride, a bee fey clearly loved by the courtiers around her, arrives through the Fey Road under the Queen's table from the Fair (see page 38).

That vision of the Fey Road is enough for an arcanist to establish a link through the Fey Roads to the River Court and use the Fey River road. Orelliar is rather fond of this particular memory, as it is courtly, full of the arcane, and exactly what uninvited lesser fey pay top dollar for. He asks for three temporary gifts of mind and body or 3 other memories for this one. He has no use for Gifts of Learning, as he is quite content with his own skills.

FEY ROADS

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

Level: 5

Category: Travel

Time: 10 minutes

Duration: Special

Component Cost: 50 gp (see text)

Market Price: 300 gp (rarely sold)

Key Skill: Arcana (or Nature)

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

At the completion of this ritual, make an Arcana check (those with fey blood may substitute Nature). The result determines the duration that the Fey Road remains open.

Arcana Check Result	Portal Duration
10 or lower	Portal stays closed
11-19	1 round
20-39	2 rounds
40 or higher	3 rounds

The origin and destination points of this ritual are always teleportation sites, the *fey doors* to the Fey Roads. These are typically a hollow tree, a door in a hillside, or standing stones on a hilltop. Most of them are well-known among the fey. Eladrin, elves and other creatures with fey blood gain a +5 bonus to their Arcana check when opening the Fey Roads.

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

The destination of a Fey Road is always set when the portal is opened; the destination can be changed only with effort. Those with fey blood can choose to change the destination of a Fey Road; this imposes a -5 penalty to the Arcana roll. The fey creature must have visited the new *fey door* before, not merely heard of it (a bartered memory is also sufficient). Any number of creatures of any size can use an open road; the only limitation is the number that can reach the door before it disappears again. Certain Fey Roads are guarded; others lead in only one direction.

Anyone standing in the vicinity of either end of the portal sees a foggy road through a forest but no hints of the destination. Environmental effects at one end of the road don't affect the other end.

FEY ROAD LORE (ARCANE OR NATURE CHECK)

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



The Vile Gnomes

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

While the party may find them in their tent, the brothers also roam the Fair, assaulting the weak and defending others. For instance, they may lean on the party to tip the gnomish acrobats more heavily (see “Events At the Fair”, page 40).

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

If the party expresses no interest in buying:

“Well, move along, before I ask my four brothers to move you! You’re taking up valuable space in our tent.”

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

Setup

- 1 Vile Gnome Enchanter, Mudflick
- 4 Spriggan Brothers

(The map for this encounter is on page 39.)

PERCEPTION CHECK (DC 15)

The weapons here all shimmer with the aura that means magic: some are mithral, others are clearly alloys of adamantine, or strange greenish metals. You’ve never seen quite so many all in one place.

ARCANA CHECK (DC 20)

The enchantments on these weapons look....Temporary.

The “magical” swords here trade for a lot less than Voyland’s goods, and most of them are junk. Their magic fades in a few days, typically after a single encounter.

Mudflick always uses his aura plus *Natural Stealth* to escape notice at the start of combat.

Mudflick Level 5 Controller (Leader)

Vile Gnome Enchanter

Small fey humanoid XP 250

Initiative +2 Senses Perception +2; low-light vision

Aura of Concealment (Illusion) aura 5; the vile gnome enchanter and all allies in the aura gain concealment and can hide in the aura.

Natural Stealth: If Mudflick has cover or concealment when he makes an initiative check at the start of an encounter, he can make a Stealth check to escape notice.

HP 62 Bloodied 31
AC 19 Fortitude 15 Reflex 17 Will 15

Speed 5; see also **Gnome Step**

+1 Flame Dagger (standard; at-will) ♦ **Weapon**
+9 vs. AC; 1d4+3 damage.

Diabolic Bolt (standard; at-will) ♦ **Fire**
Ranged 10; +8 vs. Fortitude; 1d6 + 6 fire damage, and the target is dazed (save ends).

Tripping Glamour (minor; at-will) ♦ **Illusion**
Ranged 10; +9 vs. Will; the target slides 2 squares.

Endless Obstacles (standard; recharge 4 5 6) ♦ **Illusion**
Close burst 5; targets enemies; +9 vs. Will; the target is slowed (save ends).

Disappearing Armor (immediate reaction, when Mudflick takes damage; encounter) ♦ **Illusion**
Mudflick turns invisible until he attacks or until the end of his next turn.

Gnome Step (move; encounter) ♦ **Teleportation**
Mudflick teleports 5 squares.

Alignment Evil Languages Common, Elven
Skills Arcana +13, Bluff +9, Insight +7, Stealth +9
Str 10 (+2) Dex 10 (+2) Wis 11 (+2)
Con 14 (+4) Int 18 (+6) Cha 15 (+4)

Equipment bright orange hat, striped green-and-yellow vest, and bandolier of +1 flame daggers (6)

FEATURES OF THE AREA

Illumination: The tent is well illuminated by globes filled with fireflies.

Terrain: Tables and boxes count as difficult terrain.

TREASURE

The spriggan weapons include all types of level 1, level 2, and level 3 weapons: daggers, swords, axes, etc. These are all temporary enchantments, which fade in a few days.

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

Any PC may retain one or more weapons they found with a successful DC 22 Thievery roll. This is a Level 6 magic item.

Modred, Maggle, Moppsy, and Mayhem, Spriggan Warriors (4)

Small fey humanoid Brute

Level 4

XP 175

see also *Growth*

Initiative +5 Senses Perception +7; low-light vision

HP 64 each Bloodied 32

AC 16 Fortitude 16 Reflex 16 Will 14

Speed 5

+1 *Frost Shortsword* (standard; at will; usable only when small)

◆ Weapon

+8 vs AC; 1d6 + 5 damage.

+1 *Frost Greatsword* (standard; at will; usable only when large)

◆ Weapon

Reach 2; +8 vs AC; 1d12 + 5 damage.

Take-Down Strike (standard; encounter; usable only when large)

◆ Weapon

Reach 2; +8 vs AC; 2d12 + 5 damage (2d12 + 10 damage if target is bloodied).

Combat Advantage (only when small)

The spriggan warrior deals an extra 2d6 damage against any target it has combat advantage against.

Growth (minor; at will; usable only when small) ◆ *Polymorph*

The spriggan increases to size Large. Its weapons and equipment increase in size with it.

Shrink (minor; at will; usable only when large) ◆ *Polymorph*

The spriggan decreases to size small. Its weapons and equipment decrease in size with it.

Alignment Unaligned Languages Elven

Skills Athletics +11, Stealth +11

Str 18 (+6), Dex 16 (+5), Wis 10 (+2)

Con 14 (+4), Int 12 (+3), Cha 9 (+1)

Equipment +1 *frost swords* (temporary)

Development

The spriggans pursue the party around the fair and report any suspicious activity to the Queen, Sir Armour or the centaur archer.

DM NOTE

Mudflick sells everything here as if it's a permanent item from the PHB, unless a player makes the Arcana Check and he notices by making an Insight Check of his own (DC 20). Then he haggles.

TACTICS

The gnomes all use Mudflick's *Aura of Concealment* to make Stealth checks and then fight in pairs, two spriggans to each foe. The first grows large and uses his *Take-Down Strike*, the second stays small and uses combat advantage for maximum effect. Mudflick uses his *Endless Obstacles* to slow down foes, and his minor *Tripping Glamour* to place foes out of position for combat advantage.

In the second round, the small spriggan in each fighting pair grows large and uses *Take-Down Strike*, and the large one grows small to use combat advantage for extra damage. Mudflick uses his *Diabolic Bolt* to daze foes who are not slowed.

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





The Queen's Consort

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

The contest is indeed to win the Birch Queen's favor and a title in her Court for the coming year.

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

This represents a ritual for abundant crops and general prosperity.

The law of the land states anybody can participate. If a corrupted or power-mad creature wins, the Queen need not grant him more than the honorary title. However, if an evil or ambitious creature can hide its evil, her kingdom may suffer at the Consort's whims.

The Contestants

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

ROUND 1: ARCHERY

The archery contest is straightforward: three attack rolls using ranged attacks (and not magic). Any total over 60 automatically gets that PC into the next round. Any total over 50 is pretty good, but does not impress the crowd at this level of competition. Any roll of 1 means that the PC missed a shot completely, disqualifying them from the remainder of the contest. This is why elves do so well in this contest.

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

Oiglas the Healer: The centaur's bow is full 7 feet tall and shoots through the target and the hut behind it. He shoots a 29, 25, and 19. Total = 73

Sir Yngress the Red: The young eladrin in red shoots a 19, 26, and 22. Total = 67

Harrowdin the Black Fey: A black-bearded, black-garbed hunter. Shoots a 22, 22, and 22. Total = 66.

Stumblegrin the Poacher: A leafy bugbear with a ragged cloak. Shoots a 21, 30, and 14. Total = 65.

Sir Arnovar: The knight in the blue cloak shoots white-feathered arrows for a 24, 18, and 20. Total = 62

Mudflick the Gnome: The vile gnome uses a heavily enchanted bow to shoot 20, 19, and 18. Total = 57.

If you like, the items the PCs lost to the Rushing River (Encounter 6) or The Enchantress and Her Courtiers (Encounter 12) may be given out among the prizes.



SABOTAGING YOUR RIVALS

If you like, the party may choose the best archer among them and the others cheer on their companion using Diplomacy, Perception, Streetwise, or Insight. They can also use Bluff, Streetwise, or Intimidate to affect the other competitors. The Heralds of the Birch Queen frown on this sort of behavior, so doing it once will get the PCs a warning. Doing it twice will get them thrown out of the contest. Doing it a third time will get the contestants exiled from the fair, spending a year as a statue, or even being mute for a month.

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

Calling someone on their mistake makes the interrupting PC that champion's nemesis; they stare them down and make it clear that there will be a reckoning later. For the centaur nemesis, consider the stats for the Rothenian Bandit Chief in *Kobold Quarterly* #7.

ROUND 2: ENTERTAINMENT

The six competitors who advance from the prior round must show their skill as entertainers before the crowd.

Available Skills: Arcana, Athletics, Acrobatics, Bluff (storytelling or poetry), History, Nature. The queen favors Nature and Arcana in particular, and those choosing that route gain a +2 bonus to their roll.

Success: The highest three rolls win. The centaur Oiglas has a 25 for Nature, Sir Arnovar has a 30 in poetry, and even little Mudflick the gnome has a 26 for Arcana. Harrowdin the Black Fey manages a set of rather grim anecdotes for 19. Stumblegrim tries Athletics and fails to impress with a 12. Young Yngress attempts to speak of nature and the hunt in a bit of storytelling and the whole thing falls completely flat (rolled a 1).

ROUND 3: AN AUDIENCE

The queen summons two or three of the contestants up to her table. If the PCs flubbed out, Sir Arnovar wins the day and the title.

The Consort: The Birch Queen's Consort is expected to sit with her at that night's revel, and to keep the Queen amused, safe, and happy during the remainder of the Fair. He then attends her morning and night, and brings her such gifts as he can. Annoying or ignoring the Queen is a bad idea, and may quickly lead to the Consort's dismissal.

Consummation of the marriage is optional and involves its own complications. The Queen may not want her new lover to leave the Fair, and so uses the dancing music to seal the exit. In this case, the only way out is by using the Fey Road door at the top of the Lords and Ladies Mount. The Consort is free to come and go (unless the Queen bars his travel), as are those who wear a token of the Lords and Ladies, such as the badge from the wizard Ambertan (see page 44) or Lady Sorreminx (page 32).

The Queen's Token: Made of red and yellow gold in the shape of a birch leaf, this brooch for a cloak is equivalent to an +1 *amulet of health* for anyone who wins it.

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

MINOR QUEST

XP 200

Take the title as the Queen's Consort.





he MILLER'S BRIDE VISITS

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

Setup

Run this encounter at night, perhaps after one of the Queen's Revels, when darkness and mystery make it easier for Ellessandra to approach the party. It may also begin in Riverbend itself after a great success with the Mill's Brownie Skill Challenge (See Encounter 4).

NAIN ROUGE CHANGES

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

It is a starry night, with a gentle breeze and the sound of leaves rustling in the woods. Someone speaks in lightly-accented Common, saying: "I come as a messenger from the Feywild. Can you swear that I will have safe passage and hospitality among you?"

Ellessandra is deeply worried. Her son's ambition and cold calculation disturb her. Assuming the PCs are not complete bloodthirsty fools, read:

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

Let the PCs react and then continue with:

"The River King is angry that Froderick fails to make his offerings. He will steal away a few human children into the Feywild, but they

will be cared for there. Do not interfere, or things will grow worse."

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

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

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

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



The RAID RECRUITER

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

Years have passed in the Feywild for young Flax the “brownie”, who has grown into a half-elf and a man. Jenny Greenteeth convinced the young half-breed that he can earn respect from the fey.

A rider in pale blue armor on a grey steed clatters through the gates of the Fair, with two bugbear hunters running behind him. He pulls up when he sees creatures that are not of the Feywild. “You do not belong here! I am done with your kind, and your mud huts will soon be carried downstream. Your lives are nothing but pebbles in the water. Do not try to stop me.”

Lord Flax clearly commands the PCs not to interfere, but he also counts on the Fair’s protection. He doesn’t want a fight or duel at this point. The PCs are not a worry, since he has won the sympathy of many of the fey and the patronage of their Lords and Ladies. If the party attacks, he simply *Fey Steps* away. The Birch Queen’s guards asks the PCs to leave (the charge is “assault on a Lord or Lady”). If the party is smart, they will challenge Flax to a duel, which he will decline out of fear (reducing his status in the eyes of the fey).

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

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

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

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

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

PCs As Mercenaries

The PCs are welcome to take Lord Flax’s offer and sign their swords to his service, so long as they have not already taken service with anyone else (such as Ambertan the Warlock, a consort to the Birch Queen, a favor from Lady Sorreminx, or even a scale from the Dragon Tatzel). Taking service means the character gets a blue flower badge to wear (flax, of course), and the promise of land and gold if the raid against Riverbend goes well. The character is expected to march with Lord Flax’s company in the morning to the River Court.

A character who has sworn service to a fey may not attack that Fey Lord or Lady unless he or she makes a successful Charisma vs Will attack against that Lord or Lady. Breaking an oath of service in the Feywild is a minor action that means the PC verbally denounces their sworn word. The character is then weakened for 2 rounds. Rolling a critical failure when denouncing a sworn oath (roll of 1) means that the oathbreaker is dominated (save ends) (See the PHB page 277).

Breaking an oath like this means that other fey view the character as shifty and suspect; all Bluff, Diplomacy, and Streetwise checks suffer a -3 penalty while the character is in the Feywild.







CHAPTER 5

The Deeper Woods and the Fey Roads

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

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

Milestone: *The player characters regain an action point.*





The Dragon's Clearing

Setup

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

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

This encounter includes the following creatures:

- 1 Young green dragon (D)
- 3 dragonborn protectors (S)

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

If the party enters from the Fey Road:

The trees and the streams of light vanish, and the road opens into a pit or tunnel of some kind. The floor of the pit is covered with bones.

PERCEPTION CHECK (DC 18) OUTSIDE THE PIT

You see claw marks on the branches above you.

PERCEPTION CHECK (DC 28) OUTSIDE THE PIT

You see human-sized footprints among the leaves.

NATURE CHECK (DC 17)

The clearing ahead is hung with moss and scattered with bones. A single enormous oak tree, scarred by lightning and claw marks, stands at the north end of the clearing.

The party won't see Tatzel right away, but may hear him or his dragonborn followers. If the heroes disperse the fog (see under Shrouds of Fog in Terrain below), they see:

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

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

Tatzel knows the secret to returning through the river to the millpond, but is not eager to give that out without a substantial bribe. He'll taunt the party with the lie that time runs slower in the Feywild, hinting that months and years may be passing in the mortal world while they are here. And he won't sell the secret cheaply, either: He wants at least 500 gp, or gems worth half that, or two horses, or a magical item of level 4 or better.

The secret itself is simple: To return from the Feywild, the party needs to touch the millstone of the False Mill (Encounter 26). Diving in to touch that stone pulls them down and spits them out in the millpond on the same day they first entered it—time flows much faster in the Feywild than in the mortal world.

Tatzel

Level 4 Solo Skirmisher

Young Green Dragon

Large natural magical beast (dragon)

XP 875

Initiative +7 Senses Perception +10; darkvision
 HP 228 Bloodied 114; see also *Bloodied Minions*
 AC 20 Fortitude 18 Reflex 18 Will 19
 Resist 15 poison
 Saving Throws +5
 Speed 8, fly 10 (hover), overland flight 15; see also *Flyby Attack*
 Action Points 2

Bite (standard; at-will) ♦ Poison

Reach 2; +9 vs. AC; 1d8 + 5 damage, and ongoing 5 poison damage (save ends).

Claw (standard; at-will)

Threatening Reach 2; +9 vs. AC; 1d6 + 5 damage.

Double Attack (standard; at-will)

The dragon makes two claw attacks.

Flyby Attack (standard; recharge 5 6)

The dragon flies up to 10 squares and makes a bite attack at any point during the move without provoking an opportunity attack from the target.

Tail Sweep (immediate reaction, if an adjacent enemy does not move on its turn; at-will)

+7 vs. Reflex; 1d8 + 5 damage, and the target is knocked prone.

Luring Glare (minor 1/round; at-will) ♦ Charm, Gaze

Range 10; +7 vs. Will; the target slides 2 squares.

Breath Weapon (standard; recharge 5 6) ♦ Poison

Close blast 5; +7 vs. Fortitude; 1d10 + 3 poison damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).

Aftereffect: The target is slowed (save ends).

Bloodied Minions (free, when first bloodied; encounter)

♦ Summoning

A set of 12 kobold dragonblood minions (see page 56) spring up from the dragon's spilled blood, and attack immediately.

Frightful Presence (standard; encounter) ♦ Fear

Close burst 5; targets enemies; +7 vs. Will; the target is stunned until the end of the dragon's next turn.

Aftereffect: The target takes a -2 penalty to attack rolls (save ends).

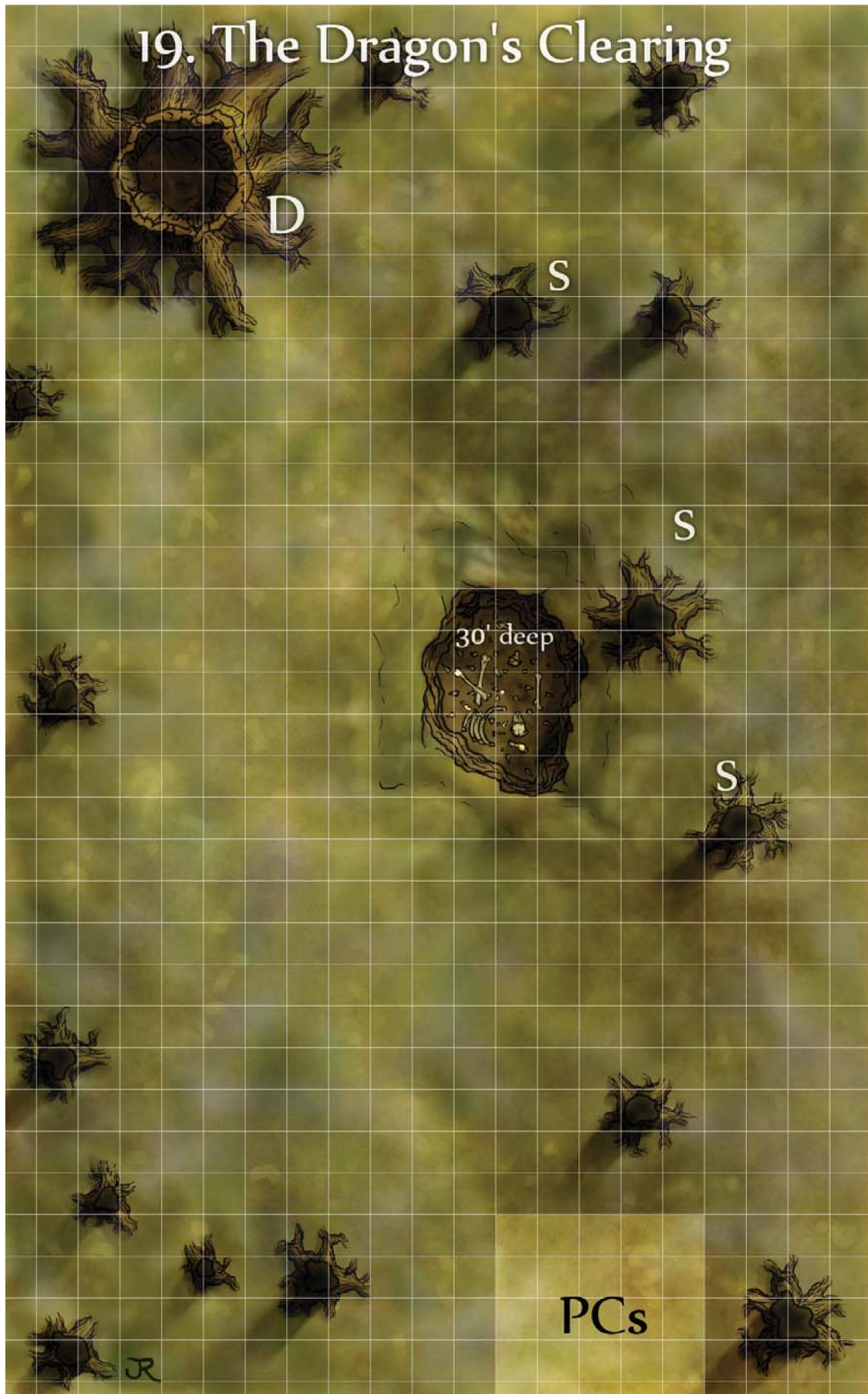
Alignment Evil	Languages Common, Draconic	
Skills Bluff +15, Diplomacy +10, Insight +15, Intimidate +10		
Str 15 (+4)	Dex 20 (+7)	Wis 16 (+5)
Con 17 (+5)	Int 15 (+4)	Cha 17 (+5)

TACTICS

Tatzel speaks, giving the dragonborn time to get behind the party. Once combat is joined, it uses *Frightful Presence* in the first round and *Luring Gaze* to slide a foe into the pit every round. In the second round, it uses its breath weapon. In the third round, it attempts a *Flyby Attack* with a bite.

Once bloodied, it leaps up into the trees (a height of 6 squares) and becomes effectively invisible in the fog while it chooses a new foe for a *Flyby Attack*. It strikes the foe most wounded by its dragonblood minions.

19. The Dragon's Clearing



The Dragon's Clearing (cont'd)

Caustrix, Phosphor, and Gallogard, Dragonborn Protectors

Level 5 Soldiers

Medium natural humanoid XP 200 each

Initiative +5 Senses Perception +2
 HP 62 each Bloodied 31; see also *Dragonborn Fury*
 AC 20 Fortitude 16 Reflex 17 Will 14
 Speed 5

Spear (standard; at-will) ♦ **Weapon**
 +10 vs. AC (+11 while bloodied); 1d8 + 3 damage.

Javelin (standard; at-will) ♦ **Weapon**
 +10 vs. AC (+11 while bloodied); range 10/20; 1d6 + 3 damage.

Dragon Breath (minor; encounter) ♦ **Poison**
 Close blast 3; +7 vs. Reflex (+8 while bloodied); 1d6 poison damage, ongoing 2 damage (save ends).

Double Dragon (standard; encounter) ♦ **Weapon**
 The dragonborn protector makes two basic attacks.

Dragonborn Fury (only while bloodied)
 A dragonborn gains a +1 racial bonus to attack rolls.

Alignment Neutral **Languages** Common, Draconic, Elvish

Skills Endurance +9, Intimidate +8, Nature +4

Str 16 (+5) **Dex** 16 (+5) **Wis** 11 (+2)

Con 14 (+4) **Int** 11 (+2) **Cha** 9 (+1)

Equipment scale armor, spear, javelin

Kobold Dragonblood

Level 4 Minions (12)

Small natural humanoid XP—

Initiative +10 Senses Perception +3; darkvision
 HP 1; a missed attack never damages a minion.
 AC 18 Fortitude 12 Reflex 16 Will 14
 Speed 6

Dragonclaw Club (standard; at-will) ♦ **Weapon**
 +9 vs. AC; 6 damage.

Twin Slash (standard; at-will) ♦ **Weapon**
 Requires combat advantage; the kobold dragonblood minion makes 2 dragonclaw club attacks. If both attacks hit the same target, the target takes ongoing 5 damage (save ends).

Combat Advantage
 The kobold dragonblood minion deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.

Shifty (minor; at-will)
 The kobold shifts 1 square.

Alignment Evil **Languages** Common, Draconic

Skills Athletics +11, Stealth +13, Thievery +13

Str 10 (+2) **Dex** 18 (+6) **Wis** 12 (+3)

Con 12 (+3) **Int** 9 (+1) **Cha** 14 (+4)

Equipment scale armor, 2 dragonclaw clubs

FEATURES OF THE AREA

Bone Pit: This 30 foot deep pit has bones and wooden spikes at the bottom. Those falling in take 3d10 damage. Climbing out requires a double move and two successful DC 17 Athletics checks. A set of hand- and footholds allows a single character to exit the pit each round without making an Athletics check.

Trees of Mist: The trees shown on the map vanish into the fog when the dragon or dragonborn need to move through them, and do not block their movement.

Shrouds of Fog Terrain: The woods in Tatzel's clearing are perpetually shrouded in heavy mist. All ranged attacks are at -5 to hit due to the poor visibility and all adjacent targets have concealment as well. Though characters can see 1 square away, they take a -5 penalty to Perception checks to see things (hearing is unaffected).

Fire spells can remove this restriction: all fire effects gain a burst 2 that pushes back the fog, in addition to their normal effects.

TREASURE

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

- Ironbound chest of 500 gp
- Three 100 gp moonstones
- One *potion of healing*
- +2 *eladrin chain armor*



Tatzel's Friendlier Brother

I really wanted my internal playtesters to fight the dragon Tatzel, but they wanted nothing to do with it. This might be party composition: two kobolds and one dragonborn made them an extremely draco-friendly bunch. But it wasn't just that. They didn't want to tangle with the dragon. They wanted to talk to it. And talk. And talk some more.

I was fine with this, to a point. They had been grinding through combats. I tend to run a roleplay-heavy table some nights, for the players who are industry vets and couldn't give a rat's ass about another slugfest. But my inner DM was not happy:

***A 4E dragon! Itching to be slain!
What was wrong with these folks?***

At first, I made the dragon a barrier. They were told at the Birch Queen's Fair that only the dragon knew the way for mortals to leave the Feywild. "Nah," said the oldest player, who is also a novelist. "There's bound to be another way back to Riverbend. Probably connected to the finale or something." Damn it, he was right.

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

"Oh," said the party. "There's no way we're burning more cash on the Fey Road ritual again. We're going broke already. We'll hunt some game. Our new ranger friend has awesome Nature skills for hunting and foraging." I made them do the rolls, but it was hopeless. The kobolds sucked up to Tatzel and begged for badges to show their allegiance. In the morning, the dragon found that his visitors had killed a magnificent Feywild stag and hooked an enormous river carp. He let them live.

In the end, this was never the combat encounter I wanted it to be. Looking back on it, it's still a highlight of the adventure.



the ettercap grove

Setup

This encounter includes the following creatures:

- 1 Ettercap Web Mistress (W)
- 4 Ettercap Axe Guards (G)
- 10 Hourglass Spider Minion (S)

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

PERCEPTION CHECK (DC 24)

The voices clearly come from up in the trees, not from ground level.

The ettercaps are 15 to 20 feet up in the trees, in platforms of webbing and on branches (marked with solid or dashed circles on the map). The use of a tracker or prop to show vertical elements (such as the tree platforms from Fat Dragon Games' *Forest Adventure Pack* or the *Wizard Elevation Indicators*) is recommended for this encounter.

Ariabelina Level 6 Controller the Lady Clatterspin, Ettercap Web Mistress

Medium natural humanoid (spider) XP 250

Initiative +5 Senses Perception +10

HP 72 Bloodied 36

AC 19 Fortitude 18 Reflex 17 Will 17

Resist 10 poison

Speed 5, climb 5 (*spider climb*); see also *Web Climber*

Poleaxe (standard; at-will) ♦ **Weapon**

Reach 2, +11 vs. AC; 1d12 + 3 damage.

Inject Venom (standard; at-will) ♦ **Poison**

Requires combat advantage; +11 vs. AC; 1d8 + 3 damage, and the ettercap makes a secondary attack against the same target.

Secondary Attack: +9 vs. Fortitude; ongoing 5 poison damage (save ends).

Throw Web (minor 1/round; at-will)

Ranged 10; +10 vs. Reflex; the target is restrained (save ends).

Webspinning (standard; recharge 6) ♦ **Zone**

Area burst 2 within 10; +10 vs. Reflex; the target is immobilized (save ends). The burst area is filled with spider webs and is difficult terrain until the encounter ends.

Web Climber

The ettercap ignores the movement effects of spider webs.

Alignment Unaligned Languages —

Skills Stealth +10

Str 16 (+6) Dex 15 (+5) Wis 15 (+5)

Con 16 (+6) Int 7 (+1) Cha 13 (+4)

Equipment leather armor, poleaxe

THE ETTERCAP'S TITLE

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

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

Ettercap Axe Guard Level 5 Soldiers (4)

Medium natural humanoid (spider) XP 200

Initiative +6 Senses Perception +3

HP 62 each Bloodied 31

AC 21 Fortitude 17 Reflex 17 Will 16

Resist 10 poison

Speed 5, climb 5 (*spider climb*); see also *Web Climber*

Poleaxe (standard; at-will) ♦ **Weapon**

+10 vs. AC; 1d12 + 5 damage (crit 1d12 + 17), +2 against immobile/restrained foe

Inject Venom (standard; at-will) ♦ **Poison**

Requires combat advantage; +10 vs. AC; 1d6 + 4 damage, +2 against immobile/restrained foe. If the attack hits, the ettercap makes a secondary attack against the foe.

Secondary Attack: +8 vs. Fortitude; the target is stunned until the end of the ettercap's next turn and takes ongoing 5 poison damage (save ends).

Silk Net (standard; at-will)

+8 vs. Reflex; the target is immobilized (save ends).

Tangled Prey

The ettercap axe guard gains a +2 bonus to attack rolls against restrained and immobilized creatures.

Web Climber

An ettercap ignores the movement effects of spider webs.

Alignment Unaligned Languages —

Skills Stealth +10

Str 16 (+5) Dex 14 (+4) Wis 13 (+3)

Con 14 (+4) Int 5 (-1) Cha 10 (+2)

Equipment leather armor, poleaxe

Hourglass Spider Minion Level 5 Minion (10)

Medium natural beast (spider) XP 50

Initiative +8 Senses Perception +9; tremorsense 5

HP 1; a missed attack never damages a minion.

AC 21 Fortitude 18 Reflex 19 Will 17

Resist 5 poison

Speed 6, climb 6 (*spider climb*)

Bite (standard; at-will) ♦ **Poison**

+7 vs. AC; 7 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).

Spider Pounce (standard; at-will) ♦ **Poison**

The hourglass spider jumps at its prey, shifting 6 squares and making a bite attack. On a hit, it deals 10 damage and knocks the target prone.

Gentle Fall

The hourglass spider ignores the first 30 feet when determining damage from a fall.

Alignment Unaligned

Languages —

Skills Athletics +10 (+20 when jumping), Stealth +11

Str 17 (+5)

Dex 18 (+6)

Wis 14 (+4)

Con 15 (+4)

Int 1 (-3)

Cha 8 (+1)

TACTICS

Lady Ariabelina stays up in the trees, throwing webs to entangle foes on the ground. Her axe guards strive to stay between her and the PCs. One throws a silk net to immobilize a foe, the second tries to inject venom if the first hit, or strikes with the poleaxe if he failed.

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

FEATURES OF THE AREA

Illumination: The dark forest offers concealment to all creatures without brighter light.

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

The spider webs are difficult terrain. Heroes who enter a spider web square must make a DC 17 Athletics or Acrobatics check or become immobilized. To escape, a hero must use the escape action (DC 17) or burn the web as a minor action. Creatures in a burning web take 5 points of fire damage. The spider webs provide concealment.

TREASURE

The rich treasures of the Lady of Spiders are kept guarded in a cocoon-chest of black spider silk (Thievery 20 to open, or burn/chop for 10 damage). The chest is trapped (see below).

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

Trap: If anyone chops rather than opens the chest, a swarm of tiny red spiders are released (use the Rot Scarab Swarm statistics, *MM* p. 30). If the Thievery roll fails it triggers a necrotic rune (2d6 necrotic damage plus 5 ongoing poison, save ends).

REGALIA OF THE CRAWLING FEY (LEVEL 6)

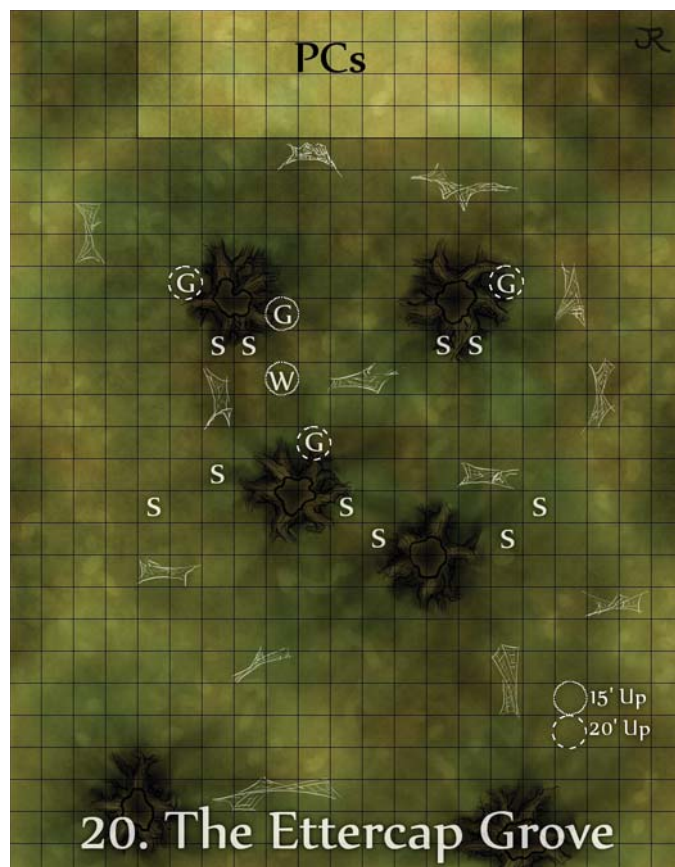
Item Slot: Head (1,800 gp)

Property: Ignore the movement effects of spider webs; the character climbs webs as if moving normally.

Power (Encounter): Minor Action ♦ Ranged 10; Dexterity+4 vs. Reflex; the target is restrained (save ends).

Power (Daily ♦ Poison): Standard Action. Requires combat advantage; Strength+2 or Dexterity+2 vs. AC; 1d8 + Strength or Dexterity damage and make a secondary attack against the same target.

Secondary Attack: Strength or Dexterity vs. Fortitude; ongoing 5 poison damage (save ends).





The FLUTTERING BRIDGE

Setup

This encounter includes the following creatures:

- 1 Wildfire Treant (W)
- 1 Butterfly Fey Lord (B)
- 2 Death Butterfly Swarms (S)

The woods open onto a gorge cut by a fast-moving stream 50 feet below. A tree bridge spans the chasm, the hollow tree trunk charred by fire.

PERCEPTION CHECK (DC 23)

Green and orange on the tree trunk isn't moss. It's a swarm of butterflies. A swarm of butterflies that pulls itself into a humanoid form and flies toward you in a slow, fluttering mass.

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

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

ALTERNATE ROUTES

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



Lord Peppick Level 6 Elite Artillery

Butterfly Lord

Medium fey humanoid (butterfly)

XP 500

Initiative +6

Senses Perception +10

HP 122 Bloodied 61

AC 20 Fortitude 21

Reflex 20

Will 18

Action Points 1

Speed 5, fly 8

Swarming Cloud (standard; at-will)

Ranged 15, +11 vs. Fortitude; 1d10 + 4 damage.

Maze of Wings (standard; encounter)

Ranged 10; +11 vs. Will; 3d6+4 damage and the target is pulled 3.

Crown of Death (minor 1/round; at-will)

Ranged 10; +11 vs. Fortitude; 1d6+4 damage and the target is dazed until Lord Peppick's next turn.

Cloud of Deadly Color (standard; recharge 5/6) ♦ **Zone**

Area burst 3 within 10; +11 vs. Reflex; the target loses a healing surge, takes 3d6 damage, and is blinded (save ends—but note his *orb of inescapable consequences*). The burst area is filled with fluttering butterflies and trails of color, granting concealment until Lord Peppick's next turn.

Alignment Evil **Languages** Elven, Primordial

Skills Arcana +10, Stealth +10

Str 16 (+6)

Dex 16 (+6)

Wis 14 (+5)

Con 19 (+7)

Int 8 (+2)

Cha 20 (+8)

Equipment *Orb of inescapable consequences*

(see *Adventurer's Vault*, page 94)

TERRAIN

Illumination: The light near the chasm is normal daylight.

Chasm: The chasm is steeply sloped and difficult because of the crumbly earthen side and undergrowth. DC 20 Athletics is required to climb it. Falling into it means a 50 foot fall (5d10 damage).

The Hollow Log: This provides full cover and is dark within. Only one medium creature can squeeze through per round. Walking on top of the log is much faster (normal movement), but requires an DC 18 Athletics or Acrobatics check. Failure means a 50 foot fall (5d10 damage).

TREASURE

The Butterfly Lord wears a collection of gemstones in orange, red, and green, worth 500 gp. He also holds an *orb of inescapable consequences* (see *Adventurer's Vault*).

Death Butterfly Swarm Level 6 Soldier (2)

Medium fey beast (swarm) XP 250

Initiative +7 **Senses** Perception +6; darkvision

Swarm Attack aura 1; the death butterfly swarm makes a melee basic attack as a free action against each enemy that begins its turn in the aura.

HP 58 each **Bloodied** 29

AC 18 **Fortitude** 18 **Reflex** 19 **Will** 18

Resist half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks

Immune forced movement from melee and ranged attacks

Speed 8, fly 8

Swarm of Souleaters (standard; at-will) ♦ **Necrotic**

+11 vs. Fortitude; 1d10 + 4 necrotic damage, and ongoing 5 necrotic damage (save ends).

Weight of Wings (standard; sustain minor; encounter) ♦ **Necrotic, Zone**

Close burst 2; +12 vs. AC; 1d6 +3 damage. Prone creatures in the zone are held down by the unearthly weight of the swarm on their backs and cannot stand up. Creatures held prone by *Weight of Wings* grant combat advantage.

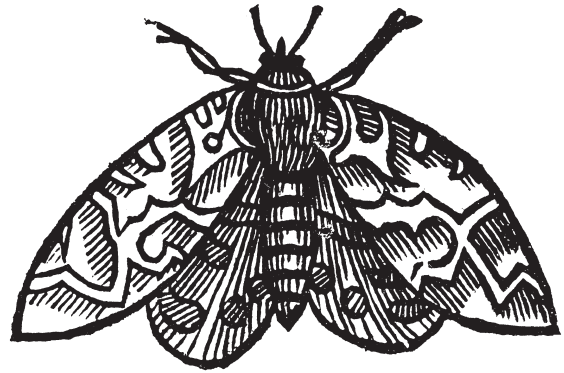
Swarm Movement

A death butterfly swarm may enter an enemy's square or move through it at will without provoking opportunity attacks. A foe may enter the death butterfly swarm's square, but it is considered difficult terrain and entering it provokes an opportunity attack.

Alignment Unaligned **Languages** —

Str 16 (+6) **Dex** 18 (+8) **Wis** 16 (+6)

Con 19 (+7) **Int** 10 (+3) **Cha** 17 (+6)



Ashbark, Wildfire Treant Level 6 Elite Controller

Huge fey magical beast (plant) XP 500

Initiative +6 **Senses** Perception +8; low-light vision

Tripping Roots aura 3; earthbound enemies treat this as difficult terrain.

HP 150 **Bloodied** 75

AC 22 **Fortitude** 21 **Reflex** 18 **Will** 20

Vulnerable fire **Saving Throws** +2

Speed 8 (*forest walk*)

Action Points 1

Slam (standard; at-will)

Reach 3; +11 vs. AC; 1d10 + 4 damage.

Green Mastery (standard; sustain minor; encounter) ♦ **Zone**

Area burst 3 within 10; trees attack the treant's enemies within the zone; +11 vs. AC; 1d10 +4 damage. The treant rolls new attacks when it sustains the zone.

Shake the Earth (standard; encounter)

Close burst 2; +10 vs. Fortitude; 3d8 + 4 damage, and the target is knocked prone if it's Medium or smaller. Miss: Half damage, and the target is not knocked prone.

Alignment Unaligned **Languages** Elven

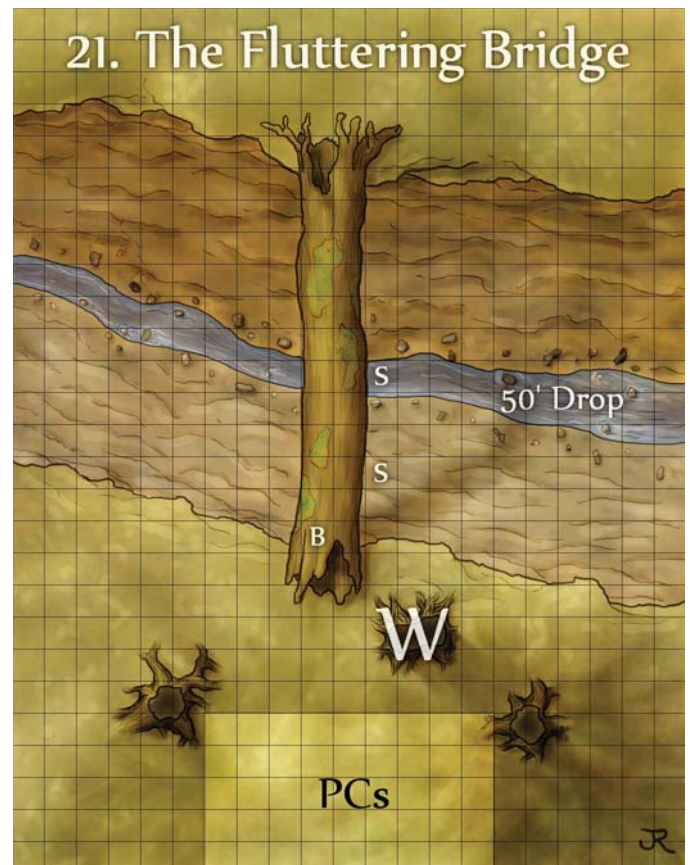
Skills Nature +9, Stealth +7

Str 20 (+8) **Dex** 12 (+4) **Wis** 20 (+8)

Con 19 (+7) **Int** 14 (+5) **Cha** 16 (+6)

TACTICS

The treant Ashbark uses his aura to keep terrain difficult, while the Lord Peppick and his swarms engage in ranged and flying attacks. The swarms are especially keen to attack foes knocked prone. Ashbark's *Shake the Earth* power may knock foes off the log.





CHAPTER 6

SOURCE OF THE RIVER

The final portion of the adventure takes the party to the River Court and to the False Mill, which leads them back to Riverbend, hopefully unharmed.

Milestone: The player characters regain an action point.





Through the Fey River Road

Setup

Nixies attack in between the spaces if PCs enter through the fey river road (see Orelliar the Mage of Time, page 45) to make the one-way trip to the River Court. Eladrin and other fey-blooded creatures gain a +2 to initiative on the Fey Road.

- 1 Heartstopper Nixie (S)
- 3 River Sprites (N)

The Fey River Road rushes by, with fewer half-seen trees and more half-seen stretches of rippling water, riverbanks, and reeds. The moment arrives when it seems time for the portal to open and return you to the lands outside. Somehow the scenery slows down until you stand in a marsh along a riverbank, with willow trees all round and the trickle of water over stone.

A creature rises up out of the water, a fey woman of terrible beauty, completely naked, her skin blue from the cold water. Behind her are what could be her lesser sisters, each carrying a spear tipped with blue ice.

PERCEPTION CHECK (DC 17)

The river current seems to help the women move; they glide through it like fish.

NATURE CHECK (DC 24)

The women are not eladrin made blue from cold; their skin is naturally blue because they are nixies.



Lady Syllessi, Heartstopper Nixie Level 5 Elite Lurker XP 400

Initiative +8 (+10 on the fey river road) Senses Perception +7

HP 108 Bloodied 54

AC 21 Fortitude 20 Reflex 19 Will 16

Speed 4, swim 8, see *River Step*

Cold Claws (standard; at-will)

+10 AC, damage 2d8+4

Submerged Lurking (minor; at will)

A heartstopper nixie may drop below the surface of the water or rise above it as a minor action, while remaining in the same square. She gains a +5 concealment bonus to defenses while underwater.

River Strike (standard; recharge 4 5 6) ♦ **Teleport**

+8 Fort, damage 3d10+4 and may take an immediate *River Step*

River Step (move; at-will) ♦ **Teleport**

The heartstopper nixie teleports up to 5 squares starting from a water or marsh square and ending in one. She may take a grabbed foe or one she has hit with a *River Strike* with her.

Undeniable Beauty (immediate interrupt, when Syllessi is targeted by a melee attack; at will)

+ 8 vs. Will against the attacker; the attacker must target a different creature or end its attack.

Luring Glances (minor; at-will) ♦ **Charm, Gaze**

Range 10; +8 vs. Will; the target slides 3 squares.

Alignment Unaligned Languages Elvish

Skills Athletics +11, Stealth +14

Str 18 (+6) Dex 15 (+4) Wis 11 (+2)

Con 18 (+6) Int 15 (+4) Cha 18 (+6)

TACTICS

Lady Syllessi attacks with her *River Strike*, seeking to take a foe out into the deeper river water where he can be more readily drowned, especially when he is immobilized by that power. She uses her *Submerge* to move underwater after each attack, and her *Luring Glances* to draw foes toward the water. Her *Undeniable Beauty* is used to shift attacks to her sisters.

FEATURES OF THE AREA

Marsh: The reeds and muddy ground have pockets of deeper water and small channels. They are difficult terrain.

Willows: The willow trees provide concealment for anyone among their branches.

River Current: Immobilized characters slide 4 squares at the start of the nixie's turn.

Deep River: A DC 17 Athletics check is required as part of any move action. Failure to make an Athletics check or use swim movement means that the creature sinks below the surface and may suffocate per the standard rules.

TREASURE

Each nixie wears a single gem pendant of frozen blue; these aquamarines are worth 200 gp each. Lady Syllessi carries a *potion of healing*.

Ripple, Shimmer, and Frostmelt

Level 5 Skirmisher (3)

River Sprites

XP 200

Initiative: +8 (+10 on the fey river road) Senses Perception +4

HP 63 each Bloodied 31

AC 19 Fortitude 17 Reflex 18 Will 17

Speed 6, swim 6

Ice Spear (standard; at-will)

+10 vs AC, ice spear 1d10+4

Freezing Strike (standard, encounter) ♦ Weapon

+8 vs Fortitude, damage 3d8+4 plus immobilize (save ends)

Chilling Frost (standard; at-will)

+8 vs Reflex, damage 1d8+4, Ranged 10

Alignment Unaligned Languages Common, Elvish

Skills Athletics +10, Stealth +14

Str 15 (+4) Dex 18 (+6) Wis 15 (+4)

Con 15 (+4) Int 18 (+6) Cha 15 (+4)

TACTICS

The sisters use *Freezing Strike* in the first round, then retreat into the water to finish an immobilized foe with *Chilling Frost*. Immobilized characters slide 4 squares at the start of the nixie's turn.



Encounter 22 ♦ Level 5 ♦ 1000 XP

Where the LORELEI SING

Setup

The river can be forded here, but the wide ford is strewn with rocks, and the rushing water is deceptively deep. Halfway through the crossing, things go horribly wrong when the sisters of the River King sing to draw mortals to their death in the river's churning waters.

3 Lorelei (L)

1 Merrow (M)

(The merrow enters when some of the lorelei perish.)

The River Crossing

You see a river crossing ahead; large stones could get you partway across, but you'll need to ford the central section on foot.

Rushing Waters

Level 5 Obstacle

XP 200

A powerful current and slick stones create a hazardous obstacle.

Hazard

This area of dangerous rushing water fills the indicated squares, turning them into difficult terrain.

Perception

No check is necessary to notice the rushing waters.

Additional Skill Nature Check (DC 22)

The character identifies the squares of rushing water.

Trigger

The river waters attack when a creature enters or begins its turn in a square of rushing waters. The waters also attack when a creature stands up from prone in a square of rushing waters.

Attack

Opportunity Action Melee

Target Creature in the rushing waters

Attack +8 vs. Reflex

Hit 1d6+2 damage, slide 2 squares, and fall prone. If the creature is already prone, no damage but it slides 2 squares and its turn ends immediately.

Countermeasures

With a DC 24 Athletics check and a move action, a character can move into a square of treacherous waters without risk of being carried downstream. If the character moves more than 1 square, the waters carry him downstream by 2 squares.

UNOPPOSED CROSSING

Without the presence of the lorelei, the crossing is a simple skill challenge: the party must succeed with 4 successes before achieving 3 failures. Any DC 20 Athletics check of wading through the rushing waters counts as 2 successes, any DC 17 Acrobatics check of leaping from stone to stone counts as a single success, and any DC 17 Nature check reveals the best route with the slowest water and counts as a single success.

Failure means that the river's strong current carries away one or more party members. Choose the fallen PC by asking everyone to make a Strength roll; the lowest rolling player's character is swept away. Damage is 2d12 per round from striking rocks and inhaling water.

Roping characters together counts as 2 successes, but if the party as a whole fails, two characters are swept away downstream rather than just one. Those PCs suffer a -2 penalty to their Athletics checks due to the entangling rope.

The Lorelei

The river crossing is going well when you hear several female voices, singing a clear harmony. You also hear a deeper voice that sounds more like croaking than singing.

Lorelei		Level 6 Controller (3)	
Medium fey humanoid		XP 250 each	
Initiative +5	Senses Perception +5		
HP 71 each	Bloodied 35		
AC 20	Fortitude 17	Reflex 17	Will 19
Resist 10 fire			
Speed 6, swim 8			
Claw (standard; at-will)			
+11 vs. AC; 1d8 + 2 damage.			
Alluring Song (standard; sustain minor; at-will) ♦ Charm			
Close burst 10; deafened creatures are immune; +12 vs. Will; the target is pulled 3 squares and immobilized (save ends).			
When the lorelei sustains the power, any target that has not yet saved against the effect is pulled 3 squares and immobilized (save ends).			
Drowning Word (minor; recharge 5 6)			
If standing in water or swimming, the target automatically fails an Endurance check and suffocates (see DMG, page 159). Healing surges and hit points lost in this manner cannot be regained until this effect ends (save ends).			
Alignment Evil	Languages Common, Elvish		
Skills Stealth +10			
Str 15 (+5)	Dex 15 (+5)	Wis 15 (+5)	
Con 15 (+5)	Int 13 (+3)	Cha 19 (+9)	

TACTICS

The lorelei use their *Alluring Song* to draw enemies toward them and the merrow. Effortless in the water, they approach and make claw attacks against the most isolated target. A lorelei uses *Drowning Word* against other enemies that get too close and dives deep when confronted by multiple adversaries.

If two lorelei are slain, the third dives underwater with its next action, returning the following round with the merrow in tow.

FEATURES OF THE AREA

River rocks: The river rocks are difficult terrain. See the Hazard above.

Rushing waters: The central portion of the river is an obstacle, as described above.

TREASURE

One lorelei carries a beautiful silver hand mirror with a golden frame, worth 340 gp. The merrow has no treasure.

Merrow Level 8 Elite Skirmisher

Large natural fey humanoid (aquatic) XP 700

Initiative +8 Senses Perception +4

HP 163 Bloodied 81

AC 23 Fortitude 22 Reflex 22 Will 20

Speed 8 swim 8

Action Points 1

Mw Trident (standard; at-will) ♦ **Weapon**

Reach 2; +13 vs AC; 1d8+8 damage; see also skirmish

Trident (standard; at-will) ♦ **Weapon**

Range 4/8; +13 vs AC; 1d8+8 damage

Step Through the Mists (move; encounter)

The feyborn creature teleports up to 3 squares

Lure of the Wild (standard, recharge 6)

+10 vs Will. The target is pulled 5 squares and is dazed (save ends).

Skirmish

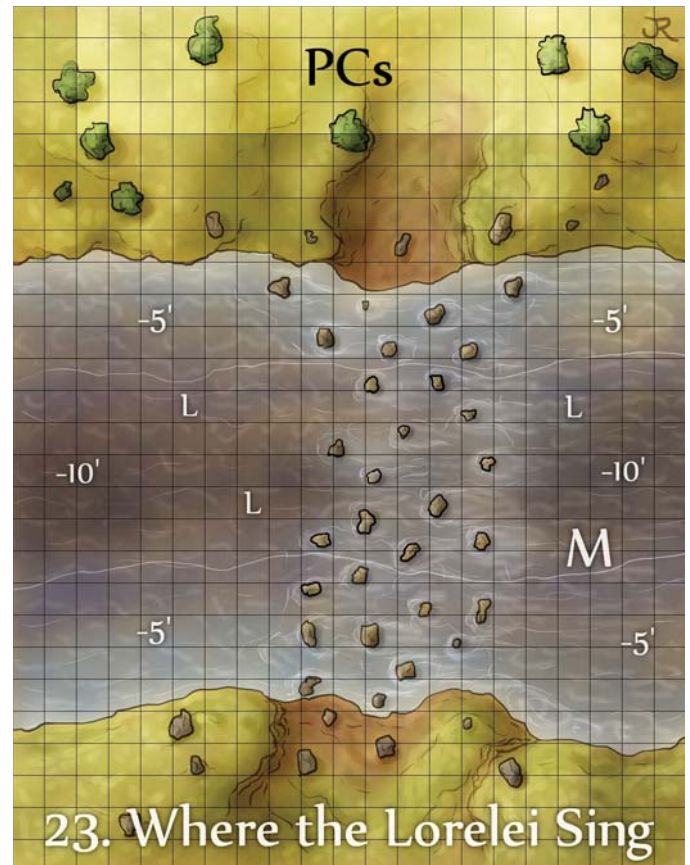
If, on its turn, the merrow skirmisher ends its move at least 4 squares away from its starting point, it deals an extra 1d8 damage on its melee attacks until the start of its next turn.

Alignment Chaotic Evil **Languages** Common, Giant

Skills —

Str 18 (+8) Dex 14 (+6) Wis 11 (+4)

Con 19 (+8) Int 4 (+0) Cha 12 (+5)



Encounter 23 ♦ Level 8 ♦ 1,650 XP



he COURT OF the RIVER KING

The River Court is on an island, in a castle made of smooth white stone. A single white-feathered eagle (belonging to Sir Arnovar) perches in a nest on the highest tower. It cries out loudly when visitors approach by the road or by the river.

ARRIVING BY ROAD

A castle stands in the middle of the foaming river, built of pure white stone with six tall towers. A narrow passage leading in is not visible from the riverbank; it seems to be flooded or perhaps made for boats.

The party can find a small brownie with a ferry raft to carry them out to the castle for a modest fee (bread or a song). Otherwise, they must swim the current with a DC 15 Athletics check. Success means arrival at the Sluice Gate (see below). Failure means the river current carries the PC down river, and drops him or her in the mud and reeds. This is a fine time to unleash the eel hound, nixie, or goblin frog rider encounters if they have not appeared previously.

ARRIVING BY FEY RIVER ROAD

The treacherous and cold waters fall behind you, and the cry of the fey woman stops haunting you. Up ahead, sunlight sparkles on water, and suddenly the air around you echoes with splashing water.

A castle built of white stone, ice, and foam stands in the middle of the river. A narrow water gate—a stream really—seems to lead into the castle, but the gate protects a stream between two high walls.

Arriving by the fey river road drops the party at the entrance of the sluice gate. A DC 12 Athletics check avoids being swept away toward the shore. As above, the PCs might meet a nixie, merrow, goblin frog riders, or eel hounds if they are swept away.

LOCATIONS IN THE RIVER COURT

The Court is best divided into three sections: two main courtyards and a Great Rippling Hall with an audience chamber. There are two entrances other than the simple expedient of flying into the River Court. Swimming underwater against the river current takes a visitor more-or-less directly past a merrow guardian into the Great Rippling Hall, or one can pass through the narrow Sluice Gate, which leads through two courtyards and then into the Great Hall.

THE SLUICE GATE

The gateway into the River Court is a narrow one, just wide enough for creatures to pass through one abreast. There is no drawbridge; wading, boating, or swimming seems to be required. On the far side stands a fat black bear wearing a bright green vest over scale armor. He commands a small group of eladrin archers to hurry up to the battlements, then shouts in your direction. “Who are you, and what business do you have at the River Court?”

- 1 Rumpkin the Porter (R, see below)
- 4 Eladrin Archers (A)

If Redcoat the bear survived his encounter at the Golden Knight, he is here as well, and he vouches against the party if they were violent or if the party fails the Diplomacy skill challenge (see page 72). He has only a single satyr friend here, the wine steward Caius Gruffkin.

OUTER COURTYARD

This outer area is where the lesser nobles and servants live. A lively place similar to the Birch Queen’s Fair, there are more eladrin and a much higher standard in clothing and courtesies. Walking through the Outer Courtyard without giving offense is straightforward: a DC 15 Diplomacy check for those who seek conversation, or simply walking without speaking for those who do not.

The people here are mostly ogres, talking animals, and a few of the lesser eladrin soldiers. Two of the chattier folk are Silverwing the Herald and Knurlnap the Water Bearer, who seeks someone to take his burden (see Appendix A).

His Excellency Silverwing, Herald of the Spring Melt, Knight of the Gilded Scroll. The Margrave of Ravens, feathers dusted with gold, stands three feet tall with a beak and talons of obsidian.

While playing the loyal vassal, the Margrave schemes to be free of his feudal obligations and become King of Lost Battlefields and Master of Carrion. He collects titles the way some noblemen collect swords or horses.

Fangs-in-Shade-and-Rushes, the King’s Huntsman, is a lanky and grim ogre with a belt of severed hands. No quarry demanded by his lord eludes this ravenous predator.

Fangs harbors an openly secret love for the King’s youngest daughter, Ripple, who toys with him by asking for exotic and near-impossible prey. See full stats on page 86.

Caius Gruffkin, a satyr noble, is the sly, beloved Royal Vintner, known for his music and his rich red wares. His well-coiffed goatee, perfect smile, and rich accent make him a Court favorite. He’s exceedingly smooth.

Never without a good song or better bottle, he lusts especially for Lady Budena, who finds him crass and disgusting. He offers the party wine, the better to manipulate them.

LEAVING THE OUTER COURTYARD

The Outer Courtyard connects to the Inner Courtyard by a raised drawbridge. That drawbridge only lowers when Gumphollow, the Major Domo, says it should be lowered.

DRAWBRIDGE

Mithral runes inlaid in the dark wood cover the inner courtyard and the Drawbridge.

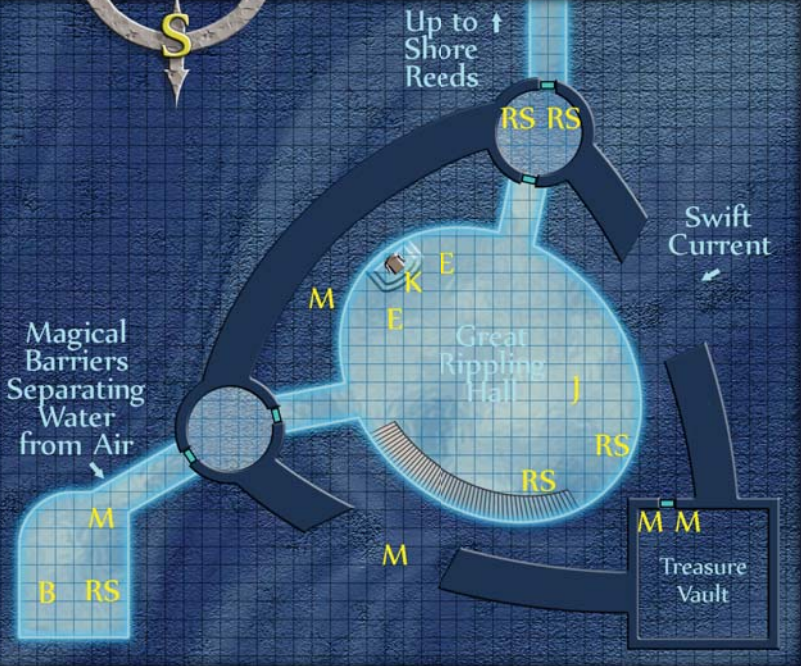
- 1 Gumphollow (G)
- 1 Merrow (underwater; shown on Rippling Hall map)
- 4 King’s Soldiers (RS)

The runes are part of a warding to keep dragons out. (DC 19 Arcana check to identify as a warding; DC 23 makes it clear that it specifically wards against dragons). Dragonborn and other reptilian creatures feel vaguely ill at ease walking over the bridge,

The Court of the River King

Ferry Dock

One square = 5 feet
 [Yellow square] = Upper-floor door
 [Black square] = Ground-floor door



- A = Archer
- B = Budana
- C = Cais Gruffkin
- E = Eel Hound
- F = Fangs-in-Shade
- G = Gumphollow
- J = Janny
- K = King
- L = Sir Lijon
- M = Merrow
- O = Omurtha
- R = Rumpkin
- RS = River Solider
- S = Silverwing

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but suffer no other ill effects. Dragonborn who attempt to Climb the walls or sneak over the drawbridge take a -2 arcane penalty.

The dapper talking frog, **Gumphollow**, is obsessed with etiquette and courtesies. He proudly serves as the King's Major Domo, largely because of his invaluable ability to coordinate business above and below the river's surface.

An enemy of tricksters, malcontents, and spies, Gumphollow strives for the safe and proper operation of the River King's realm. He questions visitors closely as part of the approach by Diplomacy (see page 72), and it is ultimately his decision whether to allow visitors over the drawbridge to the Inner Court.

Sir Arnovar, Eagle Knight: Best known for having tamed a white eagle as his mount (though he does not fly it today), Sir Arnovar carries a spear and a longbow. He wears outrageous plumes in his helmet and displays great command of courtesy, titles, heraldry, and arcane lore as it applies to the Feywild. The party may have met him as a competitor at the Fair. Though outwardly courteous, he is not especially helpful or friendly unless discussing birds of prey or archery (Nature DC 20).

INNER COURTYARD

This is a much quieter region, with many grey-liveried servants and a single large hall built of silvery driftwood. The people here are primarily eladrin, Black Fey, and elves, along with some favored brownies and gnomes rather than talking animals or satyrs. A few nobles that the PCs should recognize live in the inner courtyard or its towers: Lady Sorreminx, the Black Fey Warlock Ambertan, and Sir Oberest, the Green Knight.

The general rule is that elves, Black Fey, and eladrin live in the Inner Courtyard. All others live in the Outer Courtyard, sharing space in the Lesser Hall and working on Gumphollow to win their way to an audience with the King.

GREAT RIPPLING HALL

Ripples in the water overhead form a roof as the main audience chamber of the court itself is below the waters. The river water forms some of the walls, but the space of the chamber itself is an enormous air pocket. Entering it requires stepping through a membrane of scintillating water, which wets everything it touches and extinguishes all fires carried.

PERCEPTION CHECK (DC 20)

You see tunnels of air leading into and out of the Rippling Hall.

Diving Down

If anyone tries to go straight from the Inner Courtyard to the Great Rippling Hall, a DC 12 Athletics check allows the PC to pass through. They must then make a DC 20 Acrobatics check to stay in the water and swim around, or they fall 25 feet into the Hall's center, taking 2d10 damage. The land prone and muddy.

The Water Tower

A tower of water held up by pure enchantment (Climb DC 40). A dozen elves and eladrin nobles and guards live here above the gate in three floors: these include Sir Lijon Troutscales, 6 river soldiers, Sir Oberest, and Sir Arnovar.

The Ice Tower

A tower made of ice (Climb DC 25). The three lorelei sisters of the River King occasionally live here, as do the soldiers and witches of the Black Fey who recently came to court. Unlike the other two towers, this one's smooth walls are very chill. At the moment, the two hags, Omurtha and Jenny, share the uppermost

floor, while Ambertan, his six Black Fey guards, and Marshfox the Quickling share the lower two floors.

The Pearl Tower

A tower made of pearly white force (Climb DC 30). The brownies and gnomes live here, and Sir Arnovar's giant eagle perches on top. The brownie Wickerbell lives here with her new husband, Sir Apicus.

The Great Rippling Hall

- 1 King Ulorian (K)
- 2 Greater Eel Hounds (E)
- 4 King's Soldiers (R)
- 3 Merrow guards (M, hidden in the water walls)

Lady Sorreminx lives in the castle's underwater chambers, as do the King himself, his two favorite eel hounds, 6 river soldiers, 6 merrow, Thimblescarves and the lovely Budena. The hallways are yielding, and any character who makes a DC 13 Athletics check can push through them from the riverside into air, or vice versa.

The floor of the hall is watery, with pebbles along the floor and mud and weeds underfoot. Drops of water frequently fall from the ceiling, and the air is distinctly chill. The eladrin avoid the Rippling Hall; the guards on duty here shiver and complain of the cold by the end of their watch.

MEMBERS OF THE RIVER COURT

Almost a hundred fey and twice that number of servants serve at the River King's court. Here are some of the most notable.

Rumpkin the Porter, a rather fat bear who watches the entryway to the Outer Courtyard and advises polite visitors about the dangers of an audience: the chill waters, the ettercaps and soldiers, the River King's dour manner and his greed for land and a proper mill of his own - the better to show his dukes and nobles his power over the water.

If he fails to scare them off, Rumpkin happily offers to protect the party with a water breathing ritual in exchange for a large amount of honey or a similar mass of berries from the woods. The ritual (PHB p. 315) makes it possible for those affected to breathe water as if it were air for 1 day.

Due to Rumpkin's appetite and frequent visitors to the River Court, the nearest hives and berries are all a day's march into the woods.

Lady Budena, the Lorelei of Summer Twilight and secret consort of the River King, is draped in a gown of bronze willow boughs, trailing a constellation of fireflies. She wanders the lower chambers of the Rippling Hall. See full stats on page 85.

Sir Lijon Troutscales, a silver-maned Eladrin and King's knight, is a veteran duelist with a penchant for provoking foes. His impeccable green-and-gold livery and blue-scale armor contrast his stark and utilitarian weapons. See full stats on page 89.

He loves finding unintended insults in the words of those who address the King, then demanding satisfaction by blade.

Omurtha, a one-eyed foul hag of incredible vanity, sees herself as Lady Budena's physical equal. She attempts to seduce beings at the River King's court. Those in the know quickly learn to appease her.

Omurtha has the ear of many of the ladies-in-waiting. Misfortune tends to befall those who "hurt Omurtha's feelings." Omurtha also has a black temper, and has been known to crush men's skulls with her bare hands.

Wickerbell, Keeper of the Royal Apiaries, is a demure brownie with a myriad of braids and a love for luxurious fabrics. Seemingly trustworthy and pleasant, she keeps many courtiers' counsel.

Secretly the King's Surface Spymaster, her bees roam the realm and report back with the plots of more nefarious subjects. See full stats on page 86.

Thimblescarves, the nixie jester, wears a brilliant colored jacket with a peacock-feathered back. He is a silver-tongued fool known for puns and verbal acrobatics.

A keen observer of personalities and foibles, he takes great delight in catching speakers in double entendres and unintentioned meanings.

Marshfox, the quickling Bandit Lord's ambassador, is never without his crimson fur tippet and a cattail bundle carried as an official symbol. Cruel and avaricious, he prefers talking animal meat.

While primarily an envoy, he sends word back to his master of outgoing caravans and poorly armed travelers.

THE ENEMY POINT OF VIEW

Here's where all the chickens come home to roost. Every courtier they met, every badge of service they ever accepted, every fight they failed to finish: those NPCs are at the River Court. They remember the bar brawls, the archery contest, whatever occasion the PCs bested them at. And they want a bit of petty revenge.

Worse than that, Ellessandra's son recently spread a very different version of history around here. As far as the fey are concerned, the facts are that:

- The miller used their gift of the millstone to enrich only himself rather than to profit all the people of his village
- He used the millstone's magic to mistreat his bride
- Mortals have killed many fey in Riverbend (goblins, ettercaps, eladrin merchants), and may be guilty of not just murder but foul blood magic.

The River King fears being carried along by events, and desires the resumption of his tribute, or more territory. When Lord Flax gathered a band of mercenaries, King Ulorian agreed to his harsh countermeasures. The fey now plan to invade and attack Riverbend in force.

If the party does not visit the River Court, in a few days or weeks the King says "Gather my vassals at the millpond, and we will return their false friendship!" And so the fey will arrive in force in Riverbend, even if the party decides not to risk the danger of a visit to the court.

River King's Soldiers		Level 6 Minions	
		XP 62	
Initiative +6	Senses Perception +6		
HP 1; a missed attack never damages a minion.			
AC 20	Fortitude 19	Reflex 18	Will 18
Longsword (standard, at-will) ♦ Weapon			
+11 vs. AC, damage 5			
Ice Bow (standard, at-will) ♦ Weapon			
Ranged 15, +9 vs. Ref, damage 5 + 1 cold			
Clean Shot (standard+move, encounter) ♦ Weapon, Ranged			
A River King's soldier who uses both his move and standard action to make his ranged attack gains a +2 bonus to his attack, and may reroll it (he must take the second result).			
Alignment Evil		Languages Common, Elvish	
Skills Athletics +11, Intimidate +11			
Str 19 (+9)	Dex 16 (+6)	Wis 16 (+6)	
Con 19 (+9)	Int 16 (+6)	Cha 16 (+6)	

Streetwise in the Outer Court

The party may decide that they will not charge in past the Outer Court, but seek to gather information with a Streetwise check. This can be handled with some to-and-fro roleplaying with particular fey creatures and animals described above, or it can be done with a check on this table. Not all of the information is entirely accurate.

If you do use a roll, only a single character may make the check, unless the party splits up and questions people in separate conversations. In that case, the PCs may find themselves challenged by the lesser courtiers, offered secret back ways to the Inner Courtyard (a scam, most of the time), and even the victims of fey pranks, enchantments, and lust magic that keeps them apart.

Any PC gains a +1 bonus for speaking Elvish when making a check.

TABLE 6-1: STREETWISE

Check	Result
Natural 1	The fey are offended and refuse to speak with the murderers, iron-bearers, or spies, who they watch with suspicion. No one trusts them or helps them. The PCs may be challenged to a duel if they have split up, or if the speaker is especially disagreeable to the fey (such as a dragonborn, dwarf, or tiefling).
< 13	The fey speak of trivialities, the progress of the seasons and the growth of acorns, the lovely wedding of Lady Wickerbell and Lord Apicus not long ago, the coursing of the eel hound packs against the Oak King's river crossing some days ago. They mention the fine trout and delicious nuts coming into season, but nothing related to the mill or politics. Some may ask for gold, gems, or other bribes, which they pocket without providing any information or gifts in return.
13+	It is interesting to see mortals at the River Court. Perhaps the party members are changelings, like Lord Flax? Or they seek some boon from the King? What gifts and memories have they brought? You do know that the River King has 9 sisters, and they are always asking him for gifts. Three are the lorelei, three are the frostmelt nixies, and three are hags. His brothers were done away with when King Ulorian ascended the throne.
17+	The Lady Ellessandra was shamed at court long ago, for she loved a mortal she saw through a scrying glass. The king exiled her for that forbidden love, married her to a miller, and declared her barren. Some say that the hags are the only ones who kept her close to their hearts, and they cast the enchantment that let her bear a half-breed child. That one has always been warlike, trying to prove he is more fey than the fey themselves.
21+	Lord Flax has gathered his full army and has gained the River King's blessing for his enterprise. Lady Ellessandra has not returned to court (she is still exiled), but rumor has it that if the young Lord burns out the humans and seizes their land for the Feywild, his mother will be forgiven and received at court once more. The nixies claim that she weeps bitter tears for her son's ambition and the king's wrath, and wishes she had not returned to give birth long years ago.
25+	The River King has been treated to a steady diet of bad advice from a river hag named Jenny Greenteeth, the Black Fey led by Ambertan, and the young changeling Lord Flax. Those three are the source of the River King's rage against Riverbend. Ambertan is a coward, but the changeling is a warmonger. The hag seems to believe that the fey must spill blood to retain their strength. Many corpses now float within the eddying waters of the Court, with more surely to come.

Approach by Diplomacy

The party can attempt to enter the River Court entirely on charm, patter, and a good dose of luck, winning their way past the porter at the Sluice gate, the five at the Drawbridge, and the merrow guards outside the Great Rippling Hall. This is a complex skill challenge.

SETUP

This encounter can be resolved by a skill challenge if the party wants to put themselves at risk of capture by the fey guards within the castle.

Level 6 XP 1,000

Complexity: 4 (10 successes before 3 failures)

Primary Skills: Bluff, Diplomacy, Nature

The PC gains a +1 bonus for speaking Elvish when making a check

Bluff (DC 15): The fey appreciate a good lie, but that doesn't mean they appreciate being lied to. Any failure with Bluff leads to that warden calling up a few guards. These would be another talking bear, a satyr, or ettercap in the Outer Courtyard, a lorelei or River Soldiers at the drawbridge, and more merrow at the barrier into the Great Rippling Hall.

Diplomacy (DC 15): Smooth words and diplomatic courtesies will get the party far. A failure in Diplomacy means that the party is asked to wait while the guardian "consults with the master bailiff" or "consults with the chamberlain" or the like. This delay can last for hours or even another day. The skill challenge continues despite the lag in time.

History (DC 13) — Arcana (DC 15): The PC remembers the tradition of gates and *fey roads* being owned and guarded by the fey, and the need to placate those forces with arcana. A successful History check opens up the Arcana check, but does not count as either a success or failure for the challenge

The Arcana check shows the successful use of magic of some kind, or clever discussion of magic, which impresses the fey gate guardian enough to allow the PCs some leeway. Counts as 1 success, only possible once per gate.

Intimidate (DC 12 or 21): Any lesser fey (brownies, gnomes, talking animals, satyrs) are all relatively easily cowed. The eladrin, ettercaps and others are not.

Insight (DC 12): The PCs realize what the porter/chamberlain/guards want, namely a sign of authority, a small bribe, and a declaration of fealty to the fey and some sign of service (any badge of fealty).

Nature (DC 17): The fey have rules, customs, and traditions that go back to the founding of the Summer Kingdoms. Knowing those rules and customs makes it much easier to convince the door wardens that one is trustworthy.

Perception (DC 13): The fey all seem to think a battle or war is coming, and many of the smallest are playing at war with wooden swords and turtle shell shields. Mercenaries seem to wander in and out of the castle freely... Taking a military tone might be a good approach. (No success or failure, but a +2 on the next check.)

SUCCESS

After 3 successes, the party is past the Sluice Gate and into the Outer Courtyard. After 6 successes, they are over the Drawbridge. After 10 successes, they are on the stairs and granted an audience with the king. See the River King's Judgment encounter (page 74).

FAILURE

The party is denied entry to the Great Hall and they are not granted an audience with the king before he gives his blessing to Lord Flax's venture. The fey ask the party to leave the castle, and toss them into the river if their departure is not swift enough.

CRITICAL FAILURE: Diplomacy or Stealth Challenge

If the final roll is a 1, the fey capture and hold the PCs in the Prisoner's Tower for Ambertan to question them with a Discern Lies ritual (*PHB*, page 303). The party can fight—almost certainly hopeless, given the numbers involved. The fey will make their strikes non-lethal and imprison the PCs again, but this time without food or rest. The fey use dancing spells, drenching buckets of water, or other methods to keep the PCs awake and miserable.

Either way, they are delayed long enough for Jenny and Lord Flax to begin the ritual that opens the way for a raid on Riverbend; when the castle is largely deserted, a servant or friendly fey (such as Wickerbell, the satyr Caius, or even Lady Sorreminx) lets them go free.

Changing Challenges

If the party wants to switch from a Stealth challenge to a Diplomacy challenge, they must do so by making at least one successful Bluff check (which counts as two rolls). If they wish to switch from Diplomacy to Stealth, they must get out of sight by making one additional Stealth success (which counts as two rolls). Retain the party's existing successes, but continue using the Diplomacy or Stealth checks and successes to 10 (or failure with 3).

Approach by Stealth

The party can attempt to enter the River Court by sealing lips, treading softly, and getting a good dose of luck. This is a complex skill challenge.

SETUP

This encounter can be resolved by a skill challenge if the party wants to put themselves at risk of capture by the fey guards within the castle, or anyone who shouts an alarm.

Level 6 XP: 1,000

Complexity: 4 (10 successes before 3 failures).

Primary Skills: Athletics, Perception, Stealth

Acrobatics (DC 18): A party member can leap ahead and squeeze through bars or narrow openings to unlock the path or scout out trouble ahead. Or simply leap up out of sight to avoid detection.

Athletics (DC 15): The party can swim, climb, and jump to avoid detection, or use ropes and swing from walls and towers. Swimming is difficult in cold water. The party members must each make a DC 12 Endurance check after any swimming attempt or lose a healing surge.

Bluff (DC 22): Showing up uninvited through windows and walking around in dark clothes with muffled armor makes it difficult to be convincing.

Intimidate (DC 12 or Fail): The lesser fey (brownies, gnomes, talking animals, satyrs) are all relatively easily cowed, as are the servants such as grey fey and goblins. Once intimidated, they generally stay quiet. Eladrin, elves, ogres, Black Fey, ettercaps, hags, merrow, and lorelei simply can't be intimidated by an intruder; automatic failure.

Perception (DC 15): The River Court is full of illusions, echoes, multiple layers above and below water. A Perception check makes it easier to figure out how to get from A to B.

Stealth (DC 15): The easiest way to be stealthy is with quiet, hidden movement.

Thievery (DC 21): It's possible to pick locks and open the doors and windows of the fey, but many are warded magically.

SUCCESS

After 3 successes, the party is through the river water (by boat or swimming and on the walls). After 6 successes, they are in the correct section of the castle, unseen and approaching the Inner Courtyard. After 10 successes, they have found a way past the merrow to the audience chamber of King Ulorian, who may or may not be happy to see them. See the River King's Judgment encounter (page 74).

FAILURE

The party is caught sneaking around the castle by four River Soldiers on patrol. They may make an immediate Bluff or other check to avoid being taken under guard to the River King, or flee. Either way, the word spreads about the outsiders, and the PCs suffer a -2 penalty to all further Bluff and Diplomacy checks they might make in the castle.



The River King's Judgment

If the party succeeds in the Stealth or Diplomacy challenge, they may enter the Rippling Hall safely. However, the River King is a force of nature and occasionally forgets his promises; there's no reason to believe they'll leave safely...

Setup

Not all the creatures in the hall are immediately obvious (see map on page 69). They include:

- 1 River King Ulorian (K)
- 1 Jenny Greenteeth (J)
- 2 Greater Eel Hounds (E)
- 2 River Soldiers (RS)
- 3 Merrow (M; hidden in the water walls)

The hall beneath the castle is purely magical; some warding holds back the river, but the walls themselves are nothing but dark, streaming water. A single corpse floats in the water above a driftwood throne, its arms stick through to the air bubble below.

The hall itself has three eladrin guards in it, but the ruler here is clear. A powerful elf wears a cloak of foam-trimmed dark blue and a vest of woven green reeds and willow branches. His crown shines like the sun on a lake, and his flowing hair curls and moves, though there is no wind.

Two enormous eel hounds stand silent near him, and an orb of rippling blue light circles his hand.

"I am King Ulorian, the Master of the River. Why do you trouble my people?"

Goal

To stop the destruction of Riverbend, the PCs must first convince the River King that Lord Flax's claim is spurious. Then they must gain his consent to visit the False Mill and stop Flax in person, either by duel or by mass combat. The Black Fey and the hag Jenny Greenteeth lied to King Ulorian, and so he is under the false impression that Lord Flax has a legitimate title to the lands of Riverbend.

As Lord Flax tells the story, his mother was the miller's wife, and the fey believe the miller is a figure who rules the river—and thus is clearly the king of Riverbend. It's quite obvious, and the River King sees the sense of it. After all, he had a treaty with the miller Froderick, before the treaty was broken and Ellessandra returned some years ago. All this might become obvious to the party in conversation, or it might not.

The PCs can try to talk things around, but if they arrived diplomatically, various other figures will show up who may oppose them. These should be the recurring fey antagonists who have caused the party the most trouble in the adventure, such as:

- Redcoat the Talking Bear
- Oberest the Green Knight and Illisfan his Squire
- Lady Sorreminx and Sir Ygresse
- The Vile Gnome Mudflick
- The Lorelei or River Maidens

Any of these NPCs may denounce the PCs as liars, or they may declare that the PCs are honorable and fought valiantly against the green dragon Tatzel or against other fey such the Nain Rouge.

If the PCs fail to correct the king's impression of things, the River King demands they obey Lord Flax's "rightful authority". If they refuse to swear some fealty or at least an oath of non-interference, he throws the party out of the River Court using his whirlpools, and sends soldiers to support Lord Flax's assault on Riverbend.

The party must return to the mortal world via the Fey Roads (most likely through the dragon Tatzel's road, or perhaps by convincing the Birch Queen or Oak King to aid them).

His Majesty Ulorian Level 8 Elite Controller the River King XP 700

Male Eladrin River Spirit

Initiative +9 **Senses Perception** +11

River Strength aura 5; fey in the aura gain a +2 bonus to their attack rolls.

HP 178 **Bloodied:** 89

AC 24 **Fortitude** 21 **Reflex** 23 **Will** 21

Speed 6, swim 8

Action points 1

River Sword (standard; at will) ♦ **Weapon**
+13 vs. AC, damage 2d6+5, ongoing cold 5 (save ends)

Grasping Whirlpool (standard; recharge 4 5 6)
Ranged 10, +12 vs Ref, damage 2d10+5, slide 2, 1 square becomes whirlpool terrain for remainder of encounter

Blood to Ice (standard, encounter) ♦ **Implement**
Ranged 20, +12 vs Fort, burst 2, damage 3d10+5, ongoing cold 5 (save ends)

River Road (minor, immediate reaction)
+12 vs Will, the River King may send any creature moving through a whirlpool square into the fey river road. The foe is effectively removed from combat. May react to the Grasping Whirlpool.

Alignment Evil **Languages** Common, Elvish, Giantish, Primordial

Skills Arcana +15, Athletics +11, Bluff +11, Insight +11, Nature +11

Str 17 (+7) **Dex** 20 (+9) **Wis** 17 (+7)

Con 17 (+7) **Int** 20 (+9) **Cha** 17 (+7)

Equipment *Crown of the River King, Orb of the Rushing Flood* (see below)

Features of the Area

The River King enjoys the cool, damp environs of the Great Rippling Hall. Other fey are less keen on the wet floor and permeable walls and ceiling.

Illumination: Moonstones glow with silver light (these magical stones are equivalent to permanent candles, and give dim light.)

Water Walls: The walls of the Rippling Hall are made of cold river water, but are not solid. Any creature may step through them with a successful DC 12 Athletics or Acrobatics check. Moving from air to water means that an Athletics check is required to swim back into the hall or up to the surface. The current carries creatures 3 squares per round downstream, as determined by the DM on the River King's turn.

Whirlpools: Whirlpool currents form in the floor wherever the River King wishes; these are all *fey doors* to the fey river road where the Nixies live. They can move creatures around the throne room as well. Any creature entering a whirlpool square slides 2 squares in a direction chosen by the River King. The creature may struggle against the current by spending squares of movement to reduce the distance that the current carries it. A creature can be affected by more than one whirlpool on a turn.

A whirlpool may also be used by the River King as a ranged attack, as shown in his description.

Greater Eel Hound		Level 6 Brute	
Medium fey beast		XP 250	
Initiative +9	Senses Perception +11; darkvision		
HP 89 each	Bloodied 45		
AC 18	Fortitude 18	Reflex 19	Will 17
Vulnerable 5 cold iron			
Speed 8, swim 7			
Bite (standard; at-will)			
+9 vs. AC; 2d8 + 4 damage; see also <i>Slithering Strike</i> .			
Eel Frenzy (standard, encounter) ♦ Fear			
Close burst 5; fey and deafened creatures are immune; +7 vs. Will; those affected are dazed (save ends). All fey in the burst enter a killing frenzy until the greater eel hound's next turn, gaining +2 to attack and damage with a -2 to all defenses.			
Slithering Strike (standard, recharge 4, 5, 6)			
+9 vs AC; damage 1d10+4 and the target is pushed 1 square after every successful melee attack by an eel hound (save ends).			
Alignment Unaligned		Languages Elvish	
Skills Endurance +12, Stealth +14			
Str 20 (+11)	Dex 20 (+11)	Wis 13 (+7)	
Con 16 (+9)	Int 6 (+4)	Cha 16 (+8)	

Merrow		Level 8 Skirmisher	
Large natural fey humanoid (aquatic)		XP 350	
Initiative +8	Senses Perception +4		
HP 91 each	Bloodied 45		
AC 21	Fortitude 17	Reflex 17	Will 20
Speed 8 swim 8			
Mw Trident (standard; at-will) ♦ Weapon			
Reach 2; +13 vs AC; 1d8+8 damage; see also <i>Skirmish</i>			
Trident (standard; at-will) ♦ Weapon			
Range 4/8; +13 vs AC; 1d8+8 damage			
Step Through the Mists (move; encounter)			
The merrow teleports up to 3 squares			
Lure of the Wild (standard, recharge 6)			
+10 vs Will. The target is pulled 5 squares and is dazed (save ends).			
Skirmish			
If, on its turn, the merrow ends its move at least 4 squares away from its starting point, it deals an extra 1d8 damage on its melee attacks until the start of its next turn.			
Alignment Evil		Languages Common, Giant	
Skills Athletics +13, Intimidate +6			
Str 18 (+8)	Dex 14 (+6)	Wis 11 (+4)	
Con 19 (+8)	Int 4 (+1)	Cha 6 (+2)	
Equipment masterwork trident			

THE RIVER KING'S TITLE AND REGALIA

Only an eladrin or elf may take the River King's title if he is defeated, and odds are extremely good that defeating him means an immediate challenge from Jenny, from Sir Arnovar, and from others who wish to make sure that no intruder moves in. Taking his regalia out of the feywild will weaken anyone who takes the title; both the Crown and the Orb are required for the holder of the River King's title.

ORB OF THE RUSHING FLOOD (LEVEL 6)

Implement: 1,800 gp

A torrent of icy water swirls and froths within this fist-sized orb, waiting to be released.

Power (Daily): Immediate Interrupt. You can use this power when a creature knocked prone by one of your attacks stands up. Make an attack: Charisma vs. Fortitude.

Hit: The target remains prone and you slide the target 3 squares.

CROWN OF THE RIVER KING (LEVEL 9)

Head Slot Lvl 4 840 gp; Lvl 9; 4,200 gp

When sat upon the brow, this circlet of sterling silver appears to sway and ripple.

Property: If you have the fey subtype, you gain an +1 item bonus to Diplomacy checks.

Level 9: +2 item bonus.

Power (Daily): Your image ripples like water, granting you concealment from all creatures until the end of the encounter.

TREASURE

The River Court is full of treasure rooms filled with silver and gold, halls decorated with tapestries woven with mithral and pure light, and foes that carry weapons of elf silver and eladrin chain shirts. Play up the wealth of the court, but also that many of the elements of the court are illusion and glamour.

Parties making their stealthy way through the court may find one such tower room to loot. Most of these treasures fade into ice and melt when removed from the Feywild. The DM should choose one item per PC that remains whole, ideally one of 6th or 7th level such as the following options:

- A Treasure from the River Court (worth 1800 gp)
- A mithral necklace with a pulsing star emerald pendant: Acts in all respects as *holy symbol of life* +2 (level 7).
- An elven suit of +2 *sunleaf hide armor* (level 7).
- A +2 *staff of elf silver* (level 6).
- A +2 *vicious bastard sword* of unmelting ice (level 7)



Duel in the Court

If the party convinces King Ulorian that Lord Flax is mad, and that there is no rightful claim on mortal lands by a miller or by a half-elf, he is content to call it off. However, others are not so quick to give up their schemes, in particular Mistress Greenteeth.

She challenges the party to a duel, or rather, challenges one of their number. She prefers to pick on a creature that seems weak: a halfling rather than a dragonborn, or an unarmored wizard rather than a fully-girded paladin.

A beautiful eladrin woman who could be Ellesandra's sister steps forward from near the King's throne and points at you. "They are not fey! They are no servants of yours, Your Majesty. I challenge the little one to defend his friends in combat, with the loser to serve the victor for a week and a day. It is only right they prove themselves worthy of speech with royal blood."

The courtier near you mutters "Practically a formality. Someone swat her on the nose."

PERCEPTION CHECK (DC 20)

The eladrin challenger is not what she appears; her voice is deeper than an eladrin's.

INSIGHT CHECK (DC 20)

The fey around the courtroom are a little too eager for a "formality". There's real anticipation in the court.

If the challenge is accepted, she chooses Sir Oberest (if he still lives), Sir Yngress (if Oberest has been defeated), or a merrow named Bloodeye as her second to step forward if her foe should engage in trickery or she is slain.. When the fight begins:

Your challenger smiles, and her shape shifts: she now has wild puffball hair, long arms ending in clawed hands, and a set of green, snaggly teeth glistening like pond scum.

If possible, she wants the fight to be in the watery section of the room; she knows that the River King's whirlpools will prevent others from interfering in the fight.

FEATURES OF THE AREA

Whirlpools: Whirlpool currents form in the floor wherever the River King wishes; these are all *fey doors* to the fey river road where the Nixies live. They can move creatures around the throne room as well. Any creature entering a whirlpool square slides 2 squares in a direction chosen by the River King. The creature may struggle against the current by spending squares of movement to reduce the distance that the current carries it. A creature can be affected by more than one whirlpool on a turn.

A whirlpool may also be used by the River King as a ranged attack, as shown in his description.

Jenny Greenteeth

Medium fey humanoid

Level 5 Controller

XP 200

Initiative +4 **Senses** Perception +8; low-light vision

Frightful Melody (Fear) aura 5; enemies in the aura take a -2 penalty on their attack rolls.

HP 64; **Bloodied** 32

AC 19 **Fortitude** 17 **Reflex** 16 **Will** 18

Speed 6, swim 6; see also *Swamp Mastery*

Bite (standard; at will) ♦ **Poison**

+10 vs AC; 1d10 + 4 damage, and Jenny makes a secondary attack against the same target.

Secondary Attack: +9 vs Fortitude; target is slowed and weakened (save ends).

Aftereffect: The target is slowed (save ends).

Beckoning Call (standard; at will) ♦ **Charm**

Range 5; +9 vs Will; the target slides adjacent to Jenny and is immediately subject to a melee basic attack.

Poison Thoughts (standard; recharge 4,5,6) ♦ **Charm**

Range 10; +9 vs Will; the target makes a melee basic attack against an adjacent target chosen by Jenny. This attack is not subject to the penalty from Jenny's frightful melody.

Swamp Mastery (move; at will)

Jenny shifts 3 squares provided she moves across difficult terrain that is the result of bog, mud, or shallow water.

Change Shape (minor; at will) ♦ **Polymorph**

Jenny can alter her physical form to appear as a beautiful young female eladrin.

Alignment Evil **Languages** Common, Elvish, Goblin

Skills Bluff +11, Insight +8, Nature +8

Str 12 (+3)

Dex 15 (+4)

Wis 13 (+3)

Con 16 (+5)

Int 11 (+2)

Cha 18 (+6)

TACTICS

Mistress Greenteeth beckons her foe forward with *Beckoning Call*, then shifts deeper into the waters of the Great Rippling Hall, perhaps beyond her foe's reach with *Swamp Mastery*. If this is successful, she repeats this tactic. If not, she uses *Poison Thoughts* to provoke a foe to strike an eladrin soldiers. This breaks the honorable duel between two foes and begins a general melee with the eladrin soldiers. The River King stays out of that fight directly (though his aura does extend to his soldiers), unless one of his soldiers is killed. At that point, he attacks the person who attacked his feudal vassal (to exact revenge), and begins throwing people out with his *River Road* power.

DEVELOPMENTS

If the party defeats Jenny Greenteeth, the River King asks the party to bring word to Lord Flax and his army at the Mill that the attack on Riverbend is off.



The Siege of the False Mill

The last threats the party must face are the young Lord's forces gathered at a fey version of the real mill. This False Mill is really an empty engine of industry that imitates human conventions. The River King grinds wood to sawdust and is surprised when his bakers cannot give him proper bread.

The young Lord Flax uses the false mill as a staging ground to leave the Feywild and run rampant in Riverbend. The connection through the millpond is a Fey Road leading directly to Riverbend.

Setup

- 1 Lord Flax, the Half-Eladrin Corrupted Changeling (F)
- 1 Lionheart, a Fey Warhorse (under F at start)
- 2 Ettercap Axe Guards (E)
- 8 Eladrin Archer Minions (A)
- 5 Black Fey Raider Minions (B)

There's a large shape in the dark woods, illuminated by the flickering light of fireflies and fey lanterns. It is a stone and timber building right up against the river. A rough wooden dam of logs and mud holds back the water, and a huge millwheel turns slowly. This mill looks remarkably like the one in Riverbend, though the dam is different, and so is the raiding party gathered near the shore of the millpond.

A couple ettercaps are the tallest, but you also see more than half a dozen Black Fey with their tall swords, many eladrin with bows, plus a single mounted rider: a young half-elf with golden hair.

That rider's eyes burn with a cold blue, the color of cornflowers. Eight blue-fledged arrows shoot from the windows of the mill and land near your feet. He shouts: "That's a warning shot. Trouble us no further."

If the party tries to negotiate, a DC 25 Diplomacy may make Flax listen, briefly, while he and his troops cross over the dam to a better tactical position.

If the party draws steel and readies spells, Flax says:

"We have waited long years! Now, we burn the humans out of their huts, and take their land! Spill their blood for the River King."

PERCEPTION CHECK (DC 21)

The young Lord looks a lot like a grown-up version of the brownie you saw at the mill in Riverbend.

NATURE CHECK (DC 26)

The fey you have met seem very keen on single combat. Perhaps the leaders could be convinced to stand in for his whole army.

Lord Flax is delighted to duel a single foe. If he is defeated, the remaining fey retreat, abandoning the idea of conquering Riverbend.

Lord Flax Level 7 Elite Soldier

the Dauphin of Riverbend

Half-Eladrin Changeling

XP 600

Initiative +8 Senses Perception +9; low-light vision
 HP 166 Bloodied 83
 AC 23 Fortitude 22 Reflex 21 Will 19
 Vulnerable fire 5
 Speed 6
 Action point 1

Demonblade Greatsword (standard; at-will) ♦ **Weapon, Necrotic**
+14 vs. AC; 2d6+6 damage, and ongoing 5 necrotic.

River Warding (move, at-will) ♦ **Armor**

Lord Flax can call on the river's power using his fey armor to add +4 to his AC until his next turn and make a Stealth check as a move action, regardless of concealment.

Howling Strike (standard; recharge 5/6) ♦ **Weapon**

+12 vs. Fortitude; 3d10+5 damage. A creature hit by a Howling Strike is dazed (save ends).

Storm of Swords (standard; recharges when first bloodied) ♦ **Weapon, Necrotic**

Close burst 3; fey are immune; +12 vs. Fortitude; 2d12+5 damage and the target is dazed (save ends).

Alignment Evil **Languages** Common, Elvish, Abyssal
Feats Mounted Combat

Skills Acrobatics+11, Athletics +12, Diplomacy +11, Insight +11, Intimidate +11, Nature +11

Str 19 (+7) **Dex** 16 (+6) **Wis** 16 (+6)

Con 19 (+7) **Int** 16 (+6) **Cha** 16 (+6)

Equipment hide +2

DESIGNER'S NOTE

It's an anti-climax to initiate this twist/duel by a die roll; it would be much better if the players came up with it themselves. However, I think it's heavy-handed to have Lord Flax mention it; he's not the type who fights fair, really. Why should he give up his numerical advantage?

If a player does come up with it, award that character a story award of 400 XP, regardless of the duel's outcome, and award the total XP for all the creatures at the mill to the party, even though they were not all defeated one by one.

The Siege of the False Mill (cont'd)

Lionheart, Golden Fey Warhorse Level 4 Brute

Large fey beast (mount) XP 175

Initiative +4 Senses Perception +8; low-light vision

HP 68 Bloodied 34

AC 18 Fortitude 17 Reflex 15 Will 15

Speed 8

Kick (standard; at-will)

+7 vs. AC; 1d10 + 4 damage.

Trample (standard; at-will)

The warhorse can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the warhorse must end its move in an unoccupied space. When it enters an enemy's space, the warhorse makes a trample attack: +5 vs. Reflex; 1d6 + 7 damage, and the target is knocked prone.

Spirited Charger (with a friendly rider of 3rd level or higher; at-will) ♦ **Mount**

The warhorse grants its rider a +5 bonus to damage rolls on charge attacks.

Alignment Unaligned Languages Elvish

Str 22 (+8) Dex 14 (+4) Wis 14 (+4)

Con 18 (+6) Int 2 (-2) Cha 10 (+2)

Ettercap Axe Guard (2) Level 5 Soldier

Medium natural humanoid (spider) XP 200

Initiative +6 Senses Perception +3

HP 62 each Bloodied 31

AC 21 Fortitude 17 Reflex 16 Will 16

Resist 10 poison

Speed 5, climb 5; see also *Web Climber*

Poleaxe (standard; at-will) ♦ **Weapon**

+10 vs. AC; 1d12 + 5 damage (crit 1d12 + 17), +2 against immobile/restrained foe

Inject Venom (standard; at-will) ♦ **Poison**

Requires combat advantage; +10 vs. AC; 1d6 + 4 damage, +2 against immobile/restrained foe. If the attack hits, the ettercap makes a secondary attack against the foe.

Secondary Attack: +8 vs. Fortitude; the target is stunned until the end of the ettercap's next turn and takes ongoing 5 poison damage (save ends).

Silk Net (standard; at-will)

+8 vs. Reflex; the target is immobilized (save ends).

Tangled Prey

The ettercap axe guard gains a +2 bonus to attack rolls against restrained and immobilized creatures.

Web Climber

An ettercap ignores the movement effects of spider webs.

Alignment Unaligned Languages Elvish

Skills Stealth +10

Str 16 (+5) Dex 14 (+4) Wis 13 (+3)

Con 14 (+4) Int 5 (-1) Cha 10 (+2)

Equipment leather armor, poleaxe

Eladrin Archer (8)

Medium fey humanoid

Level 5 Minions

XP 50 each

Initiative +6 Senses Perception +5; low-light vision

HP 1; a missed attack never damages a minion.

AC 19 Fortitude 16 Reflex 18 Will 17

Speed 5

Spear (standard; at-will) ♦ **Weapon**

+10 vs. AC; 7 damage.

Fey Shot (standard; at-will) ♦ **Weapon**

+9 vs. Reflex; 5 damage; see also *Keen Shot*. Range 15/30.

Keen Shot (standard, encounter) ♦ **Weapon, Reliable**

If the eladrin archer hits a target, the target is slowed until the end of the fey's next turn.

Moving Fire (move; at-will) ♦ **Weapon**

The archer may move, use a fey shot, and then continue his move.

Alignment Chaotic Languages Common, Elvish

Skills Acrobatics +12, Stealth +13

Str 15 (+4) Dex 18 (+6) Wis 15 (+4)

Con 14 (+4) Int 10 (+2) Cha 18 (+6)

Equipment elven mail, ash spear, longbow, 20 arrows

TACTICS

The archers shoot from the mill; they may step outside if the party is engaged in the chokepoint on the dam. They melee if they must, but prefer to avoid that. They will surrender if Lord Flax and the ettercaps are killed.

Black Fey Raiders

Medium shadow humanoid

Level 4 Minion

XP 44 each

Initiative +11 Senses Perception +5; low-light vision

HP 1; a missed attack never damages a minion.

AC 18 Fortitude 15 Reflex 16 Will 13

Speed 5; see also *Shadow Jump*

Greatsword (standard; at-will) ♦ **Weapon**

+9 vs. AC; 5 damage; see also *Blackstrike*.

Blackstrike

If the Black Fey hits a target that can't see him, the target is blinded until the end of the fey's next turn.

Shadow Jump (move; at-will) ♦ **Illusion**

The Black Fey turns invisible and moves up to his speed.

Alignment Evil Languages Common, Elvish

Skills Acrobatics +12, Stealth +13

Str 17 (+5) Dex 19 (+6) Wis 15 (+4)

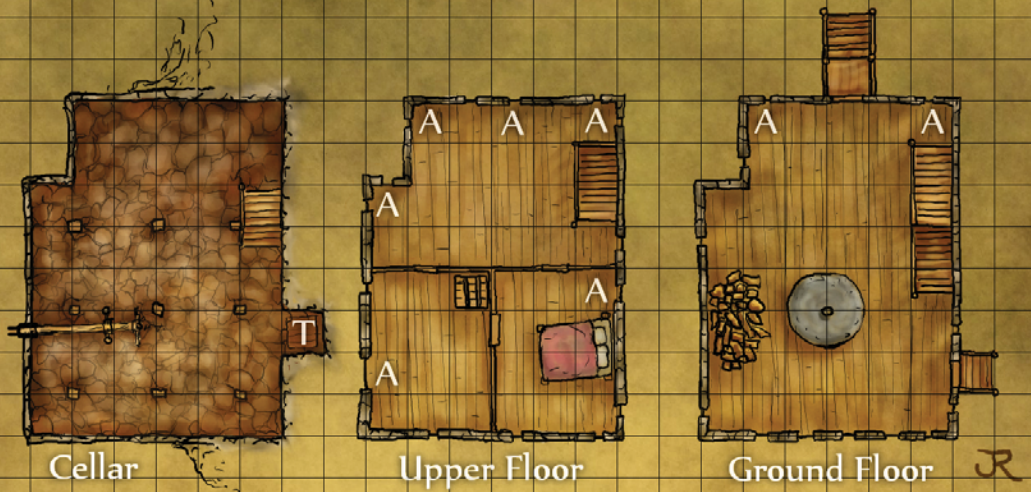
Con 12 (+3) Int 10 (+2) Cha 11 (+2)

Equipment *shadowmail*, greatsword

TACTICS

They wait for the ettercaps and Lord Flax to charge in first, then turn invisible to attack and blind with *Blackstrike*. They flee if Lord Flax is killed.

26. Siege of the False Mill 1st Wave





he second wave at the mill

Lord Flax rides away when the party either enters the Mill or defeats all minions outside the Mill; he may also retreat into the Mill by stepping onto the waterwheel and letting it lift him up to the second floor. This is a perfect opportunity for the party to take a Short Rest.

Lord Flax then returns with the Second Wave. When he does so, read the following:

You hear the fey knight's shout, and the river roars in answer. The water rises up, foaming and boiling with bubbles—and the central 10-foot section of the dam gives way.

As the water rushes through, eladrin and a Black Fey, two ogres and two merrow come out of the water. Running alongside them are more than half a dozen eel hounds baying for your blood.

The party may try to negotiate if they are badly wounded and did not get a short rest. Flax allows this, but does not offer a lot of concessions. His father must acknowledge his claim to the land, and all competing claims (that is, the Reeve Kolya) must be exiled or killed.

A reconciliation with his father might convince him to avoid a bloody slaughter, but that sort of negotiation is best left to the DM's discretion. Froderick probably has no idea that he has a son (much less a half-fey raider with an inferiority complex), and he will be somewhat terrified by the army. Let the PCs do the talking for him; they're the heroes.

Setup

- 1 Ambertan, the Black Fey Warlock
- 2 Boar Hunter Ogres (O)
- 2 Merrow Skirmishers (M)
- 4 Eladrin River Guard Minions (R)
- 8 Eel hounds

If Lord Flax still lives, he returns from the forest on his horse, urging his followers on. If he was pretending to have been slain, or if he was captured, he uses a Fey Step to gain some distance and attempts to remount his warhorse (or a new one made of river foam).

If the party has retreated, the eel hounds sniff and paw the ground, and will surely track them down.

FEATURES OF THE AREA

The millpond shore is muddy and quickly becomes deep. Any bull rush can push a creature over into the water.

Mill Windows: The shutter and embrasures provide concealment to archers in the mill itself.

Millpond: The stream counts as difficult terrain because of its depth. Getting out requires a DC 15 Athletics to swim and climb up; those wearing heavy armor who fail this check sink into the pond and may begin to suffocate.

Mill Dam: The millpond is created by a mill dam, which is a rough mass of sticks and logs at the top and muddy along its entire length. Water spills over the top if the river is running high. The top is difficult terrain. Creatures struck on the top must make a DC 18 Acrobatics check. If the check fails, the creature falls into the stream below the millpond, taking 1d10 damage from the fall and requiring a DC 15 Athletics check to swim to shore.

Ambertan the Warlock Level 5 Elite Artillery

Medium Black Fey XP 400

Initiative +4 Senses Perception +10
HP 102 Bloodied 51
AC 19 Fortitude 19 Reflex 18 Will 20
Action point 1

Demomancing (standard; at-will) ♦ **Implement, Necrotic**
+12 vs. AC; 2d8+2 damage, and ongoing 5 necrotic.

Purple Stars (standard; encounter) ♦ **Implement, Illusion**
Ranged 10, +10 vs Reflex, 2d8+10 cold damage, and the target is dazed until the end of its next turn.

Black Witchfire (standard; at-will) ♦ **Implement, Illusion**
+10 vs Fortitude, Range 10, 3d6+6 psychic damage and Ambertan is invisible to that creature until the start of his next turn. Creatures adjacent to the target take 1d6+6 psychic damage.

Soulcrushing Darkness (standard; encounter) ♦ **Arcane, Implement, Necrotic, Zone**
Burst 3 within 10 squares, +10 vs. Will; 3d10+6 damage, and ongoing 5 necrotic. Creatures entering the zone or starting their turns there take 2d10+6 necrotic damage.

Sustain Minor: When you sustain the zone, he makes a +10 vs Will secondary attack against each creature in the zone. Those hit take 1d10+6 necrotic damage.

Improved River Step (move, at-will) ♦ **Teleport**
Ambertan may shift 6 squares as a move action. This includes shifting vertically to or from ground level (up to a 30' drop). An *Improved River Step* must always move from one surface to another (no shifting into thin air).

Alignment Evil Languages Common, Elvish, Primordial
Skills Arcane +10, Bluff +10, Insight +10, Nature +10, Thievery +10
Str 15 (+4) Dex 15 (+4) Wis 18 (+6)
Con 15 (+4) Int 15 (+4) Cha 18 (+6)

Equipment *wand of witchfire*, black robes

Ogre Boar Hunters Level 3 Soldier

Large Giant humanoid XP 150

Initiative +5 Senses Perception +2
HP 49 Bloodied 25
AC 20 Fortitude 16 Reflex 15 Will 15
Speed 8

Greataxe (standard; at-will)
Reach 2; +10 vs. AC; 1d10+2 damage

Sweeping Strike (standard; encounter) ♦ **Weapon**
Close Burst 2; +8 vs AC; 3d6 +3 damage, and a Medium or smaller target is knocked prone.

Alignment Evil Languages Elvish, Giantish
Skills Athletics +7, Endurance +7, Nature +7, Stealth +10
Str 21 (+6) Dex 12 (+3) Wis 13 (+2)
Con 19 (+5) Int 10 (+1) Cha 8 (+0)

27. Siege of the False Mill 2nd Wave



Cellar



Upper Floor



Ground Floor

JR

The Second Wave at the Mill (cont'd)

Merrow (2) Level 8 Skirmisher

Large natural fey humanoid (aquatic) XP 350 each

Initiative +8 Senses Perception +4
 HP 91 each Bloodied 45
 AC 21 Fortitude 17 Reflex 17 Will 20
 Speed 8 Swim 8

Mw Trident (standard; at-will) ♦ Weapon

Reach 2; +13 vs AC; 1d8+8 damage; see also Skirmish

Trident (standard; at-will) ♦ Weapon

Range 4/8; +13 vs AC; 1d8+8 damage

Step Through the Mists (move; encounter)

The feyborn creature teleports up to 3 squares

Lure of the Wild (standard, recharge 6)

+10 vs Will. The target is pulled 5 squares and is dazed (save ends).

Skirmish

If, on its turn, the merrow skirmisher ends its move at least 4 squares away from its starting point, it deals an extra 1d8 damage on its melee attacks until the start of its next turn.

Alignment Evil Languages Common, Giant

Skills Athletics +13, Intimidate +6

Str 18 (+8) Dex 14 (+6) Wis 11 (+4)

Con 19 (+8) Int 4 (+1) Cha 6 (+2)

Equipment masterwork trident

Eladrin River King's Soldier (8) Level 6 Minion

Medium fey XP 62

Initiative +6 Senses Perception +6
 HP 1; a missed attack never damages a minion.
 AC 20 Fortitude 19 Reflex 18 Will 18

Longsword (standard, at-will) ♦ Weapon

+11 vs. AC, damage 5

Ice Bow (standard, at-will) ♦ Weapon,

Ranged 15, +9 vs. Ref, damage 5 + 1 cold

Clean Shot (standard+move, encounter) ♦ Weapon, Ranged

A River King's soldier who uses both his move and standard action to make his ranged attack gain a +2 bonus to his attack, and may reroll it (he must take the second result).

Alignment Unaligned Languages Elvish, Common

Skills Perception +6, Sense Motive +11

Str 19 (+7) Dex 16 (+6) Wis 16 (+6)

Con 19 (+7) Int 16 (+6) Cha 16 (+6)

Eel Hound (8)

Medium fey beast

Level 4 Minion

XP 44 each

Initiative +5 Senses Perception +8; darkvision
 HP 1; a missed attack never damages a minion.
 AC 17 Fortitude 17 Reflex 17 Will 15
 Speed 7, swim 6

Bite (standard; at-will)

+9 vs. AC; 7 damage; see also Slithering Bite.

Slithering Bite (minor; immediate reaction to bite attack)

When the eel hound moves adjacent to an enemy and bites, it may shift one square as a minor action by slithering around the foe's flanks. If another eel hound already occupies an adjacent square, that hound shifts one square further along the flank.

Alignment Unaligned

Languages —

Skills Endurance +9, Stealth +9

Str 19 (+6) Dex 16 (+5) Wis 13 (+3)

Con 13 (+3) Int 6 (0) Cha 16 (+5)

Development

If the party cannot defeat Lord Flax (or is too cowardly to fight him), then the raiders wade into the millpond and disappear, going to burn Riverbend. The party can return the same way by swimming into the millpond and touching the millstone. Even if they do not, the whole area is bound by Flax's ritual. With the dawn, the False Mill becomes the real Mill, and the party returns to Riverbend. The villagers come out of their huts and go to the fields, ready for another day of toil and sweat. Froderick and Kolya are excited to see the PC's back; only a night has passed since they disappeared...

If Ellessandra gave the PCs her ring and note, the Reeve Kolya accepts it as proof that she is not dead, on the PCs' sworn oath. Froderick is set free, and see Conclusion for XP.

TREASURE

The party will find little at the False Mill unless they look very, very carefully indeed. The millstone seems to grind acorns into acorn flour and wood into sawdust; chests are filled with both. The sawdust, however, is really gold dust obscured by illusion. A passive DC 21 sees through that illusion. The gold is worth 270 gp, but taking it certainly makes an enemy of the River King.

If the party did not steal a treasure from the River Court (see page 68), Lord Flax's demonic blade turns into the magical sword Iceriver (a +2 vicious bastard sword made of unmelting ice).

If you wish to award the first of the party's Level 6 parcels after this encounter, that's up to you. See the DMG, page 126 for options.

Conclusion

If the party dissuades the River King from sending his army (or defeats Jenny in single combat) and then defeats or kills the young Lord Flax, they may step through any *fey door* to find themselves back at the peaceful millpond. Alternately, they may arrive there from the False Mill, if they pursued Lord Flax to the mercenary camp.

Ellessandra stands on the shore by the reeds, weeping. “My son is dead, and you have killed him. You have my child’s blood on your hands. Yet it would have been worse if he had come to claim his title here. Leave Riverbend. Leave, and never return.”

Quest Rewards

Froderick himself is true to his word and gives the party 400 gp, a miller’s blessing, and the knowledge of a Ritual. He cannot truly grieve for a son he never knew, but he is profoundly grateful that the PCs brought Ellessandra back to him.

200 xp

Saving Froderick from execution by drowning (traditional in Riverbend).

1000 xp

Stopping the invasion and turning aside the Wrath of the River King.

Further Adventures

The PCs now have friends and enemies in Riverbend and in the Summer Kingdom. The fey, in particular, have long memories. They carry grudges and debts with them for decades, much longer than most human lives. The party might meet up with Jenny Greenteeth again, and might meet Ellessandra’s relatives, bitter about the loss of her half-elven son.





Appendix A

COURTIERS OF THE RIVER COURT

Lady Budena

Draped in a gown of bronze willow boughs and trailing a constellation of fireflies, this sultry brunette feeds the King's jealousy with her regular attempts to seduce newcomers to his court; each conquest is justification for another tryst.

Lady Budena		Level 6 Elite Artillery	
Lorelei of Summer Twilight,		Secret consort of the River King	
Medium fey humanoid		XP 500	
Initiative +5	Senses Perception +5		
HP 144	Bloodied 72		
AC 21	Fortitude 17	Reflex 20	Will 20
Saving Throws +2			
Resist 10 fire			
Speed 6, swim 8			
Action Points 1			
Bronze Willow Lash (standard; at-will)			
+13 vs. AC; 1d6 + 4 damage.			
Firefly Strike (standard; at-will) ♦ Fire			
Ranged 10; +11 vs Reflex; 2d6+4 fire damage, and ongoing 5 fire damage (save ends)			
Firefly Burst (standard; encounter) ♦ Fire			
Area Burst 2 within 10; +9 vs Reflex; 3d8+4 fire damage, ongoing 5 fire damage (save ends), and target is knocked prone. Miss: Half damage and target is not knocked prone.			
No One Said You Could Touch (immediate reaction, when an enemy targets Lady Budena with a melee attack; at-will)			
+8 vs Will against the attacker; the attacker must target a different creature or end its attack.			
Woman Scorned (free, when first bloodied; encounter) ♦ Fire			
Close Burst 2; +9 vs Reflex; 3d6+4 fire damage, ongoing 5 fire damage (save ends), and target slides 3 squares.			
Alluring Song (standard; sustain minor; at-will) ♦ Charm			
Close burst 15; deafened creatures are immune; +12 vs. Will; the target is pulled 3 squares and immobilized (save ends).			
When Lady Budena sustains the power, any target that has not yet saved against the effect is pulled 3 squares and immobilized (save ends).			
Drowning Word (standard; at-will)			
Close burst 4; +10 vs. Fortitude; 1d6 + 4 drowning damage, and the target is dazed (save ends).			
Alignment Evil	Languages Common, Elvish, Primordial		
Skills Bluff +10, Diplomacy +10, Insight +10, Stealth +10			
Str 15 (+5)	Dex 15 (+5)	Wis 14 (+5)	
Con 15 (+5)	Int 10 (+3)	Cha 19 (+7)	

6th Level Encounter

1000 xp (4PCs)

Lady Budena & 2 Lorelei

1250 xp (5 PCs)

Lady Budena & 2 Lorelei & a Bugbear Strangler (MM)

1500 xp (6 PCs)

Lady Budena & 2 Lorelei & an Ogre Savage (MM) and Ogre Thug (MM)

WICKERBELL

A demure brownie with myriad braids and a love for luxurious fabrics, she seems trustworthy and pleasant, keeping many courtiers' counsel.

Wickerbell Level 6 Elite Controller (leader) Keeper of the Royal Apiaries, Secret Surface Szymaster

Tiny fey humanoid XP 500

Initiative +9 **Senses** Perception +8; low-light vision
Hive Mind aura 5; allies in the aura gain +1 to hit per ally with basic attacks.

HP 172 **Bloodied** 86
AC 20 **Fortitude** 20 **Reflex** 20 **Will** 20

Resist 10 poison
Saving Throws +2
Speed 5

Action Points 1

Dagger (standard; at-will)

Reach 0; +11 vs. AC; 1d6+4 damage

Apiary's Fury (standard; at-will) ♦ **Poison**

Close Blast 4; +11 vs. AC; 1d10 +4 poison damage, and target is stunned (save ends).

Rain of Stingers (standard; encounter) ♦ **Poison**

Area burst 4 within 10; +10 vs. Fortitude; 3d6+4 poison damage, and target is weakened (save ends).

Annoying Buzz (minor; at-will)

Ranged 10; +10 vs. Will; 1d6+4 damage, and target slides 1 square.

The Bigger They Are (free, when first bloodied; encounter)

♦ **Teleportation**

Close burst 3; +10 vs. Reflex; 3d8+4 poison damage, and target is blinded (save ends). Wickerbell may teleport 5 squares.

Reactive Stealth

If Wickerbell has cover or concealment when she makes an initiative check at the start of an encounter she can make a Stealth check to escape notice.

Alignment Unaligned **Languages** Common, Draconic, Elvish, Giantish, Supernal

Skills Arcana +11, Bluff +10, Insight +10, Nature +11, Stealth +12

Str 8 (+1) **Dex** 12 (+4) **Wis** 13 (+4)
Con 15 (+5) **Int** 21 (+8) **Cha** 19 (+7)

Giant Drone Level 4 Minion

Small natural beast (bee) XP 44

Initiative +6 **Senses** Perception +6; low-light vision
HP 1; a missed attack never damages a minion.

AC 18 **Fortitude** 17 **Reflex** 18 **Will** 14
Speed 5; fly 8 (hover)

Stinger (standard; at-will) ♦ **Poison**

+7 vs. AC; 4 damage, and the target takes 4 ongoing poison damage. (save ends)

Erratic Flyer (minor; at-will)

The Giant Drone shifts 1 square.

Alignment Unaligned **Languages** – (Understands Elvish)

Skills Athletics +6, Nature +6, Stealth +8

Str 12 (+3) **Dex** 18 (+6) **Wis** 14 (+4)
Con 15 (+4) **Int** 1 (–3) **Cha** 8 (+1)

Equipment saddle for a small creature.

5TH LEVEL ENCOUNTER

807 xp (4PCs)

Wickerbell, Dark Creeper (MM), 3 Giant Drones

1025 xp (5 PCs)

Wickerbell, 2 Dark Creepers (MM), 4 Giant Drones

1201 xp (6 PCs)

Wickerbell, 2 Dark Creepers (MM), 8 Giant Drones

FANGS-IN-SHADE-AND-RUSHES

A lanky and grim ogre with a belt of severed hands, no quarry demanded by his lord eludes this consummate hunter. Fangs harbors an openly secret love for the King's youngest daughter, Ripple, who toys with his emotions by asking for exotic and near impossible prey.

Fangs-in-Shade-and-Rushes Level 6 Soldier the King's Huntsman

Large Giant humanoid XP 250

Initiative +6 **Senses** Perception +4

HP 75 **Bloodied** 37
AC 22 **Fortitude** 19 **Reflex** 18 **Will** 17

Speed 8

Greataxe (standard; at-will)

Reach 2; +13 vs. AC; 1d10+4 damage

Sweeping Strike (standard; encounter) ♦ **Weapon**

Close Burst 2; +11 vs AC; 3d6 +4 damage, and a Medium or smaller target is knocked prone.

Hunter's Snare (standard or opportunity attack; recharge 6)

♦ **Weapon**

Ranged 10; +11 vs. Reflex; 2d6+3 damage, and target is restrained until the end of Fangs' next turn.

Miss: Half damage, target is not restrained. This attack does not provoke opportunity attacks.

Into the Shadows (minor, usable only when bloodied; encounter) ♦ **Illusion**

Fangs becomes invisible until the end of his next turn.

Alignment Evil **Languages** Elvish, Giantish

Skills Athletics +10, Endurance +10, Nature +9, Stealth +12

Str 21 (+8) **Dex** 12 (+4) **Wis** 13 (+4)
Con 19 (+7) **Int** 10 (+3) **Cha** 8 (+2)

5th Level Encounter

808 xp (4PCs)

Fangs, Eel hound Pack Leader, 7 Eel hound minions

1002 xp (5 PCs)

Fangs, Ogre Thug (MM), Eel hound Pack Leader, 8 Eel hound minions

1200 xp (6 PCs)

Fangs, Eel hound Pack Leader, Merrow

KNURLNAP, THE WATER BEARER

Knurlnap was a notorious miser, but he dammed a river running through his land and brought drought to all his neighbors. Thirsty farmers called to the River King for justice, and cursed Knurlnap to forever bear the repercussions of his act. The River King obliged, and stole away the miser to be his servant.

This old but brawny human is bowed down by the weight of an enormous silver tea-urn strapped to his back. Cast in silver, this ornate vessel is awash with filigree and elegant reliefs. Spigots are set into its circumference. Flagons dangle from it by silver chains.

Knurlnap is foul-mouthed, scheming, and cowardly. He offers PCs the urn in tribute if he's defeated; outside combat he'll promise them anything in exchange for someone carrying his burden "for just an hour." The River King's magic binds Knurlnap to servitude even in death. An hour after he's killed, Knurlnap re-animates as a Chillborn Zombie whose overriding urge is to wear the urn once more.

Knurlnap		Level 6 Skirmisher	
Cursed Human Servant			
Medium Humanoid		XP 250	
Initiative +4	Senses Perception +6		
HP 75	Bloodied 37		
AC 12	Fortitude 22	Reflex 14	Will 17
Speed 5			
Flagon on Chain (standard; at-will) ♦ Weapon			
Reach 2; +13 vs. AC; 1d6+5 damage			
Shielding Urn (move; at-will) ♦ Weapon			
Knurlnap gains +10 bonus to AC for 1 round against 1 opponent			
Spigot Blast (standard or opportunity attack; recharge 4) ♦ Weapon			
Ranged 8; +7 vs. Reflex; 1d10+3 damage, and target is knocked prone			
<i>Miss:</i> Half damage, target is not knocked prone.			
Scalding Cloud (when first bloodied; encounter) ♦ Fire			
Close Burst 2; +10 vs Fortitude; 2d6+3 damage, and a Medium or smaller target is blinded (save ends).			
Alignment Evil	Languages Common, Elvish		
Skills Bluff +10, Endurance +15			
Str 20 (+8)	Dex 8 (+2)	Wis 14 (+5)	
Con 18 (+7)	Int 14 (+5)	Cha 10 (+3)	

Cursed Silver Urn

This silver tea urn is always full and produces any non-magical beverage on command of its wearer, from spring water to wine to piping hot tea. It weighs 300 lbs and always counts as a Heavy Load. The urn can only be removed if someone honestly agrees to carry it instead of the current wearer. It produces magical effects and operates outside the Feywild only by the express will of the River King.

5th Level Encounter

775 xp (4 PCs)

Knurlnap, 3 Spriggans

1050 xp (5 PCs)

Knurlnap, 2 Eladrin Fey Knights, Daggerthorn Briar (DMG page 90)

1200 xp (6 PCs)

Knurlnap, 6 Halfling Thieves (MM), Treacherous Ice Sheet

SIR LIJON TROUTSCALES

Sir Lijon Troutscapes, a silvermaned eladrin and King's knight, is a veteran duelist with a penchant for provoking foes. His impeccable scarlet and silver livery and armor contrast with his stark and utilitarian rapiers.

Sir Lijon loves finding the unintended insults in the words of those who address him or his king, and demands satisfaction by blade. He has been cast out of the Inner Court for excessive dueling many times, but a few courtiers and rakes always consider him a hero.

Sir Lijon Troutscapes, Level 7 Elite Soldier King's Knight

Medium fey humanoid XP 600

Initiative +9 Senses Perception +9; low-light vision
HP 184 Bloodied 92

AC 25 Fortitude 19 Reflex 22 Will 19

Saving Throws +2

Action Point 1

Speed 5; see also *Fey Step*

Schlager Thrust (standard; at-will) ♦ **Weapon**

+12 vs. AC; 1d8 + 7 damage

Enveloping Bind (standard or opportunity attack; recharge 5 6) ♦ **Weapon**

+10 vs. Reflex; 3d6 + 5 damage, and target cannot attack with their weapon (save ends). This power does not prevent target powers requiring a weapon implement.

Corps à Corps (standard; encounter, recharge when first bloodied) ♦ **Weapon**

+10 vs Fortitude; 3d8+5 damage, and target saves or is knocked prone. Miss: Half damage and target is not knocked prone.

Knight's Challenge (standard; encounter)

Ranged 15; the target is marked until the encounter ends or Sir Troutscapes dies, and takes 4 damage each round the target does not attack Sir Troutscapes.

Blood Oath (reaction, daily) ♦ **Bloodied, Psychic**

When bloodied, Sir Troutscapes swears a terrible oath of vengeance against his marked foe and anyone allied with that foe. Close burst 3; +5 vs. Will; 3d4+4 psychic damage, and target is dazed (save ends).

Miss: Half damage and target is not dazed.

Fey Step (move; encounter) ♦ **Teleportation**

The knight can teleport 5 squares. A *Fey Step* with a feyborn mount moves both horse and rider.

Alignment Unaligned **Languages** Common, Elvish

Feats Blade Opportunist, Eladrin Soldier, Mounted Combat, Quick Draw

Skills Athletics +11, Arcana +7, History +7, Insight +9

Str 19 (+7) **Dex** 22 (+9) **Wis** 13 (+4)

Con 14 (+5) **Int** 14 (+5) **Cha** 16 (+3)

Equipment chainmail, 2 rapiers

Lady Fanderol & Sir Thistledown, Eladrin Courtiers

Medium fey humanoid XP 200

Initiative +4 Senses Perception +4; low-light vision

HP 63 each Bloodied 31

AC 20 Fortitude 17 Reflex 15 Will 17

Speed 6, see also *Fey Step*

Spiked Iron Fist (standard; at-will) ♦ **Weapon**

+10 vs. AC; 1d6 + 4 damage.

Taunting Word (standard; at-will) ♦ **Psychic**

Ranged 10; +9 vs Will; 1d10+4 psychic damage, and target is immobilized (save ends)

Cut to the Quick (standard; Recharge 6) ♦ **Psychic**

Ranged 10; +9 vs Will; 3d6+4 psychic damage, and target is dazed (save ends). Miss: Half damage and target is not dazed.

Fey Step (move; encounter) ♦ **Teleportation**

The Courtier can teleport 5 squares. A *Fey Step* with a feyborn mount moves both horse and rider.

Alignment Unaligned **Languages** Common, Elvish

Skills Bluff +11, Diplomacy +11, Insight +9

Str 13 (+4) **Dex** 11 (+3) **Wis** 14 (+4)

Con 15 (+5) **Int** 16 (+5) **Cha** 18 (+6)

Equipment chainmail, heavy spiked gauntlet

Whillette and Illaud, Level 6 Skirmisher Eladrin Rakes

Medium fey humanoid XP 200

Initiative +6 Senses Perception +4; low-light vision

HP 71 each Bloodied 35

AC 20 Fortitude 18 Reflex 18 Will 16

Speed 6, see also *Fey Step*

Schlager Thrust (standard; at-will) ♦ **Weapon**

+11 vs. AC; 1d10 + 4 damage.

Corps à Corps (standard; encounter) ♦ **Weapon**

+9 vs Fortitude; 3d8+4 damage, and target saves or is knocked prone. Miss: Half damage and target is not knocked prone.

Billestra Flourish (standard; Recharge 6) ♦ **Weapon**

The Eladrin Rake shifts 6 and makes two *Schlager Thrust* attacks at any point during his move. He may attack the same enemy twice.

Fey Step (move; encounter) ♦ **Teleportation**

The Rake can teleport 5 squares. A *Fey Step* with a feyborn mount moves both horse and rider.

Alignment Unaligned **Languages** Common, Elvish

Skills Acrobatics +11, Bluff +11, Diplomacy +11, Insight +9

Str 19 (+7) **Dex** 16 (+6) **Wis** 13 (+4)

Con 15 (+5) **Int** 11 (+3) **Cha** 16 (+6)

Equipment chainmail, buckler, rapier

6th Level Encounter

1000 XP (4PCs)

Sir Troutscapes & 2 Eladrin Courtiers

1250 XP (5 PCs)

Sir Troutscapes & 2 Eladrin Courtiers, 1 Eladrin Rake

1500 XP (6 PCs)

Sir Troutscapes & 2 Eladrin Courtiers, 2 Eladrin Rakes

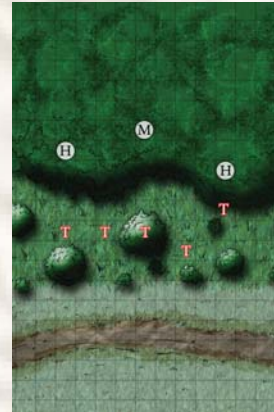
Outwit Outclass Outfight

The Lords and Ladies of the Feywild are ancient and cruel, a society built on oaths and trickery and pure magic. And now that world has spilled over into the peaceful hamlet of Riverbend.

WRATH OF THE RIVER KING is a 4th Edition D&D adventure for 4th, 5th, or 6th level PCs, using dozens of new and familiar monsters in a struggle to keep the small town of Riverbend from being overrun.

No butterfly wings here, only hostile eladrin knights, bugbear hunters, and a pack of shameless, ruthless, mocking, spiteful, murderous fey!

Unlike many published 4th Edition D&D adventures to date, **WRATH OF THE RIVER KING** strives for a balance of combat, skill, and roleplaying encounters, with many chances to outwit and outfight the fey.



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