

GEO4-03

Grace as Pure as Snow

A One-Round D&D LIVING GREYHAWK®

Geoff Regional Adventure

Version 1.2

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Somewhere off on a far horizon, a princess quests through Faerie.
The foretelling of the Weirds called to her and bid her take this journey
To find three things within the feylands and bring the lost to light:
Grace as pure as snow, love as bright as blood, and sorrow as deep as night.
The druids bestowed two gifts upon Calisse to help her on her quest:
An Old Lore guide who's walked the faerie trods which know no east nor west,
The other is the Delicate Knife with its flawless, crystal blade
That three times will cut the air itself and summon heroes to her aid.

A Geoff Regional adventure for APLs 2-8, and Verse One of the Song of Three Summonings.

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

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Introduction

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

Preparation

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

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

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

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

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

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

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

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

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

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

Living Greyhawk Levels of Play

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

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

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

Time Units and Upkeep

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

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

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

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

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

Adventure Background

This adventure occurs in the spring of CY 594. At this time, Owen has left Geoff “on a quest” to find new allies. Sierra Blackblade rules Geoff as the regent until either Owen returns or a new Brenin is chosen.

Calisse Skotti, wife of Owen the Brenin and Princess of Keoland, is on a quest. Gwenllian the Eglantine, archdruid of Gyrudd, informed her that Owen is not dead, as Calisse had thought. Instead, his soul is divided. His faerie half was banished to Faerie. His mortal soul was collected by Gwenllian into a set of crystals. Owen gave up his life – not his soul – when he was sacrificed. The Weirds of Rhun told Calisse that in order to find her husband, she must find “grace as pure as snow; love as bright as blood; sorrow as deep as night.”

Gwenllian has given Calisse a necklace set with the crystals holding Owen’s mortal soul and has sent Calisse into Faerie to find Owen’s faerie half. When she finds him, she must reunite his faerie and mortal halves. To help her, Gwenllian has given Calisse the *delicate knife*, a glass knife that will summon heroes to her three times.

Also, Pwyll of the Verdant Ivy, an Old Lore Bard, has agreed to accompany Calisse as a guide. Together, the two of them entered Faerie. Once in Faerie, Pwyll said that a good place to start looking would be King Merlin’s “Home Beneath the Snowy Boughs.” It is a Seelie realm in Dark Winter. If snow is involved, it might be there. Also, King Merlin has a reputation for being kind and generous.

Calisse and Pwyll are now lost in the woods in the Seelie realm of the Home Beneath the Snowy Boughs. They have been wandering through the forest paths for several hours. In frustration, Calisse uses the *delicate knife* to call the PCs.

Druidic Spell Availability

King Merlin has the ability to cast high-level druid spells, including *reincarnate* and *heal*. He is willing to cast spells on the PCs during the adventure, if they give him a gift. The gift must equal in value the cost of having an NPC spellcaster cast a spell, as per the *Player’s Handbook*.

Adventure Summary

Calisse and Pwyll are looking for a way to the Home Beneath the Snowy Boughs, when they become lost in a deep forest. Paths cut through the fir trees, and everything is covered in snow. Calisse calls the PCs into Faerie using the *delicate knife*. This is her first use of the knife.

In the Introduction, the PCs are summoned to Faerie by Calisse. There, they learn of her quest and her plight.

In Encounter One, the PCs must help Calisse get through the forest maze. All the paths through the fir

trees lead back to an unlit lamppost standing alone in the middle of the forest. The PCs must catch the special candle that is running around the forest and place it in the lamppost. This requires the PCs to face a group of spriggans and their wolf companions. When the candle is caught, the PCs can find their way to the Home Beneath the Snowy Boughs.

In Encounter Two, the PCs and Calisse arrive at the Home Beneath the Snowy Boughs – a Seelie realm of Dark Winter. There, the PCs meet King Merlin who rules the Home, who welcomes them to the Home. When asked about the meaning of grace as pure as snow, he says that it is Snowmantle, a unicorn who lives in the area.

In Encounter Three, the PCs speak to an unseelie hunter who tells them they need a rope made out of stardust (to hold Snowmantle) and a truesilver flute.

In Encounter Four, the PCs must negotiate with some faeries and then overcome a puzzle to get the rope made of stardust.

In Encounter Five, the PCs find the truesilver flute. First, they must figure out which nut it is in and then find a way to open the nut.

In Encounter Six, the PCs and Calisse set a snare to capture Snowmantle. The unicorn is attracted to Calisse’s song and comes to her, but refuses to help her on her quest. He bolts when the rope made of stardust is looped around his head. The rope stretches amazingly long, but does not break.

In Encounter Seven, the PCs and Calisse give chase to Snowmantle. While they do so, unseelie faeries lead by Haggard, a sidhe capture Snowmantle from the PCs by following the trail of stardust that the PCs had thrown onto Snowmantle. The PCs learn of these events through a Seelie sidhe who saw it happen.

In Encounter Eight, the PCs overtake Haggard and her sleigh teams. They fight off her monsters and drive her from the field.

In Encounter Nine, the PCs and Calisse overtake Snowmantle, who is locked in a cage. The PCs must advise Calisse on whether to set the unicorn free or to bind him to Calisse with an oath.

In the Conclusion, the PCs return to the Flanaess. Calisse and Snowmantle head onward on her quest to find Owen.

Introduction

The adventure begins with the PCs somewhere within the borders of Geoff. It doesn’t matter where the PCs are or even if they are all together.

Again the seasons change, and the cold of winter is slipping away into the spring rains of the month of Planting. The weather has been good for all things

that grow and bloom. The steady drizzle and warm temperatures have called forth sprouts and flowers.

Ask each of the PCs where they would be on a rainy spring day. At the time of the summoning, each of the PCs would be dressed and equipped for adventure. The Delicate Knife picks heroes who are ready for adventure.

You will need to tailor the summoning to each PC, but the basic theme is the same.

You are going about your daily business when something odd catches your eye. A nearby mirror is not showing a reflection. Instead you can see a nighttime snowy forest.

The reflective surface does not have to be a mirror. It can be anything that would reflect, such as a piece of metal, a window, or even a pool of water. Size does not matter. The PC can be looking into a spoon and get pulled through.

Once the PCs have seen the image, regardless of what they do, they are pulled into the image and into Faerie.

As you look at the nighttime forest scene, you can see the stars are twinkling and the occasional snowflake is drifting down. The air around you is growing colder by the second.

The surface of the reflection sweeps over you with a strange, thrilling chill. You feel giddy and disoriented for a moment. Then that too passes.

You turn to see a hole in the air behind you that opens to the Flanaess where you were a moment before. The image becomes smaller and smaller until it is a point of light at the tip of a knife made of glass. The knife is in the hands of a finely dressed woman. Behind her is a young man in the garb of an Old Lore Bard.

Beside you are other people who look like they have arrived in a similar fashion.

The other people are the other PCs, naturally. The PCs have now entered Faerie. See Encounter One for more information on how this affects the PCs.

As stated above, the PCs have all their equipment, as well as animal companions and familiars. The delicate knife only chooses those who are in a position to provide aid to Princess Calisse.

The woman is none other than Calisse Skotti, Princess of Keoland, Grand Duchess of Geoff. PCs who have played **Rite of Eternal Spring** or **Stormy Night in Hochoch** recognize her. With her is Pwyll of the Verdant Ivy. He is an Old Lore bard of some renown. He is part of the College of Canaith. Members of the Old Lore meta-org automatically recognize him, as do PCs who played **Summer's Passing** or **Stormy Night in Hochoch**. PCs also recognize the pair with a Knowledge (local – Sheldomar Valley Metaregion) check (DC 15), a

Knowledge (nobility & royalty) check (DC 10), or a Bardic Knowledge check (DC 10).

When roleplaying Calisse, depict her as well-mannered and well-spoken. She was tutored at the royal court in Niole Dra, Keoland where she learned the art of rulership and nobility. She is a smart and charming woman with a kind heart. The last year has been rough on her, however. She has lost her husband, then her social standing in Geoff, then even her home at Caer Dwr Gwyldy. She is on a quest that she really doesn't understand. She is determined to see it through to its conclusion and rescue her lost husband.

When roleplaying Pwyll, show him as a knowledgeable man who knows a great deal about legends, myths, and the fey. He is a handsome man and likes female attention. If there are any good-looking women in the party, he attempts to charm them (with his personality, not the spell). He is very loyal to Calisse and will do whatever he can to help her.

Calisse has called the PCs to her in Faerie using the delicate knife. The delicate knife can call heroes to her three times. Each use allows her to bring up to six heroes. As per the spell *planar binding*, Calisse must bargain with the PCs to solicit their help.

The woman looks relieved to see you. "Good day to you, gentle sirs and ladies. I say good day though I know not whether it is day or night, so long have I been here."

"I am Calisse Skotti, Grand Duchess of Geoff and Princess of Keoland. This is Pwyll of the Verdant Ivy, a bard of the Old Lore's College of Canaith."

She takes a deep breath as if considering what to tell you. "I seek your assistance in a quest. Would you aid me?" You notice that she looks tired.

Calisse is willing to give the PCs some details of her quest. The likely questions the PCs will ask and her answers are below.

Q. What is your quest?

Calisse says with a determined voice, "I seek my husband, Grand Duke Owen of Geoff. He is lost in Faerie and I must find him."

Q. Owen? Isn't Owen seeking allies for us?

Calisse's answer depends upon whether all the PCs at the table have played **Rite of Eternal Spring** or are part of the Chosen of Calisse, the Griffon Guard, or are a Peer of the Realm.

If some of the players have neither played **Rite of Eternal Spring** nor are a part of the meta-orgs listed above, she says:

Calisse looks troubled and purses her lips together. Finally, she says, "His quest to find new allies has

not gone well. I only know this much because of the words of the Weirds on the Isle of Rhun."

PCs can make a Sense Motive check opposed by Calisse's Bluff. If they succeed, they get the hunch that she is not telling them the entire story. If they ask her about this, Calisse does her level best to keep Owen's recent death a secret.

The PCs may ask how Owen got lost.

Calisse shakes her head sadly. "I don't know. The druids said that his fate is in my hands and set this quest before me."

Q. Owen? Isn't Owen dead?

If all of the PCs have played Rite of Eternal Spring or are part of the Chosen of Calisse, the Griffon Guard, or are a Peer, Calisse tells them something very different from the answer stated above.

Calisse says in a voice strained to keep emotion out of it, "I seek my husband, Grand Duke Owen of Geoff. I have recently learned that my husband is half-fey. When the druids sacrificed him, they did so using a very special knife. This knife dismissed his fey half to Faerie."

"I must find his fey half. I carry with me this necklace. It contains the last echoes of Owen's mortal half. It will make him whole again." Calisse smiles warmly at the thought.

The PCs may then ask if she knows what his fey half looks like or if the fey half remembers anything.

Calisse says, "I do not know what his fey half looks like. That is why I must follow this quest to find him. The Weirds said that his fey half would know nothing of the mortal world."

Q. How do you expect to find Owen?

Calisse says, "The Weirds of the Isle of Rhun said that I must find grace as pure as snow, love as bright as blood, and sorrow as deep as night in order to find Owen. They also said that if I did not find Owen, no one would. I will not fail at this quest."

Q. What are the Weirds?

Pwyll says, "The Weirds are elemental essences that have a connection to Oerth itself. It is thought that the Weirds are sparks of consciousness of Beory. They dwell on the Isle of Rhun."

Q. Where are we?

Pwyll says, "You are in Faerie. In the Lands of Dark Winter, to be exact. We are near the Seelie realm of the Home Beneath the Snowy Boughs."

Q. Why are you going there?

Pwyll says, "This is the Land of Dark Winter. I believe that grace as pure as snow can be found at

the Home Beneath the Snowy Boughs. If not, then good King Merlin who rules that place may know information to help us on the quest."

Q. So why do you need our help?

Calisse raises her hands helplessly at the surrounding forest. "We are lost. We cannot find the way to the Home Beneath the Snowy Boughs. We have wandered these trails for hours and hours."

Pwyll says, "The Faerie Trod that we were following has vanished. We've been trying to find it again for some time."

Q. What is a Faerie Trod?

Pwyll says, "The Faerie Trods are magical paths that lace through the Lands of Faerie. They are very special roads that connect the distant lands. If you know how to walk them properly, you can cover great distances quickly."

When she has answered all the PCs' questions, she asks them again to help her.

The PCs are free to accept Calisse's offer, demand payment, or turn her down. If the PCs accept her offer, Calisse thanks them. Go to Encounter One.

If the PCs demand payment, Calisse bargains with them. She cannot give them anything now, but she promises the PCs rewards when she returns to Geoff. Go to Encounter One.

If the PCs refuse to help Calisse, she sends them pack to the Flanaess using the delicate knife. The adventure ends for these PCs and they receive the Refused the Calling effect (see the Treasure Summary).

Encounter One: Lost in the Woods

When the PCs have accepted Calisse's offer, they can take stock of their situation.

The PCs are in the Seelie realm of the Home Beneath the Snowy Boughs, which is a realm of Dark Winter. Since this is Faerie, all of the PCs' steel has turned to silver. There is no change to the statistics of the items made of steel, but they count as silver for purposes of damage reduction. Cold iron is unaffected. Also, spells that access the Astral or Ethereal do not function (including summoning spells).

Moreover, all creatures in the realm gain winterland stride, which enables them to walk on top of the snow, move at full speed, leave no trail, and gain the benefits of an endure elements spell (as if they were wearing boots of the winterlands). This power applies to ALL creatures within the faerie realm, native and otherwise (including the PCs).

Because it is nighttime in the Lands of Dark Winter, the starlight and moonlight provides shadowy illumination. All creatures are considered to have concealment. Creatures with low-light vision can see just fine (negating the concealment). If the PCs bring their own light, then the concealment is negated.

See Appendix Two for more information on the Plane of Faerie.

Pwyll asks if this is the first time the PCs have been to Faerie. If so, then he takes some time to give them some advice on dealing with the fey.

- The fey operate by their own rules. You must obey their rules or be prepared to suffer the consequences, but always look for unusual solutions and ways to cheat.
- Fey have to be bargained with; combat is rarely a good solution.
- The fey have no power over cold iron and they fear and hate it. Its mere presence could turn them against you.
- Gifts must be recognized and should be reciprocated with another gift.
- Time is tricky in Faerie. Be careful how long you are there. For a day in Faerie could be a week in the Flanaess – or an hour – or even a minute. It is hard to say.

The first challenge the PCs must overcome is to find a way to the Home Beneath the Snowy Boughs. To do this, the PCs must find the lost candle that has escaped from the lamppost. Once the PCs get them both back into their candle holders, the way opens to the Home.

You are standing in a snowy clearing several dozen yards across. All around you are fir trees with snow resting on their branches. Narrow paths wind away from the clearing into the evergreen forest. Stars twinkle overhead in the clear, crisp night sky, and a large moon shines brightly down.

Nearby, there is a lamppost, standing in the middle of the clearing. It is unlit.

If the PCs investigate the lamppost more carefully, read the following.

The lamppost is about ten feet tall and made of brass that is so tarnished that it looks almost black. A garland curves around the length of the post almost to the candle box that sits atop the lamppost. Currently, there is no flame and no candle. Instead, there is an empty hole where a large candle would normally be. The door to the glass box is ajar.

Give the PCs **Player Handout #1**.

As the lamppost was created by the will of King Merilin, the fey ruler of these lands, the PCs cannot permanently damage the lamppost as long as he exists. In addition, none of the candles of the PCs fit into the hole. It is far

too large for normal candles. Any candle other than the animated ones fall out of the holders. If the PCs are somehow able to make different candles stick in the holders, their light has no effect on opening the way to the Home.

If the PCs search the glass box for clues, with a successful Search check (DC 10 + APL), they find a bit of wire inside the glass box. It is bent at an angle. They also notice scratch marks on the inside and outside of the door, near the latch.

If the PCs search the lamppost and the garland for clues, with a successful Search check (DC 10 + APL), they notice burn marks on the garland and drops of wax here and there.

If the PCs search the snow around the PCs, they do not find much, thanks to the *winterland stride* trait of the realm. However, with a successful Survival check by someone with the Track feat (DC 15 + APL), the PCs find drops of wax frozen in the snow. The drops lead away from the lamppost and down one of the trails.

If the PCs investigate the trails leading away from the clearing, they notice that they all look remarkably similar. If the PCs decide to start wandering through the forest trails, refer to **DM Aids: Map #1** for how the trails twist and wind through the trees. There is no way out of the maze until the PCs light the lamppost.

If the PCs attempt to enter the forests off the trail, they find it hard going. It counts as difficult terrain so the PCs move at half speed and cannot run or charge. Eventually, they find themselves back on a trail.

The candle has been captured in a trap laid by some spriggans. Assuming that the PCs stay on the paths, eventually, they stumble onto the missing candle.

Candle in the Snare

You round one of the bends in the trail and see a most peculiar sight – a two-foot tall lit candle is running toward you. The wax has dripped down the sides forming little feet. As it runs it makes a peculiar “whoop, whoop, whoop” sound.

The candle sees you and emits a loud “whoop” and then turns and flees as fast as it can.

☛ **Truant Candle:** Tiny Animated Object; hp 2; see *Monster Manual*.

The candle is over 100 feet away when the PCs encounter it. It turns and starts running before the PCs can react. The PCs can run after it. When they do, they find that the candle has been caught in a snare.

You race after the candle as it runs down the trail through the fir trees. After a brief sprint, you come to a small clearing. The candle is upside down and caught by a rope that is firmly tied around its middle. It is swinging back and forth, struggling

vainly. Each time it swings down, it emits a faint "whoop."

The spriggans are Unseelie fey who are poaching in the Seelie realm. They set the rope trap using a *rope of entanglement*. The rope has the candle firmly secured and it cannot escape until freed.

When the PCs touch the candle or the rope or spend a good amount of time near the trap, the spriggans make their appearance. At APL 2, modify the box text to make it one spriggan.

Out of the woods come a small troop of faeries and some animals. The faeries resemble ugly, mean gnomes with greasy reddish-brown hair and dull, yellow skin. They proudly sport bushy mustaches, sideburns, and ponytails. They're disgustingly unclean and exude an almost nauseating smell of vomit. With them are several enormous wolves, which they've obviously trained.

"What'r ye thinkin' ye be doin' wit 'ar snare?" one of the faeries grumbles. They eye you with suspicion and distaste.

When role-playing the spriggans, they should come across as the worst stereotypes of soccer hooligans.

The spriggans are convinced that the PCs seek to steal their capture. They tell the PCs to shove off and leave their trap alone. If the PCs don't clear off right away, they attack the PCs. If the PCs try to take the candle, the spriggans attack.

DM Note: The EL of this encounter has been reduced by 1 because Pwyll and Calisse assist the PCs.

APL 2 (EL 4)

☛ **Spriggan (1):** hp 27; see Appendix One.

☛ **Wolves (2):** hp 15 each; see *Monster Manual*.

APL 4 (EL 6)

☛ **Spriggans (2):** hp 27 each; see Appendix One.

☛ **Worgs (3):** hp 36 each; see *Monster Manual*.

APL 6 (EL 8)

☛ **Spriggan Trappers (2):** Spriggan Rgr2; hp 51 each; see Appendix One.

☛ **Winter Wolves (2):** hp 59 each; see *Monster Manual*.

APL 8 (EL 10)

☛ **Spriggan Trappers (4):** Spriggan Rgr2; hp 51 each; see Appendix One.

☛ **Winter Wolves (4):** hp 59 each; see *Monster Manual*.

Terrain and Environment: See **DM Aids: Map #2** for the layout of the battlegrid. The following conditions apply to the battle:

- **Snow:** Because of the *winterland stride* ability that the Seelie Realm bestows on all creatures, the snow has no affect on combat.
- **The Trail:** The trail is 15 feet wide and curves gently through the forest. Anything that is not on the trail is considered forest.
- **Forest:** The forest is a dense forest as per the DMG. This means that 80 percent of the squares on the map have a tree in them (randomly assign them). Mark these squares with a dot. A creature standing in the same square as a tree gains a +2 cover bonus to AC and a +1 bonus to Reflex saves.

Twenty percent of the squares have a massive tree in them. Assign them randomly. A massive tree occupies the entire square and provides cover (+4 bonus) to any creature standing behind it.

All squares in the forest cost two squares of movement to move into and provide concealment. The DC for Tumble and Move Silently checks is increased by 2.

Tactics: At APLs 2 and 4, the spriggans use their *scare* ability the first round. They then follow it up with a *shatter* on the heaviest armor in the party.

At APLs 6 and 8, the spriggan trappers drink their *potions of invisibility* and try to maneuver for a flank attack. If they think they need it, they drink their *potion of aid*. The winter wolves try to get as many PCs as possible in their breath attack.

The spriggans are experienced fighters and work with their canine companions. Each spriggan pairs with a wolf and attempts to flank a different PC and get sneak attacks. The spriggan waits for the wolf to attack and possibly trip, before attacking.

The spriggan trappers attack with a short sword in each hand to get as many sneak attacks as possible. They give up 1d6 of sneak attack damage often to use their Arterial Strike feat.

The winter wolves use their freezing breath weapon as often as possible.

When a wolf dies, the spriggan matched with it, uses its size-change ability to become larger and provide flanks to other spriggans. The spriggans always grow larger if they cannot get into a position to take advantage of their sneak attack. If a spriggan dies, the wolf matched with it, switches to another PC to assist another spriggan.

Treasure: When the spriggans die, they dissolve away into mist, leaving their equipment behind. The winter

wolves do not dissolve, and the PCs can take their pelts if they wish. The PCs can also recover the rope of entanglement if they wish.

A Light in the Darkness

Once the PCs have dealt with the spriggans, they need to get the candle back to the lamppost. Because the candle is entangled in the rope, from which it can't escape, the PCs only need to drag it back to the clearing.

Once the candle is placed in the lamppost, read the following:

You cram the candle into the lamppost against its will. The candle then immediately stops its struggle and burns merrily. The light from lamppost grows until it illuminates the entire clearing.

Off in the distance, through the trees, you can see another light, almost as if it was answering this one.

The way is now open to the Home Beneath the Snowy Boughs. The light guides them down one of the paths which now leads to the Home Beneath the Snowy Boughs. The PCs can follow the light to Encounter Two.

Encounter Two: Home Beneath the Snowy Boughs

With the light as a guide, you, Calisse, and Pwyll walk quickly down the path. The trail is straight and easy to follow and soon you are standing before the Home Beneath the Snowy Boughs.

The Home is an enormous wooden mansion, almost like a luxurious hunting lodge. It is several floors high, with wings in all directions. The lodge is tucked among the forest and almost blends in with the evergreen trees that surround it.

The bright red door is open, and cheery firelight pours out.

The PCs have arrived at the Home Beneath the Snowy Boughs. This is a Seelie realm of Dark Winter ruled by King Merilin, who is the husband of the Unseelie Queen Maeve who rules the Pits of Sharpest Frost.

The Chamberlain of the Home

Assuming the PCs pass through the open door, the PCs enter the Home into the Foyer where they are met by the king's chamberlain. The chamberlain is a doll whose strings fade away into the air above him. His name is Marion. If he were female, his name would be Marionette.

You look through the door and see a foyer, lit by warm candles and decorated with holly and mistletoe. This place seems very homey and comfortable, and the smell of food wafts its way into the room.

"Come in, come in, wipe your shoes and let me take your coats and cloaks," a pleasant man's voice calls from a corner in the room. Looking over there, you see a man-sized doll, whose strings fade into the air above him. He smiles at you and blinks before walking over and bowing politely. "Welcome to the Home Beneath the Snowy Boughs. I am Marion, the king's chamberlain. I wish you well, guests."

For a picture of Marion, please see **Player Handout #2**.

Marion welcomes the PCs and tries to make them feel at home. He is overeager and a bit clumsy, almost as if he doesn't have complete control over his limbs. He moves with exaggerated motions and collapses into a heap on the floor at the slightest provocation.

Rules of the Home

Once he has taken the PCs coats and cloaks and hung them on pegs in the foyer, he says.

"His Majesty wishes to meet all guests to the Home. But before I take you to meet him, I should tell you the rules of the Home."

Marion explains the rules of the Home to the PCs.

1. Don't be rude. But learn to live together.
2. There is to be no violence within the Home. That is very rude.
3. Every time you meet a person, you must wish them well.
4. If a gift is given, one must be given in return.
5. Similarly, only take a present if you leave one behind.
6. It is rude to refuse a gift.

Marion mentions that rudeness receives what it is due, but refuses to elaborate further.

For your information, if the PCs violate one of the rules of the Home, they suffer a minor faerie curse. The curse continues to affect them as long as they are within King Merilin's domain. This includes all encounters in this adventure.

The following are a list of minor curses. Choose one that seems appropriate to you.

- The PC trips and fall every time upon entering a room.
- The PC's clothing constantly snags on hooks, splinters, and furniture, reducing the character's speed by 5 ft. and leading to all sorts of embarrassment.
- After a few seconds, any sort of dish or glass in the PC's hands breaks.
- The PC must use the bathroom. A lot.

- The PC develops a bad case of hairballs, which is not only unpleasant but requires a Concentration check (DC 10) to cast any spells.
- Every time the PC talks to a faerie, he must say "Eat, drink, and be merry!" or else fall down and split her pants.
- The PC must snap her fingers every time she says a word, or else no sound comes out of his mouth.
- Other curses as you see fit. None of the curses are extremely serious, just annoying and something to warn the PCs to be good.

King Merilin's Welcome

After Marion has told the PCs the rules of the Home, he invites the PCs to meet with King Merilin, who is most eager to meet them. He won't take no for an answer. He leads the PCs to the feast hall.

Marion walks through a wooden door that opens onto a long hallway. A sign hangs on the wall with the words, "To the" etched into the wood. There is an etching of a hand pointing along the bottom of the sign. A small basket of placards sits on a table below. Marion reaches into the basket and pulls out a placard that says, "Feasting Hall" on it and hangs it on small hooks on the sign.

Marion nods and leads you down the hallway.

The sign is how the faeries get around the enormous Home. See **Getting Around the Home** below for more information on how the hallsigns work. Show the PCs **Player Handout #3**. When the PCs enter the Feasting Hall for the first time, read the following.

Marion opens the double doors at the end of the passage to the Feasting Hall. The room is dominated by one enormous table, which is covered with a clean white tablecloth with silver holly embroidery. All sorts of foods and drinks, ranging from ripe, juicy fruits to rich herbed chicken are laid out for the feasting fey.

Fey swarm about the place, laughing and chatting while they eat with friends. Merriness emanates from the room, making you feel like laughing.

In the middle of the feasting hall is a large and imposing figure with a dark red hair and a beard to match. He is dressed in a forest green robe with bear-fur lining. On his head is a wreath made of holly with four lit candles set into it.

The large faerie is King Merilin. He is the Seelie King of Dark Winter, and he rules the Home Beneath the Snowy Boughs. King Merilin is larger than life. He has a booming laugh that he uses constantly. He eats and drinks almost as constantly.

As you approach the faerie king, he calls out "Health and happiness to you! Come forth, mortals, and know me better! Do you know where you are? You are at the Home Beneath the Snowy Boughs."

"Guests, my subjects. Let us welcome them to the Home!"

King Merilin and the fey then sing to the PCs. With the exception of the king, the faeries in the Feasting Hall (and the Home itself for that matter) are all small fey, such as pixies, grigs, brownies, clauricans, and other sprites.

(The song draws heavily from "It Feels Like Christmas" by Paul Williams.)

*"It's a place that we know and never tire.
It's a hot meal and getting warm by the fire.
By troth, wherever you find love,
It feels like Home."*

*"It's in the giving of a gift to another
A cup of kindness that we share with a brother
It's all the ways that we show love
that feel like Home."*

*"It is the dwelling of the heart,
A special place apart,
So hold it close and dear.
It is the cradle of the spirit"*

*"Its nursery as we rear it
Where we find hope and cheer.
By troth, wherever you find love,
it feels like Home."*

King Merilin concludes the song with a booming laugh.

After the song is concluded, have the PCs make a Spot check (DC 10 + APL). Those who succeed notice that Calisse is very shaken up and trying to keep from crying. If the PCs ask her about it, she says,

"You would think that some silly song would not have such an effect. But I have lost my home twice now. And... Come now, I am myself again."

When the song is finished and the PCs are finished talking to Calisse (assuming that they do so), read the following.

The king gives a booming laugh. "Again, welcome to the Home Beneath the Snowy Boughs. I offer you the gift of hospitality. Eat, drink, and be merry."

Pwyll steps forward and bows low and deep. "I am Pwyll of the Verdant Ivy. Your Majesty's generosity knows no bounds, nor do the tales of the table you set. In return, let me offer you this gift. It is a fine wine brought to you by Her Radiance, Princess Calisse, from the Barony of Riverwatch in Keoland."

Merilin motions for Marion to take the wine. Marion pops the cork and pours a splash or two into a wine glass and swirls it then gives it to Merilin. Merilin sips it and

then smiles in approval. Marion then pours him a full glass, which Merilin begins to drain throughout the conversation with the PCs, Calisse, and Pwyll.

Calisse bows to King Merilin. *"I must ask another boon from you, Your Highness. I am on a quest to find my husband, who is lost in Faerie. He is called Owen ap Lluth. Have you word of him?"*

"Alas, my guest. I have no news of your husband."

"It is as I suspected. For the Weirds told me that I would not find him until I found grace as pure as snow, love as bright as blood, and sorrow as deep as night. Pwyll thought that if grace as pure as snow were to be found, it would be here in your realm."

The king sips his wine. *"It would depend, I would think, on what you mean by grace and what you mean by pure. We have snow aplenty."*

King Merilin engages into a discussion with the PCs about the meanings of the terms. Encourage the PCs to offer up examples of what grace and pure could mean.

If the PCs are completely dead on their feet, Pwyll says that a dancer has grace – grace in movement and grace in gesture. Calisse says that something pure is something unsullied – something not mixed with anything else.

Eventually, King Merilin says that he believes that "grace as pure as snow" is Snowmantle, a unicorn who lives in the area. If the PCs mention grace is a physical trait (or Pwyll mentions it), Merilin suggests Snowmantle right away.

When the PCs get the answer Snowmantle, King Merilin says:

"Now, before you partake in my feast with me, I believe that I have just given you a gift." King Merilin turns to Calisse. *"In return, I ask for the pleasure of your company for a time."*

Because of the rules of the Home, Calisse must stay with King Merilin in the Feasting Hall. By the time the PCs have what they need to find Snowmantle, King Merilin is willing to allow Calisse to depart. Calisse asks Pwyll to go with the PCs for now to help them find Snowmantle.

On the Trail of Snowmantle

At this point, Calisse asks the PCs to help her find Snowmantle, since he seems to be the best lead they have for grace as pure as snow.

If asked, Pwyll knows of several legends regarding unicorns. He'll volunteer the information, if the PCs don't ask.

- Unicorns were created by Ehlonna and are her symbol.
- Unicorns make their homes in the dells or glades of the forests that they protect. The

unicorn will attack those that threaten its forest.

- Unicorns are renowned for their healing. The touch of their horn can negate poison.
- Black-hearted villains sometimes make cups from a unicorn's horn as it would purify any poison placed within it.
- Unicorns only let human or elven maidens of pure heart ride them.
- Unicorns can sometimes come to listen to maidens singing in the forest, if the song is sweet and the maiden innocent.

If the PCs don't suggest it, Pwyll says that the group needs to learn how to find Snowmantle and that maybe asking the faeries is the best way to start.

The PCs can ask King Merilin or the faeries at the Feasting Hall for information on Snowmantle. They immediately direct the PCs to King Merilin's Puck.

The Puck is the King's personal jester and official court prank puller. He talks in jokes and puns as much as possible.

You find the King's Puck who is about three feet tall and covered in short, silvery-gray fur. The fur is longer on top of his head, resembling uncombed hair. He wears dark, green breaches and a blood-red vest. His eyes are large and almost cat-like; his ears are pointed like an elf's. He crouches low to the ground.

He smiles widely. *"May the closer half of you find the lesser half of happiness that the other half of you has found half as much."*

The Puck gives the PCs this riddle if they ask how to find Snowmantle or anything similar.

"A place where animal a place where vegetable are both changed bound in mineral. Watch the sharp edges, mind the flat surfaces But most of all, stay out of the ashes."

This is the Puck's round-a-bout way to tell the PCs to look in the kitchen. If the PCs complain that he isn't giving them an answer, the Puck says.

"I would if I could, but I am bound by what I am. And no Puck anywhere gave anyone a straight answer."

If the PCs are having real trouble with the riddle, the Puck starts playing hot-cold game with them.

Getting Around the Home

The Home is very complicated and very large. So the fey have developed a way of getting around this. At the beginning of each hallway is a sign that says "To the" with an arrow pointing down the hallway. There is a hook

under the sign and under that a basket of placards. On the placards are the names of all the rooms.

If a faerie or a PC hangs a placard's name from the hook, the hallway now leads to the room. For a picture of the hallsigns, please see **Player Handout #3**. The following rooms have hallsigns.

- Foyer (detailed in Encounter Two)
- Bedrooms (detailed in Encounter Two)
- Feasting Hall (detailed in Encounter Two)
- Great Wooden Stair (detailed in Encounter Four)
- Kitchens (detailed in Encounter Three)
- Music Room (detailed in Encounter Five)
- Sitting Room (detailed in Encounter Five)
- Workshop (detailed in Encounter Four)

If the PCs want to go to a room that is not listed and it is probable that it could exist, then just add it in. You will need to develop the room. Just keep it consistent with the rest of the Home.

Feasting with the King

If the PCs partake in the feast they become sleepy at some point in the near future. That point happens after the PCs have obtained one of the two items necessary to trap Snowmantle. After about five more minutes, the PC cannot stay awake and fall into a deep slumber. It is impossible to wake the sleeping PCs until they have slept for 12 hours.

Sleepy PCs are taken to the bedrooms by pixies, where they sleep off the effects. PCs who are immune to sleep effects are not immune to this magical effect as it is a compulsion, rather than a sleep effect.

When the PCs awake, read the following.

You awake to find yourself in a small but cozy bedroom with a fireplace burning brightly to keep you warm. The beds themselves have goose feather mattresses and thick blankets for more warmth.

You are dressed in a thick woolen nightshirt, and you can see all your possessions stacked neatly in a small closet. Your clothes have been washed and pressed, and your equipment polished, mended, or otherwise tended to.

The bedrooms are incredibly comfortable and staying here is a pleasant experience. They are fully healed and refreshed upon waking.

Encounter Three: The Unseelie Hunter

The PCs should solve the Puck's riddle and come to the kitchen to find someone who can find Snowmantle.

The kitchen is full of faeries who are busy cooking. They have a tiny spring in their step and go about their tasks with all the merriness found elsewhere in the Home. Stained white aprons and gloves are the uniform of everyone in here.

The brownies make the food here. They have names like Marinade or Parsley or Griddle. They greet the PCs with a cheerful "Bon Appétit!" The PCs may end up working here if they try to steal anything from the Home Beneath the Snowy Boughs.

If the PCs ask the brownies how to catch a unicorn, the small fey say that Tenknives would know. He is the hunter that brings in all the meat for the feasting. If there is a creature in the fir forests outside the Home, he would know about it. He is in a small room of the kitchen, called the Culling Room. The other fey are rather afraid of him.

When the PCs open the door to the Culling Room, read the following:

Moving about the room is a faerie. Compared to the merry Seelie faerie of the Home, this faerie is unsettling and gruesome. His hair is actually feathers and his face reminds you of an owl.

Worst of all are his hands. Instead of fingers, the faerie has long, sharp blades. He is slicing apart a deer with deliberate cuts, slashes, and jabs. His eyes are upon you, but his fingers work automatically, parting the flesh with a touch and disjuncting the animal.

"Good eve," he says without further elaboration.

For a picture of Tenknives, please see **Player Handout #4**.

Tenknives is an Unseelie faerie – a hold over from long ago when the Home was an Unseelie realm. Tenknives stayed on to provide the meat for the constant feasting at the Home, but he misses the old days when King Merilin was affectionately called King Wheezer Geezer by his Unseelie minions. If asked what happened to make Merilin change, he says "Mortals." But refuses to elaborate.

Tenknives is curious as to why the PCs have come to see him, but he lets the PCs get around to bringing the subject up. Until then, he speaks with the PCs, while his fingers slice and dice apart one carcass after another.

Tenknives is philosopher as well as a hunter and butcher. He loses himself in his work and in consideration of theories and mysteries. When he talks, it is in short, clipped sentences.

When the PCs ask how to capture a unicorn, read the following.

“Snowmantle the unicorn? A noble and splendid beast. Who would want to meet such a creature? To catch it? To kill it? To feast on its meat is to be cursed and tainted. How odd that a creature so good and pure could cause such ill and dire effects? Is it justice? Or is it vengeance? Or is it just the malice of the feaster made manifest? I wonder.”

Tenknives doesn't really care why the PCs want to capture a unicorn. He is just enjoying thinking through the implications of it. The PCs probably want to answer his musings so allow them. When they finish explaining why they want to capture a unicorn, read the following.

“Yes, I know how to find Snowmantle. Would you exchange knowledge with me? An enigma has long been plaguing and tormenting my mind. Help me catch the elusive and evasive answer, and I will help you catch your quarry.”

If the PCs agree, Tenknives tells them his enigma.

“When is a virtue not a virtue?”

Tenknives accepts any answer as long as the PCs can justify it. Tenknives questions any answer and makes the PCs defend it.

Possible answers the PCs could come up with and Tenknives' questions are:

Answer: A virtue is not a virtue when a person is virtuous against their will or unintentionally.

“But are there not some acts that are intrinsically good? Even if you do them against your will or without meaning to do so, is its value diminished?”

Answer: A virtue is not a virtue when a person is virtuous for a non-virtuous reason.

“But are there not some acts that are intrinsically good? Can the reasoning behind it poison its goodness?”

Answer: A virtue is not a virtue when a person is incapable of being non-virtuous.

“But are they not some acts that are intrinsically good? Must a person be capable of doing ill in order to be virtuous?”

Once Tenknives is satisfied, he tells the PCs how to catch Snowmantle.

“There is a glade near here which Snowmantle frequents. A woman, pure of heart, must play a truesilver flute. Snowmantle will come to her. She can then snare him with a rope made of stardust.”

Tenknives gladly gives directions to the glade. PCs with any ranks in Knowledge (dungeoneering), Knowledge (arcana), Knowledge (architecture and engineering) or

Bardic Knowledge, know that truesilver is another word for mithral.

If the PCs ask if the woman must be a maiden, he says:

“Is that how you would define pure of heart? It is an interesting notion. But I think that Snowmantle is drawn to the young because they are more likely to be pure and innocent. As mortals age, they tend to lose their purity in the faces of the demands of the world. Nay, I do not believe that you must be a maiden so much as pure of heart. But only Snowmantle would know for sure.”

Encounter Four: A Rope Made of Stardust

The rope made of stardust is on the tree at the base of the Great Wooden Stair. The PCs must convince the tree faeries to let them take it.

When the PCs use the hall signs to reach the Great Wooden Stair, read the following.

A giant, spiraling stair swirls upwards, beginning to the right of where you stand. In the middle of the arc formed by the stairway is a huge fir tree, with decorations and faeries placed here and there on its branches.

The decorations include ruby red apples that look ripe and splendid despite the winter season, glittery ribbons tied to each branch, and a long chain of stars that wraps around the tree and gives off a silvery glow.

Many tiny faeries not perched on the tree are whizzing around, hanging more decorations. There is a fairy at the top who seems to be directing the flow of traffic.

If the PCs take a closer look or say they are looking for a rope made of stardust, read the following.

The chain wrapped around the tree is a glowing garland. It pulses with a slow rhythm, glowing, faintly dimming, and glowing again. The garland seems to be made of glittering specks that are held together by means that you don't understand.

If the PCs should take the garland without permission, the faeries raise a hue and cry. The faeries insist that the PCs return the garland at once. If the PCs don't, many faeries come running and theft by mortals is not welcomed by the faeries here. The PCs are quickly overwhelmed by hundreds of faeries and put to work in the kitchens, cleaning dishes, until they are so exhausted they all fall asleep. They are then taken to the bedrooms, where the PCs sleep for 12 hours. There is no further punishment.

The small faeries on the tree are willing to talk to the PCs, if they attempt to start a conversation. If the PCs ask the

faeries if they can have the garland, they all say the PCs must speak with Twinkle, the faerie who sits at the top of the tree. If the PCs ask Twinkle for the garland she refuses.

“A brilliant evening to you, mortals. Give you the garland? Certainly not. It belongs here on the tree.”

After the PCs have had an opportunity to be refused by Twinkle, one of the PCs hears Glimmer trying to speak to him. Choose a PC who has been quiet or wasn't taking the lead in the conversation with Twinkle.

You hear a small voice say to you from near the bottom of the tree. “A splendid evening to you. I’ll let you have the garland. But you have to put me at the top of the tree.”

The speaker is Glimmer, a tiny faerie near the bottom of the tree. She is willing to give the PCs the garland, if they can put her on top of the tree. However, they have to get Twinkle to relinquish her spot first.

Twinkle agrees to relinquish her spot only if the PCs can take her to the Aviary, where she can visit her family in the night sky again. She says that the door to the Aviary is too heavy for her to open.

If the PCs agree, Twinkle tells them that the Aviary is at the top of the Great Wooden Stair. She'll hop onto the shoulder of one of the PCs and ride their as they climb up. She is only six inches or so tall and as light as a feather.

The Door to the Aviary

The Aviary is at the top of the Great Wooden Stairs, many floors up. The way to the Aviary is blocked by a stout wooden door.

When you reach the top of the Great Wooden Stair, you find a single solid oaken door. It is bound in brass. On the left side are two hinges. Of more concern is the right side. There are five deadbolts in a column that lock the door shut. Only the top one is currently locked.

Give the PCs **Player Handout #5**.

🔑 **Door to the Aviary:** Hardness 5; hp 20; Break DC 23; Open Lock DC 20 + APL.

The PCs must unlock the door before they can open it. The five locks on the door operate by sliding back and forth. Since the PCs are on the inside of the door, they can easily throw the deadbolts as the knobs are facing them.

Unfortunately when one deadbolt changes position, two others do as well. There is no pattern to this. Randomly pick two other locks and have them change position, but make sure that one lock is always in the closed position.

The PCs can use **Player Handout #6** to keep track of which locks are in which position. This handout is

designed to mislead the players into thinking they can solve it as a logic puzzle.

If the PCs search the door, with a successful check (DC 10 + APL) they find that it is made of stout oak and bound with brass to strengthen it. The hinges are of good quality and the screws go deep into the wood. The deadbolts are also set with strong screws.

A *knock* spell causes one (or two) of the locks that are currently locked to unlock. Unfortunately, that causes other locks to change position as listed above.

A successful Open Lock check changes the position of one of the locks as if it were thrown, which causes two other locks to change positions as listed above.

If the PCs block a lock (such as by jamming it) and then have that lock try to close, the lock attempts to close, which changes the position of two other locks, and then opens back up again, which counts as a throw, and two additional locks change positions.

After three throws, the trap activates and the deadbolts all reset to their original position with only the top deadbolt locked. The trap also resets. The second time, the trap activates and the bolts reset after four throws. Each time the trap activates, it takes one additional throw to cause the trap to activate. A successful Disable Device check prevents the trap from going off but does not stop the other locks from resetting to their original position.

APL 2 (EL 2)

⚡ **Shocking Grasp Trap:** CR 2; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*shocking grasp*, 1st-level wizard, 1d6 electricity, DC 11 Reflex save for half damage); Search DC 24; Disable Device DC 26.

APL 4 (EL 3)

⚡ **Shocking Grasp Trap:** CR 3; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*shocking grasp*, 3rd-level wizard, 3d6 electricity, DC 11 Reflex save for half damage); Search DC 24; Disable Device DC 26.

APL 6 (EL 4)

⚡ **Lightning Bolt Trap:** CR 4; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 5th-level wizard, 5d6 electricity, DC 14 Reflex save for half damage); Search DC 28; Disable Device DC 28.

APL 8 (EL 5)

⚡ **Lightning Bolt Trap:** CR 5; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 8th-level wizard, 8d6 electricity, DC 14 Reflex save for half damage); Search DC 28; Disable Device DC 28.

The *shocking grasp* trap at APLs 2 and 4 only affects the PC who threw the bolt. At APLs 6 and 8, the line of the

lightning bolt is directly down the stairs. The stairs are 10 feet wide and extend down 20 feet before turning to the left. You will need to choose which line of squares the *lightning bolt* affects. If the PCs didn't declare which squares they were in, randomly determine which half of the party the *lightning bolt* hits.

Defeating the Puzzle

The locks on the right side of the door are a ruse. No combination of throws opens the door.

However, there are several other ways. The PCs can open the door by just removing the hinge pins and taking the door off its hinges. The PCs can also take the top lock off the door as well.

If the PCs need tools, they can find them in **The Workshop**, detailed below.

The PCs can chop through the door or break it down, but this is an act of violence and breaks the rules of the Home. The PCs can also use *wood shape* to gain access through the door. Other spells may also be successful at your discretion.

If the PCs are stuck, have them make an Intelligence check. With a successful check (DC 15), remind them that they are on the inside of the door. If that does not help, Pwyll says that faerie puzzles often have unusual solutions. If that does not help, Pwyll mentions that faeries are not much for logic. If that does not help, use another Intelligence check to justify suggesting that they take a close look at the door on the picture and the structure of the door itself.

When the PCs get through the door, go to **The Aviary**, detailed below.

The Workshop

Pint-sized faeries sit on small stools at workbenches and hum their own tunes as they work on goods and trinkets made from wood and cloth. Each of them has a pile of tools and supplies next to whatever they're working on.

The faeries here are all brownies and are very diligently working on tools, housewares, clothing, and much more. Everything used at the Home Beneath the Snowy Boughs is made here in the Workshop.

The brownies are not a very social bunch when they are working. They have names like Awl or Chisel, or Dowel. They greet the PCs with a perfunctory "Good Tidings" and answer the PCs in as few words as possible. As long as the PCs don't get in the brownies' way, they are more than welcome to look around.

If the PCs ask for tools, the brownies lend them tools. This counts as a gift and the PCs should give one in return. The Workshop also contains additional pots of *sovereign glue*, *salve of slipperiness*, and *universal solvent*, which the PCs can take as gifts as well, but the PCs can

only leave Faerie with one of each maximum (these magic items are noted in the treasure for Encounter Five)

The Aviary

When the PCs get the door open, read the following.

The walls and ceiling of the Aviary are a dome completely made of glass, so clear it looks as though it isn't there. The night stars shine brightly and make the dark blue of the sky beautiful.

Twinkle's eyes are bright with remembrance, and she stares at the stars with deep longing. She leaps from your hand and passes through the glass ceiling with a puff of faerie dust. She glitters as she rises into the night sky and joins the other stars that fill the heavens above.

The PCs can now go down to the tree, move Glimmer up to the top, and receive the rope made of stardust. If the PCs rub the rope made of stardust, some of the stardust comes off on their hands. If the rub this into their eyes, it acts as if *darkvision* was cast upon the PC. The PCs can collect enough to make a *bag of faerie stardust* for later use (see the Treasure Summary).

If the PCs joined in the feast and this is the first of the two items that they found, they begin to feel sleepy. Soon, they are all asleep and taken upstairs by the fey and tucked into bed, as described in Encounter Two above.

If the PCs now have both items, go to Encounter Six.

Encounter Five: A Truesilver Flute

There is a flute made of mithral in the Home. It is called the *beckoning flute* and is inside of a large walnut in the sitting room. The PC must take a few steps to get to it and the first clue is in the Music Room.

The Music Room

When the PCs enter the Music Room, read the following:

This room is fairly big, with a stage on the far side. Several grigs are playing music together with grins on their faces, obviously having fun. A few faeries sit in chairs placed around the room, listening to the pleasant music and occasionally clapping their hands with the more festive songs.

Several grigs are in this room. They are playing together and having a marvelous time. The songs are actually wassails if any of the PCs ask. Soon after the PCs enter, the grigs call a break to get a drink and stretch for a bit.

When the PCs approach them, the grigs wish them a "Merry time and merry tide."

The grigs' reaction to the PCs starts out as indifferent. If the PCs danced or were otherwise complimentary to

their music, the grigs' reaction improves to friendly. If the PCs didn't dance or compliment, they must try to befriend the grigs in other ways.

Assuming that the PCs can get the grigs' attitude up to friendly, two of the grigs, Coda and Capriccio, tell the PCs about the *beckoning flute*.

Capriccio says *"Oh, the beckoning flute! That is made of truesilver. They can use that."*

"That's good," replies Coda.

"But I gave it away as a present," says Capriccio.

"That's bad," says Coda.

"But no one has opened that present."

"That's good."

"But I can't remember which present it is."

"That's bad."

"But the presents are all in the sitting room."

"That's good."

"But I sealed the present shut really good to keep people from peeking."

"That's bad."

"But we have plenty of wine."

"That's good."

The Coda and Capriccio keep going if the PCs let them. They can keep this up for a long, long time.

♣ **Coda and Capriccio:** male grigs; hp 13 each; see *Monster Manual*.

The PCs need to go to the Sitting Room to get the present. The two grigs continue to talk and bounce along side the PCs.

The Sitting Room

The *beckoning flute* that the PCs need is inside of a large walnut in the Sitting Room. When the PCs enter the room, read the following:

This room is a comfortable sitting room. Several large over-stuffed chairs face a fire place. In the corner of the room is a stack of enormous walnuts. The shells are about two feet long and tied with a red ribbon in a bow. A couple of faeries here and there are giggling and chatting, some dropping off presents and others picking them up.

The *beckoning flute* is in one of the nuts, but as Capriccio said, he can't remember which nut it is in. Even worse, all the nuts look exactly alike. There are 20 nuts in all.

🍊 **Very Large Walnut:** Hardness 5; hp 10; Break DC 15; Open Lock DC 20 + APL.

The PCs are free to take the nuts but according to the rules of the Home, they must leave another present in its place. The grigs remind the PCs of this rule if they have forgotten. The present should be something that would interest a fey. Pwyll gives recommendations as to what sort of gifts would be appropriate, if needed. It should be something intriguing and unique. Monetary value of the gift has no meaning to the fey.

The PCs can find spare nutshells and ribbon in the closet. Along with the nuts, the PCs find a small pot of *sovereign glue*, some *salve of slipperiness* to keep the *sovereign glue* from setting in the jar, and *universal solvent* for when the faeries invariably glue their fingers together. The PCs may take the glue, salve, and/or solvent, but they must leave a gift in its place. The grigs tell the PCs they can always get more glue, salve, and solvent from the Workshop (Encounter Four).

If the PCs take a present without leaving one in return they are cursed. This is a special curse that forces the PCs to speak in rhyming couplets. The couplets don't have to make sense as long as the last word in each line rhymes.

All APLs (EL 4)

🔮 **Bestow Curse Trap:** CR 4; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*bestow curse* 7th-level wizard, target may only speak in rhyme, DC 16 Will save negates); Search DC 29; Disable Device DC 29.

The curse is permanent until removed (as per *bestow curse*). King Merilin will remove the curse, if the PC apologizes and offers him a gift.

The PCs can shake the nuts in order to get an idea what is inside of them. Shaking does not set off the trap. With a successful Listen check (DC 10 + APL), the PC can determine that five (seven at APL 8) nuts sound like they have a single object inside. For every 2 points by which the PCs miss the Listen DC, add another nut.

The five nuts hold different things at different APLs. At APL 2, they hold a masterwork dagger, a thunderstone, a magnifying glass, a wheel of fine cheese, and the flute.

At APL 4 and above, the four other nuts besides the nut holding the flute contain an *elemental gem* (*water*), Nolzur's marvelous pigments, a *stone of alarm*, and an *unguent of timelessness*.

At APL 8 and above they find *stone salve* and Murlynd's spoon in the two additional nuts.

If the PCs ask the grigs how to tell which nut holds the *beckoning flute*, Coda says,

"Like attracts like, but opposites bind."

If the PCs still need help after that hint, Pwyll says

"In Faerie, things of similar nature are drawn together."

Because the flute is a musical instrument, it is drawn to anything musical. If the PCs play an instrument, sing, whistle, or even hum, the nut that holds the *beckoning flute* rolls very slowly toward them.

If the PCs just show the flute at the nut, Capriccio says,

“But it can’t see the flute. How is it to know?”

Once the PCs have figured which nut is the correct one, they can use the *universal solvent* from the closet to open the nutshell.

The PCs can try to break the nutshell open, but it would break the rule of no violence in the Home and they would be under the effects of a faerie curse. The grigs warn the PCs about this before they attempt it.

Inside the walnut is a beautiful flute about two feet long. It is fashioned mostly out of mithral but has gold chasing as highlights. The flute gleams in the firelight and you can see sparkles of eldritch enchantments fleeting across the surface of the instrument.

The PCs have found the *beckoning flute* (see the Treasure Summary).

If the PCs joined in the feast and this is the first of the two items that they found, they begin to feel sleepy. Soon, they are all asleep and taken upstairs by the fey and tucked into bed, as described in Encounter Two above.

If the PCs now have both items, go to Encounter Six.

Encounter Six: A Snare for a Unicorn

When the PCs have the rope of stardust and the *beckoning flute*, they can set about catching Snowmantle. Tenknives refuses to show them where to find Snowmantle until they have both items, saying that it is pointless for him to do so.

Before the PCs leave to find Snowmantle, they should go to tell Calisse what they have found. Pwyll recommends this if the PCs don’t think of it themselves.

When the PCs find Calisse, King Merilin has excused her and she is free to accompany them once more.

Calisse has obviously slept at some point. She has changed her dress and looks refreshed. “I believe that I have exhausted King Merilin’s conversation for the nonce. What have you discovered? Have you located Snowmantle?”

She asks the PCs to tell her what they have found. Once they have done so, Calisse is eager to find Snowmantle.

Tenknives Leads the Way

Tenknives leads you through a hushed fey winterland. The fir trees stand in silent stillness.

The snow blankets the forest floor and absorbs the normal sounds of the woodlands.

After many minutes of walking, you reach a small glade. It is less than a hundred feet across but is picturesque. A small creek enters on one side and flows through ice and snow and stones as it crosses the clearing. Holly bushes abound.

“Snowmantle often comes to this glade to drink and sate his thirst from the stream,” Tenknives says. “I must leave you. He will not come if he smells my presence.”

Tenknives leaves, and the PCs are free to make preparations they feel is necessary to attract the unicorn.

In order for the PCs to lure Snowmantle to the glade, Calisse, Pwyll, and the PCs need to have a woman of “pure heart” play the *beckoning flute*. The woman must be able to make a Perform (wind instruments) check (DC 25) or Snowmantle does not come (the check is a bit higher than that listed in the treasure section as Calisse is summoning one particular unicorn). Calisse has this skill. If she plays the flute, she automatically makes the check DC.

If a woman other than Calisse plays the flute, Snowmantle comes, but refuses to answer whether he will help Calisse until she asks him in person. When Calisse comes into the glade to ask the question, you can then proceed with the encounter as it is laid out below.

In addition, all persons other than the flutist must be hidden. Any attempts at hiding are successful, but as long as other people are obviously in the glade with the flutist, Snowmantle will not come.

Assuming that the PCs are able to hide themselves and have a flutist play the truesilver flute successfully, Snowmantle arrives at the glade.

Snowmantle Arrives

The following narrative assumes that Calisse is the one playing the flute. Adjust the text to account for any other actions taken by the PCs or Calisse.

Calisse places the flute to her lips and draws forth a melody. The music sweeps you up and pulls at your heart. It is more than a song; it is love given breath and shape. Yet, the love is tinged by longing and the ache of loss.

Through the trees you can see a magnificent creature. All the tales of unicorns that you have ever heard cannot compare to seeing one. It walks through the trees with supernatural grace. Its hair is as soft and white as snow, but its mane and tail are seemingly spun silver. The ivory horn that grows from its forehead is sharp and strong.

Any female PCs in the party are going to be affected by the appearance of Snowmantle. When they see the

unicorn, they feel a thrill and a longing that they can't describe. Butterflies fill their stomach and they want to be with the creature and touch it.

The unicorn enters the glade and comes to a stop before Calisse. She brings the flute from her lips and says, "Oh, let my heart be pure, or surely it will break before such grace. Make me as gold and most precious silver."

The unicorn kneels before Calisse and places his head in her lap. "You play sweetly, fair one. Yet there is a sadness to the melody."

"Indeed, there is. For my love is lost in Faerie and needs my help. Will you help me find him?"

The unicorn looks her deep in the eyes. Then sadly he shakes his head. "I am afraid that I cannot help you. For you are not pure."

"But you must," she pleads, desperation creeping into her voice. "I must find Owen, and without you that won't happen. If I don't find him, he'll be lost forever."

"I grieve with you in your loss, but I cannot do what you ask. For you are not here with a pure heart, and I must remain true to my nature."

The unicorn stands and begins to walk away.

"You are grace as pure as snow. I must have your help or Owen is lost. You leave me no choice." Calisse then loops the rope made of stardust around the unicorn's head.

The unicorn looks down at the rope in surprise. "What have you done?"

"What I had to do," Calisse replies, near tears.

The unicorn does not answer in turn. Instead, it flees into the forest as quickly as it can.

Snowmantle will not agree to help Calisse at this time – no matter how persuasive the arguments or how high the Diplomacy check.

Because of the speed with which Snowmantle flees the glade and the distance the PCs are away from him, he should have no problems getting away. If the PCs make efforts to stop Snowmantle, let them, but Snowmantle makes any saving throws necessary or escapes any grapples or is just a bit faster than the PCs. Use whatever tricks you need to ensure that Snowmantle escapes. Calisse will not allow the PCs to wound the unicorn.

However, Snowmantle is not lost. The rope made of stardust is around his neck and he cannot take it off. As he flees, it stretches longer and longer, but does not break. Eventually, the rope will stretch for miles.

The PCs must give chase and follow the trail of the rope made of stardust. If the PCs head off into the woods after the fleeing unicorn, go to Encounter Seven.

Encounter Seven: A Trail of Stardust

You head deeper into the snow-covered forest. The rope made of stardust has stretched unbelievably long and forms a glimmering trail through the evergreen trees.

While the PCs are following Snowmantle, another hunter has joined the chase. Her name is Haggard, an Unseelie sidhe who is a cousin to Gaunt. She serves the Hollow Prince, who is a fey lord who has arisen in the Unseelie realm called the Pits of Sharpest Frost, deep within the Lands of Dark Winter.

The Hollow Prince is making a play for rulership of the Pits, since Queen Maeve has been missing for quite some time. The Hollow Prince has sent Haggard out to collect "recruits" to add to his army. These creatures are to be brought back to his encampment, where he will lay a *geas* on them and force them to serve in his army.

Haggard wishes to collect Snowmantle. She has used the theory of "like attracts like but opposites bind" to capture the unicorn. Beauty and purity can attract Snowmantle, but hideousness and impurity can weaken and enslave him.

Haggard has captured Sesonya, who is a nymph from a Seelie realm in the Lands of Dark Summer. Haggard quickly found the trail left by the rope of stars and used it to find Snowmantle. She then made Sesonya sing sweetly to make Snowmantle docile.

Haggard then locked Snowmantle in a cage with a cold iron lock. The cage is the opposite of the free spirit of the unicorn and has bound him. Haggard is taking the unicorn back to the Hollow Prince.

Haggard's actions did not go unnoticed. Élan has been watching events unfold. Élan is a Seelie sidhe and a friend of Gwenllian the Eglantine, who is the Archdruid of Gyrudd and the one responsible for Calisse going on this quest. Élan has agreed to follow Calisse and help out if it proves necessary.

Seeing Snowmantle's plight, Élan takes it upon himself to warn Calisse and the PCs of what they face. He approaches within 200 feet of the party and then casts *message*. His caster level is high enough that he can get the entire party, including Calisse and Pwyll.

Without the slightest bit of warning, each of you suddenly hears a voice in your ear. It is as if someone is standing right next to you whispering. "Mortals, the playfield has changed. A rival has joined the hunt."

Élan's voice is soft and deliberate, and he does not waste words. Throughout the conversation, Élan keeps his distance. He relies on his *message* spell to speak with the PCs. The PCs have a difficult time spotting him (Spot Check [DC 15 + APL]).

If the PCs do manage to see him, read the following.

You see a faerie crouching near a fir tree, nearly hidden behind the foliage. It's humanoid, but covered in short, golden fur. It has a mane of dark red hair and a fox's tail. Atop his head is a delicate coronet. The faerie is watching you closely and his mouth is moving, as if whispering.

Élan is very shy and very cautious. He refuses to allow the PCs to get near him. However, he does want to pass along some information to the PCs. Sprinkle this following into a conversation with the PCs

"The binding on Snowmantle has allowed another to capture him. He is trapped in a cage that is being pulled on sleigh."

"The other is Haggard, an Unseelie sidhe in the service of the Hollow Prince."

"Haggard wishes to add Snowmantle to the Hollow Prince's service."

"You must hurry. Even now, they are taking Snowmantle to the Hollow Prince's encampment in the Pits of Sharpest Frost."

"You have the opportunity to save more than one innocent life today."

If the PCs ask who he is, he says.

"I am called Élan. I am the Earl of Tramontane."

If the PCs ask why he is helping them, he says.

"As a favor to Aodhan's daughter. She beseeched me. I could not refuse."

Élan does not explain who Aodhan's daughter is. Instead, Pwyll tells the PCs that Gwenllian the Archdruid is sometimes called Aodhan's daughter, because of the time that she spent with him at his court. Aodhan is the Seelie king of Fiddler's Green in the Lands of Bright Summer.

Once Élan has passed along his information, he leaves the PCs.

Assuming the PCs hurry along the trail of the rope made of star dust, after about a half-an-hour's walk, they come to the Faerie Trod, where Snowmantle was captured.

The rope made of stardust leads you out of the forest onto a narrow road. Fir trees line the path, and snow clings to their branches. Overhead, the stars twinkle in the cold night's air.

Unlike everywhere else, the snow on this part of the path is disturbed. It would appear that a large group was recently camping here.

The trail left by the rope turns to the right and heads down the path.

The rope made of stardust turns and heads down the Faerie Trod. When the PCs follow the trail, go to Encounter Eight below.

Encounter Eight: Captives of Haggard

The PCs can head down the trod after Haggard and her captives, but they cannot overtake them, as Haggard has sleds and her group is moving too fast.

You follow the turns of the winding Faerie Trod. At one point when you were on the side of the hill, you could make out another group on the road, far ahead of you, going up another hill.

Allow the PCs to come up with ways to overtake Haggard, such as walking faster or using horses. Unfortunately, the PCs cannot catch up to Haggard in this manner. She is moving too fast.

You crest another hill, and you see the other party way ahead. You haven't gained a bit!

Ahead of you the Faerie Trod splits in two. There is a signpost at the fork in the road. The rope of stardust leads to the left. The arrow sign in that direction reads "Pits of Sharpest Frost." The words appear to have been painted on recently. The paint is still wet.

The other sign is blank.

The trail the PCs are on is a Faerie Trod. On Faerie Trods, signs have power. Much like the hallsigns in the Home Beneath the Snowy Boughs, the Trod changes its destination, depending upon the sign.

Haggard has written in Pits of Sharpest Frost to the left arrow. If the PCs go that way, they eventually arrive at the Pits of Sharpest Frost, but do so behind Haggard. Snowmantle is lost. Go to Conclusion – The Quest Fails.

The PCs can change the other sign to give them a chance to catch up with Haggard. They can make the sign say "shortcut" or "Haggard" or "Snowmantle" or "Faster Way to Pits of Sharpest Frost." Anything reasonable works.

Once the PCs have the right fork's sign changed, they can follow it and catch up with Haggard.

The right fork from the sign leads down into the valley between the hills. The road is becoming steeper. Footing is treacherous, as the snow and ice tends to slide away beneath you. Finally, you come to a point where the trail dips down at a sharp angle below you – too steep to walk down.

Near the trail is an enormous fir tree. Your eyes are drawn to it, because there are large round metal shields hanging from the branches. About the base of the tree are heaps of bones. They look distinctly giantish. The tree's branches wave gently even though there is no wind, and you can feel malice roll off of the fir tree.

The PCs can climb down the steep trail. The climb is not difficult (DC 5), but it is time-consuming. Calisse

impresses upon the PCs that they need to hurry and climbing takes too long. If the PCs disregard her and keep climbing, they reach the bottom of the slope after several hundred feet. Go to Confronting Haggard below.

If the PCs do not try to climb down and are at a loss as to what to do, Pwyll eventually recommends that they use the shields as sleds to slide down the hill. However, the PCs must first get the shields down from the tree.

Pwyll offers to fascinate the tree. Normally, plants would be unaffected by bardic music, but Pwyll has the feat that allows him to do this. Assuming that he can fascinate it, the PCs need to go in and cut down some shields.

If the PCs agree, Pwyll plays his mandolin and fascinates the tree, which automatically fails its save in the interest of the story. The PCs can sneak up to the tree and cut down the shields without difficulty.

Have the PCs make Move Silently checks to add to the suspense, but the tree takes no interest in them unless the PCs attack it. If the PCs do so, the tree fights back. It has the stats of a treant:

All APLs (EL 8)

☛ **Treant:** hp 68; see *Monster Manual*.

When the PCs get the shields, they can slide down the slope and catch up with Haggard. Go to Confronting Haggard below.

Confronting Haggard

The PCs have used the Faerie Trod to catch up with Haggard. If the PCs climbed down the slope, read the following.

After many long minutes of careful climbing, you reach the foot of the hill and keep heading down the Faerie Trod. The path opens up as it comes to a frozen river, covered in snow. The ice is thick and seemingly safe to walk on.

Some distance up the river is a party of fey. They are riding in sleighs with enormous cages on the back. Each of the sleighs are pulled by enormous rats and ugly Unseelie fey drive the sleighs. Each of the misshapen fey have hardened wool hats of military fashion on their heads.

The leader of the party seems to be a woman, dressed in a thick fur coat. She is riding in a sleigh drawn by wild geese.

The party seems to be expecting you. The cages have all been opened, and the monsters inside are advancing toward you.

If the PCs used the shields to get down the slope, read the following.

You sit down on the enormous shields and push off. Down the slope you go at a rush. The trees and

snow zip by. The arm straps on the shields are perfect for controlling the it. You round corners with ease and skip over dips and catch air.

Fast and faster you go. The cold air nips at you, and the shields are kicking up snow and ice. You can hear Calisse laugh with delight.

The path opens up as it comes to a frozen river. The ice is thick and seemingly safe to walk on, as you spin out into the center of the snow-covered ice.

Some distance up the river is a party of fey. They are riding in sleighs with enormous cages on the back. Each of the sleighs are pulled by enormous rats and ugly Unseelie fey drive the sleighs. Each of the misshapen faeries have hardened wool hats of military fashion on their heads.

The leader of the party seems to be a woman, dressed in a thick fur coat. She is riding in a sleigh drawn by wild geese.

The party seems to be expecting you. The cages have all been opened, and the monsters inside are advancing toward you.

This is Haggard and her minions. There are multiple sleigh cages in the Unseelie party. There is one cage for each monster at the APL, as well as one for Snowmantle. There is also a cage for Sesonya. If she is not listed as one of the monsters for the APL that you are playing at, she remains in her cage during the battle.

The sleigh cages are drawn by giant rats. The rat-creatures driving them are Unseelie jermlaine who serve Haggard.

Haggard's owl familiar is up and about. It spots the PCs as they were coming down the hill and has warned Haggard. Haggard orders her jermlaine to free the monsters listed below. The monsters are all under the control of a *charm monster* spell. Only Sesonya resists Haggard's command. Haggard must use a *suggestion* on the nymph to compel her obedience. The suggestion was "Aid my monsters to the best of your ability in attacking the party of mortals ahead of us."

The monsters attack the PCs some distance (about 250 feet) from the sleighs. So Haggard, the jermlaine, and the giant rats do not figure into the encounter.

If the PCs approach the sleighs before the monsters are defeated, Haggard creates a *wall of ice* across the river to prevent the PCs from getting to here. Haggard has forced Sesonya to cast *wind wall*. The *wind wall* is positioned across the top end of the battle grid where the monsters appear and blocks the entire river bed.

If the PCs slid down the hillside on the shields, then the jermlaine have not had as much time to release all the monsters. The PCs have enough time to stand up from the shields and take one round of actions before Haggard's monsters arrive on the battlegrid.

If the PCs take that round to target the monsters, they can, but the monsters are spread out so that no more than two of them are caught in the area effect of anything. If the PCs create a wall or take actions to completely block the monsters from reaching them, Haggard dispels the magic.

If the PCs climbed down, the monsters arrive on the battlegrid at the same time as the PCs.

If Sesonya is present at the battle, she begs for the PCs to free her. She tells the PCs that she is under an enchantment and she is doing this against her will.

Haggard and the jermlaine are kept busy during the combat; see *Pixie Attack!* below.

DM Note: The EL of this encounter is reduced by one since Pwyll and Calisse are assisting the PCs. Also, the CR for the werewolf has been reduced by one, since all weapons the PCs have are now silver.

DM Note #2: If Sesonya is present (as in listed as a combatant for this APL), she has already cast *wind wall*, *longstrider*, and *barkskin*, from her spell list. The *wind wall* is across the edge of **Map #3** to prevent arrow fire from getting at the monsters early. The *longstrider* and *barkskin* are cast on herself.

APL 2 (EL 5)

🐉 **Harpy** (1): hp 42; see *Monster Manual* and Appendix One.

🐉 **Werewolves** (2): hp 24 each; see *Monster Manual*.

APL 4 (EL 7)

🐉 **Harpy** (1): hp 42; see *Monster Manual* and Appendix One.

🐉 **Five-Headed Cryohydra** (1): hp 59; see *Monster Manual*.

🐉 **Werewolves** (2): hp 24 each; see *Monster Manual*.

APL 6 (EL 9)

🐉 **Big Bad Wolf** (1): hp 50; see Appendix One.

🐉 **Harpy** (1): hp 42; see *Monster Manual* and Appendix One.

🐉 **Five-Headed Cryohydra** (1): hp 59; see *Monster Manual*.

🐉 **Manticore** (1): hp 63; see *Monster Manual*.

🐉 **Sesonya the Nymph** (1): hp 32; see *Monster Manual* and Appendix One.

APL 8 (EL 11)

🐉 **Big Bad Wolf** (1): hp 50; see Appendix One.

🐉 **Gorgon** (1): hp 90; see *Monster Manual*.

🐉 **Harpy Archer** (1): hp 64; see Appendix One.

🐉 **Seven-Headed Cryohydra** (1): hp 81; see *Monster Manual*.

🐉 **Manticore** (1): hp 63; see *Monster Manual*.

🐉 **Sesonya the Nymph** (1): hp 32; see *Monster Manual* and Appendix One.

Terrain and Environment: See **DM Aids: Map #3** for the layout of the battlegrid. The following conditions apply to the battle:

- **Snow:** Because of the *winterland stride* ability that the Seelie Realm bestows on all creatures, the snow has no affect on combat.
- **The Iced-Over River:** The river is 40 feet wide. It is completely clear of obstructions. Since it is snow-covered, the PCs do not need to worry about the ice being slippery.
- **River Bank:** There is a gentle slope up from the river to the bank. The slope is another 10 feet on either side. To climb the bank requires a Climb check (DC 5).
- **Holes in the Ice:** There are two places where there are holes in the ice. If a creature falls through the hole, they land in the ice-cold river and have the possibility of drowning. It requires a Swim check (DC 10) to fight the current of the river and stay in the hole.
- **Wind wall:** The *wind wall* is positioned across the top end of **Map #3** where the monsters appear and blocks the entire river bed. It prevents the PCs from targeting the sleighs or Haggard's monsters with arrow fire until they are on the battle grid.
- **Forest:** The forest is a dense forest as per the DMG. This means that 80 percent of the squares on the map have a tree in them (randomly assign them). Mark these squares with a dot. A creature standing in the same square as a tree gains a +2 cover bonus to AC and a +1 bonus to Reflex saves.

Twenty percent of the squares have a massive tree in them. Assign them randomly. A massive tree occupies the entire square and provides cover (+4 bonus) to any creature standing behind it.

All squares in the forest cost two squares of movement to move into and provide concealment. The DC for Tumble and Move Silently checks is increased by 2.

Tactics: Most of the monsters are not used to fighting alongside each other and are only doing so because they are charmed. As a consequence, the monsters do not support each other very well and tend to fight independently. Only Sesonya acts to assist the others.

Since all the monsters are under an enchantment, that enchantment can be dispelled (caster level 12th). If freed from her suggestion, Sesonya immediately changes sides to join the PCs. The other monsters still fight the PCs, but they run away if seriously injured. Charmed monsters continue to fight until they are dead.

The harpy (or the harpy archer) immediately takes to the air and flies around to the far side of the PCs. Neither uses their captivating song as it would affect the other monsters. However, should the opportunity present itself (like the other monsters are dead), the harpies sing. If she is unsuccessful, she uses her bow to target spellcasters. She'll take out countersonging bards first (such as Pwyll). If there is a particularly dangerous spellcaster in the party, she'll ready an attack to spoil the caster's spell.

The werewolf charges at the party as quickly as possible. He is unsubtle and attacks lightly armed PCs first. The big bad wolf does the same thing. The werewolf and the big bad wolf try to flank as often as possible.

The hydra uses its breath weapon as often as possible and then tries to engage one of the PCs with as many heads at once as it can.

The manticores take to the air with the harpy and use its tail spike attack as long as it can. It targets archers with this attack. When it is out of tail spikes, it lands and tries to finish off the archers with its melee attacks.

Sesonya has already cast *barkskin* and *longstrider* on herself. She then uses her spells to help the monsters, such as *bull's strength* on the werewolf and the gorgon, *bear's endurance* and *protection from energy (fire)* on the hydra. She then casts *call lightning* and targets any fighters in heavy armor. She'll cast her other spells as needed, especially her *dispel magic*. If she is approached, she'll use her stunning glance to protect herself. If the harpy and the werewolf are out of range, she activates her blinding beauty.

The gorgon charges the PCs and uses its breath weapon as often as possible. It likes to trample too. **Note:** Calisse and Pwyll automatically make their save against the gorgon's petrification breath.

Pixie Attack!

A round or two after the PCs have engaged the monsters, a group of Seelie pixies launch a snowball assault on Haggard and her minions. Read the following:

High-pitched battle cries come from the caravan. You look over to see a wave of pixies flying over the

cages and rats. The pixies are pelting the rats and their tenders with a furious barrage of snowballs.

The snowball-throwing pixies keep Haggard and the Jermlaine busy and out of the fight with the PCs. A little while later in the fight, read the following.

Cries of terror rise from Haggard's minions. Sliding down the slope, toward the cage sleighs, is a snowman, balanced on a sled. Pixies hold the stick arms of the snowman, guiding the sled and keeping the snowman upright.

With a tremendous crash, the snowman ploughs into a cage sleigh with a burst of snow. More snowmen are coming down the slope after the first wave.

You can hear the pixies cheering in delight.

If the PCs can make a difficult Spot check (DC 20 + APL), they can see a Élan atop the hill, where he is directing the pixie attack.

Up on the ridge, you can see another faerie. Its only feature you can see from this distance is a long fox's tail. The faerie seems to be directing the pixies.

The pixies do not interfere with the fight of the PCs with the enchanted monsters.

Defeating Haggard's Minions

If the PCs defeat the monsters, Haggard and her minions flee.

The fur-clad woman barks an order and the wild geese pulling her sleigh take flight. The birds lift the sleigh into the air and away into the sky. With their master gone, the misshapen Unseelie fey flee into the forest along with the rats.

The pixies and Élan leave the scene once the Jermlaine and Haggard are gone.

Once the monsters have been dealt with, the PCs can approach the caravan and release Snowmantle. Go to Encounter Nine.

Encounter Nine: Grace as Pure as Snow

The PCs have defeated Haggard's monsters and she has fled. The PCs can approach the sleds and free Snowmantle.

You approach the cage sleighs that once held the monsters that attacked you. One of the cages is still occupied. In it stands Snowmantle the Unicorn. There is still a rope made of stardust around his neck.

If the PCs are playing at APLs 2 or 4, Sesonya is in one of the cages as well.

In a nearby cage is a nymph. She is huddled in the corner and looks miserable. You can tell that she has been crying.

Both cages are locked and the locks are made of cold iron. The PCs can either pick it or break them off. Either way succeeds without much fuss.

But Calisse stops the PCs from opening Snowmantle's cage, saying that she must speak to him first.

Princess Calisse stands before the cage and looks at the unicorn trapped inside the bars. After several long seconds, she says, "If we open the cage, will you flee again?"

Snowmantle replies, "Most assuredly."

"But we would have freed you. Would you not owe use a gift?"

Snowmantle shakes his head. "Since it was your action that caused me to be snared, I would owe you nothing."

"And you will not help me on my quest?"

"You are not pure of heart. I am bound by my nature. You are mortal and are not so bound. It is your greatest gift."

"I could force you to agree to help me before we opened the cage." Calisse points out.

The unicorn looks past Calisse into the silent nighttime forest then he finally says softly, "Yes, you could."

Calisse turns to Pwyll. "What do you advise? Should I set the unicorn free and end my quest or bind him with an oath and make him help me?"

Pwyll replies, "That is a decision that is yours and yours alone, your Radiance. But, if I may be so bold. Why not seek the counsel of those brought to you by the Delicate Knife? Perhaps this is the reason they were brought here, as much as to help you overcome the hurdles along the way."

Calisse turns to you. "Well, my summoned heroes. Tell me your thoughts."

At this point, Calisse is torn. She does not like seeing Snowmantle in the cage and she feels guilty that she caused him to be captured. On the other hand, she has a quest that requires her to find grace as pure as snow. She believes Snowmantle is key to that part of her quest.

When the conversation begins, Calisse is leaning toward forcing Snowmantle to swear an oath to help her.

Calisse wishes for the PCs to give their thoughts and recommendations. This is not a place for a Diplomacy check, but for each PC to provide a recommendation and its reasoning.

Calisse makes each of the PCs provide her with counsel. If different PCs recommend different things, she makes them justify their position to each other and encourages them to debate the point.

If the PCs recommend freeing the unicorn, Calisse reminds them that Snowmantle will flee. Without the unicorn, she will not be able to complete her quest and Owen will be lost in Faerie. Are they willing to accept these consequences?

If the PCs recommend binding the unicorn with an oath, Calisse mentions that she will be forcing a creature to serve against its will. How does this make her any different than the Unseelie Hollow Prince?

Snowmantle refuses to participate in the conversation. He merely repeats what he told Calisse above.

The PCs can sway her with their arguments. Calisse follows whichever recommendation most of the PCs agree upon. If the PCs are evenly split, Calisse opts to bind Snowmantle with an oath. Owen is far too important to risk.

If the PCs recommend making Snowmantle swear an oath, go to Binding Snowmantle. If the PCs recommend releasing Snowmantle, go to Freeing Snowmantle below.

Binding Snowmantle

"Yes," says Calisse. "I agree. We must find Owen, and to do that I must find grace as pure as snow. If the only way to get the unicorn's help is to bind it with an oath, then we must do that."

Calisse turns to Snowmantle. "I will free you from the cage and the rope if you swear upon the purity of your horn that you will assist me in my quest to find Owen to the best of your ability and that you will not seek to cause me or my cause harm."

The unicorn blanches at the request and then says, "I so swear."

"Break the lock," Calisse says to you.

The lock falls away and the cage door swings open. The unicorn steps from the cage. The princess reaches up and takes the rope made of stardust off the unicorn.

"Thank you, Snowmantle. I shall make this quest as swift as I can and release you as soon as I find Owen."

Snowmantle touches her with his horn. "I will do as you ask. I have sworn upon my horn and I shall keep my word pure. I will do my duty with grace and honor."

The PCs may wish to do or say something at this time. If so, let them. Otherwise, Calisse says:

"It would seem that the first part of my quest is at an end. I thank you for your assistance. Without you, I would not have found grace as pure as snow."

The PCs gain the Favor of Grand Duchess Calisse Skotti (see the Treasure Summary).

Freeing Snowmantle

"Yes," says Calisse. "I agree. We would be the same as that Unseelie faerie. Cage or rope – what is the difference? Break the lock."

The lock falls away and the cage door swings open. The unicorn steps from the cage. The princess reaches up and takes the rope made of stardust off the unicorn.

"You are free. No demands and no conditions. I release you and bid you go where you will. I will never find Owen now, and my quest is at an end almost as soon as it has begun. But I will not enslave you."

The unicorn looks long at her but makes no attempt to leave.

"Why do you stay?" Calisse asks. "I have no hold on you."

"Ask me again," Snowmantle says.

"Will you help me find Owen?"

He touches her with his horn. "Yes. For now you are pure of heart. Your act of grace has purified it."

Calisse manages something between a sob and a laugh, and wraps her arms around the unicorn.

The PCs may wish to do or say something at this time. If so, let them. Otherwise, Calisse says

"It would seem that the first part of my quest is at an end. I thank you for your assistance. Without you, I would not have found grace as pure as snow."

The PCs gain the Favor of Grand Duchess Calisse Skotti (see the Treasure Summary).

Freeing Sesonya the Nymph

If the PCs have either freed Sesonya from her cage or from Haggard's enchantment, she is quite grateful to them.

The beautiful nymph smiles at her release. "That feels so much better. And to think that they were going to bind me to serve their Unseelie master. How horrid!"

"Now, it would seem that you've earned a gift."

As her gift, Sesonya gives the PCs the Favor of Sesonya the Nymph (see the Treasure Summary).

Also, if one of the male PCs is particularly charming and handsome, she asks him to walk her back to her stream on the border of the Lands of Dark Summer. It is a long walk and she is all alone and does not know what dangers lurk in these woods. Sesonya prefers elves, half-elves, druids, and rangers.

If the PC agrees, he leaves the party and accompanies Sesonya. Because time is so much faster at this time, the walk back to Sesonya's nymph takes no extra time. However, if the PC continues to be kind and gracious to her, she asks the PC to stay with her at stream. If the PC leaves immediately, he is able to find his way from Faerie with no problem.

The PC can stay with Sesonya as long as he wishes. However, when he goes to leave Faerie, he must make a Will save (DC = APL + the number of TUs spent with Sesonya). If the save is successful, he can leave Faerie. If the save fails, he is enspelled by Faerie and forgets to leave. He may try again a week later (which costs another TU and increases the DC by 1). If the PC rolls a 1, he loses all will to ever leave Faerie. The character is *Lost in Faerie* and removed from the campaign for a time (see the Treasure Summary).

Should the PC spend 4 TUs with Sesonya, he gains the *Friendship of Sesonya the Nymph* (see the Treasure Summary). TUs accrued from failing the Will save count.

If the PC spends even one TU with Sesonya, he may get to know her more intimately. If he chooses to do so, there is a 50% chance that she will wind up with child; the PC receives the *Begat a Fey Child* effect (see the Treasure Summary).

When the PCs have resolved matters with Snowmantle and Sesonya, go to Conclusion – the Quest Succeeds.

Conclusion

Conclusion – The Quest Succeeds

With the first step of her quest complete, Calisse thanks the party for all their help. She then takes the *delicate knife* and sends them home.

Princess Calisse draws forth the glass knife and cuts a hole in the air. Through the hole you can see rapidly shifting images of locations in the Flanaess. "Go with my thanks," she says. Pwyll nods in agreement as he stands next to her.

The hole in the air envelops you and a moment later you find yourself standing next to the reflective surface where you began the journey.

But the reflection is as it should be and you see no hint of a princess, a unicorn, and a snowy nighttime forest.

The PCs return to where they were in the Flanaess. They quickly discover that only minutes have passed since

they were called into Faerie. PCs discover the flute has disappeared from their possessions, assuming they kept it in the first place. PCs who wish to have the flute realize they can do so by leaving a gift for the faeries of equivalent gp value to the flute (effectively spending that many gp from their gp total). They can do so at any time at which they are in Geoff and they will find the flute amongst their possessions the morning after they do so (see the Treasure Summary).

Conclusion – The Quest Fails

Haggard has reached the Pits of Sharpest Frost with her captives. Snowmantle is lost to the Hollow Prince.

With the quest at a loss, there is little for Calisse to do but send the PCs back to the Flanaess with the *delicate knife*.

Princess Calisse draws forth the glass knife and cuts a hole in the air. Through the hole you can see rapidly shifting images of locations in the Flanaess. “I appreciate your efforts,” she says. Pwyll nods in agreement as he stands next to her.

The hole in the air envelops you and a moment later you find yourself standing next to the reflective surface where you began the journey.

But the reflection is as it should be and you see no hint of a princess and a snowy nighttime forest.

The PCs return to where they were in the Flanaess. They quickly discover that only minutes have passed since they were called into Faerie.

Calisse and Pwyll make their way back to the Isle of Rhun.

The End

Experience Point Summary

The player characters receive the following experience point awards, by APL and encounter:

Encounter One

Defeat the spriggans and their pets

- APL 2 – 120 xp.
- APL 4 – 180 xp.
- APL 6 – 240 xp.
- APL 8 – 300 xp.

Encounter Three

Provide thoughtful answers to Tenknives' engima

- APL 2 – 10 xp.
- APL 4 – 20 xp.
- APL 6 – 30 xp.
- APL 8 – 40 xp.

Encounter Four

Obtain the rope

- APL 2 – 60 xp.
- APL 4 – 90 xp.
- APL 6 – 120 xp.
- APL 8 – 150 xp.

Encounter Five

Obtain the flute

- APL 2 – 30 xp.
- APL 4 – 60 xp.
- APL 6 – 90 xp.
- APL 8 – 120 xp.

Encounter Eight

Defeat Haggard's creatures

- APL 2 – 150 xp.
- APL 4 – 210 xp.
- APL 6 – 270 xp.
- APL 8 – 330 xp.

Encounter Nine

Providing thoughtful counsel to Calisse on Snowmantle's predicament

- APL 2 – 40 xp.
- APL 4 – 55 xp.
- APL 6 – 70 xp.
- APL 8 – 85 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good role-playing

- APL 2 – 40 xp.
- APL 4 – 60 xp.
- APL 6 – 80 xp.
- APL 8 – 100 xp.

Total Possible Experience

- APL 2 – 450 xp.
- APL 4 – 675 xp.
- APL 6 – 900 xp.
- APL 8 – 1,125 xp.

Treasure Summary

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

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

the loot is subtracted from the encounter totals given below.

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter One

APL 2: L: 9 gp; C: 0 gp; M: *rope of entanglement* (1,750 gp).

APL 4: L: 18 gp; C: 0 gp; M: *rope of entanglement* (1,750 gp).

APL 6: L: 104 gp; C: 50 gp; M: *rope of entanglement* (1,750 gp), 2 +1 *mithral chain shirts* (175 gp each), 2 *potions of aid* (25 gp each), 4 *potions of invisibility* (25 gp each), *goggles of minute seeing* (104 gp), *dust of illusion* (100 gp).

APL 8: L: 208 gp; C: 100 gp; M: *rope of entanglement* (1,750 gp), 4 +1 *mithral chain shirts* (175 gp each), 4 *potions of aid* (25 gp each), 8 *potions of invisibility* (25 gp each), *goggles of minute seeing* (104 gp), *dust of illusion* (100 gp), *oil of greater magic weapon* +2 (100 gp), *potion of good hope* (88 gp).

Encounter Four

All APLs: L: 0 gp; C: 0 gp; M: *bag of faerie stardust* (75 gp).

Encounter Five

APL 2: L: 37 gp; C: 0 gp; M: *sovereign glue* (200 gp), *salve of slipperiness* (83 gp), *universal solvent* (4 gp).

APL 4: L: 0 gp; C: 0 gp; M: *sovereign glue* (200 gp), *salve of slipperiness* (83 gp), *universal solvent* (4 gp), *elemental gem - water* (188 gp), *Nolzur's magnificent pigments* (333 gp), *stone of alarm* (225 gp), *unguent of timelessness* (13 gp).

APL 6: L: 0 gp; C: 0 gp; M: *sovereign glue* (200 gp), *salve of slipperiness* (83 gp), *universal solvent* (4 gp), *elemental gem - water* (188 gp), *Nolzur's magnificent pigments* (333 gp), *stone of alarm* (225 gp), *unguent of timelessness* (13 gp).

APL 8: L: 0 gp; C: 0 gp; M: *sovereign glue* (200 gp), *salve of slipperiness* (83 gp), *universal solvent* (4 gp), *elemental gem - water* (188 gp), *Nolzur's magnificent pigments* (333 gp), *stone of alarm* (225 gp), *unguent of timelessness* (13 gp), *stone salve* (333 gp), *Murlynd's Spoon* (450 gp).

Encounter Eight

APL 2: L: 34 gp; C: 0 gp; M: 0 gp.

APL 4: L: 34 gp; C: 0 gp; M: 0 gp.

APL 6: L: 8 gp; C: 0 gp; M: *bracers of armor* +2 (333 gp).

APL 8: L: 0 gp; C: 0 gp; M: *bracers of armor* +2 (333 gp), +1 *bane (dwarf) composite longbow* - +2 *Str bonus* (717 gp), 2 *Quaal's feather tokens - whip* (42 gp each).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 80 gp; C: 0 gp; M: 2,192 gp – Total: 2,272 gp (450 gp).

APL 4: L: 52 gp; C: 0 gp; M: 2,951 gp – Total: 3,003 gp (650 gp).

APL 6: L: 112 gp; C: 50 gp; M: 3,988 gp – Total: 4,150 gp (900 gp).

APL 8: L: 208 gp; C: 100 gp; M: 6,260 gp – Total: 6,568 gp (1,300 gp).

Items for the Adventure Record

Special

Favor of Grand Duchess Calisse Skotti

You have assisted Grand Duchess Calisse on her quest in Faerie. Though she cannot reward you at present, she remembers your efforts on her behalf. Favor Level B. Mark this favor when used.

Favor of Sesonya the Nymph

You have rescued Sesonya the Nymph from enslavement by the Hollow Prince. Though she is forgetful, she'll remember your efforts on her behalf, on occasion. You may trade this favor in for access (Frequency: Adventure) to purchase one, and only one, of the following items: *elixir of swimming*, *Quaal's feather token (swan boat)*, *wand of cure light wounds*. Favor Level D. Mark this favor when used.

Friendship of Sesonya the Nymph

You spent a considerable amount of time in Faerie with Sesonya the Nymph. She is very fond of you. You are now slightly fey-touched. Record the number of TUs spent in Faerie here: _____.

☛ Begat a Fey Child

You have dallied with a faerie and a child has resulted from your union. Please contact the Geoff triad at triad@living-geoff.com so they can send you documentation for your fey child.

☛ Lost in Faerie

You have lost all desire to leave the fey lands. You are removed from play for the foreseeable future. Please contact the Geoff triad at triad@living-geoff.com and let them know that you are lost.

☛ Refused the Calling

You have declined to assist Calisse when she needed your aid. She will not call upon you again. This PC may not play any future adventures in the *Song of Three Summonings*.

☛ Curse of Lycanthropy - Werewolf

Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope, the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy. See the LGCS for details on how to deal with lycanthropy.

☛ Curse of Rhyming Couplets

You failed to leave a present in return when taking one. You failed your Will save and became the victim of the *bestow curse* spell, 7th level caster. Until this curse is removed, you may only speak in rhyming couplets.

🔱 Bag of Faerie Stardust

This special dust sparkles and glimmers when kept in near darkness. A pinch of the dust sprinkled on a person's head grants that individual *darkvision*, as per the spell. The effect lasts three hours. A *bag of faerie stardust* comes with three pinches of dust.

Faint transmutation; CL 3rd; Prerequisites: can't be crafted; Market Price: 900 gp; Weight: 1 lb.

🔱 The Beckoning Flute

You left a gift for the faeries (spent gp equal to the price below) in return for this flute. Once per week, with a successful Perform (wind instruments) check, the PC may play a song on the flute to summon a creature from the list below. A failed check wastes the use for that week. Each creature has a particular song that summons it so the player must choose which creature to summon before the check is made. The summoned creature obeys the commands of the flutist until they are killed or one hour passes, whichever comes first, but in all other ways follows their own whims. Creature behaves as if summoned using a *summon nature's ally* spell. All faeries summoned by the flute speak Common as well as Sylvan.

- Perform (wind instruments) (DC 20) – Unicorn
- Perform (wind instruments) (DC 22) – Satyr [with pipes] or Nixie (sprite)

- Perform (wind instruments) (DC 26) – Pixie (sprite) [with sleep arrows]

Strong Conjuraction; CL 13th; Prerequisites: can't be crafted; Market Price: 16,938 gp; Weight: 1 lb.

Item Access

APL 2:

- ❖ Bag of Faerie Stardust (Adventure, see above)
- ❖ Beckoning Flute (Regional, see above)
- ❖ Rope of Entanglement (Adventure, DMG)
- ❖ Salve of Slipperiness (Adventure, DMG)
- ❖ Sovereign Glue (Adventure, DMG)
- ❖ Universal Solvent (Adventure, DMG)

APL 4 (APL 6 Items plus):

- ❖ Elemental Gem - Water (Adventure, DMG)
- ❖ Nolzur's Marvelous Pigments (Adventure, DMG)
- ❖ Stone of Alarm (Adventure, DMG)
- ❖ Unguent of Timelessness (Adventure, DMG)

APL 6 (APL 2, 4 Items plus):

- ❖ +1 Mithral Chain Shirt (Adventure, DMG)
- ❖ Bracers of Armor +2 (Adventure, DMG)
- ❖ Dust of Illusion (Adventure, DMG)
- ❖ Goggles of Minute Seeing (Adventure, DMG)

APL 8 (APL 2, 4, 6 Items plus):

- ❖ +1 Bane (Dwarf) Composite Longbow - +2 Str bonus (Adventure, DMG)
- ❖ Murlynd's Spoon (Adventure, DMG)
- ❖ Oil of Greater Magic Weapon +2 (Adventure, DMG)
- ❖ Potion of Good Hope (Adventure, DMG)
- ❖ Quaal's Feather Token - Whip (Adventure, DMG)
- ❖ Stone Salve (Adventure, DMG)

Appendix One: NPCs

Introduction

Calisse Skotti: female human Wiz 4/Ari 2; CR 6; Medium humanoid; HD 4d4+2d8+6; hp 29; Init +5; Spd 30 ft.; AC 15 (+1 Dex, +4 mage armor), touch 15, flat-footed 14; Base Atk +3; Grp +2; Atk +2 melee (1d4-1/19-20/x2, dagger); Full Atk +2 melee (1d4-1/19-20/x2, dagger); SA -; SQ -; AL LG; SV Fort +6, Ref +8, Will +14; Str 8, Dex 12, Con 12, Int 16, Wis 13, Cha 19.

Skills and Feats: Bluff +9, Concentration +9, Diplomacy +16, Forgery +5, Gather Information +9, Knowledge (arcana) +5, Knowledge (geography) +4, Knowledge (history) +5, Knowledge (local – Sheldomar Valley Metaregion) +5, Knowledge (nature) +5, Knowledge (nobility & royalty) +8, Perform (wind instruments, singing) +5, Ride +9, Sense Motive +9, Spellcraft +10, Improved Familiar, Improved Initiative, Iron Will, Lightning Reflexes.

Wizard Spells Prepared (5/5/4, base DC 13+spell level): 0 - detect poison (divination), light, mage hand, mending, message; 1st - expeditious retreat, ~~mage armor~~, shield, sleep, true strike (divination); 2nd level - scorching ray, fox's cunning, mirror image, see invisibility (divination).

Spellbook: 0 - acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance; 1st - alarm, charm person, comprehend languages, detect secret doors, disguise self, expeditious retreat, feather fall, identify, mage armor, mount, obscuring mist, protection from chaos, protection from evil, shield, silent image, sleep, true strike, unseen servant; 2nd - detect thoughts, eagle's splendor, fox's cunning, invisibility, locate object, minor image, mirror image, protection from arrows, see invisibility, scorching ray.

Languages: Common, Ancient Suel, Elven, Flan, Keoish, Old Oeridian, Sylvan.

Possessions: amulet of health +2, bag of holding (type I), circlet of persuasion, cloak of charisma +4, feather token (bird), meta-magic rod of lesser silence, ring of freedom of movement, pearl of power (1st) (x2), pearl of power (2nd), potion of remove blindness, ring of evasion, arcane scroll of fly - 5th level caster, arcane scroll of invisibility - 3rd level caster, vest of resistance +4 (as per the cloak of the same name), wand of magic missile (9th level caster).

Tactics: Calisse first protects herself. She casts *mage armor* ahead of time, if possible, and follows it up with *shield* on the first round of combat. If she is threatened, she casts *mirror image*. If she is relatively safe, she uses her offensive spells. She prefers to cast *true strike* before using her *scorching ray*. She makes liberal use of her *wand of magic missiles*. Calisse will back far away from any obvious threat, such as the hydra and gorgon in the final encounter.

Pwyll of the Verdant Ivy: male fey-blooded human, Brd9/Ftr1; CR 11; medium humanoid; HD 9d6+18 plus 1d10+2; hp 63; Init +2 (+2 Dex); Spd 30 ft.; AC 18 (+2 Dex,

+6 chain shirt +2) touch 12, flat-footed 16; Base Atk +7/+2; Grp +7; Atk +8 melee (1d8/19-20, masterwork longsword) or +10 ranged (1d8/x3, *thundering longbow* +1); Full Atk +8/+3 melee (1d8/19-20, masterwork longsword) or +10/+5 ranged (1d8/x3, *thundering longbow* +1); Face/Reach 5 ft./5 ft.; SA bardic spells; SQ bardic knowledge +14, bardic music, low-light vision, DR 5/cold iron, SR 15, ghost sound 3/day, invisibility 3/day (self only), major image 1/day; SV Fort +7; Ref +8, Will +6; AL N; Str 10, Dex 14, Con 14, Int 14, Wis 10, Cha 22.

Skills and Feats: Bluff +11, Concentration +14, Craft (Painting) +7, Diplomacy +17, Gather Information +13, Knowledge (arcana) +7, Knowledge (geography) +7, Knowledge (history) +7, Knowledge (local) +7, Knowledge (nature) +7, Knowledge (nobility) +7, Knowledge (religion) +7, Perform (Stringed Instruments) +21, Perform (Singing) +9, Ride +5, Sense Motive +5, Spellcraft +9, Swim +0, Tumble +8; Green Ear, Lingering Song, Point Blank Shot, Precise Shot, Rapid Shot, Spell Focus (Enchantment).

Languages: Common, Draconic, Dwarven, Elven, Flan, Giant, Gnome, Sylvan.

Spells Known: (3/5/5/3; DC = 16 [17 vs. enchantment] + spell level): 0 level—detect magic, mending, message, prestidigitation, read magic, summon instrument; 1st level—charm person, cure light wounds, remove fear, Tasha's hideous laughter; 2nd level—blur, glitterdust, sound burst, suggestion; 3rd level spells—crushing despair, dispel magic, good hope.

Fey-blooded Abilities: damage reduction 5/cold iron, spell resistance 15, ghost sound 3/day, invisibility 3/day (self only), major image 1/day, +1 Charisma.

Green Ear: You can alter any of your mind-affecting bardic music performances so that they influence plants and plant creatures in addition to any other creatures they would normally affect.

Possessions: amulet of health +2, +2 chain shirt, cloak of charisma +4, masterwork mandolin, masterwork longsword, *thundering longbow* +1, scroll of bear's endurance (2), scroll of break enchantment (2), scroll of bull strength (2), scroll of cat's grace (2), scroll of haste (2).

Tactics: Pwyll's first duty is to protect Princess Calisse. If she is threatened, he immediately moves to protect her. If she is safe, Pwyll then moves to support the party as much as possible. He inspires courage (or uses his *good hope* in the final battle on the icy river) and then uses a *scroll of haste*, relying on his lingering song to keep the morale bonus going. He uses his spells like *blur* and *crushing despair* to boost the PCs during combat. He dips into his scrolls if it seems prudent. He countersongs if the harpy begins to sing. If necessary, he'll rapid-shot using his *thundering longbow* +1. Pwyll maintains his distance from any large powerful melee creature, such as the gorgon or the hydra.

Encounter One

Spriggan: CR 3; Small Fey; HD 5d6+5; hp 27; Init +9; Spd 20 ft.; AC 19, touch 15, flat-footed 15 (+1 size, +4 Dex, +4 chain shirt); Base Atk +2; Grp -2; Atk/Full Atk +6 melee (1d6/19-20, short sword); Space/Reach 5 ft./5 ft.; SA sneak attack +3d6, spell-like abilities; SQ DR 5/cold iron, low-light vision, size change; AL CN; SV Fort +2, Ref +9, Will +3; Str 10, Dex 20, Con 12, Int 11, Wis 9, Cha 11.

Skills and Feats: Climb +5, Disable Device +7, Hide +14, Listen +6, Move Silently +10, Open Lock +12, Sleight of Hand +10; Improved Initiative, Weapon Finesse.

Spell-Like Abilities: At will – produce flame, scare, shatter. Caster level 8th; save DC 10 + spell level.

Size Change (Su): At will, spriggans can change their size in a fashion similar to the effect of an enlarge spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution and -2 to attack bonus and Armor class. A spriggan's short sword has the same attributes as a Large short sword when enlarged. An enlarged spriggan is unable to make sneak attacks or use its spell-like abilities.

Possessions: short sword, chain shirt.

Description: The creature resembles an ugly, mean gnome with greasy reddish-brown hair and dull, yellow skin. Its hair is grown to ridiculous proportions and the little beast proudly sports a bushy mustache, sideburns, and a ponytail. It's disgustingly unclean and exudes an almost nauseating smell of rancid flesh.

Enlarged Spriggan: Large Fey; HD 5d6+20; hp 38; Init +7; Spd 30 ft.; AC 16, touch 12, flat-footed 13 (-1 size, +3 Dex, +4 chain shirt); Base Atk +2; Grp +10; Atk/Full Atk +6 melee (1d8+6/19-20, short sword); Space/Reach 10 ft./10 ft.; SQ DR 5/cold iron, low-light vision, size change; AL CN; SV Fort +5, Ref +7, Will +3; Str 18, Dex 16, Con 18, Int 11, Wis 9, Cha 11.

Skills and Feats: Climb +9, Disable Device +4, Hide +4, Listen +6, Move Silently +8, Open Lock +10, Sleight of Hand +8; Improved Initiative, Weapon Finesse.

Spriggan Trapper: Spriggan Rgr2; CR 5; Small Fey; HD 5d6+15 plus 2d8+6; hp 51; Init +10; Spd 20 ft.; AC 22, touch 17, flat-footed 16 (+1 size, +6 Dex, +5 chain shirt); Base Atk +4; Grp +2; Atk +12 melee (1d6+2/19-20, masterwork short sword); Full Atk +10 melee (1d6+2/19-20, 2 masterwork short swords); Space/Reach 5 ft./5 ft.; SA sneak attack +3d6, spell-like abilities, favored enemy (animal), combat style (two-weapon combat); SQ DR 5/cold iron, Low-light vision, size change, wild empathy; AL CN; SV Fort +7, Ref +12, Will +3; Str 15, Dex 22, Con 16, Int 10, Wis 9, Cha 10.

Skills and Feats: Climb +7, Disable Device +8, Handle Animal +1, Hide +15, Knowledge (geography) +1, Knowledge (nature) +1, Listen +6, Move Silently +11, Open Lock +13, Sleight of Hand +11, Spot +2, Survival +4; Arterial Strike, Improved Initiative, Weapon Finesse, Track, Two-Weapon Fighting.

Spell-Like Abilities: At will – produce flame, scare, shatter. Caster level 8th; save DC 10 + spell level.

Size Change (Su): At will, spriggans can change their size in a fashion similar to the effect of an enlarge spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution and -2 to attack bonus and Armor class. A spriggan's short sword has the same attributes as a Large short sword when enlarged. An enlarged spriggan is unable to make sneak attacks or use its spell-like abilities.

Arterial Strike: If you hit with a sneak attack, you may choose to forgo +1d6 of extra sneak attack damage to deliver a wound that won't stop bleeding. Each wound cause in this manner saps an extra 1 point of damage per round from the victim, until the victim receives the benefit of a DC 15 Heal check or any cure spell or other magical healing. Wounds from multiple arterial strikes result in cumulative bleeding loss (two successful arterial strikes cause an extra 2 points per round until healed). You may deliver only one bleeding wound per successful sneak attack.

Possessions: masterwork short swords (2), mithral chain shirt +1, potion of aid, potion of invisibility (2), 150 gp, goggles of minute seeing (trapper #1), dust of illusion (trapper #2), oil of greater magic weapon +2 (trapper #3), potion of good hope (trapper #4).

Description: The creature resembles an ugly, mean gnome with greasy reddish-brown hair and dull, yellow skin. Its hair is grown to ridiculous proportions and the little beast proudly sports a bushy mustache, sideburns, and a ponytail. It's disgustingly unclean and exudes an almost nauseating smell of rancid flesh.

Enlarged Form Spriggan Trapper: Spriggan Rgr2; Large Fey; HD 5d6+30 plus 2d8+12; hp 66; Init +8; Spd 30 ft.; AC 18, touch 13, flat-footed 14 (-1 size, +4 Dex, +5 mithral chain shirt +1); Base Atk +4; Grp +6; Atk +14 melee (1d8+6/19-20, masterwork short sword); Full Atk +12 melee (1d8+6/19-20, 2 masterwork short swords); Space/Reach 10 ft./10 ft.; SA favored enemy (animal), combat style (two-weapon combat); SQ DR 5/cold iron, Low-light vision, size change, wild empathy; AL CN; SV Fort +10, Ref +10, Will +3; Str 23; Dex 18, Con 22, Int 10, Wis 9, Cha 10.

Skills and Feats: Climb +11, Disable Device +6, Handle Animal +1, Hide +3, Knowledge (geography) +1, Knowledge (nature) +1, Listen +6, Move Silently +9, Open Lock +11, Sleight of Hand +9, Spot +2, Survival +4; Arterial Strike, Improved Initiative, Weapon Finesse, Track, Two-Weapon Fighting.

Encounter Eight

Big Bad Wolf: Werewolf Ftr3; CR 5; Medium Humanoid (Shapechanger); HD 3d10+12 plus 2d8+8; hp 50; Init +3; Spd 35 ft.; AC 19, touch 15, flat-footed 16 (+3 Dex, +4 natural, +2 bracers); Base Atk +4; Grp +7; Atk +8 melee (1d6+3/20, claw); Full Atk +8 melee (1d6+3/20, 2 claws) and +6 melee (1d6+1/20, bite); Space/Reach 5 ft./5 ft.; SA Curse of lycanthropy; SQ Alternate form, wolf

empathy, damage reduction 10/silver, low-light vision, scent; AL CE; SV Fort +12, Ref +8, Will +5; Str 17, Dex 16, Con 18, Int 10, Wis 13, Cha 8.

Skills and Feats: Handle Animal +3, Hide +6, Listen +2, Move Silently +6, Spot +2, Survival +2; Dash, Improved Initiative, Improved Natural Attack (claw), Iron Will, Multiattack, Track, Weapon Focus (bite), Weapon Focus (claw).

Curse of Lycanthropy (Su): Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope, the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy. PCs infected receive the curse (see the Treasure Summary).

Alternate Form (Su): A lycanthrope can shift into animal form as though using the *polymorph* spell on itself, though its gear is not affected, it does not regain hit points for changing form and only the specific animal form indicated for the lycanthrope can be assumed. It does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to its own ability scores. A lycanthrope also can assume a bipedal hybrid form with prehensile hands and animalistic features.

Changing to or from animal or hybrid form is a standard action. A slain lycanthrope reverts to its humanoid form although it remains dead. Separated body parts retain their animal form, however. Afflicted lycanthropes find this ability difficult to control, but natural lycanthropes have full control over this power.

Lycanthrope Empathy (Ex): In any form, lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Dash: If you are wearing light armor or no armor and are carrying a light load, your speed is 5 feet faster.

Possessions: bracers of armor +2.

Description: See *Monster Manual*.

Harpy: female harpy, hp 42; see *Monster Manual*, except that the harpy uses a composite longbow instead of a club and it has the feats Point Blank Shot and Precise Shot instead of Flyby Attack and Persuasive. The harpy has the following attack bonuses with the composite longbow: Atk +9 ranged (1d8/20, composite long bow); Full Atk +9/+4 ranged (1d8/20, composite long bow).

Harpy Archer: Harpy Ftr2; CR 6; Medium Monstrous Humanoid; HD 7d8+7 plus 2d10+2; hp 64; Init +4; Spd 20 ft., fly 80 ft. (average); AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural); Base Atk +9; Grp +11; Atk +14 ranged (1d8+3/20, composite longbow (+2 Str bonus) +1 bane (dwarf)) or +11 melee (1d3+2/20, claw); Full Atk +14/+9 ranged

(1d8+3/20, composite longbow (+2 Str bonus) +1 bane (dwarf)) or +11/+6 melee (1d3+2/20, claw); Space/Reach 5 ft./5 ft.; SA Captivating song; SQ Darkvision 60 ft., AL CE; SV Fort +7, Ref +8, Will +5; Str 14, Dex 19, Con 13, Int 8, Wis 10, Cha 16.

Skills and Feats: Bluff +9, Intimidate +5, Listen +6, Perform (oratory) +5, Spot +3; Flyby Attack, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot.

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed on a DC 16 Will save or become captivated. This is a sonic, mind-affecting charm effect. A creature that successfully saves cannot be affect again by the same harpy's song for 24 hours. The save DC is Charisma based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivate creature to attempt a new Will save.

Possessions: composite longbow (+2 Str bonus) +1 bane (dwarf), Quaal's feather tokens (whip) (2).

Description: See *Monster Manual*.

Sesonya the Nymph: female nymph, hp 32; see *Monster Manual*, except that Sesonya has the following spells prepared.

Druid Spells Prepared (6/5/4/3/1; save DC 13 + spell level): 0 – cure minor wounds, detect magic, flare, guidance, light, resistance; 1st – cure light wounds, entangle, ~~longstrider~~, magic fang, obscuring mist; 2nd – ~~barkskin~~, bear's endurance, bull strength, bull strength; 3rd – call lightning, protection from energy, ~~wind wall~~; 4th – dispel magic.

Appendix Two: The Plane of Faerie

Faerie has the following traits as defined by the *Manual of the Planes*, p. 210-211.

Light Gravity: The gravity of this plane is less intense than on the Material Plane. Characters suffer -2 circumstance penalty on attack rolls, and Balance, Ride, Swim, and Tumble checks. All items weigh half as much. Weapon ranges double, and characters gain a +2 circumstance bonus on Climb and Jump checks. Falling characters take 1d4 points of damage for each 10 feet of the fall, to a maximum of 20d4 points of damage.

Infinite Size: At the very least, the Plane of Faerie is as large as the Material Plane.

Alterable Morphic: Objects remain where they are unless affected by physical force or magic.

No Elemental or Energy Traits: Sections of the plane may have minor positive-dominant or minor negative dominant trait, but Faerie as a whole does not. The inside of the Home Beneath the Snowy Boughs has a minor positive-dominant trait.

Mildly Neutral-Aligned: A mildly neutral aligned plane does not apply a circumstance penalty to anyone.

Enhanced Magic: The Plane of Faerie is highly magical and the Seelie realm of the Home Beneath the Snowy Boughs is welcoming to traveler. As a consequence, all creatures within the realm gain *winterland stride*. This ability allows all creatures to act as if they were wearing *boots of the winterlands*. Creatures may move their normal speed across snow and ice. Furthermore, they leave no tracks. Finally, creatures are warmed as if affected by an *endure elements* spell. (**NOTE:** This is a change from the *Manual of the Planes* version of the Plane of Faerie.)

Flowing Time: For every day spent on this portion of the Plane of Faerie, a minute passes on the Material Plane. (**NOTE:** This is a change from the *Manual of the Planes* version of the Plane of Faerie.)

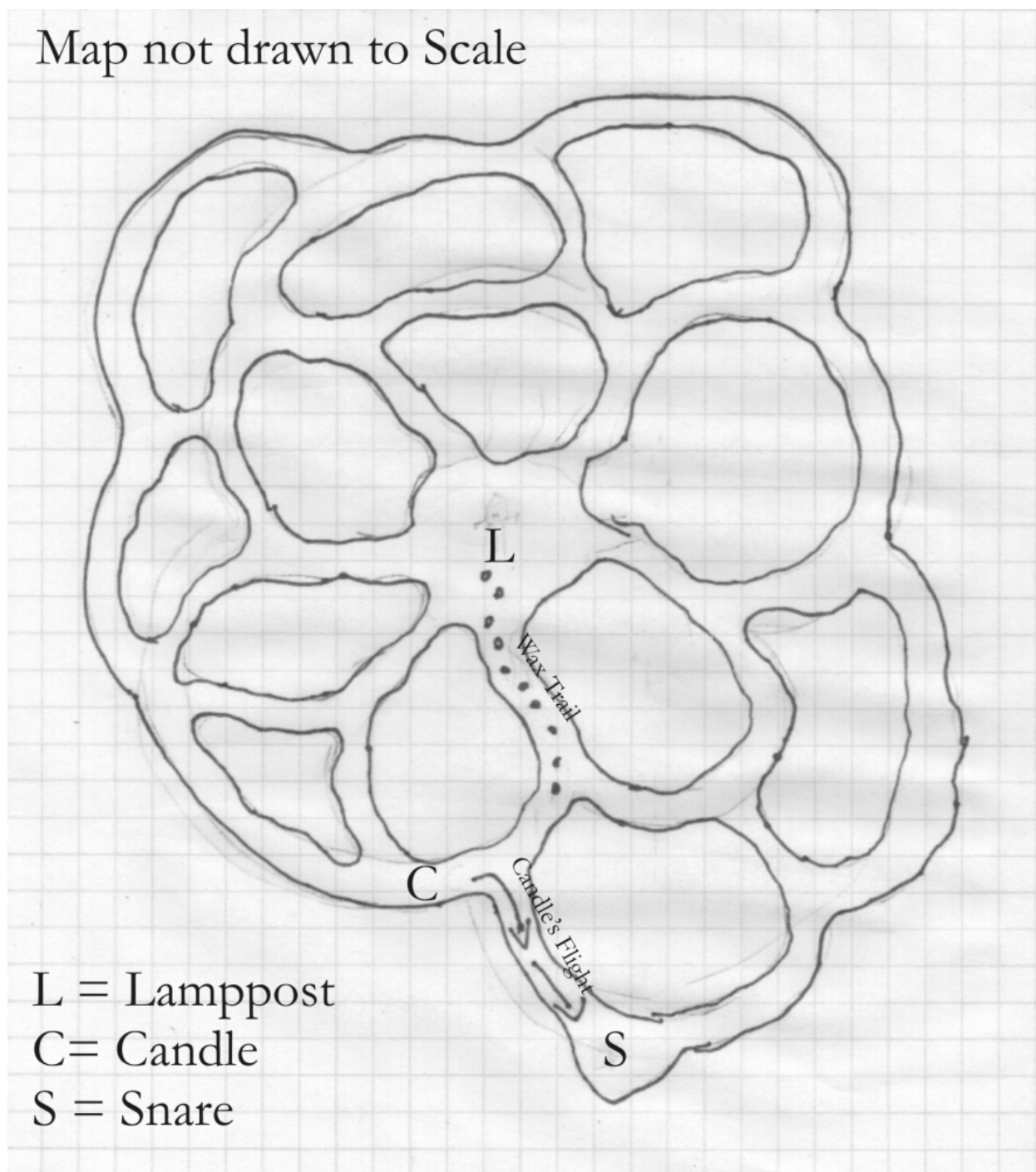
The Plane of Faerie is coexistent with the Material Plane and can be reached without passing through the Astral Plane. It is a separate plane from the Transitive, Inner, and Outer Planes.

Portals to the Plane of Faerie only appear at certain times, such as during a new moon, at equinoxes, or once every ninety days. Such portals often exist within standing stones or pools on the Material Plane.

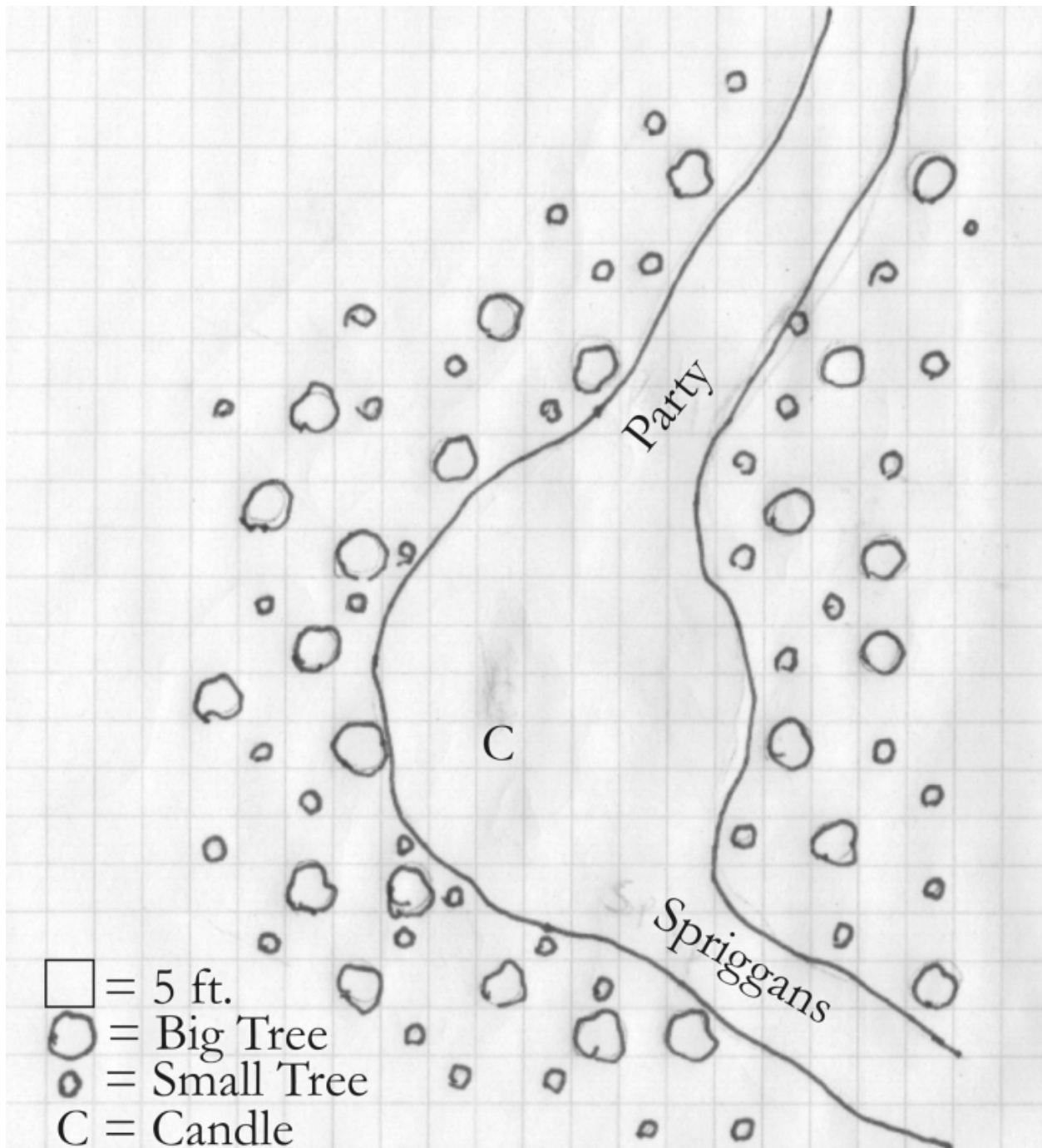
Because the Plane of Faerie doesn't connect to the Astral Plane, the Ethereal Plane, or the Plane of Shadow, spells that use those planes do not function on the Plane of Faerie. These spells include, but are not limited to: *astral projection*, *blink*, *dimensional anchor*, *dimension door*, *ethereal jaunt*, *etherealness*, *greater shadow conjuration*, *greater shadow evocation*, *Leomund's secret chest*, *shades*, *shadow conjuration*, *shadow evocation*, *shadow walk*, *summon monster (i-ix)*, *summon nature's ally (i-ix)*, *summon swarm*, *teleport*, *teleportation circle*, *teleport without error*, and *vanish*.

DM Aids: Map #1 – The Forest Maze

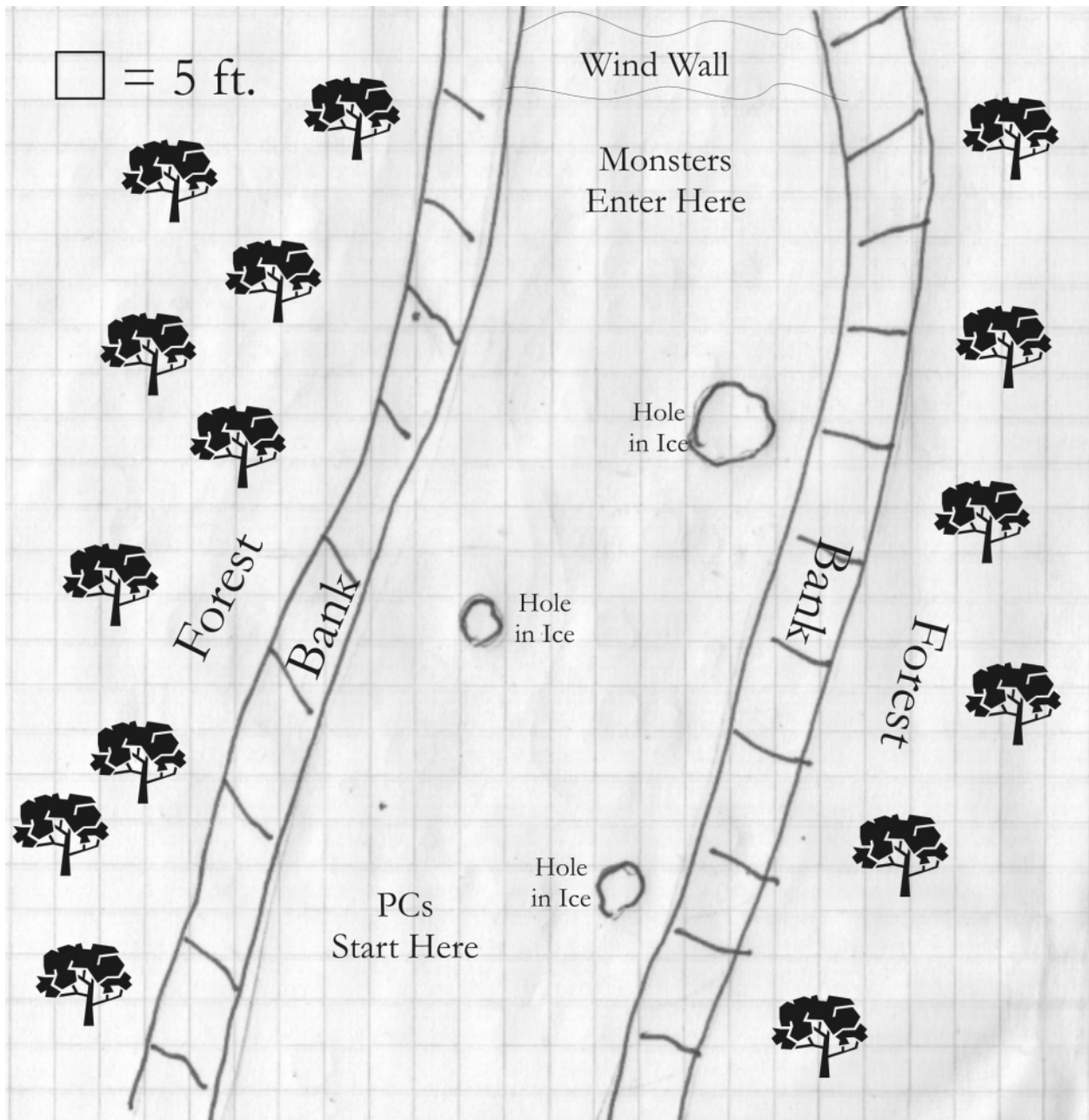
Map not drawn to Scale



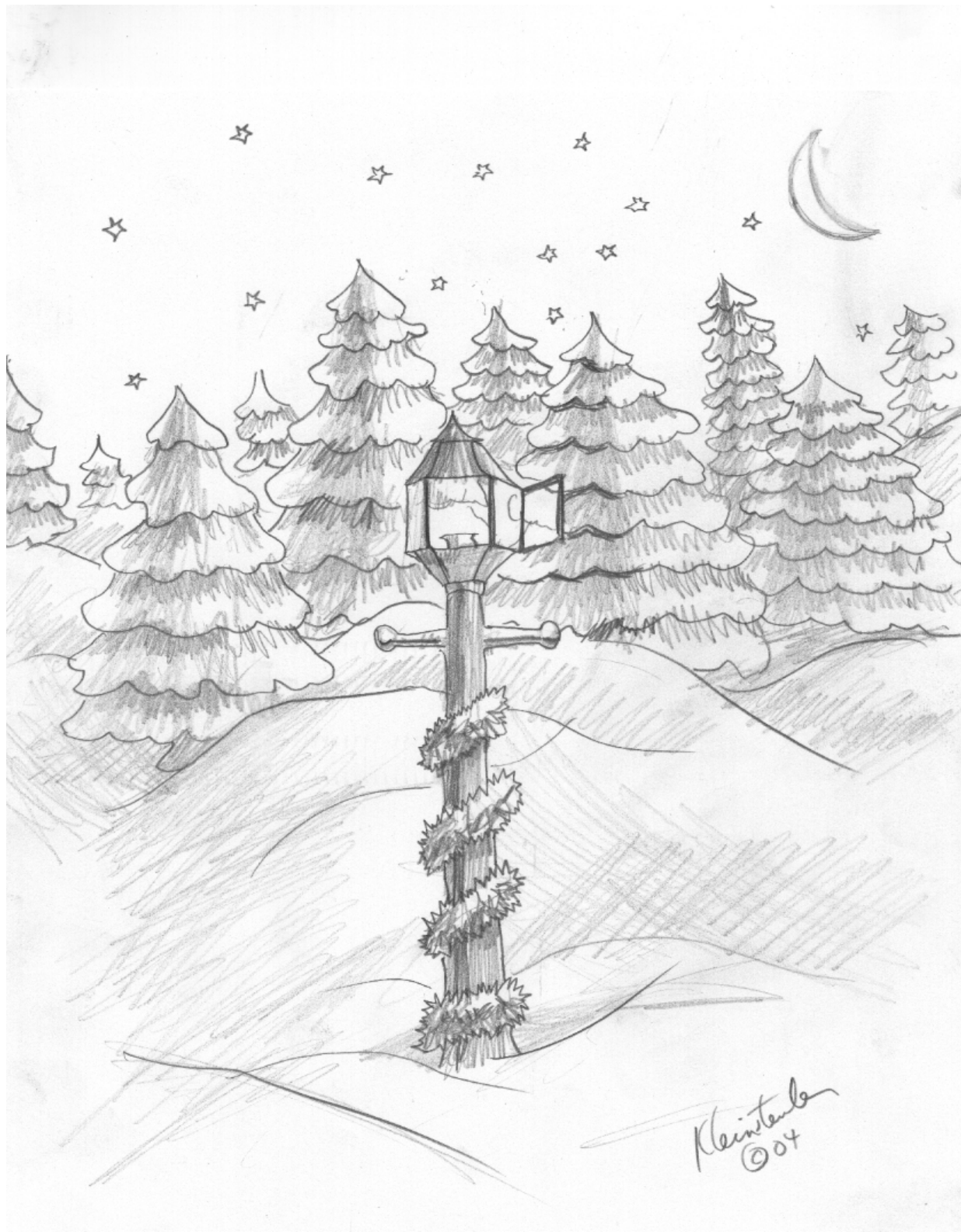
DM Aids: Map #2 – The Spriggan's Snare



DM Aids: Map #3 – The Icy River



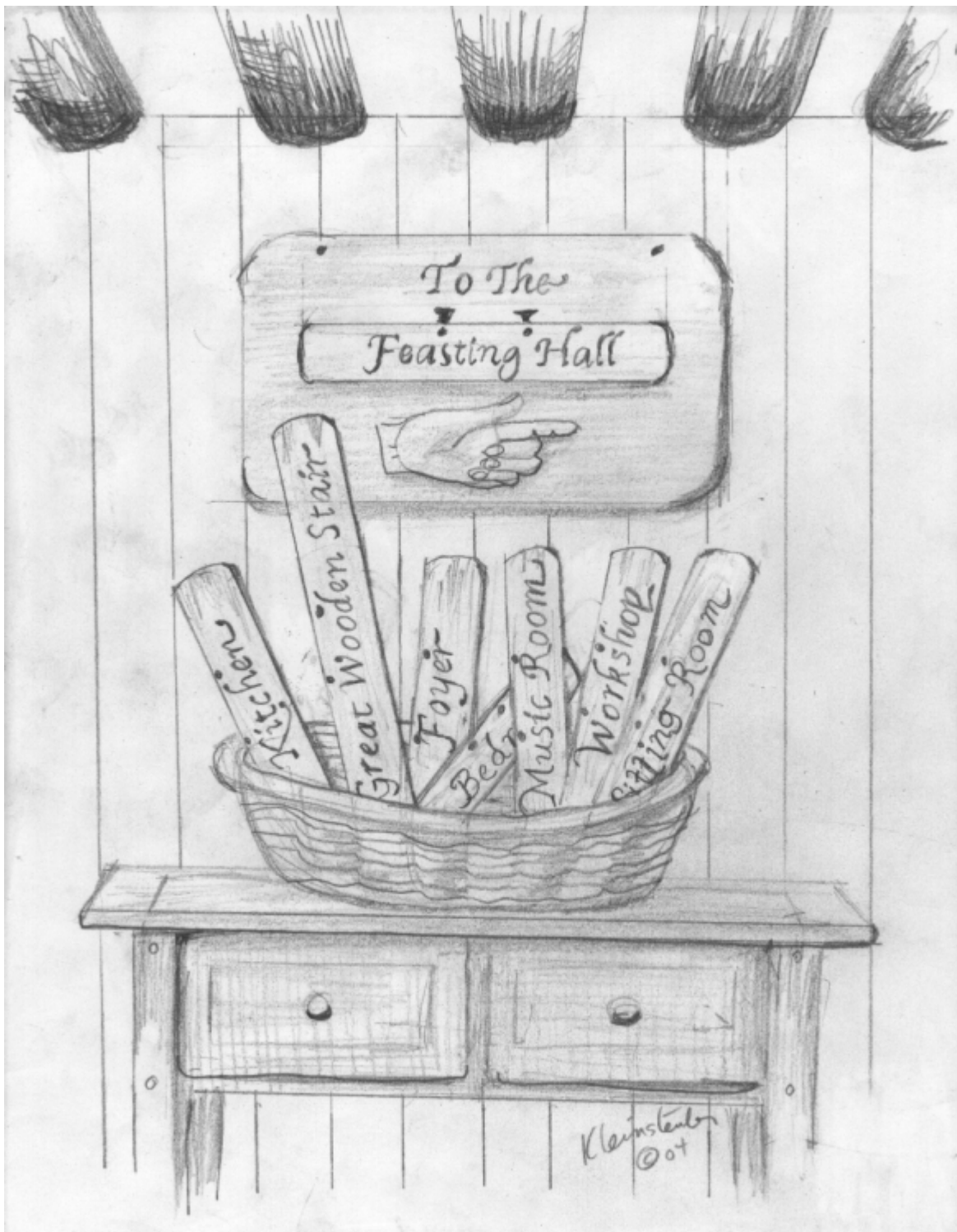
Player Handout #1



Player Handout #2



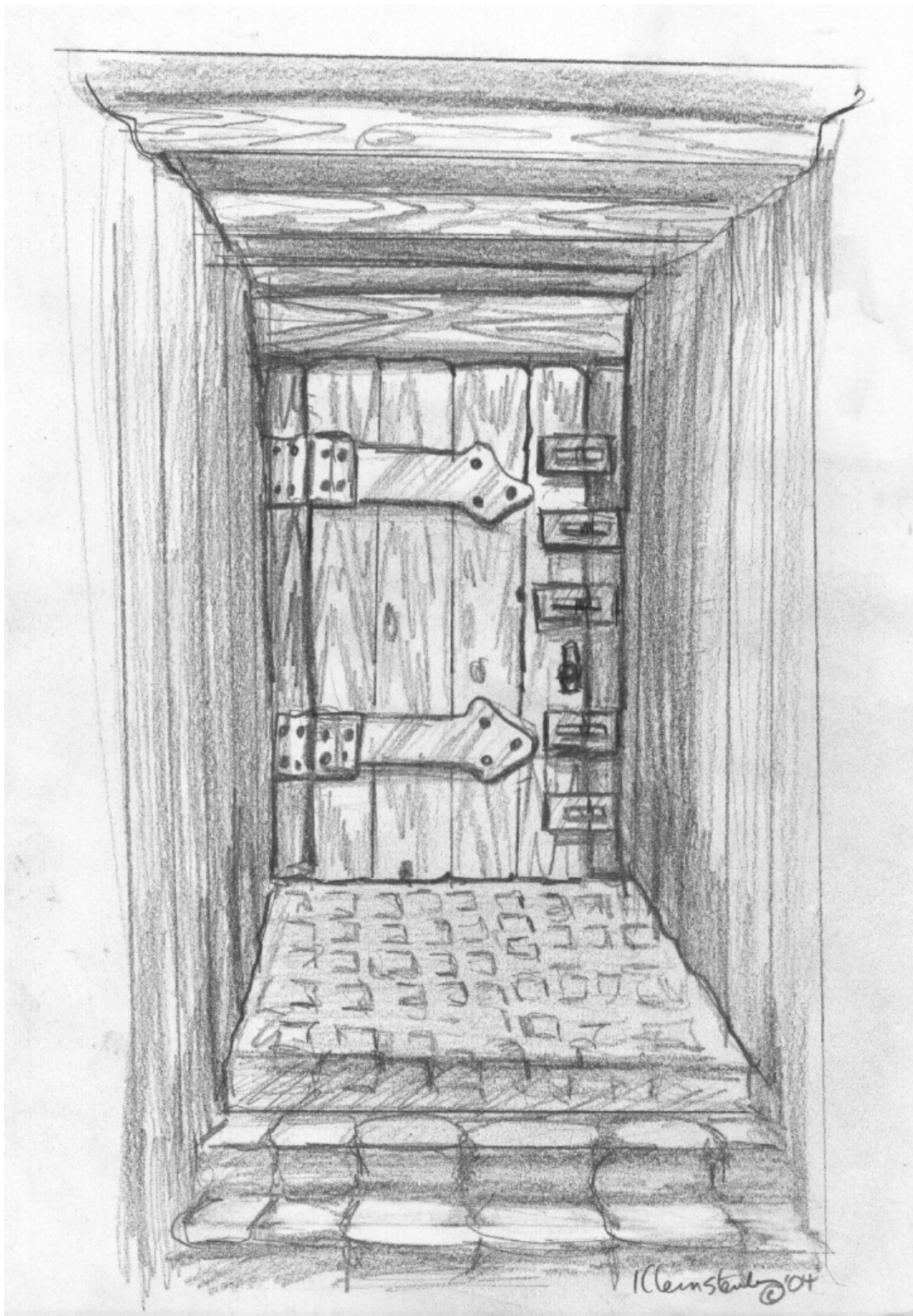
Player Handout #3



Player Handout #4



Player Handout #5



Player Handout #6

	Starting Position	1st Throw	2nd Throw	3rd Throw	4th Throw	5th Throw	6th Throw	7th Throw	8th Throw
Lock #1	Closed								
Lock #2	Open								
Lock #3	Open								
Lock #4	Open								
Lock #5	Open								

	Starting Position	1st Throw	2nd Throw	3rd Throw	4th Throw	5th Throw	6th Throw	7th Throw	8th Throw
Lock #1	Closed								
Lock #2	Open								
Lock #3	Open								
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Lock #1	Closed								
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