

GEO4-05

# Vision of a Lighted Path

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Geoff Regional Adventure

Version 1.0

**By Alisa Clary**

Playtested by Shawn Lasseter, Alex Lasseter, Wes Wright, Mel Arp, Dan Cassidy, Teos Abadia, Byron Roberts, Jon Tom, Joe Tom, Joe Flanagan, John Spey

Word comes from the Dim Forest. The Shadows threaten to overrun the elves, covering the woodlands in darkness and blotting out the light. But Ehlenestra has not forsaken her people in their time of need. The path has been opened. The path has been prepared. But the path remains to be taken. A Geoff regional adventure for APLs 6-12, and Verse Four of the Song of Fell Shadows.

Any character with the designation as an elven “kinslayer” or an “elfslayer” cannot play this adventure.

Based on the original DUNGEONS & DRAGONS<sup>®</sup> 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.

If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or

fewer animals of this type, and animals with different CRs are added separately.

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

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

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

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

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or sometimes even five 1<sup>st</sup>-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 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.

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

### **Time Units and Upkeep**

This is a standard one-round Regional adventure, set in the Grand Duchy of 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.

## Adventure Background

A year ago, a vortex appeared in a river near the Dim Forest. To most, it was a shooting star. The priestess believes that the vortex was formed when Ehlonna shot an arrow from the Beastlands, Ehlonna's homeland, to the Dim Forest. It was to be a passageway. However, when the body of Alexander Stonehouse was placed in the vortex, it changed the location of the passageway.

Information about the vortex comes from Ehlonna through Lorindoriel in the form of visions. Lorindoriel is an elven High Priestess of Ehlenestra and runs the temple in the wood elven city of Fuirona. A year ago, Lorindoriel had a vision from her goddess that the body of Alexander Stonehouse had returned to his ancestral tomb and that body was crucial to the future of the Dim Forest.

Lorindoriel told Darlon Lea about her vision and he agreed to go to Tir-en-Mortem, where the Stonehouse tomb is located. Unfortunately, the elven city had been overrun by shadows and the way was perilous. After Darlon left, divinations showed that he was in grave danger. When Darlon Lea reaches Tir-en-Mortem, he is able to fight his way through most of the shadows, but a blackguard appeared and cut off his head. Lorindoriel began to look for some way to help Darlon. She found that help from some adventurers and was then able to resurrect Darlon Lea.

Five years ago, in CY 589, Darlon Lea was the highest-ranking Gyric noble in Geoff. He worked with the Gran March military, in particular Knight Field Marshal Dispatcher Alicia Helanasdotter, to rebuild Hochoch after the giant occupation, but disagreed with many of their methods. In particular, he strongly disapproved of the timbering in the Oytwood and Dim Forest to build the border keeps.

Darlon Lea was arrested by Helanasdotter for treason and cast into the dungeon under Caer Dwr Gwyldy to await trial. There, Neumann, under the control of the faerie, met with Darlon Lea and convinced him to flee.

Helanasdotter held the trial in his absence. Without Darlon there to defend himself and with the added evidence of his flight, he was pronounced guilty and sentenced to die by beheading. An enormous bounty was placed on his head. Darlon Lea has remained in the Dim Forest ever since.

Because of his work with the wood elves and his experience in battle, Darlon Lea was named the Kanótaurë. The tribes all accept him as the warlord that rules over all the tribes.

Although the wood elves accept Darlon Lea in their community, he gave up his position as a noble in Geoff. Other Gyric nobles have risen to power. Currently, Grand Duke Owen has gone missing on some sort of mission. His wife, Calisse has gone to find him. Their son and the heir apparent to the Griffon Chair, Rhys, is with the Old Faith Druids. With the Brenin gone, Sierra Blackblade has been named as the Regent.

A recent agreement between Geoff and the Gran March has caused an influx of troops from the Army of Retribution into Geoff. Specifically, the town of Hochoch and all lands up to the Javan river has been promised to the Gran March in exchange for military assistance against the giant armies in Gorna and Pregmere.

Recently, the Gran March has declared full ownership of the area. It is Gran March justice that rules what was previously the Arweth Cantrev. Padrig ap Bedwyn is to be named Count of the area as part of the agreement made between the Regent and the Gran March. Any lands in the Dim Forest are considered to be under the rule of the wood elves and not the Gran March.

## Adventure Summary

### Introduction

The PCs receive a message from Kinkaid pleading for immediate help in the Dim Forest. Two druids assist in transporting the PCs to what they believe is a safe location.

### Encounter 1 – Battle in the Dim

The PCs arrive in the Dim at a spot designated by Kinkaid. Unfortunately, the line of shadow creatures has pressed forward and the PCs find themselves in the middle of a silent combat. The wood elves are trying to hold off the front of fades and shadow creatures. As the PCs try to help, creatures attack them.

### Encounter 2 – A Way to Stop the Shadows

During a lull in the overall battle, the PCs meet Darlon Lea who is frustrated with the continual onslaught of the shadow creatures. Adwen merch Lyneth, the newly appointed field commander of the Order of Shining Beacons is introduced to the PCs.

Lorindoriel steps forward and speaks of a vision she had from Ehlenestra. She sees three things in her vision – an arrow being shot from a magnificent bow, the Dim Forest without the shadow creatures, and a path lit with floating lights. She asks the PCs to help her unravel the mystery.

### **Encounter 3 – The Lands Beyond the Vortex**

The PCs are led to the vortex in the Javan river and step through. They find themselves in the Beastlands, the home plane of Ehlonna. By talking with different beings in the Beastlands, they discover that there are creatures in another layer of the plane that may be able to help them in the Dim. Kort, a barriaur agrees to lead the PCs to Brux where the illusern live and serve as guides for planar travelers going through the portals.

### **Encounter 4 – The Swamps of Brux**

Kort leads the PCs through the swamps of Brux with the intention of taking them to the Shepherd's house. The Shepherd is the caretaker of the illusern. However, when the PCs arrive, the Shepherd is missing. They follow his trail to a gate leading to Elysium.

### **Encounter 5 – Paradise Found**

The PCs enter Elysium and eventually find the Shepherd. He has spent so much time in Elysium he has fallen prey to its lure. Once the PCs convince him to return home, he remembers some of his illusern are missing. Together, the Shepherd and PCs find the illusern.

### **Encounter 6 – A Gift Not Easily Given**

The PCs have returned the Shepherd and his missing illusern to the Beastlands. As payment for helping him, the Shepherd sends some illusern back with the PCs to the Material Plane. The PCs must promise to find an appropriate person to take on the full time responsibility of caring for the illusern once they are in the Dim Forest.

### **Encounter 7 – Returning to the Vortex**

The PCs return to the Material Plane with the illusern. As they step through the vortex, they interrupt a ritual to unhallow the ground around the vortex. Adwen and Lorindoriel have been taken hostage and are to be used as a sacrifice for a later ritual. As combat ensues, the true story comes out – the Ancient Shadow Dragon sent hirelings to stop the Shepherd and close the

vortex so she could use the entire Dim Forest as her lair.

### **Conclusion**

The PCs have succeeded in bringing light to the Dim Forest. The illusern form lit paths through the trees and make enough light to drive back the shadow creatures. As the PCs are being led to the wood elven village for a celebratory feast, the vortex closes and disappears.

## **Introduction**

**Important Note:** Any player with the designation as an elven “kinslayer” or an “elfslayer” cannot play this adventure.

Prior to play, ask if any player characters (PCs) have lost any animal companions or mounts at any time in their adventuring career. Get as much information as possible to use in Encounter Three.

The players may start the module from any location. Most likely, they are in Hochoch, Preston, or Caer Rhiniog. Modify the directions given in the box text to appropriately reflect the location of the Dim Forest relative to the PC's location.

Regardless of where the PCs are, a grey squirrel scampers around, chittering at them. Although it's not an uncommon sight, there's something about this squirrel. He seems rather intent on getting attention from you.

A successful Spot check (DC 15) reveals to the PC that there is a small note tied around the squirrel's neck. If the PC takes the note continue reading.

***The note was written with a charcoal pencil. The handwriting is a bit hard to read since it's so small, but it is legible. The note reads:***

***“The Fades are attacking. They have pushed us back over the Javan. Meet Cailan, the druid, at the Old Oak in Hochoch this coming Waterday. She will bring you here to help. Our need is great. Please hurry! — Kinkaid”***

How far away Waterday is depends on where the PCs are. If the PCs have to travel to get to Hochoch, then Waterday is a couple days away and the PCs can get there in plenty of time. If the PCs are in Hochoch, Waterday is the next day.

Using the spell *Speak with Animals* on the squirrel reveals the following:

- The squirrel came from the big woods in the direction that the sun appears.
- A female friend of the woods asked him to come here and wait for someone who matches your description to take the note from him.
- He was happy to leave the woods because there were scary things there that the woman was trying to kill.

The Old Oak is the huge, ancient oak tree in the middle of Old Oak Square in the hilltop district of the Hochoch. A successful Knowledge (Local Sheldomar), Bardic Knowledge, or Gather Information (DC 5) supplies this information to the PCs. The Old Oak is a well-known place in Hochoch.

If the PCs attempt to get assistance from any organizations (the Old Faith, the Knights of the Watch or Dispatch, the Army of Liberation), they are told that it would take many days to shift resources to reinforce the Dim. If the elves need immediate assistance the PCs are the only assistance available right now.

If the PCs choose not to do anything about the note, the adventure is over. Go to **Conclusion A**.

If the PCs choose to go find the druid, they have no trouble getting to the Old Oak.

***As you approach the Old Oak, you notice others approaching as well.***

At this point, allow the players the opportunity to introduce their characters and provide descriptions.

***As you get closer, you see two women dressed in hides and wool clothing waiting by the tree. Feathers are braided into the long, dark hair of the human, forming a crown around her head.***

***A second druid is a wood elf, but she appears to be years younger than human druid. Instead of feathers, she wears flowers tucked into her long locks of hair.***

***With no trace of emotion the human druid says, "You are here. You are needed to help maintain the Balance. Come, step forward and we shall take you where you are needed most."***

The human woman is Cailan, an Old Faith Druid. She is middle-aged and of Flan descent. She has dark brown hair and dark eyes. Though friendly, she understands the necessity for getting the group to Kinkaid and Darlon Lea quickly. She

realizes there is no time for chitchat and small talk right now. She talks with a strong sense of balance and the cycle of life. She is very in tune with nature and its ways.

The elven druid is Niandria. She does not speak at all, except to read the scrolls to take the PCs to the Dim Forest.

If anyone has animal companions that are larger than Medium size, the druid casts *reduce animal* (Spellcraft DC 17) to reduce the creature's size to Medium. Should it be needed, each druid also has a scroll of *reduce* that can be used to make any Large sized PCs medium sized.

***Cailan reaches out her hands to you. "It is time. The trees have spoken and they are ready. We have arranged a meeting place with Kinkaid that is far enough from the place where they fight the Shadows that you shall arrive in safety."***

The two druids read scrolls. A successful Spellcraft check (DC 21) tells the PC that the druid cast *transport via plants*. They must all be in physical contact to travel through the tree.

If the PCs refuse to enter the Old Oak, go to **Conclusion A**.

Once the PCs enter the Old Oak, go to **Encounter One**.

## Encounter One: Battle in the Dim

***You step through the oak tree and into the Dim Forest. As you get your bearings, you realize that you are not at all in a safe spot as promised. While you are certainly in the Dim Forest, shadow beasts from a child's nightmare surround you. However, these creatures are heading in a very specific direction. They slip through the woods from your left to your right where they are met by a large contingent of wood elves.***

***You hear an occasional sound of battle, but more striking is the silence. There is no noise as these creatures walk on the leaves and sticks. They move through the thick woods in droves with an uncanny quiet. There is no sound of steel as their weapons meet those of the elves. The arrows hitting them make no noise – not even the thud of arrow into flesh.***

If there are animal companions that were reduced, once on the other side, both druids takes enough

time to dispel the *reduce animal* spell. Both druids wildshape into birds and fly off to get more help.

***Mixed in among the elves are others wearing an armband marked with the horn of a unicorn over a sunburst. The groups fight side by side without any hesitation.***

***Squared off in the center of the fray are a dragon formed of shadows and a seasoned warrior who fights with a sword in one hand and an axe in the other. Beside him is a female half-orc woman who fights like a tiger. He bellows orders to the elves about him and the attacks the dragon with a vengeance.***

The man is Darlon Lea, the Kanótaurë (warleader) of several tribes in the Dim Forest. PCs who played Mourning of a Risen Sun recognize him immediately. PCs can also recognize him with a successful Knowledge (nobility and royalty) check (DC 10), Knowledge (local – Sheldomar) check (DC 15), or a Bardic Lore check (DC 10). This check also tells the PCs that Darlon Lea is an outcast of the Gyric high court; he forfeited his noble title and lands. Eventually, he accepted the position of Kanótaurë – warlord of the wood elves.

The half-orc is Lilly Gellsblood, another veteran of the Legacy of Valor. PCs can also recognize her with a successful Knowledge (nobility and royalty) check (DC 15), Knowledge (local – Sheldomar) check (DC 20), or a Bardic Lore check (DC 15). She was part of the Olwythi gan Gyruuff (rangers of Geoff) along with Darlon Lea during the Legacy of Valor. She later resigned her rank with them, when she was passed over for First Ward because of her race.

***Darlon Lea and Lilly are not making much headway. It appears to be a stalemate. As the dance of battle continues, there is flash of armor and a more slender companion joins the fight next to the ranger lord.***

The new arrival is Adwen, the head of the Order of the Shining Beacons, who is described later.

The PCs should move toward the shadows and Darlon Lea. If necessary, you may need to urge the PCs to go in that direction by commenting that the elves are getting pushed back. If the PCs just do not take the hint, then the shadow creatures come to them.

It takes one round of double movement to reach the edge of the line of shadow creatures that is pressing closer on one side of Darlon Lea and his

wood elf army. When the PCs arrive, read the following:

***Before you can do much else than take in the scene, some of the shadows notice you. The creatures slink toward you with obvious malicious intent.***

At APLs 8 and 10, also read the following

***A second shadow dragon slithers its way through the forest. It first seems intent on joining its kin in fighting Darlon, but it spies you and it grins in anticipation as it heads toward you.***

### **Terrain and Environment**

See **DM Aid: Map #1** for the layout of the battle mat.

**Environment:** The tree trunks are 10 ft. across and approximately 40 ft. apart. Because of the density of the trees, they are limited to a double movement.

Because of the heavy canopy, low-light vision is needed to see completely. Creatures with the shadowblend ability have an advantage because of all the shadows in the woods. The tree canopy is at 40 ft. so flying creatures and PCs cannot go any higher than that without a serious detriment to their maneuverability.

**Judges Note:** Because the shadowblend ability works throughout the Dim Forest, the EL on this encounter has been raised by 1.

The druids that got the PCs to the Dim Forest have left to get help. They are not included in the battle.

The PCs must survive for a period of time, lasting no more than 10 rounds. At that time rounds, but no more than 10 rounds before then the elves reach the PCs and the shadows retreat. If the PCs are being badly beaten very quickly or the combat is taking unusually long, the wood elves should come in after the 5th round of combat. If, however, the PCs seem to be making good headway and it's moving well, the elves do not show up until the combat is over, but should not show up any later than 10 rounds into the combat.

### **APL 6 (EL 9)**

**Shadow Mastiffs (3):** hp 33; see *Monster Manual* p. 222.

### **APL 8 (EL 11)**

**Shadow Mastiffs (6):** hp 33; see *Monster Manual* p. 222.

### **APL 10 (EL 13)**

**Mhissalair:** hp 168; See *Appendix 1*.

**Advanced Shadow Mastiffs (2):** hp 78; See *Appendix 1*.

### **APL 12 (EL 15)**

**Mhissalair:** hp 214; See *Appendix 1*

**Advanced Shadow Mastiffs (2):** hp 78; See *Appendix 1*.

### **Tactics**

APL 6 & 8 – The shadow mastiffs have the shadowblend ability, which gives the PCs a 50% mischance on each hit. The mastiffs use their bay ability early to try to scare off as many of the PCs as they can. From there, they flank when they can to improve their chances of doing damage to the PCs.

APL 10 & 12 – The tactics listed above apply to these combats as well. However, the shadow mastiffs also try to corner the PCs and keep them in one place so the shadow dragon can breath on them, causing them to loose negative energy levels.

The shadow dragon uses as much magic and as many breath weapon attacks as he can rather than his claws or bite. Once he is down to 25% of his total hit points or the wood elves appear, he leaves as quickly as he can.

Assuming the PCs are victorious, read the following.

***Your actions have pulled some of the heat off the wood elves, who fight like devils and finally, they manage to defeat enough of the shadow creatures, that the rest are pushed back.***

***There's a flash of light from the woman's shield and the area around them is brightly lit. Darlon Lea, Lily Gellsblood, and the woman in half-plate armor finally force the shadow dragon to flee. With a great gust of wind and a mighty, but silent flap of his wings, the shadow dragon takes flight. Despite the density of the trees, it has no trouble flying right through the trees. Its wing tips seem to disappear as they***

***cut through the tree trunks. In only a matter of seconds, the dragon is gone.***

Once the enemy has been dealt with, go to **Encounter Two**. If the PCs are defeated, go to **Conclusion A**.

## **Encounter Two: A Way to Stop the Shadows**

As the PCs look around, there are hundreds of wood elves. Clerics with the armband of the Order of Shining Beacons (denoted by a unicorn's horn imposed over a sunburst) are doing their best to heal those who can be saved.

***During this lull in the battle, a young elven woman with dark curly hair drops out of a tree and lands next to you. She flips a curl of hair out of her eyes and says, "Looks like someone got my message."***

For those that have met her before, this is Kinkaid, Darlon Lea's niece. PCs who played Mourning of a Risen Sun recognize her, as do those who make a successful Knowledge (Local – Sheldomar) check (DC 15), Knowledge (nobility or royalty) (DC 20), or Bardic Lore check (DC 15).

Kinkaid is a young, attractive wood elf. She is playful and spirited. Always with a smile on her face, Kinkaid is friendly, but eager to introduce the PCs to her uncle. She defers to his judgment and wisdom as the Kanótaurë.

Kinkaid gladly talks to the PCs. If they asked why they were put out at a tree in the middle of a battle, she tells them that it was not in the middle of the battle when they picked the tree.

After some small talk, Kinkaid takes the PCs to meet with Darlon Lea.

### **Meeting with Lorindoriel**

***"Come on. I'll introduce you to my uncle. He'll know what to do with you." Kinkaid leads you to Darlon Lea, Lily Gellsblood and the woman, who are deep in conversation. As you walk over to them, you can overhear Darlon Lea say, "Good timing, Adwen. And good call on creating that light. The dragons and fades didn't like it at all. A pity we have to fight them in the 'Dim' Forest."***

The woman in plate armor who cast light is Adwen merc Lyneth. She is fairly young (in her late 20s) and carries herself with the confidence of an



experienced warrior. Wisps of dark hair flutter out from under her helm. She wears a bastard sword strapped across her back. Though covered in blood, guts and mud, her armor appears well cared for, as does the rest of her equipment. There is no doubt she knows what she is about when it comes to warfare.

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

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

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

***“Hiya, uncle,” Kinkaid says as she joins the group. “I found some lost puppies and wanted to take them home and keep them. Can I? Please?”***

The PCs are free to say they are not lost puppies. Kinkaid is just having some fun with them.

***Darlon shakes his head at Kinkaid and then turns his attention to you. “Your arrival was well timed. Thank you for your help. I just hope we can keep those creatures pushed back this time. It’s become almost a weekly ritual to come out and hold this line. We can push them back, but we’re losing good people every time.” He looks around at the dead.***

The PCs should probably want to know what is going on. Below are some questions the PCs may have and Darlon’s answers.

Q. When did the Fades start attacking in such force?

***“About two months ago. They started with some sorties, but that quickly became a flood. It’s like Shady’s been storing up for this push.”***

Q. Why are the Fades pushing so hard now?

***“You’ve got me. One of the problems with these things is that we can’t interrogate them. We have no idea what they are thinking.”***

Q. How far have the Fades pushed?

***“They have claimed everything on the west side of the Javan River. We didn’t have any camps over there, so we couldn’t hold them off.”***

Q. Where are we now?

***“You are about five miles north of Endéryn. Another couple attacks like this, and we’ll have to abandon the town.”***

Q. Why were we summoned?

***“Isn’t it obvious? We need help. Lorindoriel asked us to find brave men and women who could go on a quest for her. Kinkaid said that she knew some people.”***

Q. Why did Kinkaid choose us?

Kinkaid answers this question. ***“Because you’re good at what you do.”*** If the PCs have helped her in Mourning of a Risen Sun, Kinkaid mentions that to them. If not, then Kinkaid says that she was told of their exploits through some friends that she has in the prydythi.

Darlon concludes the conversation with:

***“We need a more permanent solution. This is like plugging a raging river with a pile of pebbles.” He runs his hand through his dark hair.***

Allow the PCs the opportunity to suggest alternatives to Darlon Lea. These might include an assault on Derelion, an attempt to close the Shadow Rift, or a resettlement away from Derelion. Before the group reaches consensus, Lorindoriel arrives.

### **Meeting with Lorindoriel**

***An elven woman approaches the group. She is slender and serenely beautiful. Her long blond hair falls loose down her back and the pale green dress she wears seems to flow with every movement of her graceful limbs.***

For those PCs that do not recognize Lorindoriel, Adwen introduces the elven cleric as Lorindoriel, the huntress of Ehlenestra. She is the keeper of the temple in Fuinorna. Adwen then suggests that the PCs introduce themselves.

Lorindoriel is soft spoken and almost regal in her demeanor. Her aloofness nature may come across to some as a snobbish nature, but in fact she is quite humble. Her elven heritage combined with her position as a High Priestess of Ehlenestra makes her somewhat mysterious. She chooses her words carefully and is thoughtful before she speaks.

Lorindoriel is willing to cast restoration for players to regain lost levels from the shadow dragon if need be. She is also able to cast cure wound spells and raise dead. She uses scrolls for the work and asks for a donation to the church of Ehlenestra in exchange. Costs should be the standard NPC spell casting costs.

Once the PCs have introduced themselves, read the following:

***Lorindoriel speaks in a confident but soft-spoken tone. "Ah. You are the ones Kinkaid sent for. It is fortuitous that you arrived when you did."***

***Turning to Darlon Lea, she continues. "Perhaps I can help you with a more permanent solution, Kanótaurë. As you know, I have received a vision from the Huntress. She has gifted me as much as she could. Alas, a mystery remains."***

The PCs likely want to know what the vision is that Lorindoriel saw. When the PCs ask her what she saw, she explains:

***"It was in Richfest, when both Luna and Celene were full. I was peering into a pool of water in the temple in Fuinorna, and the water turned from my reflection to that of something far different."***

***"I saw an arrow being shot from the most magnificent bow I have ever seen. The arrow opened a large hole in a river, and the water began to swirl around and around. Soon, the water gleamed and sparkled and there were reflections of colored lights all around. The image faded and another appeared."***

***The next image was of the Dim Forest as it used to be before rift was torn open but for one difference. Floating lanterns seemed to form a path, stretching from the swirling,***

***sparkling hole in the river to deep into the forest."*** ***Lorindoriel sinks into quiet contemplation.***

The PCs can discuss what this vision could mean. Adwen, Lily, Kinkaid, and Darlon are not able to be of much help, except that anything that makes light would help drive back the shadows. Lorindoriel has the following information:

- She does not know what would cause the lights in the Dim, but she feels as though the arrow being shot may have something to do with it.
- The vision came to her several weeks ago during Richfest. Lorindoriel has spent the time between her vision and now attempting to figure out what message the Huntress was attempting to give her.

Lorindoriel knows more and can interpret the vision for the PCs. After the PCs had had a chance to discuss, she offers her opinion.

***"Ehlenestra seeks to aid us, but she must abide by the will of all the gods and refrain from interfering directly in Oerth. We must take her challenge and find these lanterns who will light the Dim Forest."***

***"The vortex was created by Ehlenestra. She did so for a reason. Further divinations have not revealed with any certainty what lies beyond that entrance, but any that go through the vortex do so with Ehlenestra's blessing. You must enter the vortex and find the aid beyond that she intends for us."***

Lorindoriel stays for further conversation with the PCs if they wish it.

The PCs are offered a place to stay and food to eat in an elven enclave. Assuming the PCs agree, Lorindoriel and Adwen lead the PCs to the vortex the next day. It takes three days to get to there. The Order and the elves has cleared a safe path on which the PCs can travel. Go to **Encounter Three**. If the PCs refuse to go to through the Vortex, go to **Conclusion A**.

## **Encounter Three: The Lands Beyond the Vortex**

It takes three days to go west to the vortex on the edge of the Javan River. Adwen leads them along safe paths and explains that the Order of the Shining Beacons recently cleared this area to of

undead and shadow creatures. Lorindoriel says very little during the journey, she keeps to herself.

The trip is uneventful, but the PCs may choose to make camp along the way and set watches. Adwen volunteers to take her fair share of watches. On the afternoon of the third day, they arrive at the vortex.

**Adwen and Lorindoriel and 20 wood elves escort you through the Dim Forest. Near the elven village of Endéryn, you cross the Javan River in canoes and then head south along the west bank. Soon, you find yourself next to a cove in the river that is dominated by a swirling vortex of water and energy that sparkles and gleams. A short pier still stands, leading out to the hole between worlds.**

**“Here we are then,” Lorindoriel says. “We will wait here for your return.”**

Before the PCs enter the vortex, Lorindoriel gives each of them a pendant of a rampant unicorn to wear to symbolize that they are helping Ehlenestra. The items have no value or use except to identify them. They do not detect as magical.

The PCs can take any precautions they wish. The pier extends 20 feet into the water. The water is just above waist deep for a human. The PCs can walk through the water and any animal companions should be able to walk or paddle through the water to get to the vortex. Once near it, the PCs are sucked through to the other side. Wearing heavy armor or carrying heavy loads only speeds the process.

When the PCs enter the vortex they leave Oerth and enter the Beastlands. Read the following:

**You wade through the river into the swirling mass of water and light. The ground seems to slip away beneath you and you are pulled down. The sky is a rapidly dwindling spot of light blue above you, which disappears as the foaming water envelops you.**

**You are falling through the water, which is too light and aerated to slow your plummet. The fall is making you dizzy and your vision blurs until all you see is light.**

**It takes a moment to realize that you are no longer falling, and packed earth is beneath your feet. Amazingly, you are dry and unharmed.**

**As the world slowly comes into focus, you see that you are on a path in a forest. Gigantic hardwood trees of all kinds spread out as far as the eye can see. Some trees seem to be at the height of budding, while others are already at full foliage. Mushrooms grow at the base of many of the trees. Lush green ferns line the path that winds ahead of you.**

**Squirrels chitter above you in the trees and you spot a small herd of deer off in the distance. The sunlight streams through the canopy of branches, making beautiful patterns on the rich soil beneath your feet.**

**Off in the distance, you hear laughing and singing. The sound seems to float down the path as if beckoning you further into the woods.**

**Judge’s Note:** Please see the Dungeon Master’s Guide page 165 for information on the Wilderness of the Beastlands.

With a Knowledge (planar) check (DC 20) the PCs realize they have entered the Beastlands, which is an outer plane devoted to neutral and chaotic good. It is also one of the homes of Ehlonna. The PCs are currently on Krigala – the first layer of the Beastlands. They are near the Grove of the Unicorn to be exact.

Time is measured in the Beastlands by the coming of the daily rain. Based on this, it takes the PCs two days to get from the village to Ehlonna’s Palace.

The PCs cannot tell which direction is north, no matter how high they have the Survival skill. Because of the magic of the Beastlands, they have no sense of direction. It appears to be mid-day.

Any PC who has lost an animal companion may find them at this time or at any other time in the adventure. Also, dead mounts can be found here as well. The animals search out the PCs, but do not join them in their quest, nor do they give them information of any sort other than their own well-being and happiness.

Any natural animal companions or natural mounts currently with the PCs try to buck the control of the PCs. Magical creatures are not affected. The call of the wild lures the natural creatures away from the PCs while they are here. All sorts of natural animals can be found here so the animal companions and mounts find a group of their own kind with which to spend time.

If the PCs decide not to follow the path, they wander in the woods for a while. Eventually, they come to the village anyway. If the PCs go the opposite way on the path, allow them to walk as long as they want. They walk for days and days and days through the forest and never get anywhere of significant.

When the PCs go down the path in the direction of the singing, proceed to Come Play at the Village

## **The Village of Ekon**

If the PCs follow the path toward the singing, they come upon a small village of petitioners who are dancing and feasting. The name of the village is Ekon.

When the PCs approach Ekon, read the following:

***You round a curve on the path and come upon a small village. The village itself is made of well-made wooden huts. Ladders and ramps twine up the massive trees and lead to tree houses. Elves, humans, and perhaps half-elves all mingle together freely. Garlands of flowered boughs and greens drape the tree house pathways.***

***In the green in the center of the town, men and women, with flowers in their hair, dance around a large bonfire. A group of musicians sit nearby providing the rhythm and beat for the festivities.***

***Several tables are set up in the green, where men and women eat and drink. Large casks are propped up on wooden stands to the side of tables and a few large fires have meat roasting over them. The tables are almost completely covered with a sumptuous feast.***

***A loud cheer goes up from a clearing not far away and you look in that direction. In addition to the feasting, a rather wide variety of games and competitions going on.***

***There is not a frown among the many faces. Everyone is laughing and having a good time.***

Assuming that the PCs approach, read the following. You may need to tailor the text to fit the situation of how the PCs approach the villagers. If the PCs show the villagers the tokens given to them by Lorindoriel, the reaction of the villagers is helpful. Otherwise, it is merely friendly.

***As you walk into the village, the revelers notice you. A young woman seemingly in her late***

***teens approaches your group. "Welcome to Ekon! Come and join the celebration!"***

***Now that you are closer, you can see that their feet are almost like hooves and their hair grows thicker down the middle of their heads, like a mane might. Two of the women have a mark on their forehead that resembles a star.***

All the villagers of Ekon are humans, elves or half-elves that begun to take on celestial qualities. They are petitioners of Ehlonna so they specifically take on the physical traits of unicorns. The longer they have been here, the more pronounced the traits become. The stars on their forehead are the beginnings of a horn.

The petitioners are all devout followers of Ehlonna, and their existence centers around worshipping the Forest Maiden. When role-playing the petitioners, remember their awe and respect for Ehlonna. Liberally sprinkle their speech with praise for the goddess. Examples are: "The Lady wills it", "Forest Maiden be praised", or "Ehlonna's light be with you."

Half-orcs, orcs hobgoblins and goblins are treated with great suspicion and are asked if they have renounced Grummsh and Maglubiyet. Even so, the villagers' reaction to orcs and goblins (including half-orcs) is Indifferent, even with the tokens from Lorindoriel. This reaction could easily slide to unfriendly if half orcs act with hostility towards the petitioners.

The PCs are invited to join the petitioners in the feast. The food is excellent and the company good. If the PCs wish to participate in any of the games, go to the Games at Ekon below. If the PCs wish to speak with the villagers and learn more of the area, go to Talking to the Villagers below. Eventually, the unicorns come to the village, as described in that section below.

## **The Games at Ekon**

There are various games combined with a lot of drinking.

**Arm wrestling** – Horace represents the village in arm wrestling. He has a +5 to strength checks. When facing a PC opponent, opposed strength checks should be made until either Horace or the PC wins by more than 5. At that point, the one with the higher strength check is declared the winner. If PCs wish to compete against each other, they arm wrestle with opposed strength checks until one beats the other with a difference of more than 5. If more than one PC wishes to

compete, initiative is rolled. The two with the highest initiatives go first. The winner of the first match competes against the next highest initiative.

The winner of the wrestling contest receives a pair of gloves of arrow snaring.

**Wrestling** – Calob is the champion wrestler in the village of Ekon. The wrestling competition follows the standard rules of grappling. A winner is declared once one of the competitors is successfully pinned. If more than one PC wishes to compete, initiative is rolled. The two with the highest initiatives go first. The winner of the first match competes against the next highest initiative. See **DM's Aid: Rules for Games with Petitioners** for Calob's abilities. Please see page 155 of the Player's Handbook for grapple rules.

The winner of the wrestling contest receives a jar of salve of slipperiness.

**Archery contest** – Hayden is the competitor for the petitioners. He is the village's reigning champion. The target is set on a bale of hay beginning at a distance of 50 ft. After each shot, the bale of hay is moved back 30 ft. If a contestant misses he/she is removed from the competition. Initiative should be rolled to determine the order of the contestants. See **DM's Aid: Rules for Games with Petitioners** for the AC to hit with each shot and for Hayden's stats.

The winner of the archery contest receives a quiver of Ehlonna.

With a successful Spot check (DC 10+APL), the PCs notice that the leather hide covering the bale of hay is a strange, thick leather. With a successful Knowledge (planes) check (DC 16), the PCs can tell that it is the hide of a nightmare. If the PCs ask Hayden about the nightmare hide, he tells the PCs that he found the beast wandering in the area recently and killed it, since it obviously did not belong here.

**Drinking Contest** - Ameena is running the drinking competition. She has wine glasses lined up on a table waiting for competitors. She is serving honey mead as the drink. Although many of the PCs may have had honey mead in the past, this drink is different because of the potency of the honey. All the competitors take a drink at the same time. After each drink, they must make a Fort save to hold the drink down. On the fourth drink, they must also make a Will save to stay awake after drinking so much of the sweet drink. See **DM's Aid: Rules for Games with**

**Petitioners** for the appropriate Fort and Will saves.

The winner of the drinking game receives a potion of *neutralize poison*.

### Talking to the Villagers

In addition to playing the games and participating in the competitions, the PCs may also talk with the petitioners. While Gather Information check DCs are given below, feel free to allow the PCs to learn more information for good role-playing.

**Gather Information (DC 10)** – The PCs speak with Fala, one of the women who asked them to join her in a dance. She is a blonde haired, brown-eyed woman in her late teens.

- This village is named Ekon and is on the border of the Grove of the Unicorn.
- This is the Beastlands, the home plane of Ehlonna.
- These people are petitioners of Ehlonna, waiting to see her.
- The land itself has magical properties and gives inhabitants special properties. Here, they take on qualities of unicorns.
- It is always daylight here but a rain comes through once a day to mark time.
- If asked about the lanterns, she does not know of what they could be. But then again, they do not have much need for lanterns in Ekon.

**Gather Information (DC 15)** – The PCs speak with Desmond an elder of the village. He is in his mid 40s with salt-and-pepper hair.

- This village is run by a chief who is also serves as a spiritual advisor
- He tells the PCs that the village is on the first layer of the Beastlands – Krigala. There are two more: Brux – the land of eternal dusk, and Karasuthra – the land of eternal night.
- There are no other known humanoid settlements within many a day's journey.
- There have been quite a few people who have appeared recently and seem quite lost. This is an unusual occurrence. This last bit of information is a symptom of the illusers not guiding souls, as they should. What has

happened to the illuserns is addressed later in the adventure.

- If asked about the lanterns, he also does not know of what they could be. He recommends that the PCs speak to Novalee. Novalee is a planetar and serves Ehlonna.
- If the PCs ask how to find Novalee, he smiles and says, ***“Follow the unicorns. They will be along presently.”***
- If a character wishes to discuss theology of Ehlonna, Desmond is the one that the petitioners point to. He is well versed in Ehlonna’s teachings, as stated in the *Players Handbook*, *Deities and Demigods*, and the *Living Greyhawk Gazetteer*.

**Gather Information (DC 25)** – The PCs speak with Ronan of the Smoldering Rose. This half-elfen petitioner is well respected in the village and was an Old Lore bard in his time on Oerth.

- Ronan knows the same information as Desmond.
- The changes in the petitioners (the hooves and mane-like hair) is because the longer they spend in the Beastlands, the more the land effects them and brings them into the fold of natural creatures.
- Occasionally, those who do not belong in the Beastlands come through here. If their hearts are vile, the creatures of the land hunt them. Hayden killed such a beast not long ago.
- The closest settlement to Ekon is a village of bariaur – creatures who appear to be half ram, half human. They know most of the Beastlands quite well.
- “The bariaurs are here under the service of Ehlonna, as we are. They serve as protectors of her forests, just as we do, though they travel further away from the Palace. They are well known for their ability to follow paths most cannot follow. There is a group of them not far from here. Kort is their leader.”
- The celestial unicorns do not easily give up information or help those not of these lands.
- If asked about the lanterns, he also does not know of what they could be. He suspects that they are something natural – not

manufactured, as that would appeal to Ehlonna’s nature. He also recommends the PCs speak to Novalee

- If the PCs ask how to find Novalee, his recommendation is the same as Desmond’s. ***“Follow the unicorns. They will be along presently.”***

### **The Unicorns Come**

As the games begin to die down and people leave for rest, Ekon quiets down for the rest period. With a Spot check (DC 10) the PCs see the winged unicorns flying above the village.

***High above the trees, you see winged unicorns. The sunlight glimmers off their pure white backs and they move their wings with strong powerful beats.***

***The creatures fly over the village, and the inhabitants stop their activities to watch the graceful flight of the celestial unicorns. After passing over the town, the steeds descend into a garden that forms the far border of the village.***

The flight of the celestial unicorns tells the PCs where they should go to meet Novalee. If the PCs have made any inquiries in hamlet about the lanterns, the villagers encourage the PCs to follow the unicorns to the garden on the far side of the village.

### **The Enchanted Garden**

**Judge’s Note:** Please see the Dungeon Master’s Guide page 165 for information on the Wilderness of the Beastlands.

Allow the PCs to approach however they see fit. While in the garden, all ranger spells are extended (as per the Extended Spell feat) and all create food and water spells are maximized (as per the Maximize Spell feat). Any spells cast by a cleric, druid or paladin of Ehlonna while in the garden is extended (as per the Extend Spell feat).

***The unicorns have landed in a lush and brilliantly colored garden. Flowers and bushes of every type imaginable and even some you have never seen before are in rows and well-tended clumps around the bases of the majestic trees. Fruits of all types fill tree branches, causing them to droop almost to the ground. Grape vines wrap around wooden trellises and wind their way over the beautiful***

***garden in a canopy of grape clusters and humungous leaves.***

The PCs are welcome to take herbs, fruit or vegetables. If they leave the Beastlands with the items, they are still large and taste delicious, but lose all magical properties. Eventually, the items go bad. The seeds can be planted, but only produce plants of fine quality on the Material Plane. There are no poisonous herbs growing in the garden.

The PCs can stay together or wander off by themselves through the garden. There is no point in them hiding or sneaking here. There are plenty of woodland animals with scent to find them. Drawing weapons here is considered an aggressive act and is responded to with considerable force. A stern warning is given initially and if not heeded, Novalee, and Kort attack with subdual damage, then banish the remaining characters that did not try to stop the offending character. See **Conclusion A**.

***The celestial unicorns have gathered in an open yard amongst the pebbled paths and foliage of the garden. In their presence are two others. The nearest of the two creatures has cloven hooves and curled horns on his head. There's no mistaking the power in his four legs, neck and stocky build. A composite longbow of exemplary quality is on his back and a scimitar of similar quality is sheathed at his waist.***

***The second creature has deep green skin and a bald head. As he stands, he towers over you. He spreads his regal wings wide. A massive greatsword is strapped to his back. He inclines his head slightly, but remains silent. Instead, it is the ram-man creature that speaks. "Welcome to the Lady's Garden. It is not often that we see primes here. I am Kort, and this is Novalee."***

The planetar is well aware of the PCs' presence in the Beastlands. He cannot be surprised by the PCs, as the birds have been singing to him. He automatically makes any Spot checks to notice the PCs.

A Knowledge (planes) check DC 20 reveals the type of creatures Kort and Novalee are. A Knowledge (Nature) check or a Knowledge (Planes) check reveals nothing about the plants Novalee is tending.

Kort is a bariaur. They are a mix of ram and human, much like a centaur is a mix of horse and

human. Most bariaur are rangers. Kort is no exception. It is not rare for a bariaur to be in the Beastlands, as they revere Ehlonna. Kort is the leader of his flock. They roam through the Beastlands freely and move when they tire of one landscape.

Kort is gruff and almost curt to the point of being rude. His voice is somewhat gravelly and while he may seem grouchy, he is actually very willing to help and glad to be of use to someone who needs it.

With a Knowledge (Religion) Check (DC 25) the PCs know that Novalee is Ehlonna's personal assistant and protector. Novalee is very soft spoken. In fact, he almost never actually speaks. It is a rare occasion when he does and those who know him listen well to his words. He is calm and gentle, though can become quite vicious if attacked. He is known to be of a pure heart and noble spirit.

If for some reason, the PCs decide to cast detect magic on Novalee, every item on him radiates magic. He radiates magic himself because of his position as Ehlonna's personal assistant. The PCs are not able to distinguish what type of flower he is tending. They are not native to Oerth and are only found here in this particular garden.

During the conversation, the celestial unicorns approach priests and druids of Ehlonna and Ehlenestra. They nuzzle those PCs and touch their forehead with their horns.

Even if there are no followers of Ehlonna in the party, if they make a Spot check (DC 5+APL) they notice that several large feathers have blown off the celestial unicorns and have drifted to the ground. There are three of them and they radiate magic if the PCs detect it. They are Quaal's feather tokens as described in the treasure section.

If the PCs explain the vision from Lorindoriel, Kort tells them the following:

***"Your priestess' vision reminds me of the illuserns that provide guidance to travelers wishing to go through the portals. They are tiny creatures that float and provide light – much like a floating lantern. Perhaps this is what your priestess seeks."***

***"They are cared for by a being known only as the Shepherd. Recently arrived petitioners and others who wish to travel through the planes talk with him. Then he speaks with the***

***illuserns to lead the travelers through the correct portals."***

If the PCs ask about the Beastlands, Kort says:

***"Here in the Beastlands, we have three different layers. Each serves its purpose and provides homes for different creatures. All are here at the blessing of Ehlonna, though the centaurs would say it is the blessing of Skerrit, their deity who shares part of this plane with Ehlonna."***

If the PCs ask about Brux, Kort says:

***"I know a good bit about Brux. It is the Eternal Twilight. It is an interesting place aside from the fact that it is Eternal Twilight. In that part of the Beastlands, there are many magical portals that lead to different places."***

If the PCs ask about the other places in the Beastlands, Kort says:

***"We are in Krigala, the place of Eternal Daylight. Very few of us who live in this place venture elsewhere. We enjoy the daylight and the rains that mark each day's passing."***

***The third layer of the Beastlands is Karasuthra – the place of Eternal Night. You do not want to go there though. Some of the most dangerous creatures of the night reside there."***

If the PCs ask about the arrow being shot to form a vortex, the Kort says:

***"It is not often enough that I see the Great Huntress. However, she is quite the archer and her power is great. Anything is possible. Especially here."***

If there are PCs who are members of the Order of Shining Beacons, read the following to them:

***"I know of the work you do for your forest. We have much in common, you and I. Both of us serve to protect that which is important."***

If the PCs ask about Ehlonna's location, read the following:

***"Ehlonna is not here right now. She is recovering from the Great Hunt with her brother, Obad-Hai."***

Before the PCs leave, Novalee carefully cuts some of the white flowers. He gives a flower to any clerics, paladins or followers of Ehlonna. If there are none in the group of PCs, he gives a flower to the two highest-level good-aligned PC. If there are no good-aligned PCs in the party, he

give one flower the most palatable party member that excludes orcs, ogres, half-orcs, hobgoblins and goblins.

***Novalee cuts some delicate white flowers and stands. As he hands you the white blossoms, he says in a soft voice that is like the rustlings of a leaves in the wind."***

***"White of color with a scent so pure, You may be confused, but of this be sure. The Lady's Touch I hand to you. What once seemed false now becomes true."***

***Novalee turns away and goes back to tending the flowers."***

***Kort is visibly surprised at Novalee's action."***

If the PCs ask Kort what was so special about this, he replies:

***"This quest of yours must be important. I have seen Novalee do many things, but never have I seen him give out presents from the Lady's Garden. All her plants here have special powers. Every so often, Ehlonna comes down to her garden and spreads her magic. Take care of those blossoms."***

The PCs may wish to talk about the flowers given to them, but Kort has no knowledge of what they are. Novalee does not respond to any questions or comments directed at him.

When the PCs have exhausted their conversation with Kort, he says:

***"You need someone to lead you to and through Brux. I would be happy to do it. You are welcome to stay in Ekon and rest. The villagers will see to your needs."***

The PCs may spend the night in the Ekon (as measured by the rain). In fact, Kort insists on it and declines to lead the PCs until they have eaten and rested. When they are ready to go, Kort leads them to Brux. Go to **Encounter Four**.

## **Encounter Four: The Swamps of Brux**

**Judge's Note:** Please see the Dungeon Master's Guide page 165 for information on the Wilderness of the Beastlands.

Give the PCs time to wake up and make any daily preparations they wish.



***Kort arrives in Ekon just after the next rain and gathers everyone together. "We need to do some traveling that some of you may not be accustomed to. Brux can be very deceptive, so stay close and do not stray off the paths. There are some dangerous things out there."***

If the PCs have any more preparations they want to make, they can do so now. When they are ready, read the following.

***Kort leads the way down a path you had not seen before. He keeps a fast pace; though he looks over his shoulder to be sure everyone is following. "Keep up. We have got a long way to go."***

***After a very long walk, Kort stops. He turns to the group and says; "Now we go to Brux. Be sure to follow me and only step where I step." He walks between two trees and shimmers momentarily before disappearing.***

If the PCs follow him through the trees, they find themselves walking down the same path, but instead of daylight, it is evening. Those who do not follow find an empty path in daylight and are left behind until they pass between the trees as Kort did.

If the PCs decide not to follow Kort, they may remain here and may join the rest of the party when they return.

When the group is finally together in Brux with Kort, read the following:

***Kort is waiting for you when you pass between the trees. It is evening here in the forest. A hoot owl calls in the distance. Tiny flickering lights flit through the trees in the distance. A breeze flows through the trees and rustles the leaves above.***

***A stick snaps to your left. Kort readies his bow and notches an arrow, but keeps moving.***

This is a good time to get the PCs into a marching order if they are not already in one. It is evening here, so those with darkvision and low light vision can see normally. However, those without either need an additional light source to see their normal range. Without the additional light source, they see half their normal range.

While there is no combat at this time, allow them to make Spot (DC 10+APL) and Listen checks (DC 5+APL). Success on either check reveals a large cougar moving through the brush about 20 yards to one side of the path.

***The landscape begins to change slightly as Kort leads you down the path. The ground softens beneath your feet. The trees are not as big around here, but the leaves on them are wider. Heavy vines and airy mosses drape over tree branches just off the path.***

***Finally, Kort leads you to a riverside. "We take the raft from here. There should be enough room for everyone."***

At the water's edge a large wooden raft is pulled onto the muddy land and staked down to keep it from drifting off. There are long poles strapped to the side of the raft that are used for steering and moving the raft through the water.

Allow the PC's to get situated on the raft and it into the water.

The raft is rather large – 15 ft. by 30 ft. Moving from one side of the raft to the other once it is in the water requires a balance check (DC 15). If they slip, it is a Reflex save (DC 10+APL) to keep from falling off the edge into the water. The PCs may offer to help push the raft along. Kort accepts their help but does not directly ask for it if they do not offer.

***Insects chirp and there is an occasional splash of water down the river. Colored mists curl down a curve in the waterway. The blues and greens swirl together and float up above the trees before thinning in the cool evening air. The moonlight enhances the dance of the colors, giving each an uncanny glow.***

***The raft bobs and ducks over the gently flowing water. The soft scent of water lily blossoms drifts in on the breeze. A grayish white moss forms screens to hide whatever might lurk in the evening swamp.***

Any character that makes a successful Knowledge (Nature) or Survival check (DC 10) realizes that these are all natural plants and animals of a swamp.

The PCs see more of the floating lights darting over the water, but mostly they remain on the riverbanks and in the thickest parts of the swamp. With a successful Spot check (DC 20+APL), the PCs notice the lights are actually fireflies about a foot long.

If the PCs ask Kort about the lights, he says that they are the illusern and adds:

***"They are cared for by the Shepherd. No one has really figured out how he manages to***

***communicate with them. We should be close to his home now.” Indeed, the lights seem to be more numerous with every push of Kort’s pole in the water. The illusern are everywhere, casting a comforting glow through the swamp.***

Kort is happy to talk about the flora and fauna of the area, as the PCs travel.

### The Shepherd’s House

***“Ah, here we are,” Kort says and brings the raft toward the shore. Jutting into the murky waters is a wooden pier of sorts. Large animal intestines have been inflated and sewn together. They line the floating wooden paths and platforms that provide footing from the raft to the shore.***

***A curtain of vines descending from the tree branches above blocks the end of the dock. Kort parts the vines and heads down the path to a massive and very ornate tree house that extends from the ground to the top of an ancient tree. It is hard to tell where tree stops and house begins.***

***The entrance, larger than most doorways, is not on the ground. Instead, the entrance is a massive door about 20 feet off the ground. The door opens onto a wide porch that wraps around the massive tree trunk. There is no railing on the porch.***

Kort bellows out a greeting as soon as the PCs pass through the curtain. But the Shepherd does not respond to his call, as he is not at home.

After several tries and no response, Kort recommends the PCs climb up and take a look.

The PCs can climb to the doorway, but because of the smooth bark on the tree it is somewhat difficult. It’s a Climb check (DC 20) without a rope.

There’s very little for a grappling hook to hook into so the PCs need to do a ranged attack to hit AC 20. The PCs can also use the *spider climb* spell or fly to the porch. The door is unlocked and not trapped.

If the PCs wander around the base of the tree, they find a human-sized door with a successful Search check (DC 10+APL). Druids and rangers gain a +2 circumstance bonus to this check. Elves also gain a +2 circumstance bonus.

Kort cannot climb up the tree without magical aid. In fact, he would rather not go up, as he likes having all four feet on the ground.

If the PCs enter through this door, read the following:

***Upon entering the tree house, you notice the enormous proportions of the living quarters inside. The center of the trunk is completely hollow, creating an atrium of sorts up the middle of the rooms. The rooms seem to be created on wide platforms that wind around the inside of the trunk.***

***Wooden railings surround ramps leading from room to room. There are wide openings in the railings at each room. Wooden furniture fills out the rooms, although a closer look shows that someone or something has gone through this house.***

Furniture is knocked over, drawers are pulled out and emptied, papers have fluttered to the floor. The structure of the house is intact, but the contents are a mess.

The PCs do not know it yet, but followers of the shadow dragon have already been here. They have searched the place for information and magic.

The PCs can search through the mess. With a successful Search check (DC 5+APL), the PCs find a secret compartment in the wall. The trap has been set off, and the compartment is empty.

With a successful Search check (DC 10+APL) they find scrape marks on the furniture. It does not match claw marks, but something sharp was dragged across the wood.

With a successful Search check (DC 15+APL), under an overturned bed, the PCs find a cat. This is the Shepherd’s pet celestial cat, whose name is Miro. She is very scared and hisses at the PCs and sinks into the furthest corner. Behind the cat is a nook in the wall. The cat has hidden her kittens. There are five of them.

Miro is a celestial creature and has an Int 3. Therefore, she can speak and knows Celestial. The PCs can calm her down in a variety of ways. A druid can use Wild Empathy on her or handle animal. Speak with Animal allows the PCs to use a Diplomacy check. The cat’s original reaction to the PCs is Unfriendly. PCs can get circumstance modifiers to their attempts to calm the cat down, if the PCs have symbols of Ehlonna on (such as those given to them by Lorindoriel) or can speak Celestial. Give other circumstance modifiers as seems appropriate.

If the PCs can improve Miro's reaction to friendly, it tells them following. Miro can only speak Celestial. If none of the PCs can speak Celestial, they must take the cat down to Kort who can speak the language.

- ***"I am Miro. I am friend to Shepherd."***
- ***"Two men came to see master. There were rude and smelled mean. They wanted master's illuserns."***
- ***"Master upset. Illusern are missing. Thinks men might have stolen then."***
- ***"Master left. Looking for illuserns. Gone many rains."***
- ***"Mean men returned. Tear up place. They tried to kick me."***
- ***"Mean men took things then left. They followed the flow of the water."***

If the PCs go down and talk to Kort, he seems slightly surprised at the mess and makes comments like ***"He's always very careful with his things."*** Or ***"He wouldn't just leave it this way. Something must be wrong."***

If the PCs search outside, they can find several things.

With a successful Search check (DC 5+APL), they find a couple sets of medium-sized footprints that walk around the trunk of the tree. These eventually mount horses lead off alongside the waterway.

With a successful Search check (DC 10+APL), they find large humanoid footprints in bare feet leading away from the house and deeper into the swamp. Kort can verify that these prints are those of the Shepherd.

With a successful Search check (DC 15+APL), they find burn marks on sticks and foliage around. It's as if something extremely hot touched them and scorched them. This is from the nightmares waiting for their masters to return.

The PCs can follow the footprints of men with a Track check (DC 14). The two men walked from the tree and then mounted horses. The horses walked alongside the waterway for a bit. They then began to gallop and then the prints disappear. With another successful Track check (DC 20), the PCs can tell that the horses jumped and just never came back down.

The PCs can follow the footprints of the Shepherd with a Track check (DC 15). Go to Following the Trail below.

If none of the PCs has track, Kort is able to track, but only does so if the party has no other options or he is asked to look.

### **Following the Trail**

***You follow the large tracks through the swamp, and the land and time of day changes drastically as you move through it. You walk between two trees and a few steps later, the light brightens to daylight. Past a rock, the light quickly fades and it is night.***

***You walk through some shallow water and when you reach the other side, a desert scene appears before you with blossoming cacti. Eventually, you pass the desert plants and the landscape blurs. You find yourself walking on a sandy beach.***

***No matter the scenery, no matter the time of day, the tracks continue.***

**Judge's Note:** PCs can rest at any time they wish. By the time they move through all the portals, it has been 24 hours since leaving the village where Kort met them. Kort serves as a guide through the treacherous landscapes and remains with the party at this point.

***Down the sandy beach, there is a suspended rectangle lit with a soft white glow. It takes a few minutes to get close enough to see that it's a gate not unlike those used on pastures. The gate is made of an extremely light wood, making it as white as alabaster. A variety of colored woods have been inlaid in the center of it, forming a star pattern. The glow outlines the gate. There is no structure supporting this gate.***

The tracks lead directly to this gate.

A successful Spot check (DC 20) shows that the light surrounding the door is actually moving because it is illuserns that are surrounding it.

***Kort stops in front of the gate. "This is where I leave you. This door is an entrance to Elysium. My place is here in the Beastlands."***

***"I wish you the best of luck in finding the Shepherd. Do not stay too long. If you stay long enough, you will wish to remain there forever."***

Kort does not join the party. He is fearful of entering Elysium because he knows the lure of that place.

The gate to Elysium has a small surprise on it. The followers of Falazure who have kidnapped the illusern and drawn the Shepherd into that plane have trapped the gate to prevent others from using it.

A successful Search check (DC 30) by a rogue detects the *glyph of warding* on the gate. As a magical trap, it cannot be detected by any other means except a detect magic or detect trap spell.

The trap can be disarmed with a successful Disable Device check (DC 28) or if someone of good alignment opens the gate. A successful Spellcraft check (DC 15+APL) tells the PCs how to get around the trap. If someone of Lawful Neutral, True neutral or Chaotic Neutral tries to open the gate, the trap goes off but they only take half damage.

#### **APL 6 (EL 4)**

***Glyph of Warding (Blast):*** CR 4; magic device; no reset; spell effect (*glyph of warding* [blast], 5th level cleric, 2d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

#### **APL 8 (EL 5)**

***Glyph of Warding (Blast):*** CR 5; magic device; no reset; spell effect (*glyph of warding* [blast], 7th level cleric, 3d8 sonic, DC 16 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 29; Disable Device DC 29.

#### **APL 10 (EL 6)**

***Glyph of Warding (Blast):*** CR 6; magic device; no reset; spell effect (*glyph of warding* [blast], 9th level cleric, 4d8 sonic, DC 17 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 30; Disable Device DC 30.

#### **APL 12 (EL 7)**

***Glyph of Warding (Blast):*** CR 6; magic device; no reset; spell effect (*glyph of warding* [blast], 11th level cleric, 5d8 sonic, DC 19 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 31; Disable Device DC 31.

If the PCs enter the gate, continue to **Encounter Five**.

## **Encounter Five: Paradise Found**

**Judge's Note:** Please see the Dungeon Master's Guide page 165 for information on the Blessed Fields of Elysium. The longer the PCs spend in Elysium, the harder it is to leave. After one week in Elysium, they feel the pull of the plane and want to stay in this paradise of their dreams.

***Stepping through the open gate brings you into a cavern. It is a rounded cavern with an opening on one side. The roar of rushing water fills the air. The source of the sound becomes obvious when you see the opening of the cave. A waterfall serves as a curtain to the entrance.***

Give the PCs time to make any sort of preparations they wish. The PCs can easily tell the cave and waterfall are natural occurrences with a successful Knowledge (nature) check (DC 10) or Survival check (DC 10). If the PCs have been following the tracks, the tracks have disappeared once through the gate.

There are no more tracks for the PCs to follow.

***Stepping out of the cave, the sun is bright and warm against your skin. The waterfall drenches you, but the heat of the sun quickly dries your soaked clothes and equipment. There is a complete sense of calm and utter joy that seeps into your very soul. There are endless fields of brilliantly colored flowers on rolling hills of lush grass. Off in the horizon, a forest is visible.***

After a few minutes of the PCs either walking or talking amongst themselves, a pair of leonal guardinals flanks the group. They are a roving patrol and do not remain at one gate or portal.

***An authoritative voice calls out a challenge "Why do you come here?" A creature that resembles an eagle mixed with a man steps out of the air. He has the body of a tall, muscular human, but has long, powerful wings instead of arms. The face is more human than avian, but the hair resembles a feathery cowl, and the eyes are bright gold. The legs have strong talons and feathery vanes. He wears little armor, and carries no weapons.***

***Just as you get a good look at the first man, a second like him appears. On your other side, two other creatures appear. They are almost as tall, but they are covered in short, golden***

***fur. Its head is leonine in appearance, with a short muzzle and a lush, dark gold mane. Its arms end in powerful claws, and its mouth holds rows of long, sharp teeth.***

If the PCs answer honestly and openly about why they have come to Elysium, the guardinals let them pass. If the PCs are completely open about their mission, the guardinals even give them some help by giving some tips about Elysium.

***“You are here as guests,” growls the one looking mostly like a lion. “Even guests like to stay though. Those of you who are pure of heart may wish to stay and you are welcome here. Those of you who are not quite so pure of heart may have an easier time leaving. If you wish to find the Shepherd, follow your hearts. Follow his thoughts. You will find him.”***

The Guardinals may also tell the PCs that they are in Elysium in the layer of Amoria. If asked about the missing illusern, go to **What Once was Lost, Now is Found**, though the PCs should be reminded that they do not know where the Shepherd is or how to communicate with the illusern.

If the PCs blatantly lie about their intentions, the guardinals know unless the PCs make an astounding Bluff check (DC 33) or can conceal their lies through magic. The guardians threaten the PCs.

***“You lie. That is not why you are here. Tell me why you are really here and I might let you pass.” One of the lion men steps forward and makes a point of showing his claws. “Lies hold no sway here.”***

If they take the advice of the guardinal and are honest about their mission, they are given the advice above. However, if a fight ensues, a squad of avoral guardinals and a pack of leonal guardinals appear to help their comrades. The guardinals only attack those who insist on lying and trying to get around the questions. They do subdual damage only and use spell-like abilities that do not actually harm the PC. The subdued PCs are left behind the waterfall where they entered and are held there until the rest of the group returns.

### **All APLs (EL 16)**

**Guardinal, Avoral (4):** Medium outsider; CR 9; hp 66; see *Monster Manual* p. 141

**Guardinal, Leonal (4):** Medium outsider; CR 12; hp 114; see *Monster Manual* p. 142

If the PCs satisfy the guardinals, they allow the PCs to pass by them into the meadow beyond.

***As you walk through the meadow filled with wildflowers, a gentle breeze blows across the grasses. The breeze turns to a light wind and looking across the grass, you see that a couple paths have been made through the thick plant growth. One heads toward the forest in the distance and is lined with white flowers. The other leads up the hill and is lined with blue flowers.***

### **The White Flowered Path**

If the PCs follow the path lined with white flowers, read the following:

***The path leads away from the waterfall toward a forest in the distance. It takes little time to reach the edge of the woods. Lush trees provide ample shade, thick mosses and ferns line various paths through the woods and the squirrels, game birds, and other wildlife make their usual busy sounds around you.***

***Not long after you enter the forest, you hear the pounding of hooves in the distance. Closer and closer it comes. Rounding a turn in the path is an unusual man. He stands nearly eight feet tall. His slender legs seem delicate but are actually very powerful. His slender body is covered in a very short, wiry fur of dusty brown. Growing from his head is a set of antlers that would make any stag weep with envy. The rack of antlers is nearly four feet tall on its own and extends almost a foot from either side of his head.***

***“I am Lord Rhanok and these woods are my home. Be welcome.” A whole herd of these stag men come around the corner and stand around Lord Rhanok.***

Lord Rhanok is the ruler of the antlered guardinals. He is one of the Five Companions who rule under the leonal Prince Talisid. Lord Rhanok is regal and confident, but humble. He feels no need to threaten the PCs. It is his opinion that if there was a problem, they would have been stopped and attacked by the other guardinals that are on patrol.

Though he does not know about the illusern, he does know about the Shepherd. When the PCs ask about the Shepherd, read the following:

***“Yes, I believe he is here. He came and has remained in my woods ever since. He is free to come and go as he pleases. It is always a pleasure to have another angel here to help if we need it. I will show you where he is.”***

***With that, Lord Rhanok turns and goes running down the path from which he came. His entourage follows him. They are easy to follow through the narrow foot trail.***

The PCs should have no trouble following Lord Rhanok. They can keep up and the trees are spaced well enough that larger animal companions and even horses can easily travel through these woods.

***Finally, Lord Rhanok stops. He points to a small clearing. “He is there, relaxing.” Having seen you to your destination, he says, “I will leave you to your friend. Excuse me.” And he is off running through the forest again.***

***A short distance ahead of you is a mighty creature. He is a beautiful, extremely tall, human like creature with long feathery wings and a very supple and lithe body. He glows with an inner power that makes it hard to look directly at him. He is laying on his back on a grassy slope. He is idly chewing on a long blade of grass.***

If the PCs approach the Shepherd, they can overhear him saying ***“A horse. A candle. A lion’s head.”*** They notice he is looking up into the partly cloudy sky. The shepherd is blissfully guessing what shapes the clouds look like. If he notices, the PCs, he says:

***“Ah, I have company. Come and help me name the shapes of the clouds.”***

At this point, the PCs may talk with him. His memory of the Beastlands or the illusern is faint and distant.

When the PCs ask him to follow them back to the Beastlands, read the following:

***“Would you wish to leave the magic of this paradise? It is the most beautiful, calm and relaxing place ever known. Although I love the Beastlands, they do not come close to this place.”***

The Shepherd has no interest in leaving Elysium. He is perfectly content to sit on the hillside and watch the clouds. His memory of the Beastlands and the illuserns is foggy and indistinct.

The PCs must convince the PCs to return to the Beastlands and take up his mantle as the Shepherd of the illuserns. In order for the PCs to do this, they must make a very difficult Diplomacy check, as they are working against the very nature of the Elysium.

The DC for the Diplomacy Check is 25+APL. While this is incredibly high, the PCs can get some modifiers to this roll. The PCs can assist each other on the Diplomacy check.

- The PCs can show the Shepherd the flower given to them by Novalee. This gives them a +4 circumstance modifier.
- The PCs can describe the enchanted garden and the flowers – their scent, their radiant colors, their delicate beauty, causing him to remember the beauty of the Beastlands. This gives them a +2 circumstance modifier.
- The PCs can remind the Shepherd of the illuserns and describe them to him, causing him to remember the creatures. This gives them a +2 circumstance modifier.
- The PCs can remind the Shepherd of his duty as shepherd of the illuserns. This gives them a +2 circumstance modifier.
- The PCs can describe the Shepherd’s home to him, causing him to remember it. This gives them a +2 circumstance modifier.
- The PCs can remind the Shepherd of his pet cat Miro and describe her and her kittens, causing the Shepherd to remember him. This gives them a +2 circumstance modifier.
- The PCs can describe or remind the Shepherd of any other memories or ties to the Beastlands that they come up with. Each of these gives the PCs a +2 circumstance modifier.

If the PCs are successful, his memory slowly returns. Each additional point brought up by the PCs restores more and more of his will to return back to the Beastlands.

***The Shepherd stands. “I must fulfill my duty and find the missing illuserns. I have allowed myself to be drawn away. I must find the missing illuserns. Will you assist me, worthy primes?”***

The illuserns are in the paper lanterns at the village of Weston. If the PCs have already gone down that path, they may know about them. Otherwise, they need to explore that road as described below.

The PCs may ask how the Shepherd got to Elysium and how his illusern were captured. He relates that a couple of ill-looking fellows came to his house and tried to convince him to give them some of the illuserns. He did not like their look and told them to leave his home.

Later, he noticed that a good number of the illuserns were missing. He found prints that could have belonged to the ill-looking fellows so he followed them all the way to the gate to Elysium. He does not know how the two men could have gotten past the Guardinals.

The Shepherd entered Elysium in search of the illuserns, but once he got onto this plane, he could not sense them. He wandered so long that the lure of the plane caught him and kept him there.

Being from the Beastlands, the Shepherd is a little nervous around towns and villages. He did not enter Weston for that reason and searched elsewhere first, which caused him to be in Elysium long enough for its magic to work on him.

### **All APLs (EL 14)**

**The Shepherd (Angel, Astral Deva):** hp 102; see *Monster Manual* p. 11.

### **The Blue Flowered Path**

If the PCs follow the path lined with blue flowers, read the following:

***Following the path lined with blue flowers, you crest a gently sloping hill. More flowers and lush grasses form a flowing sea of plant life around you. For hours, you follow this path. Finally it leads you to a small village at the edge of a river. Boats are docked on the shore and creatures of all sorts wander through the dirt roads between the huts.***

If the PCs approach the village, read the following.

If the Shepherd is with the PCs, he does not want to enter the village, but does so with some encouragement.

***You approach the village. Some of its inhabitants are human others are animals. Still others appear to be tall, regal creatures with wide wings. Everyone has a kindly look on their face and acting particularly cordial to***

***each other. The fishermen bringing in the day's catch are helped by others. The sound of laughter breaks the normal work sounds when a dog on the street balances a ball on its nose, flips it up then balances it again, this time on its head.***

The path ends at the village. No one here has seen or heard of the Shepherd. Soon after entering the village, the characters are approached by the dog with the ball.

***The dog that was balancing the ball on his nose approaches your party and stops in front of you. His form changes slightly and he becomes a man with a muzzle-like nose. His pointed ears extend upward from his head and his lean body is covered in a soft brown fur. In perfect common, he speaks. "Greetings, travelers. You are strangers. I know. I've not smelled you before. What brings you to Weston?"***

This dog is not a familiar nor does he have any magics cast upon him. His name is Tomas and he serves as one of the lupine guardinals of this village, Weston. He is quite friendly and helps them in whatever ways he can.

Although he has not seen the Shepherd, he suggests following the path they came in on. There are many guardinals in Amoria and perhaps one of the others can help. The rulers of the guardinals live on this layer of Elysium. Together, they organize the efforts of the guardinals and send them on missions against evil. Tomas suggests that if they follow the path, the PCs may get more information from other guardinals that are on patrol in other areas.

While the PCs are in town, have them make a Spot check (DC 25+APL). If successful, they spot red paper lanterns hanging from some of the eaves of the cottages. The paper lanterns have little glowing lights in them. If the Shepherd is with the PCs, he automatically recognizes them for what they are.

If the PCs ask about the red paper lanterns, Tomas says:

***"Oh, those? A traveling merchant brought them a few days ago. Very pretty at night. They have bugs in them that glow. They get all frantic when I bark."***

Tomas does not know that the lanterns hold illusern and he has not looked inside of them, so he does not know what they look like.

There are lanterns on most of the cottages of Weston. These are small and only hold a few illusern. It is very simple to break these lanterns and free the illusern.

A much larger lantern is hanging from a stout pole in the middle of the village green. If the PCs take a closer look at larger lantern, show the players **Player's Handout #1: Lantern Prison**. It is protected by magic and freeing the illuserns is much more difficult.

A closer inspection of the large lantern in the village green shows runes and marks of divine nature. It detects as magic. A successful Spellcraft check (DC 15) reveals almost nothing from the lantern except that there is some sort of binding spell on it to hold the creature inside. No other information about the spells used can be determined.

There is a small latch that can be found with a successful Search check (DC APL+5). There is a tiny masterwork lock on the latch. The latch is trapped as below. If the trap is set off, it consumes the lantern and kills the illusern inside.

#### **APL 6 (EL 2)**

**Burning Hands Trap:** CR 2; magic device; proximity trigger (alarm); automatic reset; spell effect (*burning hands*, 1st-level wizard, 1d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

#### **APL 8 (EL 3)**

**Burning Hands Trap:** CR 3; magic device; proximity trigger (alarm); automatic reset; spell effect (*burning hands*, 5th-level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

#### **APL 10 (EL 4)**

**Fireball Trap:** CR 4; magic device; proximity trigger (alarm); automatic reset; spell effect (*fireball*, 5th-level wizard, 5d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

#### **APL 12 (EL 5)**

**Fireball Trap:** CR 5; magic device; proximity trigger (alarm); automatic reset; spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

When the PCs have rescued the Shepherd and his illusern, they may return to the Beastlands. The guardinals point them through the waterfall. Go to **Encounter Six**.

## **Encounter Six: A Gift Not Easily Given**

**Judge's Note:** Please see the Dungeon Master's Guide page 165 for information on the Wilderness of the Beastlands.

***You step through the waterfall and it takes you a moment to get your bearings. The Shepherd leads you through the paths of the Beastlands and the illuserns follow behind you in a glowing swirl.***

***When you reach the Shepherd's tree house, he turns to you and says, "Thank you for all your help. You have restored me to my rightful place. I will have the illusern lead you back to your home through the proper portals. Also, Miro has recently given birth to a litter of kittens. Would you like one to take with you?"***

Miro is a celestial cat, so her kittens are also celestial. These kittens have Int 3 and can speak Celestial. They do not go on adventures and they stay at the PC's residence, keeping it free of vermin.

After giving kittens to interested players, the Shepherd asks:

***"Is there anything else I can do to repay you?"***

The PCs should ask for the illusern to help them against the shadows. The Shepherd has no treasure to give since the followers of Falazure robbed him.

When the PCs ask to have the illusern follow them back to the Dim Forest, the Shepherd says:

***"You ask a great deal of me. As the Shepherd, I must know why you feel your needs are greater than those of others. There are many with great needs. And you have none to care for the illusern."***

The PCs need to convince the Shepherd to allow some of the illuserns to return with the PCs to Oerth. They can mention things like the wood elves' plight with the shadow creatures, the Shadow Dragon, the lack of military help with the situation from other nations, and the continuing problems with the giants that distract the Gyrac military from providing direct help.



Allow the PCs to justify why they need the illusern. Any reasonable arguments succeed. However, once they convince the Shepherd that the illusern should come to Geoff, they **MUST** name someone as guardian to the illusern. The Shepherd says the following:

***“Your need is indeed great. But who will care for the illusern? They need protection and care. There are many creatures that will want to do them harm. It is sad but true that there are many evils in this world that will do anything possible to harm anything and anyone who will not aid in the evil. Which of you will care for them and spend the time to find someone more permanent?”***

He does not send the illusern with the PCs until a guardian is named. The guardian must be one of the PCs since the Shepherd does not allow the illusern to leave the Beastlands without a guardian.

The PC who chooses to take on this task must spend 8 TUs tending the illusern. After that time, a permanent guardian is chosen. The permanent guardian will be chosen at the premiere of this adventure from those who volunteered their 8 TUs. Those who play this module after the premiere spend their 8 TUs but do not get the opportunity to become the permanent guardian.

Once the PCs have convinced the Shepherd to send some illusern with them, read the following:

***Finally convinced that the need is great enough and there will be someone to care for the illusern, the Shepherd stands beside <insert name of guardian PC> and calls together an enormous swarm of the creatures by humming a tune into the air. The air is filled with a light that becomes nearly blinding as they gather into a cloud of blinking light. Blinking in time to the tune. If the gods could pull all the stars of the night sky together and keep them in one place, this is what it would look like.***

***The Shepherd lays a hand on <insert name of guardian PC>’s shoulder. The PC is suddenly aware of each of the illusern in the cloud. The PC understands the pattern of the humming and can communicate with the illusern. The simplicity and beauty of it is nearly overpowering. The Shepherd looks down at <insert name of guardian PC> with tears forming in his eyes. “They are ready to depart with you. Watch over and protect them,” he says.***

***After more humming, the cloud begins to dissipate into tendrils of light, flowing towards a spot between a fallen tree and another large oak tree. Rather than passing through to the other side, they fade into nothingness. The Shepherd motions to the group “They lead you where you need to go. This takes you to the opening in which you came.”***

There are thousands of illusern going through this vortex. There is no mistaking where the PCs need to go. They can make any preparations before they step through that they wish.

When the PCs step through, go to **Encounter Seven**.

## **Encounter Seven: Returning to the Vortex**

**Judge’s Note:** Take special note of the order in which they step through the portal.

***Showered in the glow of the tiny lights, you barely see where you step through the vortex and back into the Dim Forest. Your slosh through waist deep water. The lights of the illusern begin to spread out into the forest.***

***As the illusern illuminate the night, you see a wall of shadows being pushed back. Tiny rays of light zing several of the more reluctant shadow creatures, moving them quickly back into the eaves of the tress. Already, the presence of the illusern is having an effect on the creatures of shadow.***

***A voice breaks the silence. “You fool! I told you this wouldn’t work! We should have finished off the Shepherd when we had the chance.” The voice is that of a man in robes standing in the middle of a circle made of symbols, candles and blood. Next to him are Lorindoriel and Adwen. Both have been gagged and tied with their backs to a post. The women are grievously wounded and unarmed.***

***It appears that Lorindoriel and Adwen have done at least as much damage as was dealt to them. The ground is littered with bodies. Others wear robes typical of arcane casters. Still others dropped weapons where they fell. Whatever happened, the two women put up quite the fight before being taken captive.***

***The sound of steel being drawn focuses your attention to a man in black plate mail. “I tire of***

**this nonsense. The Shepherd should have done as he was said from the beginning. Now, we deal with this once and for all. The Dragon shall have her lair!"**

A Spot check (DC 10+APL) allows the PCs to see that the two men chanting are actually wearing a holy symbol of another deity. A Knowledge (religion) skill check (DC 25) indicates that this is some sort of ritual of sacrifice to Falazure and involves the closing of a gate. Also, with the successful Knowledge (religion) check (DC 25), the PCs know that Falazure is the god of evil and dragons.

If the PCs free Lorindoriel and Adwen during the combat, Lorindoriel is conscious. However, Adwen is unconscious. A Heal check (DC 18) indicates that she has been poisoned and her Strength is currently 0. If she is healed, she joins the battle to the best of her ability. She is still in her armor, but she needs to find a weapon. For Adwen's stats, see *Appendix 2*. She is currently at 0 Str and 8 hit points.

If Lorindoriel is released and healed, she can heal the PCs and assist them in the fight. For Lorindoriel's stats, see *Appendix 2*. She is currently at 7 hit points, but she has 16 points of subdual damage. She has not been poisoned, so her strength is normal. She has used three of her turning attempts for the day. Her current spell list is:

1<sup>st</sup> – *bleed*, *detect undead*, *hide from undead*, ~~*magic weapon*~~, ~~*protection from evil\**~~, *remove fear*, *sanctuary*, *shield of faith*; 2<sup>nd</sup> – *aid\**, ~~*align weapon*~~, *consecrate*, ~~*eagle's splendor*~~, *lesser restoration*, ~~*remove paralysis*~~, *spiritual weapon*; 3<sup>rd</sup> – *daylight* (2), *dispel magic*, ~~*magic vestment*~~, *prayer*, ~~*searing light\**~~; 4<sup>th</sup> – ~~*death ward*~~, *dismissal*, *holy smite\**, *restoration*, ~~*summon monster IV*~~; 5<sup>th</sup> – *commune\**, *dispel evil*, ~~*disrupting weapon*~~, ~~*spell resistance*~~; 6<sup>th</sup> – ~~*blade barrier\**~~, *heal*, *undeath to death*.

## Terrain and Environment

See **DM Aid: Map #4** for the layout of the battle mat.

**Environment:** The PCs arrive through the vortex in waist deep water. This halves their movement unless they fly and rise out of the water. The water also provides cover for the PCs. If they duck down into the water, they have improved cover. It becomes a move action to stand from a squatting position.

Moving through the water counts as difficult terrain. Which means it costs 10 ft. of movement per 5 ft. Movement becomes normal once the PCs are out of the water.

The area around the cove and pier are cleared of trees for at least 100 ft. from the pier, leaving no vegetation. *Entangle* and *briar web* does not work in this area.

The PCs can climb onto the pier with a move-equivalent action.

The circle on the ground from the ritual does not have any effect on the players if they cross the circle.

The Doom of Falazure has desecrated a 20 ft. radius area, centered on his starting position. The undead were created in this area and receive a +1-hit point per HD. Also, this means that the Doom could create 4 HD of undead per caster level.

## Tactics

**Tactics:** The Sword of Falazure uses his flying nightmare mount to charge one of the PCs as soon as he can. He prefers to target clerics or wizards early to keep them from casting spells, but he targets an archer if that is the best available.

Once he has charged, he remains in melee until he has dispatched his foe; relying on his iterative attacks and his nightmare mount to overwhelm the PCs. At that point, the nightmare also attacks, using the free action of his smoke ability against the PCs in front of it.

If the Sword breaks free, he charges again. Do not forget his +1 attack bonus for being on higher ground and his spirited charge and deadly charge bonuses.

The Doom of Falazure has already cast *animate dead* on the corpses from the battle with the elves. He uses them to slow down the PCs and try to keep them grouped together. He has precast *greater magic weapon*, *magic vestment* and *magic circle against good* from the fight with Lorindoriel and Adwen.

The Doom burns his turn attempts to power his quicken spell feat and divine vigor feat. With his extra turning feat, he has 11 turn attempts, after he casts *visage of the deity*. This means he can quicken two spells and activate divine vigor.

On the first round, the Doom casts *visage of the deity* (or *lesser visage* if that is all he has) as a

quicken spell and then casts *greater vigor*. On the second round, he casts a quickened *unholy blight* and then follows it up with other spells as needed.

The Doom tries to soften up the PCs with his spells first such as *greater command*, *slay living* and *dispel magic*. He then casts *righteous might* and *divine power* and lays into the PCs physically.

Both the Doom and the Sword fight to the death. The nightmares flee into the astral or ethereal if their riders are killed.

**Important Note:** Because the undead were recently created using *animate dead* or *create undead*, and the spells are marked off the Doom's spell list, the undead do not affect the EL. The numbers of undead have been reduced to show the losses from the earlier battle.

### **APL 6 (EL 9)**

**Sword of Falazure:** Human Ftr5; hp 45; see *Appendix 1*.

**Nightmare (2):** hp 49; see *Monster Manual* p. 194.

**Doom of Falazure:** Human Clr5; hp 34; see *Appendix 1*.

**Elven zombies (2):** hp 62; see *Monster Manual*, p. 227, but only use the claw attack.

### **APL 8 (EL 11)**

**Sword of Falazure:** Human Ftr8/Cav1; hp 81, see *Appendix 1*.

**Nightmare (2):** hp 49; see *Monster Manual* p. 194.

**Doom of Falazure:** Human Clr7; hp 47, see *Appendix 1*.

**Elven zombies (2):** hp 62; see *Monster Manual*, p. 227, but only use the claw attack.

**Ogre zombie:** hp 82; see *Monster Manual*, p. 227.

### **APL 10 (EL 13)**

**Sword of Falazure:** Human Ftr8/Cav3; hp 108, see *Appendix 1*.

**Advanced Nightmare (2):** hp 83, see *Appendix 1*.

**Doom of Falazure:** Human Clr9; hp 61, see *Appendix 1*.

Doom's precast spell modifications: +2 on saves and +2 deflection bonus to AC against attacks from good creatures, +2 enhancement bonus to AC, +2 attack and +2 damage with halberd.

**Elven zombies (3):** hp 62; see *Monster Manual*, p. 227, but only use the claw attack.

**Ogre zombie:** hp 82; see *Monster Manual*, p. 227.

### **APL 12 (EL 15)**

**Sword of Falazure:** Human Ftr8/Cav5; hp 117, see *Appendix 1*.

**Advanced Half-Dragon Nightmare (2):** hp 120, see *Appendix 1*.

**Doom of Falazure:** Human Clr11; hp 74, see *Appendix 1*.

Doom's precast spell modifications: +2 on saves and +2 deflection bonus to AC against attacks from good creatures, +2 enhancement bonus to AC, +2 attack and +2 damage with halberd.

**Elven zombies (3):** hp 62; see *Monster Manual*, p. 227, but only use the claw attack.

**Ogre zombie (2):** hp 82; see *Monster Manual*, p. 227.

**Ghast:** hp 42; see *Monster Manual*, p. 119.

When the last of them falls and at this time, the PCs can free Lorindoriel and Adwen if they have not done so already. Adwen and Lorindoriel explain that the ritual the cleric was performing was to unhallow the ground. The two women were to be sacrifices to Falazure, the evil deity of dragons as part of another ritual designed to close the vortex and prevent the illusern from coming through. Lorindoriel spends the last of her spells to help heal the PCs. Go to **Conclusion B**.

## **Conclusion**

### **Conclusion A – The Light is Not Returned.**

The PCs have failed their mission or refused to go further.

***The Shadows continue to push at them and push hard. The wood elves and Order of Shining Beacons will continue to fight against the shadows, but at what cost?***

***The name of the Dim Forest seems very appropriate.***

The illusern do not come to the Dim Forest. As a consequence, the shadows take Endéryn and everything west of the Taurë Ridge.

### **Conclusion B – The Lights Come to the Dim Forest.**

The combat ends and the illusern continue coming out of the vortex.

***The stream of illuserns slows to a trickle, then stops completely. Looking out into the woods, you see thousands of the floating lights. The Dim Forest is lit like the nighttime sky full of stars. The shadows fade away and for the first time in many years, the Dim Forest almost looks like most others.***

The PCs should untie Lorindoriel and Adwen if they have not already. Lorindoriel provides what healing she can. She can also raise dead, reincarnate or resurrect with the proper donation to the church.

***Lorindoriel looks up at the glowing lights. There are tears in her eyes. “You have my eternal gratitude for what you have accomplished.” She turns to the illusern and the forest. A wide smile spreads across her face. “Just look at them! This is the most beautiful sight . . . ” She is overcome with emotion and cannot complete the sentence.***

***Adwen adds “And it will certainly aid us in regaining the forest from the shadow creatures. Be careful. Because of what you have done to help, there may be those who will wish you harm.”***

Adwen is correct. The PCs get the Wrath of the Shadow Dragon because they have foiled its plans and killed its servants.

***A figure steps out of the tree line that surrounds the clearing. He is dressed in the leather and beaded vestments of the Old Faith and is flanked by several brown bears.***

The druid is Dorindel the Hawthorne, a druid of the Old Faith and beholden to Obad-Hai. He has come to investigate the emergence of the illuserns. He is very impressed by the aid that these creatures bring to the Dim Forest, and believes that they are necessary to restore the Balance.

***“Well done. These creatures will hold the fades back and restore the Balance to the Dim Forest. The Hunter approves.”***

The PCs receive the *Peace of Dorindel*. If any character has the *Wrath of Dorindel*, their success in bringing the illuserns cancels out his wrath and he is no longer angry at the character.

***“Come, it is time,” Adwen says, and she and Lorindoriel begin to lead you to the camp of wood elves. When you turn to leave, there is a loud whirring and splashing of water behind you. The vortex rises up out of the water, spraying everything around it. Faster and faster it spins. The colored lights flash and blink and blend together. There’s a blinding flash of white light and when you can finally see again, the vortex is gone.***

***But the illusern remain, bringing light to the Dim Forest.***

The illusern have come to the Dim Forest and the advance of the fades is stopped. The elven communities are saved.

The PCs receive the Favor of Adwen merch Lyneth.

### **The End**

## **Experience Point Summary**

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

### **Encounter One**

Defeat the shadow creatures

APL 6 – 270 xp.

APL 8 – 330 xp.

APL 10 – 390 xp.

APL 12 – 450 xp.

### **Encounter Three**

Participate in the games and gather information

APL 6 – 30 xp.

APL 8 – 40 xp.

APL 10 – 50 xp.

APL 12 – 60 xp.

### **Encounter Four**

Get by the Gate Trap

APL 6 – 120 xp.

APL 8 – 150 xp.

APL 10 – 180 xp.

APL 12 – 210 xp.

### **Encounter Five**

Prevent the Lantern Trap from going off and free the illuserns.

APL 6 – 60 xp.

APL 8 – 90 xp.

APL 10 – 120 xp.

APL 12 – 150 xp.

### **Encounter Five**

Convince the Shepherd to return.

APL 6 – 30 xp.

APL 8 – 40 xp.

APL 10 – 50 xp.

APL 12 – 60 xp.

### **Encounter Six**

Negotiate with the Shepherd for the illuserns.

APL 6 – 60 xp.

APL 8 – 75 xp.

APL 10 – 90 xp.

APL 12 – 105 xp.

### **Encounter Seven**

Defeat the Shadow Dragon's servants.

APL 6 – 270 xp.

APL 8 – 330 xp.

APL 10 – 390 xp.

APL 12 – 450 xp.

### **Discretionary Roleplaying Award**

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

APL 6 – 60 xp.

APL 8 – 70 xp.

APL 10 – 80 xp.

APL 12 – 90 xp.

### **Total Possible Experience**

APL 6 – 900 xp.

APL 8 – 1125 xp.

APL 10 – 1350 xp.

APL 12 – 1575 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 (sell value)

### Encounter One:

APL 6: L: 0 gp; C: 0 gp; M: 0 gp.

APL 8: L: 0 gp; C: 0 gp; M: 0 gp.

APL 10: L: 0 gp; C: 0 gp; M: Ring of *feather falling* (183 gp); Amulet of mighty fists +1 (500 gp).

APL 12: L: 0 gp; C: 0 gp; M: Ring of *feather falling* (183 gp); Amulet of mighty fists +2 (2000 gp).

### Encounter Three:

APL ALL: L: 0 gp; C: 0 gp; M: Salve of slipperiness (83 gp); Gloves of arrow snatching (333 gp); Potion of neutralize poison (62 gp); Quiver of Ehlonna (150 gp); *Quaal's Feather Token (celestial feather)* (112 gp).

### Encounter Seven:

APL 6: L: 55 gp; C: 0 gp; M: cloak of resistance +1 x2 (166 gp); full plate +1 (220 gp); potion of *cure moderate wounds* (25 gp); spiked half plate +1 (150 gp); potion of barkskin +3 (50 gp); wand of *cure light wounds* (62 gp).

APL 8: L: 51 gp; C: 0 gp; M: bastard sword +1 (194 gp); cloak of resistance +1 (83 gp); cloak of resistance +2 (333 gp); full plate +1 (220 gp); heavy steel shield +1 (97 gp); potion of *cure moderate wounds* (25 gp); spiked half plate +1 (150 gp); potion of barkskin +3 (50 gp); wand of *cure light wounds* (62 gp); periapt of wisdom +2 (333 gp).

APL 10: L: 51 gp; C: 0 gp; M: keen bastard sword +1 (694 gp); cloak of resistance +1 (83 gp); cloak of resistance +2 (333 gp); full plate +2 (470 gp); heavy steel shield +1 (97 gp); potion of *cure serious wounds* (62 gp); spiked half plate +1 (150 gp); potion of barkskin +3 (50 gp); wand of *cure light wounds* (62 gp); periapt of wisdom +2 (333 gp); ioun stone (dusty rose prism) (416 gp); breastplate barding +2 (450 gp).

APL 12: L: 51 gp; C: 0 gp; M: keen bastard sword +2 (1361 gp); cloak of resistance +1 (83 gp); cloak of resistance +2 (333 gp); full plate +2 (470 gp); heavy steel shield +2 (347 gp); potion of *cure serious wounds* (62 gp); spiked half plate +1 (150 gp); potion of barkskin +3 (50 gp); wand of *cure light wounds* (62 gp); periapt of wisdom +4 (1333 gp); ioun stone (dusty rose prism) (416 gp); breastplate barding +2 (450 gp); ring of protection +2 (666 gp).

### Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 55 gp; C: 0 gp; M: 1416 gp) – Total: 1471 gp (800 gp).

APL 8: L: 51 gp; C: 0 gp; M: 2291 gp) – Total: 2342 gp (1250 gp).

APL 10: L: 51 gp; C: 0 gp; M: 3204 gp) – Total: 3255 gp (2100 gp).

APL 12: L: 51 gp; C: 0 gp; M: 5787 gp) – Total: 5838 gp (3000 gp).

### Special

#### *Favor of Adwen merch Lyneth*

You have come to the aid of Adwen when she was in a dire position, and she wishes to reward your assistance. You may trade this favor for access to one, and only one, of the following magic items from the DMG: potion of *barkskin* +4, scroll of *stoneskin*, or a wand of *magic missile* (3<sup>rd</sup>). This favor can be combined with the Favor of Lorindoriel from Mourning of a Risen Sun and traded for access to the ghost touch upgrade for one weapon. Favor Level C. Mark this favor when used.

#### *The Lady's Touch*

This pure white blossom was grown in a garden in the Beastlands and is always fresh and never fades in beauty. Once per day, the pollen of the flower can be sprinkled on a person to act as a *break enchantment* spell.

Moderate abjuration; CL 9th; Prerequisites: can't be crafted; Market Price: 16,200 gp; Weight: 1 lb.

#### *Quaal's Feather Token (celestial feather)*

A small feather token fallen from the wing of a celestial unicorn that can be used to form a pair of wings with a harness. When worn, the winged harness grants the wearer the ability to fly as per the spell *overland flight*. Donning the harness takes a full round action. The harness lasts for 12 hours

Moderate conjuration; CL: 12th; Prerequisites: Craft Wondrous Item, major creation; Market Price: 450 gp; Weight: 1 lbs.

#### *Miro's Celestial Kitten*

The Shepherd of the Beastlands gifted you a kitten from his celestial pet's (Miro) litter. It has an Int of 3 and speaks Celestial. Normally, it does not adventure with the PC. Instead it stays home and keeps the place free of vermin, especially fiendish rats. However, a sorcerer or a wizard may take the kitten as a familiar. Treat it as a cat with the celestial template and then

add the familiar changes, as per the *Player's Handbook*.

#### *Peace with Dorindel*

Dorindel the Hawthorne is greatly pleased with your efforts to maintain the Balance in the Dim Forest. He is so impressed with your actions, he is no longer wroth with you. This reward cancels the *Wrath of Dorindel*.

#### *Wrath of the Shadow Dragon*

You have ruined the Shadow Dragon's efforts to corrupt the vortex in the Javan River. The Shadow Dragon in Derelion will take steps to destroy you in the future. This wrath stacks with the *Attention of the Shadow Dragon*. If you have the Attention already, then the Shadow Dragon knows a great deal about you. This is probably very bad.

- ❖ *heavy steel shield* +2 (adventure, DMG)
- ❖ *ring of protection* +2 (adventure, DMG)
- ❖ *periapt of wisdom* +4 (adventure, DMG)

## Items for the Adventure Record

### Item Access

#### **APL 6:**

- ❖ *The Lady's Touch* (regional, see above)
- ❖ *Quaal's Feather Token* (celestial feather) (adventure, see above)
- ❖ *gloves of arrow snatching* (adventure, DMG)
- ❖ *potion of neutralize poison* (adventure, DMG)
- ❖ *quiver of Ehlonna* (adventure, DMG)
- ❖ *salve of slipperiness* (adventure, DMG)
- ❖ *wand of cure light wounds* (adventure, DMG)

#### **APL 8** (all items from APL 6 plus):

- ❖ *cloak of resistance* +2 (adventure, DMG)

#### **APL 10** (all items from APL 8 plus):

- ❖ *keen bastard sword* +1 (adventure, DMG)
- ❖ *breastplate barding* +2 (adventure, DMG)
- ❖ *full plate* +2 (adventure, DMG)
- ❖ *ioun stone* (dusty rose prism) (adventure, DMG)

#### **APL 12** (all items from APL 10 plus):

- ❖ *keen bastard sword* +2 (adventure, DMG)

## Appendix 1 – Combat Encounters

### APL 6

#### Encounter One

**Shadow Mastiffs (4):** Medium outsider (extraplanar); CR 5; hp 33; see *Monster Manual* p. 222.

#### Encounter Seven

**Sword of Falazure:** Human Ftr5; CR 5; medium humanoid (human); HD 5d10+10; hp 45; Init +1; Spd 20 ft.; AC 22, touch 11, flat-footed 21 (+1 Dex, +9 full plate, +2 large steel shield); Base Atk +5; Grp +8; Atk +10 melee (1d10+5/19-20, bastard sword); Full Atk +10 melee (1d10+5/19-20, bastard sword); Space/Reach 5 ft./5 ft.; SQ fighter feats; AL LE; SV Fort +7, Ref +3, Will +3; Str 17, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

**Skills and Feats:** Handle Animal +5, Knowledge (nobility and royalty) +4, Ride +11, Spot +2; Cleave, Exotic Weapon Proficiency (Bastard Sword), Mounted Combat, Ride-by Attack, Spirited Charge, Weapon Focus (Bastard Sword), Weapon Specialization (Bastard Sword).

**Possessions:** masterwork bastard sword, cloak of resistance +1, full plate +1, heavy steel shield, potion of *cure moderate wounds*.

**Nightmare (2):** hp 49; see *Monster Manual* p. 194.

**The Doom of Falazure:** Human Clr5; CR 5; Medium humanoid (human); HD 5d8+4; hp 34; Init -1; Spd 20 ft.; AC 17, touch 9, flat-footed 17 (-1 Dex, +8 half plate); Base Atk +3; Grp +5; Atk +6 melee (1d10+3/10, halberd); Full Atk +6 melee (1d10+3/20, halberd); Space/Reach 5 ft./5 ft.; SQ clerical abilities; AL NE; SV Fort +7, Ref +1, Will +7; Str 14, Dex 8, Con 12, Int 10, Wis 17, Cha 14.

**Skills and Feats:** Concentration +9, Heal +6, Knowledge (arcana) +1, Knowledge (religion) +5, Knowledge (the planes) +1, Spellcraft +5; extra turning, divine metamagic, quicken spell.

**Languages:** Common, Draconic.

**Clerical Domains:** Death and Evil.

**Cleric Spells Prepared** (5/4+1/3+1/2+1; save DC 13 + spell level): 0 – *create water*, *cure minor wounds* (2), *resistance*, *virtue*; 1<sup>st</sup> – *bless*, *cause fear*, *entropic shield*, *protection from good*\*, *sanctuary*; 2<sup>nd</sup> – *desecrate*\*, *cure moderate wounds*, *spell*, *spiritual weapon*; 3<sup>rd</sup> – *animate dead*\*, *dispel magic*, *lesser visage of the deity*.

\* domain spells.

**Possessions:** cloak of resistance +1, spiked half plate +1, masterwork halberd, potion of barkskin +3, wand of *cure light wounds*.

### APL 8

#### Encounter One

**Shadow Mastiffs (6):** hp 33; see *Monster Manual* p. 222.

#### Encounter Seven

**Sword of Falazure:** Human Ftr8/Cav1; CR 9; medium humanoid (human); HD 9d10+18; hp 81; Init +1; Spd 20 ft.; AC 23, touch 11, flat-footed 22 (+1 Dex, +9 full plate, +3 large steel shield); Base Atk +9/+4; Grp +13; Atk +15 melee (1d10+7/17-20, bastard sword) or +16 melee (1d10+4/20, lance); Full Atk +15/+10 melee (1d10+7/17-20, bastard sword) or +16/+11 melee (1d10+4/20, lance); Space/Reach 5 ft./5 ft.; SA mounted weapon bonus (lance) +1; SQ fighter feats, ride bonus +2, courtly knowledge; AL LE; SV Fort +12, Ref +4, Will +7; Str 18, Dex 12, Con 14, Int 10, Wis 12, Cha 10.

**Skills and Feats:** Diplomacy +2, Handle Animal +5, Intimidate +2, Knowledge (nobility and royalty) +5, Ride +17, Spot +4, Swim -11; Cleave, Exotic Weapon Proficiency (Bastard Sword), Improved Critical (Bastard Sword), Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge, Weapon Focus (Bastard Sword), Weapon Specialization (Bastard Sword), Weapon Focus (Lance).

**Mounted Weapon Bonus (Ex):** A cavalier gains a competence bonus on his attack roll when using the indicated weapon while mounted. For the lance, this bonus starts out at +1 at 1st level and increases by +1 every four levels thereafter. For the sword, this bonus starts out at +1 at 2nd level and increases by +1 every four levels there after.

**Ride Bonus (Ex):** A cavalier gains a competence bonus on Ride checks. This bonus starts out at +2 and improves to +2 at 4th level, +6 at 7th level, and +8 at 9th level.

**Courtly Knowledge (Ex):** A cavalier adds his class level to his Knowledge (nobility and royalty) checks as a competence bonus.

**Possessions:** bastard sword +1, cloak of resistance +2, full plate +1, heavy steel shield +1, masterwork lance, potion of *cure moderate wounds*.



**Nightmare (2):** hp 49; see *Monster Manual* p. 194.

**The Doom of Falazure:** Human Clr7; CR 7; Medium humanoid (human); HD 7d8+7; hp 47; Init -1; Spd 20 ft.; AC 17, touch 9, flat-footed 17 (-1 Dex, +8 half plate); Base Atk +5; Grp +7; Atk +8 melee (1d10+3/10, halberd); Full Atk +8 melee (1d10+3/20, halberd); Space/Reach 5 ft./5 ft.; SQ clerical abilities; AL NE; SV Fort +7, Ref +2, Will +7; Str 14, Dex 8, Con 12, Int 10, Wis 19, Cha 14.

**Skills and Feats:** Concentration +10, Heal +7, Knowledge (arcana) +3, Knowledge (religion) +5, Knowledge (the planes) +3, Spellcraft +5; divine vigor, extra turning, divine metamagic, quicken spell.

**Languages:** Common, Draconic.

**Clerical Domains:** Death and Evil.

**Cleric Spells Prepared** (6/5+1/4+1/3+1/2+1; save DC 14 + spell level): 0 – *create water*, *cure minor wounds* (2), *detect magic*, *resistance*, *virtue*; 1<sup>st</sup> – *bless*, *cause fear*, *divine favor*, *entropic shield*, *protection from good*\*, *shield of faith*; 2<sup>nd</sup> – *bull's strength*, *cure moderate wounds*, *desecrate*\*, *resist energy*, *spiritual weapon*; 3<sup>rd</sup> – *animate dead*\*, *dispel magic*, *lesser visage of the deity*, *wind wall*; 4<sup>th</sup> – *cure critical wounds*, *divine power*, *unholy blight*\*.

\* domain spells.

**Possessions:** cloak of resistance +1, spiked half plate +1, masterwork halberd, periapt of wisdom +2, potion of barkskin +3, wand of *cure light wounds*.

## APL 10

### Encounter One

**Mhissalair:** Female young adult shadow dragon; CR 10; medium dragon (shadow); HD 16d12+32, hp 168; Init +4; Spd 80 ft., fly 150 ft. (poor); AC 33 (+19 natural, +4 *mage armor*), touch 10, flat-footed 33; Base Atk +19; Grp +22; Atk +23 melee (1d8+4, bite); Full Atk +23 melee (1d8+4, bite), +21 melee (1d6+2, 2 claws), +21 melee (1d4+2, 2 wings); Space/Reach 5 ft./5 ft.; SA breath weapon, frightful presence, spell-like abilities, spells; SQ blindsense 60 ft., damage reduction 5/magic, darkvision 120 ft., immunity to energy drain, magic sleep effects, and paralysis, low-light vision, shadow blend, spell resistance 20; AL CE; SV Fort +12, Ref +10, Will +14; Str 17, Dex 10, Con 15, Int 18, Wis 18, Cha 19.

**Skills and Feats:** Appraise +16, Bluff +12, Concentration +20, Diplomacy +16, Hide +15,

Intimidate +12, Knowledge (arcana) +10, Knowledge (dungeoneering) +10, Knowledge (planar) +10, Knowledge (religion) +10, Listen +20, Move Silently +15, Search +10, Sense Motive +10, Spellcraft +22, Spot +22, Tumble +15; Enlarge Breath, Hover, Improved Initiative, Multiattack, Power Attack, Recover Breath.

**Languages:** Draconic, Common, Elven, Giant, Undercommon.

**Breath Weapon (Su):** 30 ft. cone, 2 negative levels, Reflex DC 22 half.

**Frightful Presence (Ex):** 150-ft. radius, HD 16 or fewer, Will DC 22 negates.

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

**Spell-Like Abilities:** 3/day—*mirror image*.

**Spells:** As 3rd-level sorcerer.

**Sorcerer Spells Known** (6/4; save DC 14 + spell level): 0—*arcane mark*, *detect magic*, *ghost sound*, *read magic*, *touch of fatigue*; 1st—*expeditious retreat*, *mage armor*, *protection from good*.

**Possessions:** Ring of *Feather Falling*, Amulet of Mighty Fists +1.

**Advanced Shadow Mastiff:** CR 7; Large Outsider (Extraplanar); HD 8d8+40; hp 78; Init +4; Spd 50 ft.; AC 14 (-1 size, +5 natural), touch 9, flat-footed 14; Base Atk +8; Grp +19; Atk +15 (2d6+10/20, bite); Full Atk +15 (1d8+10/20, bite); Space/Reach 10 ft./10 ft.; SA bay, trip; SQ darkvision 60 ft., shadow blend, scent; AL NE; SV Fort +12, Ref +8, Will +9; Str 25, Dex 11, Con 21, Int 4, Wis 12, Cha 13.

**Skills and Feats:** Climb +16, Hide +4, Jump +16, Listen +12, Move Silently +4, Spot +12, Survival +8\*; Ability Focus (bay), Improved Initiative, Improved Natural Attack (bite), Track. Shadow mastiffs prefer fighting in shadows or dark conditions, which gives them a great advantage.

**Bay (Su):** When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-foot spread must succeed on a DC 13 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an

affected creature is immune to the same mastiff's bay for 24 hours. The save DC is Charisma-based.

**Trip (Ex):** A shadow mastiff that hits with its bite attack can attempt to trip the opponent as a free action (+3 check modifier) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow mastiff.

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

**Skills:** \*A shadow mastiff has a +4 racial bonus on Survival checks when tracking by scent.

### **Encounter Seven**

**Sword of Falazure:** Human Ftr8/Cav3; CR 11; medium humanoid (human); HD 12d10+24; hp 108; Init +1; Spd 20 ft.; AC 24, touch 11, flat-footed 23 (+1 Dex, +10 full plate, +3 large steel shield); Base Atk +11/+6/+1; Grp +15; Atk +18 melee (1d10+7/17-20, bastard sword) or +18 melee (1d10+4/20, lance); Full Atk +18/+13/+8 melee (1d10+7/17-20, bastard sword) or +18/+13/+8 melee (1d10+4/20, lance); Space/Reach 5 ft./5 ft.; SA mounted weapon bonus (lance) +1, mounted weapon bonus (sword) +1, deadly charge; SQ fighter feats, ride bonus +2, courtly knowledge, burst of speed; AL LE; SV Fort +13, Ref +5, Will +8; Str 18, Dex 12, Con 14, Int 10, Wis 13, Cha 10.

**Skills and Feats:** Diplomacy +2, Handle Animal +5, Intimidate +4, Knowledge (nobility and royalty) +5, Ride +19, Spot +5, Swim -11; Cleave, Exotic Weapon Proficiency (Bastard Sword), Mounted Combat, Power Attack, Power Critical (Bastard Sword), Ride-by Attack, Spirited Charge, Weapon Focus (Bastard Sword), Weapon Specialization (Bastard Sword), Weapon Focus (Lance).

**Mounted Weapon Bonus (Ex):** A cavalier gains a competence bonus on his attack roll when using the indicated weapon while mounted. For the lance, this bonus starts out at +1 at 1st level and increases by +1 every four levels thereafter. For the sword, this bonus starts out at +1 at 2nd level and increases by +1 every four levels there after.

**Ride Bonus (Ex):** A cavalier gains a competence bonus on Ride checks. This bonus

starts out at +2 and improves to +2 at 4th level, +6 at 7th level, and +8 at 9th level.

**Courtly Knowledge (Ex):** A cavalier adds his class level to his Knowledge (nobility and royalty) checks as a competence bonus.

**Deadly Charge (Ex):** When mounted and using the charge action, a cavalier of 2nd level or higher may declare a "deadly Charge" before making his attack roll (thus, a failed attack ruins the attempt). If he hits, he deals triple damage with a melee weapon (or quadruple damage with a lance). This ability does not stack with the benefit of the Spirited Charge feat.

**Burst of Speed (Ex):** At 3rd level and higher, a cavalier can urge his mount to greater than normal speed when charging. This ability doubles the maximum distance the mount can travel when making a charge, up to four times its speed. This ability can be used once per day without penalty to the mount. Each additional use of the ability in a single day requires the mount to make a DC 20 Will save immediately after the conclusion of the charge; failure results in the mount taking 2d6 points of damage.

**Possessions:** keen bastard sword +1, cloak of resistance +2, full plate +2, heavy steel shield +1, masterwork lance, potion of *cure serious wounds*.

**Advanced Nightmare (2):** CR 7; Large Outsider (Evil, Extraplanar); HD 10d8+30; hp 83; Init +6; Spd 40 ft., fly 90 ft. (good); AC 31, touch 11, flat-footed 29 (-1 size, +2 Dex, +13 natural, +7 breastplate barding); Base Atk +10; Grp +18; Atk +13 melee (2d6+4/20 plus 1d4 fire, hoof); Full Atk +13 melee (2d6+4/20 plus 1d4 fire, 2 hooves) and bite +8 melee (1d8+2/20, bite); Space/Reach 10 ft./5 ft.; SA flaming hooves, smoke; SQ astral projection, darkvision 60 ft., etherealness; AL NE; SV Fort +12, Ref +11, Will +10; Str 18, Dex 15, Con 16, Int 13, Wis 13, Cha 12.

**Skills and Feats:** Concentration +17, Diplomacy +7, Intimidate +14, Knowledge (the planes) +14, Listen +16, Move Silently +11, Search +14, Sense Motive +14, Spot +16, Survival +14 (+16 on the other planes and following tracks); Alertness, Cleave, Improved Natural Attack, Power Attack.

**Flaming Hooves (Su):** A blow from a nightmare's hooves sets combustible materials alight.

**Smoke (Su):** During the excitement of battle, a nightmare snorts and neighs with rage. This snorting fills a 15-foot cone with a hot, sulfurous smoke that chokes and blinds opponents.

Anyone in the cone must succeed on a DC 16 Fortitude save or take a –2 penalty on all attack and damage rolls until 1d6 minutes after leaving the cone. The cone lasts 1 round, and the nightmare uses it once as a free action during its turn each round. The save DC is Constitution-based.

Because of the smoke it gives off, a nightmare has concealment against creatures 5 feet away and total concealment against creatures 10 feet or farther away. The smoke does not obscure the nightmare's vision at all.

**Astral Projection and Etherealness** (Su): These abilities function just like the spells of the same names (caster level 20th); a nightmare can use either at will.

**Carrying Capacity:** A light load for a nightmare is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

Possessions: breastplate barding +2.

**The Doom of Falazure:** Human Clr9; CR 9; Medium humanoid (human); HD 9d8+9; hp 61; Init -1; Spd 20 ft.; AC 17, touch 10, flat-footed 18 (-1 Dex, +7 half plate, +1 insight); Base Atk +6/+1; Grp +8; Atk +9 melee (1d10+3/10, halberd); Full Atk +9/+4 melee (1d10+3/20, halberd); Space/Reach 5 ft./5 ft.; SQ clerical abilities; AL NE; SV Fort +8, Ref +3, Will +12; Str 14, Dex 8, Con 12, Int 10, Wis 20, Cha 14.

**Skills and Feats:** Concentration +12, Heal +8, Knowledge (arcana) +5, Knowledge (religion) +5, Knowledge (the planes) +3, Spellcraft +9; divine vigor, extra turning, divine metamagic, quicken spell.

**Languages:** Common, Draconic.

**Clerical Domains:** Death and Evil.

Cleric	Spells	Prepared
(6/5+1/5+1/4+1/3+1/2+1; save DC 15 + spell level): 0 – <i>create water, cure minor wounds</i> (2), <i>detect magic, resistance, virtue</i> ; 1 <sup>st</sup> – <i>bles</i> , <i>cause fear, divine favor, entropic shield, protection from good*</i> , <i>shield of faith</i> ; 2 <sup>nd</sup> – <i>aid, bull's strength, cure moderate wounds, desecrate*</i> , <i>resist energy, spiritual weapon</i> ; 3 <sup>rd</sup> – <i>animate dead*</i> , <i>dispel magic, lesser visage of the deity, magic vestment, wind wall</i> ; 4 <sup>th</sup> – <i>cure critical wounds, divine power, greater magic weapon, unholy blight*</i> ; 5 <sup>th</sup> – <i>righteous might, slay living*, spell resistance</i> .		

\* domain spells.

Possessions: cloak of resistance +1, spiked half plate +1, masterwork halberd, ioun stone (dusty rose prism), periapt of wisdom +2, potion of barkskin +3, wand of *cure light wounds*.

## APL 12

### Encounter One

**Mhissalair:** Female adult shadow dragon; CR 12; large dragon (shadow); HD 19d12+57, hp 214; Init +4; Spd 80 ft., fly 150 ft. (poor); AC 35 (-1 size, +22 natural, +4 *mage armor*), touch 9, flat-footed 31; Base Atk +22; Grp +30; Atk +28 melee (2d6+6, bite); Full Atk +26 melee (2d6+6, bite), +24 melee (1d8+4, 2 claws), +24 melee (1d6+4, 2 wings), +24 melee (1d8+8, tail snap); Space/Reach 10 ft./5 ft. (10 ft. with bite); SA breath weapon, frightful presence, spell-like abilities, spells; SQ blindsense 60 ft., damage reduction 5/magic, darkvision 120 ft., immunity to energy drain, magic sleep effects, and paralysis, low-light vision, shadow blend, spell resistance 22; AL CE; SV Fort +14, Ref +11, Will +16; Str 19, Dex 10, Con 17, Int 20, Wis 20, Cha 21.

**Skills:** Appraise +20, Bluff +15, Concentration +23, Diplomacy +19, Hide +20, Intimidate +15, Knowledge (arcana) +10, Knowledge (dungeoneering) +10, Knowledge (planar) +10, Knowledge (religion) +10, Listen +25, Move Silently +20, Search +15, Sense Motive +15, Spellcraft +25, Spot +25, Tumble +20; Enlarge Breath, Hover, Improved Initiative, Multiattack, Power Attack, Quicken Spell-Like Ability (Mirror Image), Recover Breath.

**Languages:** Draconic, Abyssal, Common, Elven, Giant, Undercommon.

**Breath Weapon** (Su): 40 ft. cone, 3 negative levels, Reflex DC 24 half.

**Frightful Presence** (Ex): 180-ft. radius, HD 19 or fewer, Will DC 23 negates.

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

**Spell-Like Abilities:** 3/day—*mirror image*; 1/day—*dimension door*.

**Spells:** As 5th-level sorcerer.

**Sorcerer Spells Known** (6/7/5; save DC 15 + spell level): 0—*arcane mark, detect magic, ghost sound, message, read magic, touch of fatigue*; 1st—*expeditious retreat, mage armor, protection from good, true strike*; 2nd—*bear's endurance, see invisibility*.

Equipment: Ring of *Feather Falling*, Amulet of Mighty Fists +2.

**Advanced Shadow Mastiff:** CR 7; Large Outsider (Extraplanar); HD 8d8+40; hp 78; Init +4; Spd 50 ft.; AC 14 (-1 size, +5 natural), touch 9, flat-footed 14; Base Atk +8; Grp +19; Atk +15 (2d6+10/20, bite); Full Atk +15 (1d8+10/20, bite); Space/Reach 10 ft./10 ft.; SA bay, trip; SQ darkvision 60 ft., shadow blend, scent; AL NE; SV Fort +12, Ref +8, Will +9; Str 25, Dex 11, Con 21, Int 4, Wis 12, Cha 13.

**Skills and Feats:** Climb +16, Hide +4, Jump +16, Listen +12, Move Silently +4, Spot +12, Survival +8\*; Ability Focus (bay), Improved Initiative, Improved Natural Attack (bite), Track. Shadow mastiffs prefer fighting in shadows or dark conditions, which gives them a great advantage.

**Bay (Su):** When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-foot spread must succeed on a DC 13 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same mastiff's bay for 24 hours. The save DC is Charisma-based.

**Trip (Ex):** A shadow mastiff that hits with its bite attack can attempt to trip the opponent as a free action (+3 check modifier) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow mastiff.

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

**Skills:** \*A shadow mastiff has a +4 racial bonus on Survival checks when tracking by scent.

### **Encounter Seven**

**Sword of Falazure:** Human Ftr8/Cav5; CR 13; medium humanoid (human); HD 13d10+26; hp 117; Init +1; Spd 20 ft.; AC 27, touch 13, flat-footed 26 (+1 Dex, +10 full plate, +4 large steel shield, +2 deflection); Base Atk +13/+8/+3; Grp +17; Atk +20 melee (1d10+8/17-20, bastard sword) or +21 melee (1d10+4/20, lance); Full Atk +20/+15/+10 melee (1d10+8/17-20, bastard sword) or +21/+16/+11 melee (1d10+4/20,

lance); Space/Reach 5 ft./5 ft.; SA mounted weapon bonus (lance) +2, mounted weapon bonus (sword) +1, deadly charge 2/day; SQ fighter feats, ride bonus +4, courtly knowledge, burst of speed; AL LE; SV Fort +14, Ref +5, Will +11; Str 18, Dex 12, Con 14, Int 10, Wis 13, Cha 10.

**Skills and Feats:** Diplomacy +3, Handle Animal +5, Intimidate +7, Knowledge (nobility and royalty) +5, Ride +23, Spot +8, Swim +5; Cleave, Exotic Weapon Proficiency (Bastard Sword), Iron Will, Mounted Combat, Power Attack, Power Critical (Bastard Sword), Ride-by Attack, Spirited Charge, Weapon Focus (Bastard Sword), Weapon Specialization (Bastard Sword), Weapon Focus (Lance).

**Mounted Weapon Bonus (Ex):** A cavalier gains a competence bonus on his attack roll when using the indicated weapon while mounted. For the lance, this bonus starts out at +1 at 1st level and increases by +1 every four levels thereafter. For the sword, this bonus starts out at +1 at 2nd level and increases by +1 every four levels there after.

**Ride Bonus (Ex):** A cavalier gains a competence bonus on Ride checks. This bonus starts out at +2 and improves to +2 at 4th level, +6 at 7th level, and +8 at 9th level.

**Courtly Knowledge (Ex):** A cavalier adds his class level to his Knowledge (nobility and royalty) checks as a competence bonus.

**Deadly Charge (Ex):** When mounted and using the charge action, a cavalier of 2nd level or higher may declare a "deadly Charge" before making his attack roll (thus, a failed attack ruins the attempt). If he hits, he deals triple damage with a melee weapon (or quadruple damage with a lance). This ability does not stack with the benefit of the Spirited Charge feat.

**Burst of Speed (Ex):** At 3rd level and higher, a cavalier can urge his mount to greater than normal speed when charging. This ability doubles the maximum distance the mount can travel when making a charge, up to four times its speed. This ability can be used once per day without penalty to the mount. Each additional use of the ability in a single day requires the mount to make a DC 20 Will save immediately after the conclusion of the charge; failure results in the mount taking 2d6 points of damage.

**Possessions:** keen bastard sword +2, cloak of resistance +2, full plate +2, heavy steel shield +2, masterwork lance, potion of *cure serious wounds*, ring of protection +2.

**Advanced Half-Dragon Nightmare (2):** CR 9; Large Dragon (Evil, Extraplanar); HD 10d12+40; hp 120; Init +6; Spd 30 ft., fly 60 ft. (good); AC 35, touch 11, flat-footed 33 (-1 size, +2 Dex, +17 natural, +7 breastplate barding); Base Atk +10; Grp +22; Atk +17 melee (2d6+8/20 plus 1d4 fire, hoof); Full Atk +17 melee (2d6+8/20 plus 1d4 fire, 2 hooves) and bite +12 melee (1d8+4/20, bite); Space/Reach 10 ft./5 ft.; SA breath weapon, flaming hooves, smoke,; SQ astral projection, darkvision 60 ft., , etherealness, immunity to *sleep*, paralysis effects, and energy drain, low-light vision; AL NE; SV Fort +13, Ref +11, Will +10; Str 26, Dex 15, Con 18, Int 15, Wis 13, Cha 14.

*Skills and Feats:* Concentration +15, Diplomacy +7, Hide +12, Intimidate +14, Knowledge (the planes) +12, Listen +16, Move Silently +13, Search +14, Sense Motive +12, Spot +16, Survival +12 (+14 on the other planes and following tracks); Alertness, Cleave, Improved Natural Attack, Power Attack.

*Languages:* Abyssal, Common, Draconic, Elven, Infernal.

*Breath Weapon (Su):* 30 ft. cone of shadows, 1 negative level, Reflex DC 19 half.

*Flaming Hooves (Su):* A blow from a nightmare's hooves sets combustible materials alight.

*Smoke (Su):* During the excitement of battle, a nightmare snorts and neighs with rage. This snorting fills a 15-foot cone with a hot, sulfurous smoke that chokes and blinds opponents. Anyone in the cone must succeed on a DC 17 Fortitude save or take a -2 penalty on all attack and damage rolls until 1d6 minutes after leaving the cone. The cone lasts 1 round, and the nightmare uses it once as a free action during its turn each round. The save DC is Constitution-based.

Because of the smoke it gives off, a nightmare has concealment against creatures 5 feet away and total concealment against creatures 10 feet or farther away. The smoke does not obscure the nightmare's vision at all.

*Astral Projection and Etherealness (Su):* These abilities function just like the spells of the same names (caster level 20th); a nightmare can use either at will.

*Carrying Capacity:* A light load for a nightmare is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

*Possessions:* breastplate barding +2.

**The Doom of Falazure:** Human Clr11; CR 11; Medium humanoid (human); HD 11d8+11; hp 74; Init -1; Spd 20 ft.; AC 17, touch 10, flat-footed 18 (-1 Dex, +7 half plate, +1 insight); Base Atk +8/+3; Grp +10; Atk +11 melee (1d10+3/10, halberd); Full Atk +11/+6 melee (1d10+3/20, halberd); Space/Reach 5 ft./5 ft.; SQ clerical abilities; AL NE; SV Fort +10, Ref +4, Will +10; Str 14, Dex 8, Con 12, Int 10, Wis 22, Cha 14.

*Skills and Feats:* Concentration +14, Heal +9, Knowledge (arcana) +5, Knowledge (religion) +5, Knowledge (the planes) +3, Spellcraft +13; divine vigor, extra turning, divine metamagic, power attack, quicken spell.

*Languages:* Common, Draconic.

*Clerical Domains:* Death and Evil.

<i>Cleric</i>	<i>Spells</i>	<i>Prepared</i>
(6/6+1/5+1/4+1/3+1/2+1; save DC 16 + spell level): 0 – <i>create water, cure minor wounds</i> (2), detect magic, <i>resistance, virtue</i> ; 1 <sup>st</sup> – <i>bless, cause fear, command, divine favor, entropic shield, protection from good*, shield of faith</i> ; 2 <sup>nd</sup> – <i>aid, bull's strength, cure moderate wounds, desecrate*, resist energy, spiritual weapon</i> ; 3 <sup>rd</sup> – <i>animate dead*, dispel magic</i> (2), <del><i>magic circle against good, magic vestment</i></del> , wind wall; 4 <sup>th</sup> – <i>cure critical wounds, divine power, freedom of movement, greater magic weapon, unholy blight*</i> ; 5 <sup>th</sup> – <i>greater command, greater vigor, righteous might, slay living*</i> ; 6 <sup>th</sup> – <del><i>create undead*</i></del> , <i>heal, visage of the deity</i> .		

*\* domain spells.*

*Possessions:* cloak of resistance +1, spiked half plate +1, masterwork halberd, ioun stone (dusty rose prism), periapt of wisdom +4, potion of barkskin +3, wand of *cure light wounds*.

## Appendix 2 – NPCs

**Adwen merch Lyneth: Female Human (Flannae-Oerdian) Ftr2/Pal10;** Medium Humanoid; CR 12; 2d10+10d10+24+12; hp 100; Init +0; Spd 20 ft.; AC 20 (+9 armor, +1 shield), touch 10, flat-footed 20; Base Atk +12/+7/+2; Grapple +14; Atk +16 melee (1d10+4+1d6 fire/17-20, bastard sword), Full Atk +16/+11/+6 melee (1d10+4+1d6 fire/17-20, bastard sword); Space/Reach 5 ft./5 ft.; SA Fighter feats, smite evil 3/day, turn undead; SQ Aura of courage, aura of good, detect evil, divine grace, divine health, lay on hand (40 hit points), remove disease 2/week, special mount; AL LG; SV Fort +16, Ref +7, Will +9; Str 14, Dex 10, Con 14, Int 12, Wis 13 (15), Cha 16 (18).

**Skills and Feats:** Diplomacy +18, Handle Animal +8, Heal +11, Knowledge (nobility) +7, Knowledge (religion) +7, Ride +7, Sense Motive +13; Divine Might, Divine Shield, Exotic Weapon Proficiency (Bastard Sword), Improved Critical (Bastard Sword), Iron Will, Improved Smiting, Power Attack, Sacred Vengeance.

**Languages:** Common, Elven.

**Paladin Spells Prepared** (2/2; save DC 12 + spell level): 1<sup>st</sup> – *cure light wounds*, *divine sacrifice*; 2<sup>nd</sup> – *bull strength*, *shield other*.

**Possessions:** +2 half-plate, +2 flaming ghosttouch bastard sword, cloak of charisma +2, +1 daylight shield, periapt of wisdom +2, scroll of lesser restoration (2), scroll of cure light wounds (3).

**Lorindoriel:** Female Elf (High) Clr8/DvnOrcl3; CR 11; Medium Humanoid (elf); HD 8d8+6d6; hp 68; Init +3; Spd 30 ft.; AC 20, touch 12, flat-footed 18 (+2 Dex, +5 elven chain, +3 large wooden shield); Base Atk +7/+1; Grp +6; Atk +7 melee (1d8/19-20, longsword) or +10 ranged (1d8/20, longbow); Full Atk +7/+1 melee (1d8/19-20, longsword) or +10/+4 ranged (1d8/20, longbow); Space/Reach 5 ft./5 ft.; SA Domain spells (Good and Sun), turn undead; SQ Oracle domain, scry bonus, prescient sense, trap sense, divination enhancement; AL CG; SV Fort +10, Ref +9, Will +18; Str 8, Dex 14, Con 10, Int 12, Wis 18 (22), Cha 14.

**Skills and Feats:** Concentration +10, Heal +11, Knowledge (planar) +6, Knowledge (religion) +12, Spellcraft +9; Craft Wondrous Items, Domain Focus (sun), Improved Turning, Skill Focus (religion).

**Languages:** Elven and Common

**Oracle domain:** Upon adopting the divine oracle class, the character gains access to the

Oracle Domain. The character gains the granted power associated with the domain (+2 caster level for divination spells), and can choose the spells in that domain as her daily domain spells.

**Scry Bonus (Su):** A divine oracle adds a +1 sacred bonus to the save DC of all of her divination (scrying) spells.

**Prescient Sense (Ex):** Beginning at 2nd level, if a divine oracle makes a successful Reflex saving throw against an attack the normally inflicts half damage on a successful save, she instead takes no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears, unlike the evasion ability used by monks and rogues.

**Trap Sense (Ex):** At 2nd-level, The divine oracle gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps.

**Divination Enhancement (Ex):** Beginning at 3rd level, a divine oracle may roll twice and take the better result when using divination spells such as augury or divination.

Cleric	Spells	Prepared
(6/7+1/6+1/5+1/4+1/3+1/2+1	save DC 14 (16) +	spell level): 0 – <i>detect magic</i> , <i>light</i> (3), <i>resistance</i> (2); 1 <sup>st</sup> – <i>bleed</i> , <i>detect undead</i> , <i>hide from undead</i> , <i>magic weapon</i> , <i>protection from evil</i> *, <i>remove fear</i> , <i>sanctuary</i> , <i>shield of faith</i> ; 2 <sup>nd</sup> – <i>aid</i> *, <i>align weapon</i> , <i>consecrate</i> , <i>eagle's splendor</i> , <i>lesser restoration</i> , <i>remove paralysis</i> , <i>spiritual weapon</i> ;; 3 <sup>rd</sup> – <i>daylight</i> (2), <i>dispel magic</i> , <i>magic vestment</i> , <i>prayer</i> , <i>searing light</i> *; 4 <sup>th</sup> – <i>death ward</i> , <i>dismissal</i> , <i>holy smite</i> *, <i>restoration</i> , <i>summon monster IV</i> ; 5 <sup>th</sup> – <i>commune</i> *, <i>dispel evil</i> , <i>disrupting weapon</i> , <i>spell resistance</i> ; 6 <sup>th</sup> – <i>blade barrier</i> *, <i>heal</i> , <i>undeath to death</i> .

\* domain spells.

**Possessions:** masterwork longbow, masterwork longsword, cloak of resistance +3, elven chain, gem of brightness, periapt of wisdom +4, phylactery of undead, +1 large wooden shield, strand of prayer beads (healing, karma, smiting).

## Appendix 3 – Rules Changes

### Monsters

#### SHADOW DRAGON AS PRESENTED IN DRACONOMICON

##### *Dragon (Shadow)*

**Climate/Terrain:** Underground

**Organization:** Wyrmling, very young, juvenile, and young adult: solitary or clutch (2-5); adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2) and 2-5 offspring)

**Challenge Rating:** Wyrmling 2; very young 3, young 5, juvenile 7; young adult 10; adult 12; mature adult 15; old 17; very old 18; ancient 20; wyrm 21; great wyrm 23

**Treasure:** Double standard

**Alignment:** Always chaotic evil

**Advancement:** Wyrmling 5-6 HS (Tiny); very young 8-9 HD (Small); young 11-12 HD (Small); juvenile 14-15 HD (Medium-size); young adult 17-18 HD (Medium-size); adult 20-21 HD (Large); mature adult 23-24 HD (Large); old 26-27 HD (Huge); very old 29-30 HD (Huge); ancient 32-33 HD (Huge); wyrm 35-36 HD (Gargantuan); ancient wyrm 38+ HD (Gargantuan)

Shadow dragons are sly and devious creatures with ties to the Plane of Shadow.

Shadow Dragons have translucent scales and dark bodies, giving them an indistinct appearance— from a distance, they seem to be nothing but a foreboding mass of shadows.

##### **Combat**

Shadow dragons prefer to attack from hiding, employing their shadow blend ability. They use illusion spells to confuse and misdirect their foes.

**Breath Weapon (Su):** A shadow dragon's breath weapon is a cone of billowing smoky shadows with an energy drain effect. Creatures within the cone gain the number of negative levels shown on the accompanying table; the saving throw to remove the negative level is shown on the table as well. A successful Reflex save (against the same DC) reduces the number of negative levels by half (round down)

**Shadow Blend (Su):** During any conditions other than daylight, a shadow dragon can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

**Create Shadows (Su):** Three times per day; a great wyrm shadow dragon can conjure a mass of leaping shadows with a radius of 1 hour (this is a creation effect). All normal and magical light sources are negated within this radius. All characters and creatures gain a +4 bonus on their Hide checks within the shadows, and can hide even if directly observed. Shadow dragons and other creatures with ties to the Plane of Shadow gain total concealment within the shadows (50% miss chance), though they can move and attack normally. Their attacks gain a +2 bonus and deny their opponents any Dexterity bonus to AC, because they are considered invisible.

**Other Spell-like Abilities (Sp):** 3/day—*mirror image*, *nondetection*; 2/day—*dimension door*; 1/day—*shadow walk*.

#### SHADOW DRAGONS BY AGE

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
Wyrmling	T	4d12+4 (30)	19 (+2 size, +7 natural)	+6	+5	+4	+6	1 (14)	—	12
Very young	S	7d12+7 (52)	21 (+1 size, +10 natural)	+9	+6	+5	+8	1 (16)	—	13

Young	S	10d12+10 (75)	24 (+1 size, +13 natural)	+12	+8	+7	+10	1 (18)	—	15
Juvenile	M	13d12+26 (110)	26 (+16 natural)	+15	+10	+8	+12	2 (20)	—	17
Young adult	M	16d12+32 (136)	29 (+19 natural)	+19	+12	+10	+14	2 (22)	22	20
Adult	L	19d12+57 (180)	31 (-1 size, +22 natural)	+22	+14	+11	+16	3 (24)	24	22
Mature adult	L	22d12+88 (231)	34 (-1 size, +25 natural)	+27	+17	+13	+18	4 (26)	26	25
Old	H	25d12+125 (287)	36 (-2 size, +28 natural)	+31	+19	+14	+21	5 (29)	29	27
Very old	H	28d12+140 (322)	39 (-2 size, +31 natural)	+35	+21	+16	+24	5 (32)	32	28
Ancient	H	31d12+186 (387)	42 (-2 size, +34 natural)	+39	+22	+17	+26	6 (34)	34	30
Wyrm	G	34d12+238 (459)	43 (-4 size, +37 natural)	+41	+26	+19	+29	7 (37)	37	31
Great wyrm	G	37d12+296 (536)	46 (-4 size, +40 natural)	+45	+29	+21	+32	8 (39)	39	33

### SHADOW DRAGONS ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level*
Wyrmling	80ft, fly 150 ft (average)	11	10	13	14	14	15	Energy drain immunity	—
Very young	80ft, fly 150 ft (average)	13	10	13	16	16	17	Shadow blend	—
Young	80ft, fly 150 ft (average)	13	10	13	16	16	17		—
Juvenile	80ft, fly 150 ft (poor)	15	10	15	18	18	19	Mirror image	1 <sup>st</sup>
Young adult	80ft, fly 150 ft (poor)	17	10	15	18	18	19	Damage reduction 5/+1	3 <sup>rd</sup>
Adult	80ft, fly 150 ft (poor)	19	10	+22	20	20	21	Dimension door	5 <sup>th</sup>
Mature adult	80ft, fly 150 ft (poor)	23	10	+27	20	20	21	Damage reduction 10/+1	7 <sup>th</sup>
Old	80ft, fly 150 ft (poor)	27	10	+31	24	24	25	Nondetection	9 <sup>th</sup>
Very old	80ft, fly 150 ft (poor)	29	10	+35	26	26	27	Damage reduction 15/+1	11 <sup>th</sup>
Ancient	80ft, fly 150 ft (poor)	31	10	23	28	28	29	Shadow walk	13 <sup>th</sup>
Wyrm	80ft, fly 150 ft (clumsy)	33	10	25	30	30	31	Damage reduction 20/+3	15 <sup>th</sup>
Great wyrm	80ft, fly 150 ft (clumsy)	35	10	27	32	32	33	Create Shadows	17 <sup>th</sup>

\*Can also cast cleric spells and those from the Chaos, Evil, and Trickery domains as arcane spells

## SHADOW CREATURES AS PRESENTED IN MANUAL OF THE PLANES

Shadow Creatures dwell on the Plane of shadow, sometimes crossing into other planes where the between dimensions are weak. Just as parts of the Plane of shadow resemble a strange, distorted version of the Material Plane, shadow creatures are darker, more elusive, and spookier than their material counterparts. Grays and blacks are their most common colors, with white and yellow rarely seen. They are not to be confused with shadows (undead creatures that often dwell on the Plane of Shadow). Other creatures native to the Plane of Shadow exist that have stronger or weaker connections to the energies of that place (such as the shadow mastiff) and do not follow this template.

### Creating a Shadow Creature

“Shadow” is a template that can be added to any corporeal creature (referred to hereafter as the “base creature”). The creature’s type changes to “magical beast.” It otherwise uses all of the base creature’s statistics and special abilities except as noted below.

**Speed:** As base creature X1 1/2

**Special Qualities:** A shadow creature retains all the special qualities of the base creature and also gains the following ones.

- Cold resistance of 5 + 1 per HD, to a maximum of 20.
- Darkvision of 60 feet.



- Low-light vision.
- *Shadow Blend (Su)*: In any conditions other than daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Shadow creatures also have one additional supernatural ability for every 4 HD they possess (minimum of one) chosen from the following list:

- +2 luck bonus on all saving throws.
- *Cause fear* once per day.
- Damage Reduction 5/+1.
- Evasion.
- *Mirror image* once per day.
- *Plane shift* self to or from the Plane of Shadow once per day.
- Regenerate 2 hit points per round (slain if brought to 0 hit points).

If the special creature already has one or more of these special qualities, use the better value.

**Skills:** Same as base creature, Plus Move Silently +6.

**Feats:** Same as the base creature.

**Climate/Terrain:** Same as the base creature.

**Organization:** Same as the base creature.

**Challenge Rating:** Same as the base creature +1

**Treasure:** Same as the base creature.

**Alignment:** Same as the base creature, although rarely good.

**Advancement:** Same as the base creature.

## **New Feats**

### **Divine Metamagic**

**Prerequisites:** Ability to turn undead or rebuke undead.

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

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

### **Divine Might [Divine]**

**Prerequisites:** Str 13, turn or rebuke undead ability, Power Attack.

**Benefit:** As a free action, spend one of your turn or rebuke undead attempts to add your Charisma bonus to your weapon damage for 1 full round.

### **Divine Shield [Divine Shield]**

**Prerequisites:** Turn or rebuke undead ability, proficiency with a shield.

**Benefit:** As a standard action, spend one of your turn/rebuke attempts to channel energy into your shield granting it a bonus equal to your Charisma modifier. This bonus applies to the shield's bonus to your Armor Class and lasts for a number of rounds equal to half your character level.

### **Divine Spell Power [Divine]**

**Prerequisites:** Ability to turn or rebuke undead, able to cast 1<sup>st</sup>-level divine spells.

**Benefit:** You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any other modifiers you'd normally apply to your turning check). Treat the result of the turning check as a modifier to your caster level on the next divine spell you cast in that round.

If you don't cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on your arcane spellcasting ability.

### **Divine Vigor [Divine]**

**Prerequisites:** Turn or rebuke undead ability.

**Benefit:** As a standard action, spend one of your turn or rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hit points per character level. These effects last a number of minutes equal to your Charisma modifier.

### **Domain Focus [General]**

**Prerequisite:** Access to relevant domain.

**Benefit:** You can cast spells associated with one of your domains at +1 caster level. This benefit also applies to caster level checks to overcome a target's spell resistance as well as other variables such as spell duration. If you cast a spell from one of your nondomain spell slots, this feat does not help you, even if the spell also happens to appear on your domain list.

**Special:** You can take Domain Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new domain to which you have access.

### **Enlarge Breath [Metamagic]**

**Prerequisites:** Con 13, breath weapon.

**Benefit:** The length of your breath weapon increases by 50% (round down to the nearest multiple of 5). Cone-shaped breath weapons get wider when they get longer, but line-shaped breath weapons do not.

When you use this feat, add +1 to the number of rounds you must wait before using your breath weapon again.

### **Improved Smiting [General]**

**Prerequisites:** Cha 13, smiting ability

**Benefits:** Whenever you make a smite attack, your attack overcomes damage reduction as if it had an alignment, and you deal an extra +1d6 points of damage to targets of a specific alignment.

If the smite attack has an alignment associated and it is treated as having the opposite alignment for overcoming damage reduction. For example, a paladin's smite evil attacks are treated as having the good alignment and deal +1d6 damage to good targets.

If the smite attack has no alignment associated with it, you must choose an alignment component (chaotic, evil, good, or lawful) when you select the feat. Your smite attacks overcome damage reduction as if they had that alignment, and deal +1d6 points of damage to foes of the opposite alignment.

You can't choose an alignment component that isn't part of your alignment, and once this choice is made, it can never be changed. If you later change alignment so that the chosen alignment component is no longer part of your alignment, you lose the benefits of this feat.

**Special:** If you have the smite ability from more than one class, the effect of the feat applies to all your smite abilities, and it is possible to select different alignments for each (as long as the alignments chosen are legal selections). For example, a paladin/cleric with the Destruction domain must choose good for his smite good ability, but could choose law for his smite domain power.

### **Improved Toughness [General]**

**Prerequisites:** Base Fortitude save bonus +2.

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

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

### **Power Critical [General]**

**Prerequisites:** Weapon Focus with weapon, base attack bonus +4.

**Benefit:** When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

**Special:** A fighter may select Power Critical as one of his fighter bonus feat.

You can gain Power Critical multiple times. Each time you take the feat, it may be a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

### **Recover Breath**

**Prerequisites:** Con 17, breath weapon.

**Benefit:** You reduce the interval between uses of your breath weapon. You wait 1 round less than usual before breathing again, but always at least 1 round. The feat stacks with the effects of metabreath feats, reducing the total time you must wait to use your breath weapon again by 1 round.

**Special:** If you have multiple heads with breath weapons, all breath weapons use the reduced interval.

### **New Spells**

#### **Visage of the Deity**

Transmutation (Evil, Good)

**Level:** Cleric 6

As lesser visage of the deity, but you take on all the qualities of a celestial or fiendish creature (see the *Monster Manual* for complete details):

- You take on a shining, metallic appearance (for good clerics) or a more fearsome appearance (for evil clerics).
- You gain the ability to smite evil (for good clerics) or good (for evil clerics) once a day. Add your Charisma modifier to your attack roll and your character level to your damage roll against a foe of that alignment.
- You gain darkvision to a range of 60 ft.
- You gain acid, cold, and electricity resistance 20 (for good clerics) or cold and fire resistance 20 (for evil clerics).
- You gain damage reduction 10/magic.
- You gain spell resistance 20.

Your creature type does not change (you do not become an outsider).

#### **Visage of the Deity, Lesser**

Transmutation (Evil, Good)

**Level:** Blackguard 4, cleric 3, paladin 4

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

When you cast this spell, your body changes into a form more like your deity's (in a very limited fashion, of course). You gain a +4 enhancement bonus to your Charisma score. You also gain resistance 10 to two or three energy type: acid, cold, and electricity, if you are good; cold and fire if you are evil.

#### **Vigor, Greater**

Conjuring (Healing)

**Level:** Cleric 5, druid 5

**Duration:** 10 rounds + 1 round/level (max 35 rounds)

This spell is the same as lesser vigor, except that it grants fast healing at the rate of 4 hit points per round.

### **Vigor, Lesser**

Conjuring (Healing)

**Level:** Cleric 1, druid 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 10 rounds + 1 round/level (max 35 rounds)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

With a touch of your hand, you boost the subject's life energy, granting him or her the fast healing ability for the duration of the spell. The subject heals 1 hit point per round of such damage until the spell ends and is automatically stabilized if he or she begins dying from hit points loss during that time. Lesser vigor does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spell do not stack; only the highest-level effect applies. Applying a second *vigor* spell of equal level extends the first spell's duration by the full duration of the second spell.

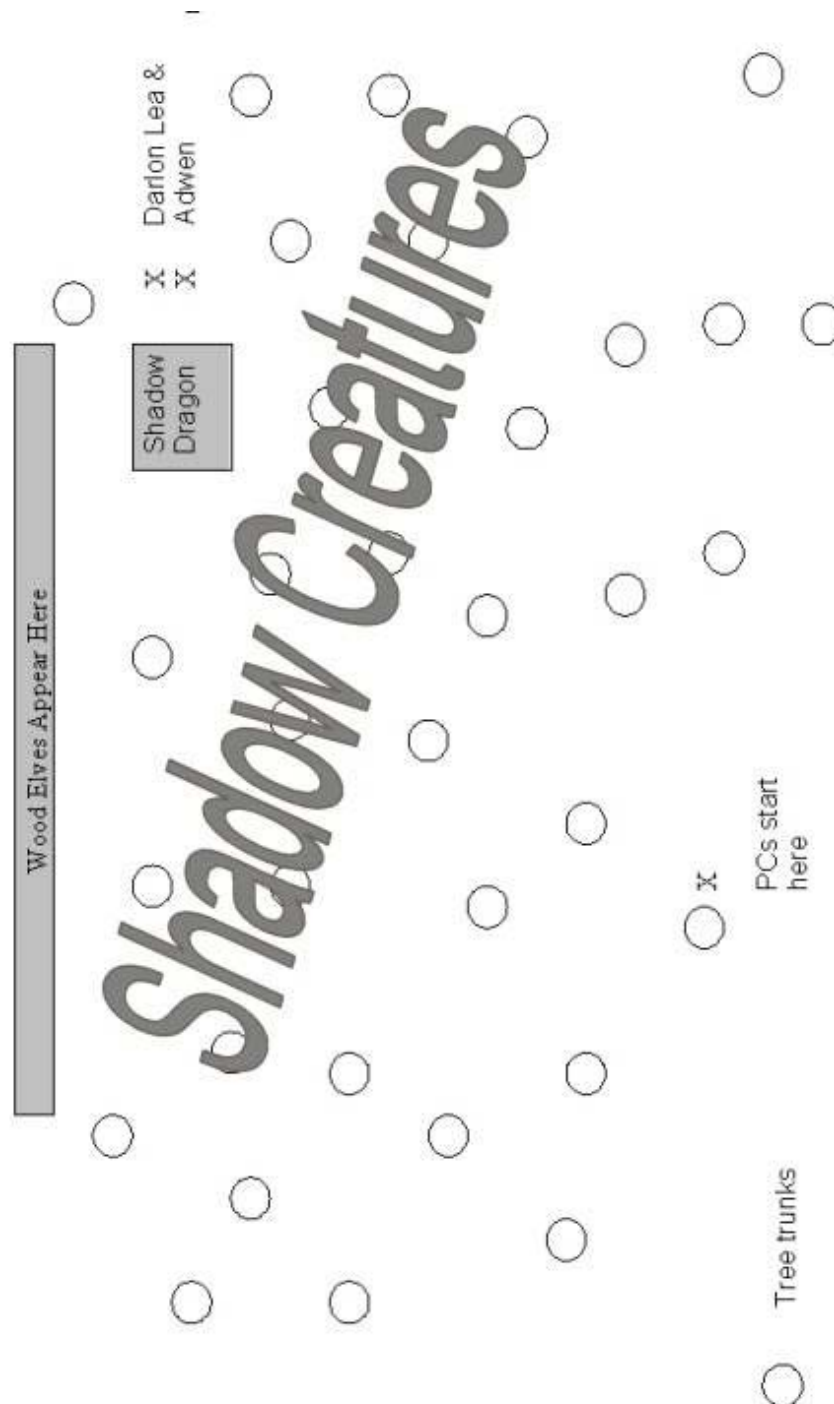
## **New Magic Items**

### **Daylight Upgrade to Shield**

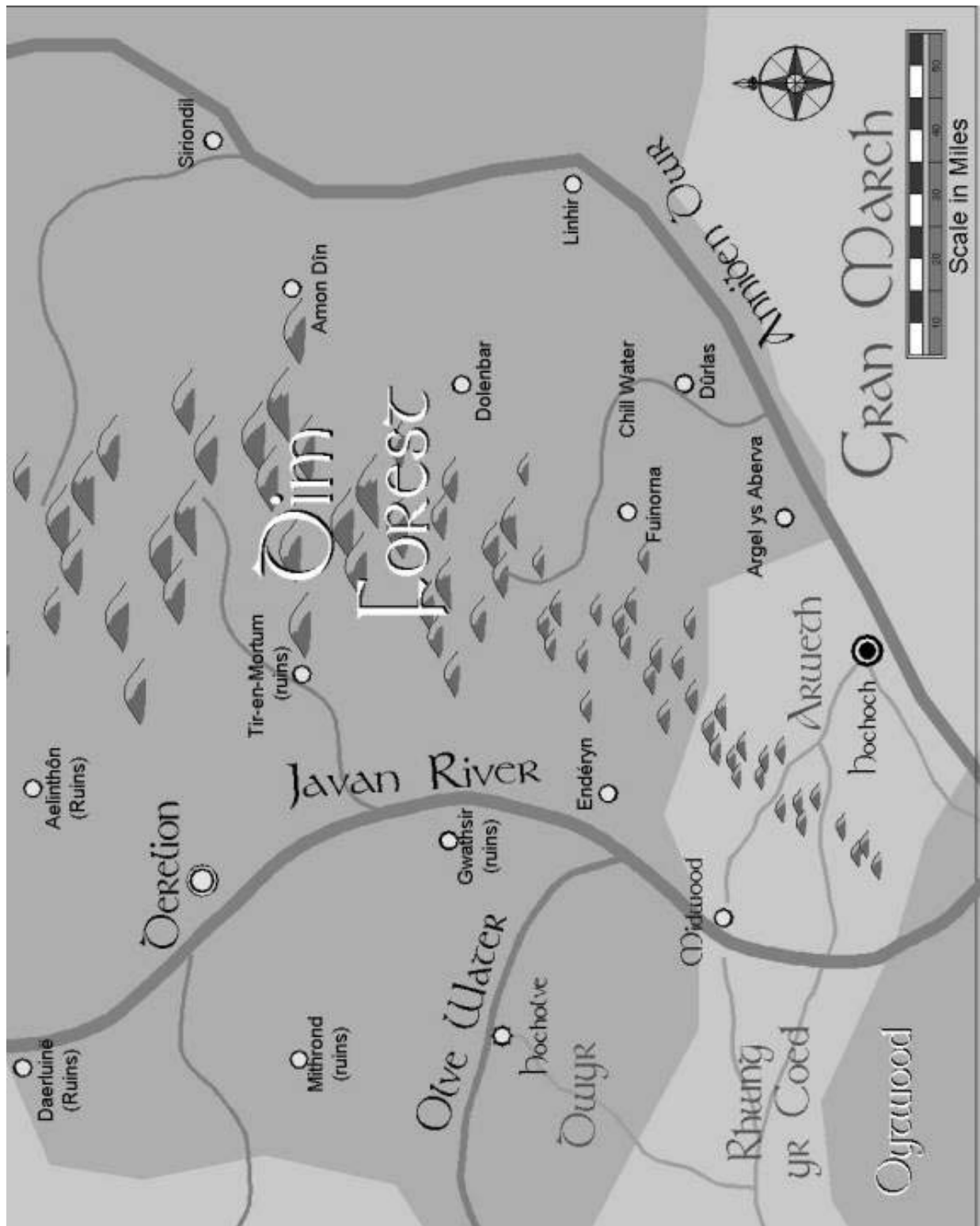
A suit of armor or a shield with this enchantment glows with the brilliant light of a daylight spell for up to 30 minutes a day. A command word activates and deactivates the enchantment, and is usually inscribed on the inside of the armor or the back of the shield. Except when glowing, this armor or shield appears completely normal.

Caster level: 5th; Prerequisites: Craft magic arms and Armor, daylight; Market price: +2 bonus.

## DM Aids: Map #1

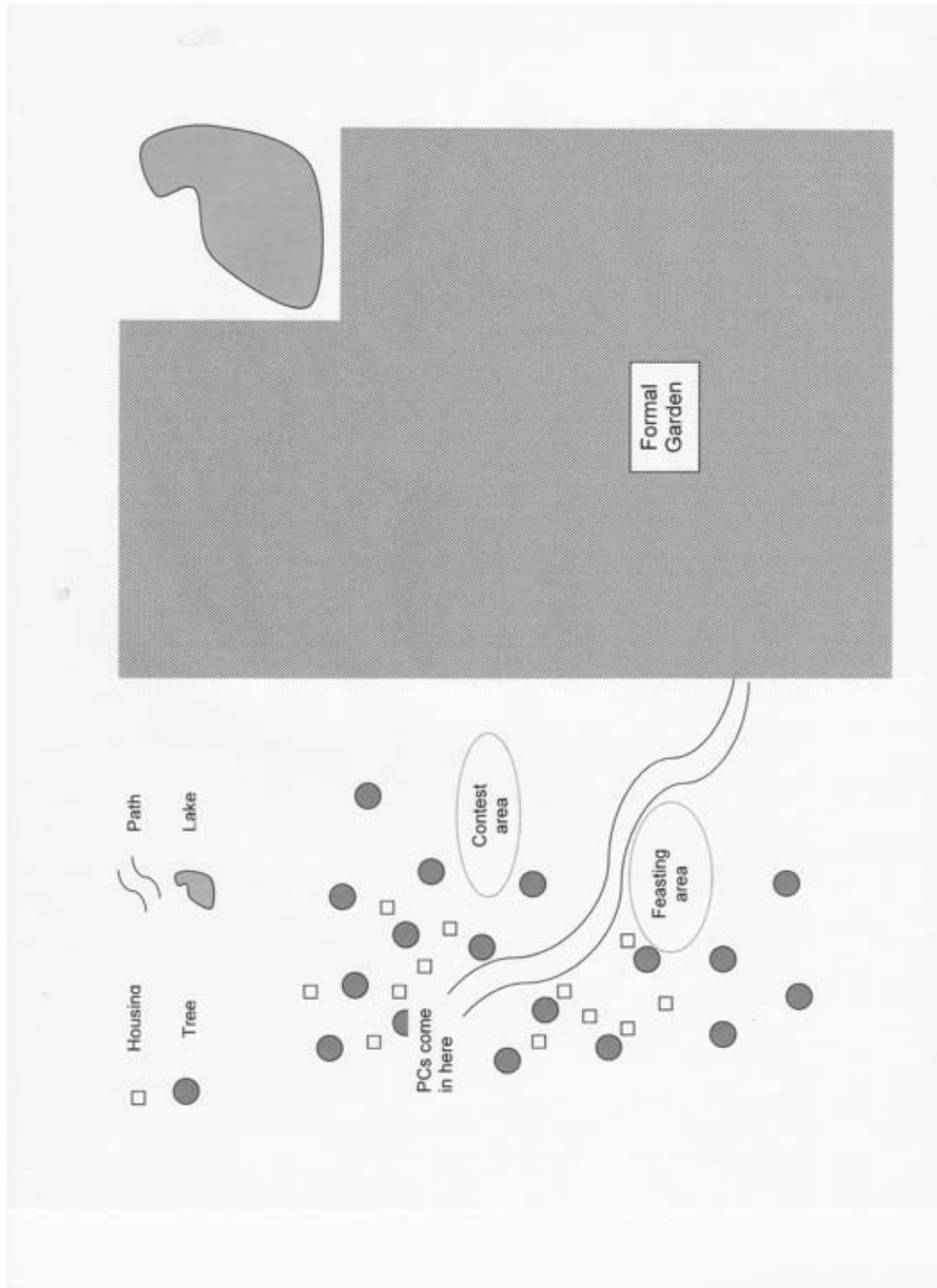


## DM Aids: Map #2



## DM Aids: Map #3

### Map of Ekon



## DM Aids: Rules for Games with Petitioners

### Archery contest –

Arrow Number	AC to hit
1	10
2	13
3	15
4	18
5	20
6	24
7	28
8	30
9	32
10	35

Hayden, Human, Ftr6;CR 6; Medium Humanoid; 5'/5';

HD 6d10+6; hp 46;

Init +7; Spd 30 ft/x4;

AC 17;

Atk +11/+6 Two-handed (1d8+3,20/x3, Longbow +1);

SV Fort +6, Ref +7, Will +4; AL CG;

Str 10(+0), Dex 16(+3), Con 12(+1), Int 12(+1), Wis 10(+0), Cha 12(+1);

Skills & Feats: Climb<sup>1</sup> +3, Handle Animal +5, Jump<sup>1</sup> +3, Ride<sup>1</sup> +7.

Improved Initiative, Iron Will, Lightning Reflexes, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus(Longbow), Weapon Specialization(Longbow)

### Wrestling -

Calob, Human, Mnk6;

CR 6; Medium Humanoid; 5'/5';

HD 6d8; hp 33;

Init +6; Spd 50 ft/x4;

AC 16;

Atk +6 One-handed (1d8+2,20/x2, Unarmed Strike), +5/+5 Flurry of Blows (1d8+2/20/x2, Unarmed Strike);

SV Fort +5, Ref +7, Will +8; AL LN;

Str 14(+2), Dex 14(+2), Con 10(+0), Int 10(+0), Wis 16(+3), Cha 10(+0);

Skills & Feats: Climb<sup>1</sup> +6, Escape Artist<sup>1</sup> +8, Jump<sup>1</sup> +14, Sense Motive<sup>1</sup> +7.

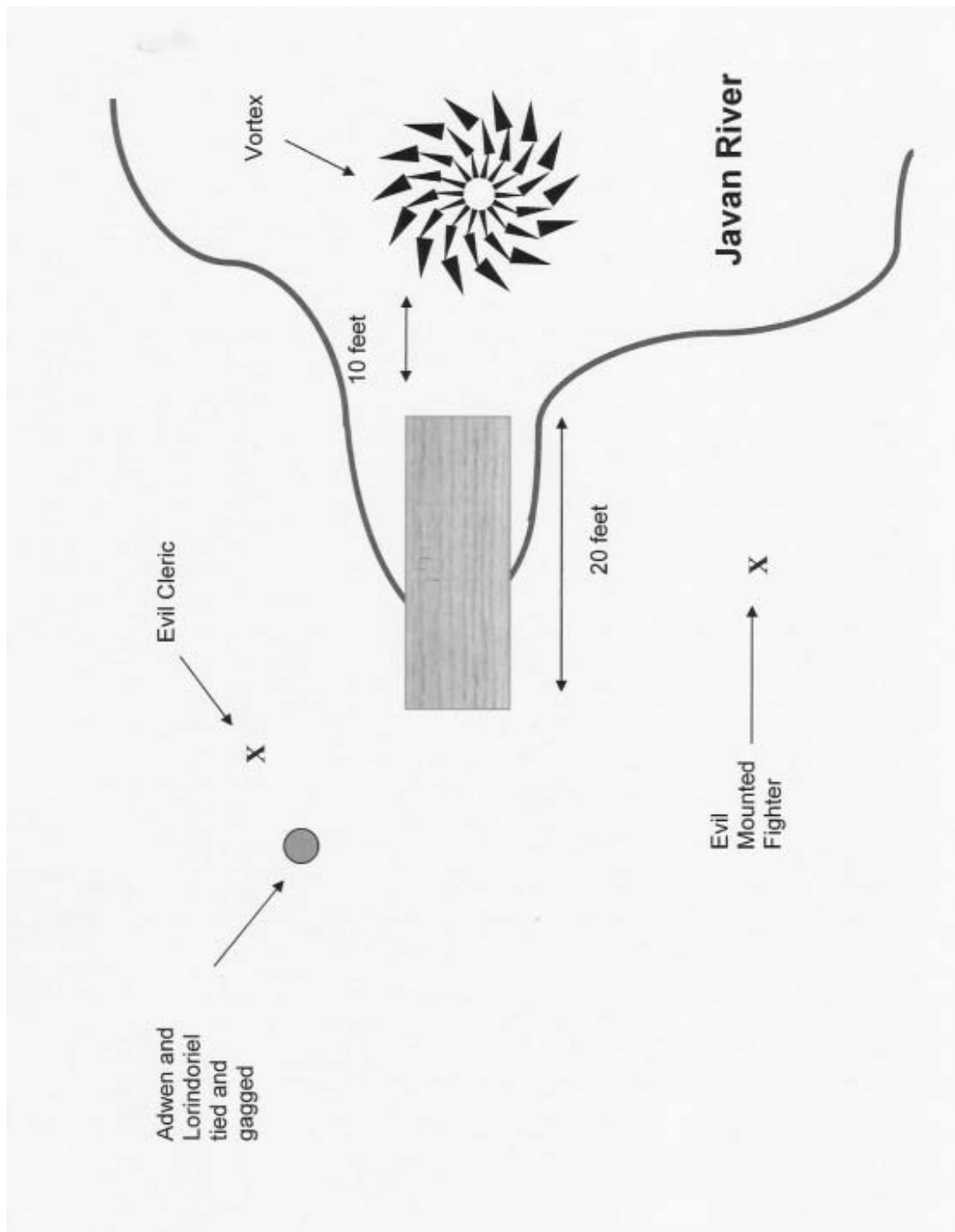
Agile, Improved Initiative, Improved Unarmed Strike, Improved Grapple



### Drinking Competition

Drink number	Fort Save DC	Will Save DC for sleep
1	5	
2	8	
3	11	
4	14	15
5	17	18
6	20	20
7	23	22
8	27	25
9	31	28
10	35	30

## DM Aids: Map #4



## Player's Handout #1: Lantern Prisons



## Critical Events Summary

This form is only filled out at the premiere of the event.

- 1) Did the party kill the Shadow Dragon in Encounter One?
- 2) Did the party successfully get the illuserns to the Dim Forest (Conclusion B)?
- 3) Which party member agreed to spend the TUs to care for the illuserns? (Provide name, RPGA number, and e-mail address.)

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- 4) Is this character willing to become the Shepherd of the illuserns in the Dim Forest and retire from play?

Yes

No