

GEO4-06

Winter of Our Discontent

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

Version 1.0

Round One

by **Bill Kronick and Leigh Smith**

Playtested by: <Steve, we'll email these to you as soon as we get them>

Nothing has been heard from the elves of the Hornwood since shortly after the Giant's invaded. Now some disquieting information has come to the attention of the Knights of Luna. Perhaps it's time to go back into the Hornwood and find out what has happened, once and for all. A Living Greyhawk Geoff Regional adventure for APLs 2-12.

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

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Introduction

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

Preparation

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

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

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

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

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

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

the DM) to keep track of who is playing which character.

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

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the

group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

Living Greyhawk Levels of Play

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

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

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

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

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

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken

command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in 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

The high elves of the Hornwood forest inhabited the wood for millennia, enjoying the hospitality and riches provided by it, and in return, revering and keeping the Heart of the Forest safe. The Heart of the Forest provides the forest with its "magical lifeblood". It acts as an anchor point and gateway to the feylands, as well as the wellsource of the magic and life that flows through the elves.

The elven portion of this arrangement has one of the elves has to voluntarily "bond" with the Heart. The Heart and its "bondmate" enjoy a symbiotic relationship; the Heart gains the ability to communicate verbally and enjoys the active protection of its host. The Heart provides the bondmate close ties to the Land and allows the bondmate to live an inordinately long time, well beyond the bondmate's normal lifespan.

Within the last 1,000 years, a change, slow in coming, began to occur among the high elves. Their new King, Zyath Erynhüb, in his hubris began sanctioned use of the Heart's magic for purposes other than the survival and the well being of the forest and its inhabitants. These purposes included actions such as the fabrication of magnificent stone buildings, the creation of magical items for personal gain and the like. The capital city of Arcaras was filled with many such buildings.

These wasteful uses of the power of the Heart became a drain upon its reserves. It became weakened, and despite the protestations of its bondmate, Ruain a Cleric of Corellon and advisor to Zyath, Zyath continued to allow the power to be used foolishly.

In CY 582 the forces of the Sakhut invaded Geoff. However, Zyath was unconcerned, believing that he could draw upon the might of the Heart to

protect all that lived within the Hornwood as had been done in the past. However, in its weakened state the Heart did not have sufficient power to ward off the giant army. The Hornwood elves gathered their forces and moved to roust the giants, as they had done many times in the past, channeling the power of the Heart to aid in their protection, but much to Zyath's chagrin, the power was not there. Ruain came before Zyath and reminded him of his repeated objections and warnings. It was then that Zyath realized that the Hearts' power was not infinite and that the elves had brought this doom upon themselves in their arrogance.

Zyath prepared to lead himself and his greatest warriors to hold off the giants. Before they rode out, however, he received a plea from the elves of the Weeping Council of the Oytwood and Derelion in the Dim Forest for assistance in repelling the Sakhut's forces in their realms. Realizing that he had no assistance to send he sent the reply: "Do not concern yourselves with the stables when the castle is on fire." and sent his courier to deliver it to the Weeping Council. Before this courier could leave, however, Ruain added an addendum to the message, in ancient Elven (his native tongue), alerting the elves to secure the Hearts in their own forests; to find other bondmates to prompt and prime their Hearts.

Zyath and his retinue rode out and faced the giants in a great clearing to the north of Arcaras, the high elven capital city. Determined to try to save what he could, even without the support and power of the Heart, he and his knights faced the giant army bravely... and lost.

The final blow came when the giants, knowing about the Heart but not understanding its true symbiotic nature with the elves, decided to clear a supply road through the Hornwood Forest from their fortress in the north to Pwyl's Rhyd in the south. A stone giant named Grimbalt was charged by the Sakhut with spearheading the effort and led his detail on their march through the wood to the heart of the Hornwood, the elven city of Arcaras.

There he encountered Hobashón, the resting place of the menhir that had served as the physical anchor for the Heart since the founding of Arcaras. Hobashón was also a shrine of Corellon since the Heart is an artifact of Corellon Laurethian. This shrine sat squarely in the middle of the path of the road they were clearing. The Hill giants were sent to move it. They failed. Grimbalt himself went to remove the shrine. He failed. However, he succeeded better than he knew. In

his frustration at being unable to stoneshape the menhir, a simple lump of strange purple granite to his eyes, he smote it, cracking it in two great pieces and one shard. He was still unable to reshape or move the remnants of the menhir except for the shard so he ordered that the road be diverted around the shrine. He took with him the shard hoping to unlock the secrets of this stone that even a stone giant could not work.

The sundering of the menhir divided both the Heart and the bondmate. Ruain remains, mad, at the site of the battle where the King fell. Retaining, barely, the presence of mind to cast Gentle Repose upon the shattered body of his fallen liege, he is as yet, unable to assemble the sanity and focus required to raise him.

In the absence of their King and spiritual leader, the high elves of Hornwood decayed into a sickly lot. The forest that sustained them in earlier years withers and loses its qualities of magic that gave them the bounty upon which they relied. Food has become scarce; the elves make a priority of defending what little remains from the threat of giants and giantkin; all because of the hubris of their King. Compounding their error is the insular and aloof nature of the elves, such that they have made no attempt to contact the Weeping Council since the invasion. To do so would be to admit their error, so they remain, in the now crumbling remains of their once beautiful city.

Adventure Summary

Introduction

The elves of Celene recently learned that not all is well in the Hornwood. Unfortunately, there has been no communication between the Hornwood and the rest of the Flaeness since shortly after the invasion began. Now, in addition to this silence, a strange foreboding has come over the elves. All attempts to scry into the Hornwood have either been blocked or returned answers that make no sense. As a result, the Knights of Luna have been tasked to find out what is going on in the Hornwood. But, for political reasons, the Knights themselves are unwilling to investigate the Hornwood. Instead they request several adventurers to do so in their stead.

Encounter One: To countenance this horror.

Once the PCs make their way to the Hornwood (either through mundane or magical methods) they enter the forest. But it is a forest very different than what they have been led to expect.

The shadows are longer and there seem to be strange rustles in the undergrowth. Suddenly, the PCs are attacked by local plant life.

Encounter Two: I fear some ambush.

As the PCs make their way towards Arcaras, they are ambushed by a patrol of the high elves. Unless the PCs can convince them that they have a legitimate reason for going to Arcaras they will be told to "leave the forest." If the PCs are successful, they are escorted by the patrol back to Arcaras.

Encounter Three: What a wounding shame is this.

Once in Arcaras, the PCs discover that the city is in ruins. The inhabitants are in a pitiful condition and badly demoralized. All that remains of the city are broken stone towers and rubble overgrown with weeds and vines (like kudzu). The only construction in pristine condition is a wide road that runs right through the middle of the city from the north to the south. If the PCs inquire, the PCs learn that the giants built the road shortly after their invasion 11 years ago. The elves survive on what little they can grow near the city and by raiding the weaker giant caravans when they can.

The PCs meet with the Prince Galdor Fëfalas and told that they will be given a reply soon. The PCs are then shown to what accommodations can be found for them.

Encounter Four: We play the fools with the time.

If the PCs leave things at face value they will be given a sealed message after a couple of days of closed door debate by Prince Galdor and his council and escorted to the edge of the Hornwood by another patrol. However, if the PCs investigate they find Hobashón, a shrine to Corellon Larethian in the center of the city. The road built by the giants, strangely enough, circles around this shrine rather than passing through it. In the center of this shrine is a menhir that has been broken into two great pieces. They also encounter Erynmen, a cleric of Corellon, who has been tending the shrine since his master, Ruain, the Quárëindo (tr. Heart's Fist), the Bondmate of the Heart, left to join the King Zarath on the field of battle against the giants.

Erynmen is exhausted and near the end of his strength and wits. He has realized, as his master did before him, that the elves brought on their suffering by their arrogance and uncaring and that, without help, the elves, the Heart, and the

Hornwood is lost. He tells the PCs what he knows about what happened and asks them for assistance in healing the Heart. In his fatigue he does not remember that the two halves of the Hornwood must be connected for the Heart to restore the entirety of the forest, but does realize that he must be leaving something out and suggests that the PCs seek out his master. He tells them that his master, Ruain, stays out on the battlefield nearby, giving them directions, and hints that his master may be "ill."

Encounter Five: Though this be madness, yet there is method in't.

If the PCs follow his advice they proceed to the battlefield. There they discover a vast clearing completely covered in the remains of the great host of high elves that went out to fight the giants. Bits of broken armor, shattered weapons and other detritus litter the clearing. As they explore the area, they hear an unnerving howl from across the field. The party meets and must deal with a deranged Ruain, now completely insane. He thinks the PCs are there to steal the body of the King that he has been protecting all these years. If the PCs subdue the cleric, they learn that living material (such as trees, etc) must connect the two halves of the Hornwood separated by the road running through it. Failure to do so results in a portion of the Hornwood losing its magical qualities and becoming a normal (i.e. non-sylvan) forest.

Encounter Six: Who will make roads upon us?

Assuming that the PCs understand they must make a break in the road through the Hornwood, they do it here. They may do it before or after Encounter Seven or Encounter Eight but they must do it before they try to mend the heart.

Encounter Seven: And stole thence the life o' th' building.

The PCs decide to re-acquire the shard of the shattered menhir from the stone giant. The PCs can try stealing it, using diplomacy, or simply overpowering the stone giant and taking it by force. When the PCs put the menhir back together, the Heart will be made whole, but weak because so much of its magic has been bound up in the ruins of Arcaras.

Encounter Eight: None but the fool, who labors to out-jest his heart-struck injuries.

The PCs decide to kill off the lesser half of the Heart. They travel to a glade and do battle with

the Avatars of the Heart. When the PCs return to the shrine, a reduced and weakened Heart is formed. For a time, a portion of the Hornwood reverts to a normal forest. Over time, as the Heart gains strength, it can recover the lost territory, but it cannot help defend at the present time.

Encounter Nine: How much in duty am I bound.

Once healed, the Heart, angry at its treatment by the elves and believing it to have been betrayed by Ruain, manifests and withdraws its support of its Bondmate. Ruain falls to the ground dead, crushed by the weight of the centuries he had served as Bondmate to the Heart.

The Heart then turns to the PCs and if one of them is of elven blood (high, grey, wood, or half elf) it asks if one of them want to volunteer to become its new Bondmate.

If a PC volunteers, he or she gets to roleplay some of the Heart's actions in this encounter. Otherwise, Erynmen steps forward and volunteers if no one in the party can or will volunteer.

Once bonded, the Heart wants to pass judgment on the elves. It turns to the PCs for their perspective on the issue. If the PCs advise the Heart to punish the elves, the elves are denied the magical abilities of the Heart and must now survive in the Hornwood on their own. If the PCs advise mercy, then the Heart orders them to tear down anything made with the Heart's magic and renew their dedication to the task of defending the wood.

The PCs are also given the opportunity to spend time with the elves and the Heart.

Introduction

The adventure begins at The Seelie Arms Inn and Tavern in Preston where all the PCs have been bidden to congregate. It is a cold, grey day in late fall winter.

It is days like this where Pelor seems furthest from the Gyri. It has been a cold, wet, and thoroughly unpleasant fall. Being bidden to ride to Preston for a meeting at the Seelie Arms actually seemed like a pleasant diversion. The message itself had been somewhat cryptic. "A Friend asks your assistance in finding out about the current situation in the Hornwood. If you are interested, please come to the Seelie Arms Inn in Preston." It had been sealed with an

unusually intricate seal and delivered by a messenger. When you asked, all the messenger would say is the date and time of the meeting.

Bee-Deep, the modron server at the Seelie Arms, shows you into a large room at the rear of the inn where several other people wait. .

If the PCs are unknown to each other, allow them the opportunity to introduce themselves.

DM Note: The Knight of Luna is very even tempered. He is very matter of fact. Even when PCs ask for payment for such a critical assignment, he is bemused at the shortsightedness of others.

See **Appendix Two** for NPC stats for Laith Filiadir.

After a few moments the door to the room opens and an elf dressed in fine garb walks in. (Knowledge-Nobility or Knowledge-Local (Celene) (DC 20) or Bardic Knowledge (DC 25) to recognize him as a Knight of Luna) "Maercalan. ("MAYR-kalan", tr. Good Day (Elven)) Thank you all for coming on such short notice. I represent the Knights of Luna from Celene. You have been recommended to me as people possessing both a curious nature and native caution. I hope that perhaps you could perform a small task for me?"

He waits for them to respond. Presuming they respond positively he continues.

Sir Laith Filiadir unrolls a large map of Gyruuff. He stretches his hand across the breadth of Gyruuff until it comes to rest on a stretch labeled "The Hornwood."

"I don't know what you know about the Hornwood, but there's been no communication with the High King of the Elves in Geoff since the autumn of CY 585.

"I am sure you have all heard about the last message that was sent to the elves in the Oytwood and the Dim Forest: 'When the palace is burning, you cannot look after a stable.' What you probably do not know is that there was more to the message than that. My lord, Melf Brightflame, asked my order to investigate some troubling intelligence we have received from the Hornwood. However, due to the ... shall we say ... volatile political climate present in Geoff, we, the Knights of Luna, would rather use adventurers than appear to be yet another invading force.

As he pulls out a tube, he continues, "I ask that you travel to the Hornwood and determine the current state of affairs. Make contact with High King Zyath, delivery this message, and report back to me here at the Seelie Arms. Are you willing to do this service for me?"

Use **Player's Handout #5** for the map of Geoff.

He prefers that the altruism of the PCs would lead them to do this, but he is perfectly willing to pay the PCs to accomplish the task if asked. **A slight up-tick in the corner of the elven Knight's face reveals the bemusement of your request. The Knight reaches beneath his cloak and you hear the jingle of coins in a purse. I am sufficiently prepared to compensate you for your efforts once you return.**" If asked how much, he responds **"Enough."** He does not mention a number and is willing to let the PCs walk away.

If the PCs do not help, he says, **"Very well, thank you for your time. I must go now and locate others more willing to assist me."** The Knight collects his map and message tube then departs the room.

If the PCs agree to go on the trip, he hands a message tube to a PC based on the following chart:

- The highest-ranking elven member of the Army of Liberation.
- The highest-ranking non-elven member of the Army of Liberation.
- Any peer, giving preference to elves and half-elves.
- Any full elf, giving preference to High Elves.
- Any bard.
- Any paladin.
- Any random PC.

"Give this message to King Zyath Erynhûb. Let him know we would like to re-open communication and coordinate our efforts with his knights. Are there any questions?"

Sir Laith Filiadir does not have a whole lot of additional information.

- He does not know what is in the message tube.

- He recommends the PCs travel along a few (relatively) safe routes up to the Blue Oyt River that his sources have located.
- He strongly suggests that the party avoid Pwyst's Rhyd because it is still held by a rather large giant force.
- If asked how the PCs should gain an audience with the High King he suggests they use their "native ingenuity and diplomatic skills."
- He knows that divination spells and teleportation spells tend to fail rather spectacularly in that part of Geoff. Whether this is due to the giants or some other factor is unknown to him.
- He recommends that the PCs avoid traveling above the level of the trees because there are giant dragon riders that regularly patrol skies above the Hornwood.
- He is skeptical of trying to find anything in the Hornwood while the PCs are not corporeal (i.e., *windwalk*). Getting to the Hornwood is one thing, moving through the forest that way is not a good idea.
- If asked if there is any specific place they should go in the Hornwood, he remembers there being a great city of the elves called "Arcaras." He has no idea if it still exists or how to find specifically because he has never been there. However he can give a general location on the map. [Knowledge, Local DC 20; Knowledge, Geography DC 20; or Bardic Knowledge, DC 25 to know anything about Arcaras. Give High Elven PCs a +5 circumstance bonus to this check.]

If the PCs open the message tube and reseal it by mending the broken seal, or by forging a new seal, they discover a note written on parchment. The message is a request to meet and discuss terms of an alliance.

If the party agrees to go on the mission, go to **Encounter One**. Otherwise, go to **Conclusion A**.

Encounter One

"To countenance this horror."

The trip to the Hornwood is uneventful and this encounter begins as the PCs reach the edge of the Hornwood (and take physical form if they are not corporeal or land if flying).

Your trip to the Hornwood was uneventful. Now Pelor's light slowly bleeds out of the sky as you approach the edge of the Hornwood. Huge trees dot the land as thickly as grass on the plains. As you make your way between their towering boles it becomes apparent that, unlike most other "old growth" forests, the Hornwood has substantially more undergrowth than expected. But the undergrowth is rank and surprisingly foul. Vines twine up tree trunks and out along branches almost obscuring their outlines. What flowering plants exist emit odors rather than fragrances.

Because of the undergrowth and trees, the entirety of the Hornwood is considered "difficult terrain". Heavy undergrowth costs 2 squares of movement to move into, and it provides concealment with a 20% miss chance. It increases the DC of Tumble and Move Silently checks by 5. Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on Hide checks. Running and charging are impossible.

Strange sounds filter through the brush; none are normal sounds of a forest. The lengthening shadows of late afternoon almost move of their own accord. In the dimness below the branches you catch movement out of the corner of your eye. But, when you turn to look, there's nothing there. This forest reminds you more and more of the Dim Forest instead of the stories told by your parents and grandparents. Suddenly, a twig snaps in front of your party. Oh it's nothing. Just a small animal scampering away. But scampering from what...?

The PCs are attacked by some of the local plant life, which has been driven insane by the division of the Heart. They attack blindly at anything that is humanoid. They are filled with rage, but they do not know why. The treants mutter to themselves in Sylvan. If the PCs make a Listen check (DC 10+APL) and can speak Sylvan, they can make out the plants insane ramblings about pain, agony, hurt, and desire for release.

APL 2 (EL 4)

Assassin Vine: hp 33; see *Monster Manual* p. 20.

APL 4 (EL 6)

Shambling Mound: hp 66; see *Monster Manual* p. 222.

APL 6 (EL 8)

Treant: hp 68; see *Monster Manual* p. 244.

APL 8 (EL 10)

Treant (2): hp 68; see *Monster Manual* p. 244.

APL 10 (EL 12)

Treant (4): hp 68; see *Monster Manual* p. 244.

APL 12 (EL 14)

Advanced Treant (4): hp 158; see *Appendix One*.

Tactics: The plants start 100' away from the PCs. When the ability is available, the plants trample and walk over the PCs as much as possible.

Treasure: The PCs discover non-magical loot items (weapons, armor, and coins) in the remains of the plants. The plants were ambushing anyone walking through the forest. See the Treasure Summary for the value.

Once the local plant life has been dealt with, go to **Encounter Two**.

Encounter Two "I fear some ambush"

This encounter takes place towards the end of the second day of travel towards Arcaras. If the PCs are flying or traveling some other fashion other than on foot, adjust the time accordingly. In any case, this encounter occurs when the PCs stop to make camp.

If the PCs are on foot:

For the past two days moving through the forest, while relatively uneventful, has taken its toll on your strength and patience. You have to fight your way through the underbrush and vines every step of the way. Creepers trip you up at every opportunity. When you wake in the morning there is a film of slime and mold on every exposed surface of your gear. Even the trees are against you, waiting until you stop

underneath to release their burden of water from the nearly constant mist and rain.

If the PCs are flying or using some other form of locomotion:

Making camp in the forest seems much harder in the Hornwood than normal. Just finding or making a clearing large enough to stay in is a major endeavor, draining your strength and patience. The vines and creepers in the undergrowth trip you up at every opportunity. You wake to find a mist of slime and mold on every exposed surface of your gear. Even the trees are against you, waiting until you stand underneath them before releasing their burden of water from the nearly constant rain and mist.

In either case, continue with the following:

While preparing your camp for the night, the eeriness of the forest makes you think that the old adage about 'the forest having eyes' isn't too far off. Every time you pause to get a drink of water or adjust a backpack, the hairs on the back of your neck stand on end. This feeling gets stronger the deeper you move into the forest.

A successful Spot check (DC 25+APL) reveals following:

There! That was movement! Focusing on the shifting shadows reveals a pair of startled green eyes peering back at you. As soon as you realize this, an elf, drops lightly to the ground in front of your party from the canopy far overhead.

If not, use this box text:

The shifting shadows and unusual echoes continuously play tricks on your mind. However, the soft sound of a throat clearing overhead is unmistakable. On several branches overhead, six elves appear out of the foliage armed with bows. One, wearing what appears to be leaves threaded through his armor, drops lightly to the ground in front of your party.

Determine what the party's response is. The elves take no action, merely keeping the PCs "covered" until and unless the PCs attack. Keep in mind that, according to the "Creatures on platforms or branches in a forest canopy are considered to have cover when fighting creatures on the ground, and in medium or dense forests they have concealment as well."

If the PCs do not attack allow them a Heal check. A successful check (Heal DC 15) reveals the following:

While their arms and armor (what you can see of it) seem to be in tip-top shape, these elves are far thinner than you would expect. Their eyes lack the clear brightness and their skin stretches tightly across their bodies.

Only six elves are visible. There are 24 archers hidden in the trees (Spot DC 35 to see them).

The leader of the party asks, "What brings you to this wood?"

While not openly antagonistic, they are not friendly. If there are any high elves they are particularly rude to them as these elves consider PC high elves as cowards. If there are any PCs in this latter category read the following:

Oh. You. I thought I recognized you. So, you have decided to return to your ancestral forest? I see that you have grown fat from cowardice while we remained to protect our own. We have no need of any of your kind. Go back from where you came.

The elves do not allow the PCs to progress further towards Arcaras unless the PCs convince them that they must meet with the King. This requires a successful Diplomacy check (DC 10+APL). The following circumstance bonuses apply:

- They show the message tube from Sir Laith Filiadir, +4.
- Old Lore Bard, Prydith, Olwythi, or druid present in the party, +2.
- Good roleplaying, +4 at the DM's discretion.

Allow multiple tries to convince the elves but be realistic. Regardless of the skill check, the elves will agree to take the message tube from Laith Filiadir back.

If the PCs convince the patrol to let them continue to Arcaras, the elves detail a group to escort the party to the city. The elven party prefers to travel by foot through the trees. If the PCs are under the effects of a travel spell, the elves are content to wait until the spell wears off before continuing. Afterwards, the elves show the PCs their camouflaged walkways between the trees and escort them back to Arcaras.

If the PCs fail to convince the elves, they will be gently, but firmly rebuffed and escorted back to the

edge of the Hornwood. For them, the module is over. Go to **Conclusion B**.

After examining your party for several long, nerve-wracking minutes, the leader of the elven patrol grunts and turns to his compatriots. He calls out something in a fluid dialect of Elven and several elves, previously unseen, step out on nearby branches. They un-nock their arrows and put them back into their quivers as the leader turns again to your group. "These men will escort you back to Arcaras. Watch them well and do as they say, these woods have greater dangers than mere giant patrols."

With that, he grabs a rope dropped down to him from another member of the patrol and lithely climbs back into the tree. He turns back and looks at you over his shoulder. "Oh, by the way, we generally do not travel on the ground. Too many traps. I recommend you use the upper paths." With this he moves a branch to the side and you see a cleverly disguised wood and rope pathway linking the trees. "This way we leave no tracks for the giants and their minions to follow."

All APLs (EL 12)

Elf, Ranger (2-Weapon Fighter), Rgr 7: hp 45; See Appendix One.

Elf, Ranger (2-Weapon Fighter), Rgr 5: hp 33; See Appendix One.

Elf, Ranger (2-Weapon Fighter), Rgr 5: hp 33; See Appendix One.

Elf Ranger (Archer), Rgr5 (3): hp 29; See Appendix One.

Tactics: If the PCs attack the elves, they fade into the forest and disappear. Leaving the PCs to fend for themselves in the wood. Unless they come up with an extraordinary method of locating the city, the PCs eventually leave the forest in frustration and the module is over.

If the PCs successfully talk the elves into leading them to Arcaras, go to **Encounter Three**.

Encounter Three

"What a wounding shame is this"

Although the "upper paths" look flimsy and dangerous, they are actually quite sturdy and

navigable by PC's making a DC 7 Balance check (they may "Take 10" while doing so).

Following the detachment from the elven patrol has been an exercise in dexterity and terror. Their pathways include bridges between trees as well as rope swings. Luckily, even the most heavily armored of your compatriots was able to keep up; although you wonder if the elves were going out of their way to make it difficult for your party. Finally, the head of the detachment stops at the end of a wooden bridge. "Here. This is where we leave you." He gestures and you see a large clearing in the woods before you. "Arcaras, our 'glorious' city," he says with a sadness in his voice.

Before you is something out of a bedtime fable. A magnificent city of stone set like a jewel in the middle of the vast green of the Hornwood. Towers rise almost to the tops of the trees and delicate bridges, looking almost like spun sugar, link them at various levels. At first all seems pristine. But after several minutes of observing, you notice that the towers are mere shells and most of the bridges incomplete. It looks as though a child dropped a handful of rocks onto a marzipan city. The sadness in your escort's voice echoes what it must have been like before the invasion.

You escort leaves you and vanishes back into the forest. Leaving you alone at the end of a broken bridge. A camouflaged stair leads down to a rubble-strewn stone walkway threading its way through the outskirts of this once great city.

Give the players **Player's Handout #2** and **Player's Handout #3**.

As the PCs look around, they notice the following:

- Great craters littering the surroundings.
- Boulders crushed many of the towers and buildings.
- Moss and lichen cover the exposed surfaces
- Trees have taken root amongst the buildings.

If there are any dwarves or anyone with Craft (stone work), Craft (masonry), or Knowledge (architecture/engineering) in the party allow them an appropriate skill check. A successful check (DC 5+APL) reveals that the stonework could not

be made mundanely. It is far too delicate for that. It must have been magically created.

A successful Knowledge (nature) check (DC 5+APL) reveals that the city is falling apart faster than the PC would have expected. That the forest is moving in on the city much more quickly than normal.

As you make your way through the outskirts of Arcaras, the silence becomes oppressive. All you hear is the low moaning of the wind making its way between the broken stone structures. The sound of gravel plinking as it hits the ground draws your eyes to an unimaginable scene. An elven child stands in an alley looking at your party. Her eyes are dull, her body skeletal, and her belly protruding slightly. But, how can this be; the ravages of hunger here when the bounty of the forest is at hand?

A successful Heal check (DC 5) reveals that the child is suffering from the disease kwashiorkor. The disease causes the muscles to waste away and their bellies to protrude. This disease is caused by a severe lack of protein.

A successful Heal or Survival check (DC 20) reveals that while some of the people appear to be starving, all of them are profoundly depressed.

If the party starts towards the child it flees. If they stand there and do nothing, read the following:

Long seconds go by as the scene closes in on you. Movement draws you back into the present as a woman, possibly the child's mother, moves forward and draws the child behind her. She looks fearfully towards your party.

Amarië and her daughter, Norathoniel allow the party to interact with them. The mother and daughter are survivors of the fall of Arcaras. She and her family have tried to eke out a living growing what they can and moving often to try to avoid the giant patrols. She tells the party that the giants stay near the center of the city where they have built a great road. If the party offers her any provisions she informs them that they are not hungry.

A successful Diplomacy check (DC 5+APL) gains her trust sufficiently to have her offer her assistance in guiding the party to Prince Galdor. If asked about King Zyath, she shakes her head and refuses to answer. See Visiting the Prince, below.

If the party attempts to capture the woman or the child they melt back into the ruins. They have plenty of experience losing trackers in these ruins and it takes a successful Survival check (DC 15+APL) to find and follow their tracks. The Search skill alone does not allow someone to follow them. It requires someone with the Track feat. Continue with the following.

The alley is empty. All around you is rubble and bits and pieces of the detritus of a city. In the distance, you hear the tramping of heavy feet and catch a glimpse of a giant patrol winding its way a few blocks off. Suddenly you feel a small hand snake into yours and a tug. Beside you is the child directing you into an entrance into the building that you would swear had not been there a moment before.

The child holds one finger before her lips solemnly and leads you back into what must be a secret entrance into the bowels of the building. She motions you to wait and returns a few moments later with the older woman. The woman looks at you angrily and then shrugs. "I must take you to the Prince, I suppose. Else you will only bring the Delu (tr. giants) on us."

Continue with Visiting the Prince, below.

Visiting the Prince

The woman leads you through a maze of passages, each going nowhere. Every now and again you get a glimpse of the sky and realize that several hours have passed as she has led you through this labyrinth. Finally, after what seems like forever, you hear a low mutter of voices ahead. You emerge into a large circular stone chamber filled with a number of people. Silence ripples out from the entrance, as you become the focus of attention in the room. The crowd parts slowly before your group until you see a low dais on which sit five elves. Their garb must once have been magnificent, but now it is badly patched, darned, and dirty.

DM Note: Whenever speaking is an NPC elf in this city, use a forlorn, longing tone of voice. The elves here realize that their own pride led to their current situation. Now they long for a return to the way it was, but see no way to accomplish this. However, elven pride does not allow them to directly admit to the PCs about their sin.

This is Prince Galdor Fēfalas, once a minor noble in the court of King Zyath and now leader of the resistance.

The elf in the center stands and watches you approach. As with the patrol, the skin on his face stretches too tightly across the bones of his head and his garb hangs loosely on his frame.

As you approach, he says, ***"What brings you into our midst. Your presence here threatens the safety of us all."*** He realizes that his people are dying and why, but does not reveal anything he knows to "outlanders." He is marginally more polite than the rangers in the elven patrol towards any high elves, but only just. Give any high elf a sense motive check. A successful Sense Motive check by any high elves (DC 5+APL) tells them that Prince Galdor's demeanor places them barely a rung above slime mold on the ladder of life.

If asked about the King, he answers simply, ***"He is out, doing his 'duty.'"*** A successful Sense Motive check (DC 10+APL) tells the PCs that he is not telling them something. If the PCs declare that they are watching the elves around them, give them a +4 circumstance bonus to this check as the elves exchange glances between themselves.

Let the PCs ask whatever they want. They get no straight answers from Prince Galdor. He accepts the message from the Knight of Luna. He invites the PCs to stay as he and his advisors review the message and draft a reply.

Please stay and enjoy what little hospitality we can offer in these dark times. Once my council and I have considered our response, we shall send for you. Do stay indoors, if the Delu see you, they will stop at nothing to lay their hands on you.

Prince Galdor and his council depart. Allow the PCs a few moments to mingle with the crowd and talk to any of the bystanders. All of the local elves know that the elves of the Dim Forest and Oytwood were notified to activate the Hearts in their woods. They show some surprise and a little alarm (Sense Motive DC 10+APL) if anyone mentions the current situation in the Dim Forest.

If the party decides to mingle, allow them a Gather Information check. After a few minutes of talking (i.e., performing the Gather Information) a page approaches and leads them to the rooms they have been assigned. If any of the Gather Information checks are successful they find out the following:

DC 5:

- The elves have been living in various subterranean passages since the invasion.
- The elves make their way above ground using carefully laid out paths to avoid being seen from the ground. To walk on the surface is to be found, killed, and possibly eaten.
- Virtually the entire city above ground is either abandoned or controlled by the Giants.

DC 10:

- The elves are stretched thin just trying to hold on to what little they have.
- All of the elves are suffering from starvation, they try to give as much food as possible to the young and the combatants, but it is getting increasingly difficult to grow enough food.

DC 15:

- It is possible to move around in the city as long as you avoid the giant encampment to the west of the city center.
- The city was not as you see it before the giants came. But we lost our Heart and, with it, our great city.

DC 20:

- There was something wrong with the city and the Heart even before the giant's came.
- We occasionally get lucky enough to take a weakly guarded caravan on the giant's road. But it's been months since we've been able to do that.

If the PCs desire to explore the ruined city, go to **Encounter Four**. Otherwise, use the information from above to coax the PCs into exploring. If the party steadfastly refuses to move, proceed to **Conclusion C**.

Encounter Four

" We play the fools with the time "

The remainder of this module only occurs if the PCs decide to explore Arcaras. If the PCs explore

the city, they cannot get any of the elves to go with them. They are completely on their own. If the PCs try to organize the elves to fight the giants, they refuse because they are too weak to do so.

Allow the PCs to scout around but inexorably have them end up at the center of the city (use roving Giant Patrols if necessary). If the PCs insist on fighting one of the patrols describe the following group to them. If they insist on fighting one, let them; just have additional units show up every three rounds. The first action of one of the giants is to sound a horn.

The Untiered Giant Patrol

All APLs (EL 18)

Frost Giant Jarl: hp 243; see Monster Manual p. 122.

Frost Giant (4): hp 136; see Monster Manual p. 122.

Fire Giant (4): hp 146; see Monster Manual p. 121.

Tactics: The giants attempt to engage as many PCs as possible. They use their sundering abilities as often as possible and seek to crush the Tyv in their midst. After the loss at Het Kilde, they are not in a forgiving mood. If a PC goes down, the giant continues to bash in the skull until they are satisfied that the PC is dead.

DM Note: Use the stats anytime the DM needs a giant patrol to move the players along.

As the party approaches the center of the city they see the road built by the giants. Generally, from their vantage point the PCs may think that the portion of the road they can see is some kind of large plaza or square.

Before you is a sight both amazing and abhorrent. A road, made of stone and easily a bowshot wide, runs straight as a ruler from the south to the north. Everything in its path has been cleared. It cleaves through buildings, parks, everything. And, unlike the rest of the city, this road is in perfect condition. Its surface is smooth, just barely marked by wheel ruts. Far to the south you can see the dust of what must be some kind of caravan. To the north, the road rises up onto some kind of low hill. Just before it disappears over the edge it looks almost as if the road turns to the east slightly.

The caravan to the south is quite large. Describe many giant sized wagons being pulled by large

beasts or ogres. For protectors, use the same stats from the beginning of this encounter. The PCs have plenty of time to scurry up the north road without being seen. For reasons of their own, the caravans do not come much farther north along the road. If the party wants to tangle with the giants, feel free to sic another giant patrol on them and use the same stats and tactics outlined in the beginning of this encounter. .

As you top the hill you realize that the road leads into a circular clearing of what was once the middle of the elven city of Arcaras. In the center sits a shine in the shape of a crescent moon. A small circular pond rests between the horns of the crescent and drains out through a small rivulet that disappears when it encounters the road. The road skirts it, almost in avoidance, turning to the east and then back again to the north once past the shrine.

In the center of the crescent, just before the pond, there is a menhir of strange purple stone.

A successful Knowledge (arcane) or Knowledge (religion) (DC 15+APL) allows the people to recognize the monument as a menhir. A menhir is defined as a type of ancient megalithic stone monument. If the PCs approach the shrine continue with the following:

As you approach the shrine, you notice that the stone has been split in two. One piece still sits on the ground, looking more like it grew on that site than it was placed there. The other piece lies on its side behind the first. This place emanates great power.

A successful Knowledge (religion) or Bardic Knowledge check (DC 10) reveals that this is a shrine to Corellon Larethian. Those of elven blood (high, grey, wood, and half elves) automatically know this.

The following transpires the first time the party approaches the menhir mentioned above and only affects those party members of elven blood (high elf, grey elf, wood elf, or half-elf) regardless of their nationality. Give these players **Player's Handout #1**.

The PCs received a vision of the judgment of Corellon upon the King Zyrath for his hubris in using the power of the Heart to construct the city of Arcaras rather than in shepherding its strength. Zyrath's failure in doing his duty towards the Heart led inexorably to this end.

If the party searches the shrine area, a successful Search check (DC 25+APL) reveals a secret trapdoor in the floor of the shrine. Those of elven blood automatically know of its existence. However, there is no way for them to open the door.

If a PC touches the stone:

The strange purple stone is warm rather than cold. It throbs slightly beneath your touch. The throb pulses with the beat of your own heart.

In any case, continue with this:

This shrine, while battered and defaced, is in better condition than the surrounding ruins. A beam of sunlight breaks through the clouds and illuminates the remains of the monument. Like a flower aroused by the sun, the stone gives off a great purple pulse of light in response.

The soft grinding of stone on stone breaks the silence as a trap door slowly opens in the shrine behind the broken monument.

A young elf, dressed in the rags that were obviously once clerical garb, emerges from below the shrine. He looks as startled as you to find anyone here at the shrine. He says, without a trace of hope in his voice "I am Erynmen, Guardian of this place. What business have you here?"

A successful Knowledge (religion) or Bardic Knowledge check (DC 10) tells the PC that his holy symbol is that of Corellon Larethian. Those of elven blood automatically know this.

Erynmen is naïve but good at heart. He was forced to become much wiser than expected with the events of the last few years. He answers as many of the PCs questions as possible but he is nearly exhausted. If offered food or drink, he declines. The following answers some of the most common questions the PCs may ask:

Q: "What is this place?"

A: ***"This is the Shrine of the Heart."***

Q: "What is the 'Heart'?"

A: ***Erynmen walks over and places a hand on the broken menhir. "This is our Heart. ...Or was... It is the very source and lifeblood of all within the Hornwood." A pulse of light runs up the stone and into his hand. "We, in our arrogance, our pride,***

forgot what we owed to the Heart. And this," he gestures to the city around him, "was the result."

Q: If the PCs ask about the High King Zyath.

A: **He sways with fatigue. "It was his idea, you know; to use the power of the Heart to raise this city of Arcaras. Now he lies out there," he gestures to the northwest. "With his rank on rank of knights and my master Ruain."**

Q: If the PCs mention the message sent to the Weeping Council.

A: **"Message? I don't...AH! I remember my master Ruain saying something about sending a message to the other elves before he left to join the King Zyath at the battle. But I know no more than that."**

Q: If the PCs ask what happened?

A: **"We thought ourselves invulnerable. We drew and drew on the Heart, ignoring its pleas. Ignoring the duty we owed to it. When the giants came and we needed it most, we learned that we had drawn too much and it had no more to give." He pauses as a tear spills over and slides slowly down his cheek. "Can you imagine, all this pain and no one to blame but ourselves? We forgot our place here. So now we die. Slowly and by pieces, like this 'glorious' city around us."**

Q: If asked what can be done to remedy the situation?

A: **Erynmen shakes his head sadly. "I can think of nothing that could cure what ails us unless the Heart could be repaired."**

Q: If asked about repairing the Heart.

A: **"It is beyond my ability. That Delu...who sought to slay the Heart, he took a piece. Without the whole of the Heart, I cannot mend it. And my strength is not enough to steal the shard back." For the first time since you have met this elf, life and energy comes into his voice and demeanor. "But wait, YOU are not too weak. Surely you must be skilled to come all this way? Perhaps you..." the life drains out of his voice. "But no, I cannot ask a thing of outlanders."**

Q: If asked about the Road.

A: **"The giants built it. Led by the same giant that broke our Heart. He tried to move it but could not. He tried to work the stone as only stone giants can do. He could not. So, in his frustration, he took his club and split it apart, thinking to destroy it. But he could not! But sadly, like a mortal mind damaged beyond repair, it split into two parts; both hurt. Both mad. The madness tears at us even now, keeping us from recovering our strength. If only..." he trails off.**

Q: If asked about the shard.

A: **"It lies in the holding of the Delu who took it. He took it with him. His abode is just west of here on the outskirts of the main giant encampment. But, there are many patrols and I know not how he guards the shard."**

Q: If asked if there's any other way to heal the Heart.

A: **"Ye-es...but I'm not sure you would find it any easier. I know this much, when the Heart was split the spirit of the Heart was also split. One half, the stronger half, still resides here in the remains of the stone. The other half was driven out of the city into the forest. I know it seeks an anchor, a mate, just as this stone serves as the anchor for the primary Heart. I know this because it calls to me in my dreams. As yet, it has not found one and is thus vulnerable. If you could kill the other part of the Heart..."**

Q: If asked how to kill the other part of the heart?

A: **Erynmen thinks for several moments. "As yet it has found no anchor. It has, however, found an avatar to protect it. If you slay the Avatar, the other Heart should die as well.**

"If the two halves of the Heart cannot be rejoined and one must be slain the Heart will be further weakened. It will be a long time before the elves of the Hornwood will be strong enough to assist in anything but mere survival." He pauses, his brow furrowed in thought. "There...there is more, but I cannot remember it. Why?" He rubs his temples as if in pain. "I...I cannot remember! I KNOW there is more...but it is beyond me. Perhaps my master would know..."

Q: If asked about Ruain.

A: "My master is called Ruain. He went after his lord, the King Zyrath, when the king went to meet the giants in battle. He still is out there on that battlefield, guarding his liege. "Please, I beg you, more than any other he has been affected by the madness of the Heart. You see, he was its Bondmate, the very conduit of its power to us. If you find Ruain treat him gently for my sake."

If the PCs agree to try to help:

"I...I...I had almost given up hope. Here," he rummages around in the tatters of his clerical robes and withdraws a small amulet on a chain that appears to be made of the same material as the Heart. The stone pulses softly but rapidly. On the chain on either side of the amulet are five, small feathers. "Here, please take this. It the stone pulses when it nears either the shard or the Heart. The faster it pulses, the closer you are."

A successful Knowledge (arcane) (DC 5) or raw Int check (DC 10) tells the PC that the feathers are Quall's Feather Tokens (tree).

Erynmen gives the PCs directions on how to find the battlefield.

If the PCs take the necklace, they gain access to the Quaal's Feather Token (tree) on the Item Access list in the AR.

When the PCs are ready to go to the battlefield, proceed to **Encounter Five**.

Encounter Five

"Though this be madness, yet there is method in't"

Following Erynmen's directions, the party can successfully avoid giant patrols and make its way through the city, edging towards the northwest. The sun, almost as if ashamed to illuminate the remains of the city, has retreated behind low clouds.

You exit the city and make your way along a small creek towards the battlefield. After a couple of hours, you emerge from the gloom of the forest into a large clearing. Like ghosts whispering secrets, the wind hisses through the rank weeds that cover the clearing. There are no birds. There are no flowers. There is

only the grey of the sky meeting the darker grey of the forest along the edge of this barren field.

As you move onto the field, something in the grass draws your attention. You find a buckle from a piece of broken armor. Looking further, you find the armor the buckle belongs to lays nearby, the previous owner, and well, his bones anyway, still in it. A far as you can see, bits of broken armor, weapons, and bones litter the clearing. Everything here is too small to be giants. This was not the scene of a great battle; it was the site of a massacre!

Suddenly a howl peals across the field. It sounds like a cross between an animal and something...intelligent. The anguish grates on your nerves. Someone, almost a caricature, runs across the field. He appears to be a scarecrow dressed in full plate bearing the holy symbol of Corellon Larethian. A long unkempt beard emerges from beneath the helm and the figure wields a wicked looking longsword over its head. As it nears you can barely make out words:

"A blessing beg of you. For this same lord, I do repent; but heaven hath pleas'd it so, to punish me with this, and this with me. That I must be thy scourge and minister. I will bestow thee, and will answer well the death I give thee. So, again, good night. I must be cruel only to be kind!"

The ELs of this encounter have been modified to reflect the madness of the cleric, Ruain. At one time, Ruain was a much more powerful cleric. However, his lone effort to protect the King's body left him to fight years of undead on this battlefield.

Over time, the touch of the undead has leached the life from Ruain's body (and some of his clerical levels).

The madness easily distracts Ruain. Each round, the DM should roll on the following table:

D%	Behavior
01-35	Attack nearest foe with melee, spells, or ranged weapons (or close with foe if attack is not possible).
36-51	Act dazed.
52-67	Do nothing but babble incoherently.
68-83	Flee away from foe at top possible speed.
84-100	Attack non-existent target.

The objective here is to subdue the cleric in some way. The PCs can do it the old fashioned way by beating the heck out of him and using subdual damage or by casting any one of a number of spells such as: Bless, Break Enchantment, Calm Emotions, Charm Person, Charm Person or Animal, Emotion (Friendship or Hope only), Enthrall, Heal, Hypnotic Pattern, Hypnotism, Lesser Restoration, Limited Wish, Modify Memory, Rainbow Pattern, Remove Curse, Remove Fear, or Restoration. Unless otherwise noted, any of these as well as the Bardic ability of Fascination causes the cleric to become lucid for 2d10 minutes.

Once he has been subdued, by whatever method, and is conscious, read this:

“My pulse, as yours, doth temperately keep time, and makes as healthful music. It is not madness that I have utter'd. Bring me to the test, and I the matter will re-word, which madness would gambol from. I confess myself to heaven; I repent what's past and seek to avoid what's to come. I do not seek to spread the compost on the weeds to make them ranker. Forgive me this, my virtue. For in the fatness of these pury times virtue itself of vice must pardon beg.”

DM Note: The above passage, paraphrased says, “Okay, okay...I am better now. But, all I said was not insanity. There was truth in my previous words. However, I am not sure how much longer I can hold off the madness. So, forgive me for being a lunatic, how can I help you?”

Ruain, once "sane", reiterates much of what Erynmen has already told the PCs. Feel free to improvise in florid points. However, he includes the following:

The road! T'is a shame on the Heart! Another licking of its wound, 'gainst venom'd sores there is but one sovereign plaster; it is a rupture that you may easily heal; thou must close up the wound with forest's life. Else that half, severed by evil, will wither in its prime and prove nothing much. T'will lose it's pride and ne'er wax strong again.

DM Note: The above passage, paraphrased says, “The road! It is offensive to the Heart, as it divides the forest. You must create a breach in the road, connect the forest where it has been divided, or the forest will never regain its strength.”

Q: If asked for clarification,

A: ***Why fie thee! Knowest not thy mother's tongue? T'would take but the smallest prick. A simple link, one to t'other. From step to step, creeping in a wearied pace. Naught but this. If thou knowest of no way to do this, ask Erynmen of the tokens I left with him.***

Q: If asked about King Zyrath, he begins to weep and say:

A: ***He lies yonder, in a bower I made for him. He sleeps still. A sleep naught will break. Death to him subscribes, since spite of it he'll live in this poor rhyme. O my poor Lord! Death-like dragons here affright thee hard!***

If pressed further on the topic of the King, he will be unable to speak.

Q: Where is the Avatar?

A: ***There! Not a league from here. I hear its piteous cry. Answered not by love but rage.***

He indicates a direction to the northwest.

Finally he says:

Now! Now! Away! My madness returns, and I would thee be away. Get thee hence!

If the PCs investigate the bower, they find King Zyrath's body, protected by a Gentle Repose spell, laying on a bower edged round with holly berries, mistletoe, ivy, and oak branches. His diadem still on his head and his sword held in his hands. Anyone who experienced the dream sequence recognizes this as the kneeling man in the dream.

APL 2 (EL 4)

Ruain: male high elven Clr 4, hp 24; see *Appendix One*.

APL 4 (EL 6)

Ruain: male high elven Clr 6, hp 36; see *Appendix One*.

APL 6 (EL 8)

Ruain: male high elven Clr 8, hp 48; see *Appendix One*.

APL 8 (EL 10)

Ruain: male high elven Clr 10, hp 53; see *Appendix One*.

APL 10 (EL 12)

Ruain: male high elven Clr 12, hp 63; see *Appendix One*.

APL 12 (EL 14)

Ruain: male high elven Clr 14, hp 73; see *Appendix One*.

If the PCs want to go breach the road, go to **Encounter Six**.

If the PCs want to go recover the shard from the stone giant, go to **Encounter Seven**.

If the PCs want to go kill the Avatar of the Heart, go to **Encounter Eight**.

Encounter Six ***"Who will make roads upon us"***

This encounter is not intended to be a combat encounter. The PCs must breach in the road in one place at least 10' wide. After that, they must connect the two halves of the Hornwood with some kind of living matter (i.e., plants, insects, etc.).

A couple of hours of walking and watching the giant patrols allows the party to locate a stretch of the road that gives good cover and no encampments nearby.

Any solution works as long as the PCs come up with a method to break open the road and put living matter in the breach. If the players need a hint, give them raw Int check (DC 10) to remember the feather tokens on the chain with the purple stone. If the PCs use the feather tokens, the trees that grow up from them break up the stone road as their roots grow out. The party will need to use four of the tokens to break the road and connect the two halves of the wood.

Have the PCs describe how they are breaking up the road. Do not get bogged down in the mechanics of breaking stone. The PCs can use magic or brute force, just as long as they make a concerted effort to break the road.

As soon as the material crosses the road, a breeze blows through the forest. Yelps, screeches, yells of every description erupt from the forest. You feel a sense of renewal from the forest around you.

If the PCs linger to long near the breach, ***"The sound of approaching footfalls announces the arrival of a giant patrol."*** Use the stats from Encounter Three.

If the PCs want to go recover the shard from the stone giant, go to **Encounter Seven**.

If the PCs want to go kill the Avatar of the Heart, go to **Encounter Eight**.

Encounter Seven ***"And stole thence the life o' th' building"***

The objective of this encounter is to retrieve the shard. The PCs do not necessarily have to kill the giant. They can succeed by diplomacy, theft, or by brute force. The party cannot Intimidate the stone giant into giving them the shard.

See DM Aid #2 for a layout of the tower.

The stone giant lives in an appropriately sized tower on the outskirts of the giant encampment. It is possible to approach his home without having to travel through the entirety of the encampment if the PCs think to approach from the west/northwest. If the PCs do not show concern about their approach (i.e., mention that they're taking pains to move as quietly as possible, etc.) feel free to sic a giant patrol on them using the stats from Encounter Two.

The stone giant keeps the shard in a display case in the workroom beside his bedroom on the top floor of the tower. The case is locked with a simple lock. The stone giant has the key on him.

Step by step, foot by precious foot, you managed to steal your to the foot of a great tower on the edge of the giant encampment. Rather than the delicate, almost faery-like towers of Arcaras, this tower sits foursquare on the earth, as if raised by the ground itself. The amulet, given to you by Erynmen, pulses in your hand.

Unless the party managed to make an infernal racket getting into the tower, they do not encounter anyone until they reach the shard's chamber on the top floor. For APLs 6 and above, go directly to the section titled The Stone Giant is awake.

For APLs 2 and 4, the stone giant is asleep in his bedroom next to the room holding the shard. If the PCs make too much noise (i.e., the use of

thunderstones, *sound burst*, or any other loud spell (i.e., *fireball*) during the combat with the occupant of the room, there is a 25% chance of waking the stone giant. Use the stats for the giant in APL 6 if this occurs. The stone giant calls off his protector if they are still engaged in combat when the awakened stone giant enters the room.

The Stone Giant Is Awake

If the stone giant spots the party, (because he is awakened (below APL 6) or is awake and in the room with the shard when the party arrives (APL 6 and above), continue with the following:

“Tyv! Why do you come here? Is it not enough that you have stolen our lands once, but you come in to my home uninvited?! What harm have you come to do?”

The stone giant starts as hostile towards the party. All he needs is one act of aggression by the party to start attacking. The stone giant is dressed in work clothes protected by a stonecutter’s apron trimmed in purple. Allow the PC’s to role-play the encounter.

If they mention the shard, the stone giant wants to know what the party knows. He delays calling for defenders if there is a chance he can gain additional knowledge about this stone he cannot work. The actual fate of the Heart or the Hornwood is not his concern.

“Tell me what you know of this strange stone Tyv and I will spare your lives.”

If the PC’s mention that the shard is part of the “Heart”, the Giant asks,

“Some of those we have questioned mention this “Heart.” But what is it? How does it relate to this stone?”

If the party explains what they know of the Heart, the stone giant says, ***“Tyv, this stone has puzzled me greatly since I acquired it. You have helped me understand its true nature. Now I can figure out a method of working it. Thank you, I will hold up my end of the bargain and let you leave in peace. Never come here uninvited again. I will not be so forgiving.”***

If the Party Chooses Diplomacy:

If the party attempts to convince the stone giant to part with the shard, allow them a Diplomacy check (DC 25+APL). The following circumstance bonuses apply:

- A member of the party has the stone giant friendship ring from Curiosity Killed the Cat, +5.
- If the party puts forth the idea that ANY being living in the Hornwood becomes affected by the illness of the Heart, (describing the wild plant attack from Encounter Two), +2.
- If the party mentions that, without the Shard the Heart will die and the "special qualities" of the Shard will disappear give them a +4 bonus to the check.

If the check is successful, the stone giant says, ***“I cannot part with this stone. I have seen nothing like it. What could you possibly offer me in exchange?”***

The stone giant accepts items in trade (no coin, Tyv coin does not spend well in giant held areas). The combined value of the items traded must equal or exceed APL x 500 gp.

If the PCs meet the price, the stone giant turns the shard over to the PCs and orders them to leave. Otherwise, the giant simply orders the party to leave. If they do not, proceed to the section titled, If the party chooses Brute Force.

If the Party Chooses Theft

If the party has not been spotted prior to interacting with the stone giant. They can use Hide and Move Silently to try and get the shard. However, failure immediately leads to the section titled, If the party chooses Brute Force.

If the stone giant orders them out of the tower without the shard, they can wait until later and try to sneak back in to attempt stealing it. If they get caught a second time, go to the Brute Force section.

If the Party Chooses Brute Force

If the party engages in combat, use the following stats:

APL 2 (EL 5)

Sleeping Stone Giant: hp 126; see Monster Manual p. 124.

APL 4 (EL 7)

Dire Bear: hp 110; see Monster Manual p. 63.

APL 6 (EL 9)

Stone Giant Elder: hp 126; see *Monster Manual* p. 124.

APL 8 (EL 11)

Stone Giant Elder: hp 126; see *Monster Manual* p. 124.

Stone Giant: hp 126; see *Monster Manual* p. 124.

Dire Bear: hp 110; see *Monster Manual* p. 63.

APL 10 (EL 13)

Stone Giant Elder: hp 126; see *Monster Manual* p. 124.

Stone Giants (2): hp 126; see *Monster Manual* p. 124.

Dire Bears (4): hp 110; see *Monster Manual* p. 63.

APL 12 (EL 15)

Stone Giant Elder (2): hp 126; see *Monster Manual* p. 124.

Stone Giant (4): hp 126; see *Monster Manual* p. 124.

Dire Bears (8): hp 110; see *Monster Manual* p. 63.

Treasure: The PCs discover non-magical loot items (weapons, armor, and coins) in the remains of the stone giant's abode. See the *Treasure Summary* for the value.

Once the PCs have the shard, proceed to **Encounter Nine**. If the PCs decide that getting the shard is too difficult, they can attempt to slay the Avatar in **Encounter Eight**.

Encounter Eight **"None but the fool, who labors to out-jest his heart- struck injuries"**

Following the directions and the pulses of the Amulet you make your way from Arcaras. As you enter the forest on the east side of the giant road it becomes even more tortured looking and baleful than on the trip in. Thorns prick you at every movement and sap sticks to every exposed surface. You pass sickly flowers and strange insects flit about. The

very ground seems more mire than firm forest sod. The wind moans like a crying woman as you move further into the wood.

The further you go, the warmer the amulet becomes. Now it is almost hot against your skin. You push your way through more rank growth and find yourself facing a small glade through which a stream edged with loathsome fungi makes its way.

The glade is circular and 150' in diameter. The PCs are hindered per the restrictions in the DM Note from *Encounter Two*. The environment does not hinder the Avatars. The EL of the encounter is increased by one to reflect this fact.

Allow the PCs to make Spot checks opposed by the Avatars' Hide checks. The Avatars know the PCs are coming and are waiting for them to enter the glade before attacking. The Avatars fight much more intelligently than any "normal" animal. They are supported by the severed Heart and do not stop fighting until they are reduced to -10 hit points.

The Avatars use their environment to best advantage. The wolf uses its stealth and the underbrush to hit and run. The snake similarly uses the underbrush and the trees. The eagle uses the trees, the forest canopy, and its fly-by attacks. The ape uses the trees and attempts to take out the party one by one, by grappling the smaller less armored PCs and carrying them off, or by using its Frightful Presence to make some run off and pursue them.

APL 2 (EL 5)

Dire Boar: hp 58; see *Monster Manual* p. 63.

APL 4 (EL 7)

Legendary Eagle: hp 99; See *Appendix One*.

APL 6 (EL 9)

Legendary Wolf: hp 137; See *Appendix One*.

Dire Wolves (3): hp 50 each; see *Monster Manual* p. 65.

APL 8 (EL 11)

Legendary Bear: hp 228; See *Appendix One*.

Dire Bear: hp 110 each; see *Monster Manual* p. 63.

APL 10 (EL 13)

Legendary Tiger: hp 293; See *Appendix One*.

Dire Tigers (2): hp 132 each; see *Monster Manual* p. 65.

APL 12 (EL 15)

Advanced Legendary Tiger: hp 360; See *Appendix One*.

Dire Tigers (2): hp 132 each; see *Monster Manual* p. 65.

Once the Avatars are destroyed, read the following:

As the creature slumps to the ground, the entire glade goes totally silent. Moments pass, then a gasp passes through the glade. More moments pass, then slowly, the natural forest sounds begin to filter into the glade as if nothing had happened.

Treasure: The PCs discover non-magical loot items (weapons, armor, and coins) in the glade. See the Treasure Summary for the value.

If the party is forced to retreat from the combat, the Avatar does not pursue them beyond the glade. The party can still attempt to collect the shard from the stone giant in **Encounter Seven**. Otherwise, if the party has killed the Avatar, go to **Encounter Nine**.

Encounter Nine

"How much in duty am I bound"

This encounter takes place only if the PCs are successful in either killing the Avatars of the Sundered Heart or in regaining the shard from the stone giant.

As you return to the shrine of Corellon you find not only Erymen, but also Prince Galdor and his council. Erymen looks nervously at Prince Galdor and then hopefully at you.

Proceed to the appropriate section based on which actions the party was successful; either the recovery of the shard, or the destruction of the Avatars of the Sundered Heart.

If They Recovered the Shard

It takes all six party members, Erymen, Prince Galdor, and his council a couple of hours of work with levers and ropes to lift the menhir back into position.

Erymen watches fearfully as you fit the shard in between the two halves of the broken menhir. It acts as a lynchpin holding the two halves together. He releases a sigh as a pulse of light travels up the entire length of the menhir. Then gives a slight hiss as it sparks when it hits break in the stone. "It is as I feared, the Heart does not have enough strength to heal itself. It must be mended."

Pause to see if any of the PCs step forward to help. If not, read the following but add that Erymen seems to be casting a spell (Mending).

Erymen kneels down in front of the menhir, place his hands on both halves and begins praying (the language is an ancient dialect of Elven and he casts *mending* on the stone).

If someone in the party speaks sylvan, ***the prayer is a sorrowful repentance begging for Corellon's power to flow through his servant to mend that has been broken, heal that, which has been injured.***

Suddenly a bright burst of purple light radiates from the entire stone, almost blinding in intensity. You feel a palpable sense of power and renewed peace flood through you. As the flash fades, the cracks in the stone disappear. Erymen collapses at the base of the menhir, the effort exhausting him.

Jump to the section titled Ruain Arrives.

If They Slew the Avatars of the Sundered Heart

You approach the group; the broken half of the menhir ... melts into the ground. As this happens, the remaining half ... grows slightly, as if absorbing the melted stone. A pulse of purple light travels the length of the shortened menhir and you sense a power of renewed peace fill the shrine. Erymen kneels at the menhir, placing both hands upon it and concentrating. After a couple of moments, he says, "I can no longer hear the call of the Sundered Heart. Though still weak, I will tend the heart until it is strong enough to heal itself."

Continue with the section titled Ruain Arrives.

Ruain Arrives

Erymen slowly climbs to his feet and his eyes widen as he looks behind you. Approaching

your group from the nearby forest is a scarecrow of a man. Dressed in full plate and bearing the symbol of Corellon. However, this man walks with whatever dignity he can muster. Ruain, apparently restored to sanity, stands before you. He begins to speak but, before he can utter a sound, the Heart begins to pulse wildly. His eyes widen and he grasps his throat as if choking, falling to his knees. Before your very eyes he withers as if all the years of his life have suddenly come crushing in on him. His lifeless form drops to the ground like a discarded husk.

One of the assembled elves gasps and cries "the Heart..!" Turning, you can barely see the Heart for its brightness. Then a voice, neither male nor female but somehow both sounds in your head. "Good Gentlemen, the wrongs thou hast done me stir afresh within me, and these my offices – so rarely kind – are as interpreters of thy behind-hand slackness! Be gone hither, as is the spring to the earth! And hath thou too expos'd this paragon to the fearful usage – at least ungentle – of the dreadful usurpers of the forest. To greet such a man is not worth my pains, much less the adventure of my person! Get thee hence, for I know thee not!"

A fierce wind blows through the shrine scattering leaves and debris. Erynmen, Prince Galdor, and his council cannot stand against the wind. However, the wind is but a caressing breeze upon you. They stumble backwards away from the shrine.

Again the voice sounds in your mind: "This is the latest parole we will admit. Therefore to thy best mercy I give myself. Wherefore, you men of Gyruuff, take pity on thy Land and of its people, whilst yet my powers are at my command. Whilst yet the cool and temperate wind of grace, o'erblows the filthy and contagious clouds of heady murther, spoil and villainy. What say you? Will you yield, and this avoid, or, guilty in defense, let me be thus destroy'd?"

If the PCs seem stumped by this, read this:

As you look at the Heart revealed before you, and wonder at its words visions come into your mind: two swans with their necks entwined; a male and female wolf guarding their cubs. You remember Erynmen's words about Ruain. He was the Heart's Bondmate. Surely...? Then you see movement out of the

corner of your eye and see Erynmen creep back into the shrine. He kneels between you and the Heart and cries "Mercy, o Heart. These know not of your need."

He turns back to your group and says quickly "The Heart needs a Bondmate to survive. That it could speak without one is a miracle, no less."

The Heart replies "Tis only my need which forces me to this. But my mercy is not strained." If there are any PCs with elven blood (high, grey, wood, or half elves), include the following, "If one of these will hold to me for twice times one course of the moon, it will be time enow to find one who will join with me for life. But speak quickly, my grasp on this realm is almost gone!"

If there are high, grey, wood, or half elves in the party, they can volunteer to bond with the Heart. One of those who volunteer during the premiere of this module will be given the opportunity to bond permanently with the Heart and be removed from play. After the premiere, the PCs can only volunteer temporarily to bond with the Heart.

Erynmen tells the PCs that the Bondmate cannot leave the confines of the Hornwood while bonded to the Heart. There are no other restrictions.

The game mechanics: If the PC elects to bond temporarily, they must spend 8 TUs in the Hornwood, protecting the Heart. The PC can apply TUs from next year for this purpose if the PC has less than 8 TU remaining.

A PCs agrees to bond with the Heart:

If a PC agrees to bond with the Heart, then that PC becomes the Bondmate Volunteer for the box text in the section titled, Becoming the Bondmate.

No PC agrees to bond with the Heart:

If no PC can or will volunteer to bond with the Heart, then Erynmen volunteers to become the bondmate. He is the Bondmate Volunteer for the box text in the section titled, Becoming the Bondmate.

Erynmen looks between you and the Heart. Struggling to resist the growing wind, he says, "Mercy, o Heart, these are unable to meet your great need. I humbly offer myself to serve as your vessel until someone more worthy can be found.

For moments, there is no response, just the wind beating back the elves. Then finally, the voice returns, "Approach and be joined."

Becoming the Bondmate:

*As <insert Bondmate Volunteer name> **nears the Heart and lays both hands upon it, the glow from the menhir dims slightly. A beat, like a slow heartbeat, resounds through the area. Thud... Thud... Thud... the light slowly begins to pulse in time with the beats. Clouds boil up around the shrine and gusts of wind whirl around the stone. Suddenly, a massive bolt of lightning arcs down from the clouds and strikes the Heart. Shielding your eyes from the actinic flash, you see the energy enveloping both stone and <insert Bondmate Volunteer name>; his (or her) hands on the stone, back arched as if in pain, a tremendous cry echoes out into the forest.***

Then, as suddenly as it began, the clouds depart and the wind calms. The Heart's Bondmate turns and looks at you. In a voice that is both people, he (or she) says, "We are One." Etched on the brow of the Bondmate is a silver crescent - the sign of Corellon Larethian.

If a PC volunteered, give the PC **Player's Handout #4** and have them role-play it out loud. When finished with the handout, continue the box text with the section titled Stay a While.

Otherwise, continue with the box text in the sections titled The Time of Judgment and Stay a While. If a PC asks how the Heart knows about Laith Filiadir, he responds that dreams tell many things. And says nothing more on the subject.

The Time of Judgment:

Erynmen looks around the shrine, then the city surrounding it. As his gaze falls upon Prince Galdor and his council, he stretches forth his hand and the wind rises again. The clouds begin to gather once more, dark and roiling. When he speaks, the voice has a definite angry edge to it, "Prince Galdor, the hubris of thy liege and his followers brought ruin upon us, this forest, and thy people. We should banish thee and thy kind from this wood forever.

Prince Galdor falls to his knees in front of Erynmen and places his forehead on the ground. His voice breaks up with the emotion, "O great Heart, please banish us not from this

place. Great wrong have we done to thee, but great is our repentance. We beg thy forgiveness."

Erynmen looks to you and says, "O saviors of the Heart, what say thee? Thou hath watched their kind for a short time. Should we deny these the succor of our presence? Or show mercy on them that have suffered due to their own pride?"

If the PCs advise Denial

"You are indeed wise," says Erynmen. "Prince Galdor, I have seen into the soul of thee and thine. Whilst thou hath suffered, hubris festers yet within. We shan't place ourselves in that position again. No more shall thee and thine enjoy the succor of our presence. Forgiveness thou shalt not have. Get thee hence, this place holds nothing for thee."

Prince Galdor slowly stands up, his face completely devoid of color; the shock of the Heart's pronouncement clearly evident on his face. He looks in your direction, staring through the area you stand in. He slowly turns and makes his way out of the shrine. His council slowly following, uncertainty and fear etched on their face.

Erynmen approaches and says, "Go with the blessing of the wood. Laith Filiadir awaits thy return. Go to him, tell him the castle has fallen but the Heart of the Hornwood is secure.

The PCs earned the Favor of the Heart of the Hornwood.

Go to **Conclusion D**.

If the PCs advise Mercy

"Thou art indeed wise," says Erynmen. "Prince Galdor, through the soul of Erynmen, I felt the suffering of thee and thine. Great is thy repentance, but hubris yet festers. We shan't place ourselves in this position again. Break all that holds our magic and rededicate thyself to the task of this wood. Do so and continue to enjoy the succor of our presence. Do not and we shall drive thee from this place forever. Forgiveness must be earned. Go, thou hath much to do.

Prince Galdor slowly stands up, his face uncertain as to everything that has happened here. He looks in your direction, nodding in acknowledgement. He bows to the menhir and

says, "Thank you O great Heart, our task is set before us." He begins to make his way out of the shrine. His council slowly following, uncertainty etched on their face. As soon as the Prince is out of sight, the sound of running footsteps recede in the distance.

Erynmen approaches and says, "When thou art ready to depart, go with the blessing of the wood. Laith Filiadir patiently awaits thy return. Go to him, tell him the castle and the Heart of the Hornwood is secure.

Stay a While

If the DM used Player's Handout #4, continue reading the following box text.

As you make your way out of the shrine into the city proper, the sounds of hammers striking stone echoes through the forest.

The next morning, Prince Galdor comes to you. "Thank you for opening the way for us. Without you, we would have perished. For that, you have our eternal gratitude. Please extend your stay here a short while and observe what you have wrought here.

PCs may spend any amount of TUs they wish assisting the High Elves of the Hornwood in tearing down the city of Arcaras and giving the dead a proper burial. For spending four or more TUs with the elves, the PC receives the Favor of the Hornwood Elves.

The PCs earned the Favor of the Heart of the Hornwood.

Go to **Conclusion E**.

Conclusion

There are five possible outcomes:

Conclusion A

The PCs failed to accept the mission from the Knight of Luna. The Knight has gone his own way searching for others to assist him. The PCs are now free to pursue their own self-interests.

The PCs earn XP and GP per the Experience and Treasure summaries at the end of this module.

The End

Conclusion B

The PCs failed to convince the elven patrol to escort them to the city of Arcaras. They return back to the Knight of Luna and report. He goes his own way search for those who can succeed at the task.

The PCs earn XP and GP per the Experience and Treasure summaries at the end of this module.

The End

Conclusion C

After a couple of days of closed-door discussion by the council, you are brought back to the council room. Prince Galdor stands once more and leans on his hands. "We thank you for bringing us this communication." He reaches out and touches a rolled up scroll in front of him. "However, the elves of the Hornwood have no desire to extend their forces outside the bounds of this wood. And, to be frank, many feel that your forces would just bring the wrath of the Delu on us more than it is now. No, I think it best if things remain as they are. We have drafted a reply for you." He motions and an elf steps forward and presents you with a message tube similar to the one you brought although this one is sealed with entwined ivy and crescent moons. "Take it, and our wishes for success, and return to Geoff. To ensure that you will be safe to the edges of our forest, you will be escorted through the Hornwood by some of our best rangers." Again, he waves a hand and the same group that had escorted you here steps forward.

The return trip is uneventful and you quickly find yourself on the edge of the Hornwood again. Days later, a very disappointed Knight leaves the inn.

The End

Conclusion D

The Knight of Luna eagerly awaits your report upon your return to the Seelie Arms Inn. When you tell him that the castle has fallen but the Heart of the Hornwood is secure, he gets a look of concern on his face. He reaches into his cloak and pulls out a coin purse and tosses it on the table. "Thank you for your efforts on my behalf. Please take this as a token of my

appreciation.” *The Knight collects his belonging and leaves the Inn.*

Treasure: The Knight gives the PCs a stack of coins and gems. See the Treasure Summary for the value.

The End

Conclusion E

The Knight of Luna eagerly awaits your report upon your return to the Seelie Arms Inn. When you tell him that the castle and the Heart of the Hornwood are secure, he gives you a broad smile. He shakes each of your hands and says, “You have done a great thing. Now the people of the Hornwood have a chance to prosper. Once the situation stabilizes in Geoff, my order can mount an official visit to the Hornwood elves.” He reaches into his cloak and pulls out a coin purse and tosses it on the table. “It is not much, but please take this as a token of my appreciation. Perhaps our paths will cross again in the future.” The Knight collects his belongings and leaves the Inn.

Treasure: The Knight gives the PCs a stack of coins and gems. See the Treasure Summary for the value.

The Hornwood elves recover many items as they start tearing down the city. They are willing to trade with the PC. Thus, the PCs gain access to all the Item Access list items up to their APL on the AR.

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 attacking plants:

- APL 2 - 120 xp;
- APL 4 - 180 xp;
- APL 6 - 240 xp;
- APL 8 - 300 xp;
- APL 10 - 360 xp;

APL 12 - 420 xp;

Encounter Four

Successfully interact with Erynmen:

- APL 2 - 20 xp;
- APL 4 - 30 xp;
- APL 6 - 40 xp;
- APL 8 - 50 xp;
- APL 10 - 60 xp;
- APL 12 - 70 xp;

Encounter Five

Defeat Ruian:

- APL 2 120 xp;
- APL 4 180 xp;
- APL 6 240 xp;
- APL 8 300 xp;
- APL 10 360 xp;
- APL 12 420 xp;

Encounter Six

Break the giant road:

- APL 2 - 20 xp;
- APL 4 - 30 xp;
- APL 6 - 40 xp;
- APL 8 - 50 xp;
- APL 10 - 60 xp;
- APL 12 - 70 xp;

Encounter Seven

Collect the shard:

- APL 2 - 150 xp;
- APL 4 - 210 xp;
- APL 6 - 270 xp;
- APL 8 - 330 xp;
- APL 10 - 390 xp;
- APL 12 - 450 xp;

Encounter Eight

Defeat the Avatars:

- APL 2 - 150 xp;

- APL 4 - 210 xp;
- APL 6 - 270 xp;
- APL 8 - 330 xp;
- APL 10 - 390 xp;
- APL 12 - 450 xp;

Encounter Nine

Assist the Heart with its decision:

- APL 2 - 20 xp;
- APL 4 - 30 xp;
- APL 6 - 40 xp;
- APL 8 - 50 xp;
- APL 10 - 60 xp;
- APL 12 - 70 xp;

Discretionary roleplaying award

- APL 2 - 30 xp;
- APL 4 - 45 xp;
- APL 6 - 60 xp;
- APL 8 - 75 xp;
- APL 10 - 90 xp;
- APL 12 - 150 xp;

Total possible experience:

- APL 2 - 480 (450) xp;
- APL 4 - 705 (675) xp;
- APL 6 - 930 (900) xp;
- APL 8 - 1155 (1125) xp;
- APL 10 - 1380 (1350) xp;
- APL 12 - 1605 (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.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter One:

- APL 2: L: 75 gp; C: 75 gp; M: 0 gp
- APL 4: L: 100 gp; C: 100 gp; M: 0 gp
- APL 6: L: 150 gp; C: 150 gp; M: 0 gp
- APL 8: L: 225 gp; C: 200 gp; M: 0 gp
- APL 10: L: 350 gp; C: 350 gp; M: 0 gp
- APL 12: L: 500 gp; C: 500 gp; M: 0 gp

Encounter Seven:

APL 2: L: 75 gp; C: 75 gp; M: 0 gp
APL 4: L: 100 gp; C: 100 gp; M: 0 gp
APL 6: L: 150 gp; C: 150 gp; M: 0 gp
APL 8: L: 225 gp; C: 200 gp; M: 0 gp
APL 10: L: 350 gp; C: 350 gp; M: 0 gp
APL 12: L: 500 gp; C: 500 gp; M: 0 gp

Encounter Eight:

APL 2: L: 75 gp; C: 75 gp; M: 0 gp
APL 4: L: 100 gp; C: 100 gp; M: 0 gp
APL 6: L: 150 gp; C: 150 gp; M: 0 gp
APL 8: L: 225 gp; C: 200 gp; M: 0 gp
APL 10: L: 350 gp; C: 350 gp; M: 0 gp
APL 12: L: 500 gp; C: 500 gp; M: 0 gp

Conclusion D:

APL 2: L: 0 gp; C: 100 gp; M: 0 gp
APL 4: L: 0 gp; C: 200 gp; M: 0 gp
APL 6: L: 0 gp; C: 200 gp; M: 0 gp
APL 8: L: 0 gp; C: 400 gp; M: 0 gp
APL 10: L: 0 gp; C: 700 gp; M: 0 gp
APL 12: L: 0 gp; C: 1000 gp; M: 0 gp

Conclusion E:

APL 2: L: 0 gp; C: 100 gp; M: 0 gp
APL 4: L: 0 gp; C: 200 gp; M: 0 gp
APL 6: L: 0 gp; C: 200 gp; M: 0 gp
APL 8: L: 0 gp; C: 400 gp; M: 0 gp
APL 10: L: 0 gp; C: 700 gp; M: 0 gp
APL 12: L: 0 gp; C: 1000 gp; M: 0 gp

Total Possible Treasure

APL 2: 400 gp
APL 4: 600 gp
APL 6: 800 gp
APL 8: 1250 gp
APL 10: 2100 gp
APL 12: 3000 gp

Special

Bondmate of the Heart: Costs 8 TUs. The bondmate gains access to purchase one of the following items: +1 wild dragonhide fullplate, robe of blending, ring of evasion, cloak of displacement, minor, +1 mighty (+2) holy composite longbow of precision, 32,600 gp, or +1 longsword of energy aura, 32,315 gp.

Automatically gains the Favor of the Heart of the Hornwood and the Favor of Prince Galdor Fëfalas.

Favor of the Heart of the Hornwood: The Heart of the Forest provides access to one casting of the *reincarnation* spell. The target of the spell automatically reincarnates as an PC race with the elf blood trait (equal chance of being high, grey, wood, or half elf). The PC must pay standard NPC spellcasting costs for the spell. Mark this favor when used.

Favor of Prince Galdor Fëfalas: For spending at least 4 TUs helping the Hornwood elves reclaim their forest, Prince Galdor allow the PC to exchange this favor for access to purchase any armor made of mithril from the PHB. At the same time the PC acquires the armor, the PC may also purchase the special enhancements of Improved Shadow or Improved Silent Moves.

A Hornwood Bow. A bow (shortbow or longbow, player's choice, but no composite bows are available) made of the wood from a hornwood tree. The bow has the same stats as the standard bow of its kind except it costs double the normal PHB price, a hardness of 8, and double the number of hit points. When unstrung, the bow can be used as a quarterstaff melee weapon. It takes a standard action to re-string the bow for use.

Alternatively, the PC may choose to exchange this favor for access to upgrade any existing armor the PC currently owns with Improved Shadow or Improved Silent Moves. If the favor is used for an upgrade, the PC may not use this favor to gain access to mithril armor or the Hornwood Bow. Mark this favor when used.

Items for the Adventure Record

Item Access

APL 2:

- *Quaal's Feather Token – Tree (Adventure, DMG)*

- *Darkwood Buckler (Adventure, DMG)*

APL 4:

APL 2 items and

- *Wand of Cure Light Wounds (Adventure, DMG)*
- *Boots of the Elvenkind (Adventure, DMG)*
- *Cloak of the Elvenkind (Adventure, DMG)*
- *Burrowing Arrow (Adventure, CW)*

APL 6:

APL 2 & 4 items and

- *Sacred Scabbard (Adventure, CW)*
- *Lance of the Last Rider (Adventure, CW)*
- *+1 Elven Thinblade (Adventure, CW)*

APL 8:

APL 2, 4, & 6 items and

- *Wand of Cure Moderate Wounds (Adventure, DMG)*
- *+1 Composite Greatbow (Adventure, CW)*
- *Shatterspike (Adventure, DMG)*

APLs 10:

APL 2, 4, 6 & 8 items and

- *Armor of the Unending Hunt (Adventure, CW)*
- *Cloak of Resistance +5 (Adventure, DMG)*
- *Wand of Cure Serious Wounds (Adventure, DMG)*

APL 12:

APL 2, 4, 6, 8 & 10 items and

- *Mantle of Faith (Adventure, DMG)*
- *Wand of Cure Critical Wounds (Adventure, DMG)*
- *+2 Elven Thinblade (Adventure, CW)*

Appendix One – Combat Encounters

APL 2

Encounter One:

Assassin Vine: hp 33; see *Monster Manual* p. 20.

Encounter Five:

Ruain: high elf; Clr 4; CR 4; Medium humanoid; HD 4d8; hp 24; Init +0; Spd 20 ft (base 30 ft); AC 18 (touch 10, flatfooted 18); Base Atk +3; Grp +5; melee +5 (1d8+2/crit 19-20; +1 longsword); SQ Low-light Vision, +2 to saves vs enchantment, immune to sleep effects; SV Fort +4, Ref +1, Will +7; AL CN; Str 15, Dex 10, Con 10, Int 13, Wis 17, Cha 10.

Skills and Feats: Concentration +7, Heal +7, Knowledge (planes) +5, Knowledge (religion) +8; Extra Turning, Weapon Focus (longsword).

Cleric Spells Prepared (5/5/4; save DC 13 + spell level): 0 - *cure minor wounds* x2, *guidance*, *mending*, *purify food and drink*; 1st - *command*, *comprehend languages*, *magic weapon*, *protection from evil*, *protection from law*; 2nd - *bull's strength*, *hold person*, *owl's wisdom*, *sound burst*.

Possessions: +1 longsword, +1 half-plate.

Encounter Seven:

Sleeping Stone Giant: hp 126; see *Monster Manual* p. 124.

Encounter Eight:

Dire Boar: hp 58; see *Monster Manual* p. 63.

APL 4

Encounter One:

Shambling Mound: hp 66; see *Monster Manual* p. 222.

Encounter Five:

Ruain: high elf; Clr 6; CR 6; Medium humanoid; HD 6d8; hp 36; Init +0; Spd 20 ft (base 30 ft); AC 18 (touch 10, flatfooted 18); Base Atk +4; Grp +10; melee +11 (1d8+2/crit 19-20; +1 longsword of spell storing); SQ Low-light Vision, +2 to saves vs enchantment, immune to sleep effects; SV Fort +5, Ref +2, Will +8; AL CN; Str 15, Dex 10, Con 10, Int 13, Wis 17, Cha 10.

Skills and Feats: Concentration +9, Heal +9, Knowledge (planes) +5, Knowledge (religion) +10; Extra Turning, Still Spell, Weapon Focus.

Cleric Spells Prepared (5/5/5/4; save DC 13 + spell level): 0 - *cure minor wounds* x2, *guidance*, *mending*, *purify food and drink*; 1st - *command*, *comprehend languages*, *magic weapon*, *protection from evil*, *protection from law*; 2nd - *bull's strength*, *hold person*, *owl's wisdom*, *silence*, *sound burst*; 3rd - *blindness/deafness*, *magic circle against evil*, *summon monster III*, *wind wall*.

Possessions: +1 longsword of spell storing, +1 half-plate.

Encounter Seven:

Dire Bear: hp 110; see *Monster Manual* p. 63.

Encounter Eight:

Legendary Eagle: small animal; CR 4; HD 12d8+36; hp 99; Init +10; Spd 10 ft., fly 100 ft. (average); AC 25 (+1 size, +10 Dex, +4 natural), touch 21, flat-footed 15; Base Atk +9; Grp +7; Atk +20 melee (1d6+2/20, claw); Full Atk +20 melee (1d6+2/20, 2 claws) and +15 melee (1d8+1/20, bite); Space/Reach 5 ft./5 ft.; SQ low-light vision; AL N; SV Fort +11, Ref +18, Will +11; Str 15, Dex 30, Con 17, Int 2, Wis 16, Cha 13.

Skills and Feats: Listen +10, Spot +14; Weapon Finesse (bite), Weapon Finesse (bite).

*A legendary eagle receives a +12 racial bonus on Spot Checks made in daylight.

APL 6

Encounter One:

Treant: hp 68; see *Monster Manual* p. 244.

Encounter Five:

Ruain: high elf; Clr 8; CR 8; Medium humanoid; HD 8d8; hp 48; Init +0; Spd 20 ft (base 30 ft); AC 19 (touch 10, flatfooted 19); Base Atk +6/+1; Grp +10; melee +13/+8 (1d8 + 6/crit 19-20; +2 longsword of spell storing); SQ Low-light Vision, +2 to saves vs enchantment, immune to sleep effects; SV Fort +6, Ref +2, Will +9; AL CN; Str 19, Dex 11, Con 10, Int 13, Wis 17, Cha 10.

Skills and Feats: Concentration +11, Heal +10, Knowledge (planes) +5, Knowledge

(religion) +12; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Extra Turning, Shield Proficiency, Simple Weapon Proficiency, Still Spell, Weapon Focus, Eschew Materials.

Cleric Spells Prepared (6/6/5/5/3; save DC 13 + spell level): 0 - *cure minor wounds* x2, *guidance*, *mending*, *purify food and drink* x2; 1st - *command*, *comprehend languages*, *magic weapon*, *protection from evil*, *protection from law*, *sanctuary*; 2nd - *bull's strength*, *hold person*, *owl's wisdom*, *silence*, *sound burst*; 3rd - *blindness/deafness*, *cure serious wounds*, *magic circle against evil*, *summon monster III*, *wind wall*; 4th - *divine power*, *poison*, *summon monster IV*.

Possessions: +2 longsword of spell storing, belt of giant strength +4, +2 half-plate with SR 17.

Encounter Seven:

Stone Giant Elder: hp 126; see *Monster Manual* p. 124.

Encounter Eight:

Legendary Wolf: medium-size animal; CR 7; HD 14d8+70; hp 137; Init +9; Spd 60 ft.; AC 24 (+9 Dex, +5 natural), touch 19, flat-footed 15; Base Atk +10; Grp +17; Atk +19 melee (2d6+10/20, bite); Full Atk +19 melee (2d6+10/20, bite); Space/Reach 5 ft./5 ft.; SA Trip; SQ low-light vision, scent; AL N; SV Fort +14, Ref +18, Will +11; Str 25, Dex 28, Con 21, Int 2, Wis 15, Cha 10.

Skills and Feats: Hide +13, Listen +10, Move Silently +12, Spot +10, Survival +4; Weapon Finesse (bite).

*A legendary wolf receives a +2 racial bonus on Listen, Move Silently, and Spot checks, and a +4 racial bonus on Hide checks. It also receives a +8 racial bonus on Survival checks when tracking by scent.

Trip (Ex): A legendary wolf that hits with a bite attack can attempt to trip the opponent (+7 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Dire Wolves (3): hp 50 each; see *Monster Manual* p. 65.

APL 8

Encounter One:

Treant (2): hp 68; see *Monster Manual* p. 244.

Encounter Five:

Ruain: high elf; Clr 10; CR 10; Medium humanoid; HD 10d8; hp 53; Init +0; Spd 20 ft (base 30 ft); AC 19, touch 10, FF 19; Base Atk +7/+2; Grp +11; Melee Unarmed +11/+6 (1d3 + 4), Longsword +2 (Spell storing) +14/+9 (1d8 + 6/crit 19-20); SQ Low-light Vision, +2 to saves vs enchantment, immune to sleep effects; SV Fort +7, Ref +3, Will +11; AL CN; Str 18, Dex 11, Con 10, Int 13, Wis 18, Cha 10.

Skills and Feats: Concentration +13, Heal +12, Knowledge (Planes) +6, Knowledge (Religion) +14; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Extra Turning, Shield Proficiency, Silent Spell, Simple Weapon Proficiency, Still Spell, Weapon Focus, Eschew Materials.

Clr Spells Per Day: 6/6/6/5/5/3.

Spells Known: 0 - *cure minor wounds* (x2), *guidance*, *mending*, *purify food and drink* (x2); 1st - *command*, *comprehend languages*, *magic weapon*, *protection from evil*, *protection from law*, *sanctuary*; 2nd - *bull's strength*, *hold person*, *owl's wisdom*, *resist energy*, *silence*, *sound burst*; 3rd - *blindness/deafness*, *cure serious wounds*, *magic circle against evil*, *summon monster III*, *wind wall*; 4th - *divine power*, *lesser planar ally*, *greater magic weapon*, *poison*, *summon monster IV*; 5th - *righteous might*, *summon monster V*, *symbol of sleep*.

Possessions: Ring of counterspells, Belt of giant strength +4, Half-plate +2 with sr 17, Longsword +2 (spell storing).

Encounter Seven:

Stone Giant Elder: hp 126; see *Monster Manual* p. 124.

Stone Giant: hp 126; see *Monster Manual* p. 124.

Dire Bear: hp 110; see *Monster Manual* p. 63.

Encounter Eight:

Legendary Bear: large animal; CR 9; HD 20d8+143; hp 228; Init +2; Spd 50 ft.; AC 21 (-1 size, +2 Dex, +10 natural), touch 11, flat-footed 19; Base Atk +15; Grp +32; Atk +28 melee (2d6+13/20, claw); Full Atk +28 melee

(2d6+13/20, 2 claws) and +22 melee (4d6+6/20, bite); Space/Reach 10 ft./5 ft.; SA Improved Grab; SQ low-light vision, scent; AL N; SV Fort +19, Ref +14, Will +17; Str 36, Dex 15, Con 25, Int 2, Wis 16, Cha 13.

Skills and Feats: Listen +15, Spot +10, Swim +18; Alertness, Diehard, Endurance, Iron Will, Run, Toughness, Weapon Focus (claw).

Improved Grab (Ex): To use this ability, a legendary bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Dire Bear: hp 110 each; see *Monster Manual* p. 63.

APL 10

Encounter One:

Treant (4): hp 68; see *Monster Manual* p. 244.

Encounter Five:

Ruin: high elf; Clr 12; CR 12; HD 12d8; hp 63; Init +0; Spd 20 ft (base 30 ft); AC 22, touch 13, FF 22; BAB +9/+4; Grapple +11; Atk: +11/+6 melee (1d3 + 2, Unarmed), +14/+9 melee (1d8 + 4/crit 19-20, Longsword +2 (Spell storing)); SQ Low-light Vision, +2 to saves vs enchantment, immune to sleep effects; SV Fort +8, Ref +4, Will +12; AL CN; Str 14, Dex 11, Con 10, Int 13, Wis 19, Cha 10.

Skills and Feats: Concentration +15, Heal +13, Knowledge (Planes) +7, Knowledge (Religion) +16; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Extra Turning, Shield Proficiency, Silent Spell, Simple Weapon Proficiency, Still Spell, Weapon Focus, Eschew Materials, Divine Vigor.

Clr Spells Per Day: 6/7/6/6/5/4/3.

Spells Known: 0 - *cure minor wounds* (x2), *guidance*, *mending*, *purify food and drink* (x2); 1st - *command* (x2), *comprehend languages*, *magic weapon*, *protection from evil*, *protection from law*, *sanctuary*; 2nd - *bull's strength*, *hold person*, *owl's wisdom*, *resist energy*, *silence*, *sound burst*; 3rd - *blindness/deafness*, *cure serious wounds*, *invisibility purge*, *magic circle against evil*, *summon monster III*, *wind wall*; 4th - *divine power*, *lesser planar ally*, *greater magic weapon*, *poison*, *summon monster IV*; 5th - *righteous might*, *summon monster V* (x2),

symbol of sleep; 6th - *harm*, *summon monster VI* (x2).

Possessions: Half-plate +2 with sr 17, Ring of protection +3, Phylactery of faithfulness, Ring of counterspells, Longsword +2 (spell storing).

Encounter Seven:

Stone Giant Elder: hp 126; see *Monster Manual* p. 124.

Stone Giants (2): hp 126; see *Monster Manual* p. 124.

Dire Bears (4): hp 110; see *Monster Manual* p. 63.

Encounter Eight:

Legendary Tiger: large animal; CR 10; HD 26d8+182; hp 293; Init +8; Spd 50 ft.; AC 23 (-1 size, +4 Dex, +10 natural), touch 13, flat-footed 19; Base Atk +19; Grp +34; Atk +29 melee (2d6+11/20, claw); Full Atk +29 melee (3d6+11/20, 2 claws) and +24 melee (3d8+5/20, bite); Space/Reach 10 ft./5 ft.; SA Improved Grab, pounce, rake 2d6+5; SQ low-light vision, scent; AL N; SV Fort +22, Ref +19, Will +17; Str 33, Dex 18, Con 24, Int 2, Wis 15, Cha 11.

Skills and Feats: Hide +10, Jump +15, Listen +7, Move Silently +14, Spot +9, Swim +14; Alertness, Dodge, Improved Initiative, Improved Natural Attack (claw), Improved Natural Attack (bite), Mobility, Spring Attack, Stealthy, Weapon Focus (claw).

*Tigers have a +4 racial bonus on Balance, Hide, and Move Silently checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +16.

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

Pounce (Ex): If a legendary tiger charges a foe, it can make a full attack, (including a rake attempt, see below), even though it has moved.

Rake (Ex): In any round that a legendary tiger has a hold on an opponent (see Improved Grab, above), it can make two rake attacks (+29 melee) with its hind legs for 2d6+5 points of damage each. The legendary tiger can also attempt to rake when it pounces on an opponent.

Dire Tigers (2): hp 132 each; see *Monster Manual* p. 65.

APL 12

Encounter One:

Advanced Treant: huge plant; CR 10; HD 15d8+90; hp 158; Init -1; Spd 30 ft.; AC 20 (-2 size, -1 Dex, +13 natural), touch 17, flat-footed 20; Base Atk +11/+6/+1; Grp +29; Atk +19 melee (3d6+10/20, slam); Full Atk +19/+14/+9 melee (3d6+10/20, 2 slams); Space/Reach 15 ft./15 ft.; SA Animate trees, double damage against objects, trample 2d6+13; SQ Damage reduction 10/slashing, low-light vision, plant traits, vulnerability to fire; AL NG; SV Fort +15, Ref +4, Will +14; Str 30, Dex 8, Con 22, Int 12, Wis 16, Cha 12.

Skills and Feats: Diplomacy +3, Hide -7, Intimidate +8, Knowledge (nature) +8, Listen +14, Sense Motive +10, Spot +14, Survival +12 (+14 aboveground); Cleave, Improved Natural Attack, Improved Overrun, Iron Will, Power Attack, Weapon Focus (Slam).

*Treants have a +16 racial bonus on Hide checks made in forested areas.

Languages: Sylvan, Common.

Description: A treant's leaves are deep green in the spring and summer. In the fall and winter the leaves change to yellow, orange, or red, but they rarely fall out. A treant's legs fit together when closed to look like the trunk of a tree, and a motionless treant is nearly indistinguishable from a tree.

A treant is about 30 feet tall, with a "trunk" about 2 feet in diameter. It weighs about 4,500 pounds.

Animate Trees (Sp): A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to liveoak (caster level 12th). Animated trees have the same vulnerability to fire that a treant has.

Double Damage against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage.

Trample (Ex): Reflex DC 23 half. The save DC is Strength-based.

Encounter Five:

Ruin: high elf; Clr 14; CR 14; ECL 14; Size M; HD 14d8; hp 73; Init +0; Spd 20 ft (base 30 ft); AC 23, touch 13, FF 23; BAB +10/+5; Grapple +12; Melee Unarmed +12/+7 (1d3 + 2), Longsword +2 (Spell storing) +15/+10 (1d8 + 4/crit 19-20); SQ Low-light Vision, +2 to saves vs enchantment, immune to sleep effects; SV Fort +9, Ref +4, Will +13; AL CN; Str 14, Dex 11, Con 10, Int 13, Wis 18, Cha 11.

Skills and Feats: Concentration +17, Heal +15, Knowledge (Planes) +7, Knowledge (Religion) +18; Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Extra Turning, Shield Proficiency, Silent Spell, Simple Weapon Proficiency, Still Spell, Weapon Focus, Eschew Materials, Improved Turning.

Clr Spells Per Day: 6/7/7/6/6/4/4/3.

Spells Known: 0 - *cure minor wounds (x2), guidance, mending, purify food and drink (x2)*; 1st - *bane, command, comprehend languages, magic weapon, protection from evil, protection from law, sanctuary*; 2nd - *bull's strength, hold person, owl's wisdom, resist energy, silence(x2), sound burst*; 3rd - *blindness/deafness, cure serious wounds, invisibility purge, magic circle against evil, summon monster III, wind wall*; 4th - *divine power, giant vermin, lesser planar ally, poison, summon monster IV (x2)*; 5th - *righteous might, slay living, summon monster V, symbol of sleep*; 6th - *geas/quest, harm, summon monster VI, word of recall*; 7th - *summon monster VII, symbol of weakness, word of chaos*.

Possessions: Full plate +2 spell resistance 17, Ring of protection +3, Phylactery of faithfulness, Ring of counterspells, Longsword +2 (spell storing).

Encounter Seven:

Stone Giant Elder (2): hp 126; see *Monster Manual* p. 124.

Stone Giant (4): hp 126; see *Monster Manual* p. 124.

Dire Bears (8): hp 110; see *Monster Manual* p. 63.

Encounter Eight:

Advanced Legendary Tiger: large animal; CR 12; HD 32d8+224; hp 360; Init +8; Spd 50 ft.; AC 24 (-1 size, +4 Dex, +11 natural), touch 13, flat-footed 20; Base Atk +19; Grp +40; Atk +35 melee (2d6+12/20, claw); Full Atk +35 melee (3d6+12/20, 2 claws) and +30 melee (3d8+6/20, bite); Space/Reach 10 ft./5 ft.; SA Improved Grab, pounce, rake 2d6+5; SQ low-light vision, scent; AL N; SV Fort +25, Ref +21, Will +20; Str 34, Dex 18, Con 25, Int 2, Wis 15, Cha 11.

Skills and Feats: Hide +11, Jump +16, Listen +8, Move Silently +15, Spot +10, Swim +15; Alertness, Blind Fight, Dodge, Improved Initiative, Improved Natural Armor, Improved Natural Attack (claw), Improved Natural Attack (bite), Mobility, Spring Attack, Stealthy, Weapon Focus (claw).

*Tigers have a +4 racial bonus on Balance, Hide, and Move Silently checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +16.

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

Pounce (Ex): If a legendary tiger charges a foe, it can make a full attack, (including a rake attempt, see below), even though it has moved.

Rake (Ex): In any round that a legendary tiger has a hold on an opponent (see Improved Grab, above), it can make two rake attacks (+29 melee) with its hind legs for 2d6+6 points of damage each. The legendary tiger can also attempt to rake when it pounces on an opponent.

Dire Tigers (2): hp 132 each; see *Monster Manual* p. 65.

Appendix Two – NPC Statistics

Introduction:

Laith Filiadir: High Elf Ftr 2 / Wiz(conjurer) 5 / BldSngr 6; CR 13; medium humanoid (elf); HD 2d10+5d4+6d8+13; hp 74; Init +3; Spd 30 ft.; AC 30, touch 20, flat-footed 20 (+5 Dex, +8 elven chainmail, +2 buckler, +5 Bladesong style); Base Atk +10/+5; Grp +11; Atk +17 melee (1d8+6/19-20, longsword) or +14 ranged (1d8+3/20, longbow); Full Atk +17/+12melee (1d8+6/19-20, longsword) or +14/+9 ranged (1d8+3/20, longbow); Space/Reach 5 ft./5 ft.; SA Fighter Feats, bladesong style, song of celerity; SQ Bonus meta-magic feat, greater spellsong, lesser spellsong, school specialization (transmutation) – opposition schools (evocation and necromancy), scribe scroll, summon familiar; AL CG; SV Fort +7, Ref +9, Will +8; Str 14(18), Dex 16, Con 12, Int 18, Wis 8, Cha 10.

Skills and Feats: Balance +8, Concentration +15, Hide +10, Knowledge (arcana) +9, Knowledge (nobility) +9, Listen +3(+5), Move Silently +10, Perform (Sing) +4, Perform (Dance) +4, Ride +10, Spellcraft +12, Spot +3(+5), Tumble +14; Alertness*, Arcane Strike, Combat Casting, Combat Expertise, Craft Arms and Armor, Dodge, Mobility, Spring Attack, Weapon Focus (longsword).

*Bestowed by familiar.

Languages: Elvish, Celestial, Common, Dwarven, Gnome, Orc.

Familiar: Cat; Int 8, improved evasion, share spells, empathic link, deliver touch spells, speak with master.

Bladesong Style (Ex): When wielding a longsword or rapier in one hand (and nothing in the other), a bladesinger gains a dodge bonus to Armor Class equal to his class level, up to a maximum of her Intelligence bonus. If the bladesinger wears medium or heavy armor, she loses all benefits of the bladesong style.

Lesser Spellsong (Ex): When wielding a longsword or rapier in one hand (and nothing in the other), a bladesinger of 2nd level or higher can take 10 when making a Concentration check to cast defensively.

Song of Celerity (Ex): Once per day, a bladesinger of 4th level or higher may quicken a single spell of up to 2nd level, as if she had used the Quicken Spell feat, but without any

adjustment to the spell's effective level or casting time. She may only use this ability when wielding a longsword or rapier in one hand (and nothing in the other).

Wizard Spells Prepared (4/6/8/5/4; save DC 14 + spell level): 0 – *detect magic, ghost sound, message, prestidigitation*; 1st – *color spray, enlarge person, expeditious retreat, obscuring mist, trueshield (2)*; 2nd – *bear's endurance, blur, cat's grace, Melf's acid arrow(2)*, mirror image, resist energy, see invisibility*; 3rd – *dispel magic, fly, haste, heroism, stinking cloud**; 4th – *confusion, dimension door*, greater invisibility, lesser globe of invulnerability*.

* Specialization school bonus spell.

Spellbook: 0 – *acid splash, arcane mark, detect magic, detect poison, ghost sound, mage hand, mending, message, prestidigitation, read magic, resistance*; 1st – *alarm, color spray, endure elements, enlarge person, expeditious retreat, feather fall, identify, mount, shield, sleep, trueshield, unseen servant*; 2nd – *bear's endurance, blur, bull's strength, cat's grace, fox's cunning, invisibility, Melf's acid arrow, minor image, mirror image, protection from arrows, resist energy, see invisibility*; 3rd – *dispel magic, displacement, fly, haste, heroism, magic circle against evil, major image, protection from arrows, protection from energy, slow, tongues, water breathing*; 4th – *charm monster, confusion, detect scrying, dimension door, greater invisibility, lesser globe of invulnerability, Rary's mnemonic enhancer, stonewall*.

Possessions: masterwork composite longbow (Str +3), boots of elvenkind, +3 susalian chainweave elven chainmail, cloak of elvenkind, +1 buckler of moderate fortification, +2 holy longsword, belt of giant strength +4, quiver of Ehlonna, ring of wizardry (II).

Encounter Two:

Elf, Ranger (2-Weapon Fighter): Rgr 7; CR 7, ECL 7, Size M, HD 7d8+1; hp 45; Init +3; Spd 30 ft; AC 18, touch 13, FF 15, BAB +7/+2; Grapple +9; Melee Primary: Longsword +2 (Giant Bane) +7/+2 (+9/+4 vs. Giant) (1d8+4/crit 19-20 {1d8+6 vs Humans}; 1d8+2d6+8 vs. Giants/Crit 19-20); Offhand: Longsword +2 (Giant Bane) +7/+2 (+9/+4 vs. Giant) (1d8+3/crit 19-20;

1d8+2d6+7 vs. Giants/Crit 19-20); SA Favored Enemy (Giants), Favored Enemy (Human), SQ Low-light vision, +2 vs. enchantment, immune to sleep effects; SV Fort +6, Ref +7, Will +1; AL CN; Str 15, Dex 16, Con 13, Int 10, Wis 11, Cha 10.

Skills and Feats: Craft (Weaponsmith) +8, Hide +18, Knowledge (Geography) +8, Knowledge (Nature) +4, Listen +8, Move Silently +18, Spot +10, Survival +8; Armor Proficiency (Light), Combat Reflexes, Endurance, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Track, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

Elf, Ranger (2-Weapon Fighter): Rgr 5; CR 5, ECL 5, Size M, HD 5d8+1; hp 33; Init +3; Spd 30 ft; AC 18, touch 13, FF 15, BAB +5; Grapple +7; Melee Primary: Longsword +2 (Giant Bane) +5 (+7 vs. Giant) (1d8+4/crit 19-20 {1d8+6 vs. humans}); 1d8+2d6+8 vs. Giants/Crit 19-20); Offhand: Longsword +2 (Giant Bane) +5 (+7 vs. Giant) (1d8+3/crit 19-20; 1d8+2d6+7 vs. Giants/Crit 19-20); SA Favored Enemy (Giants), Favored Enemy (Human), SQ Low-light vision, +2 vs. enchantment, immune to sleep effects; SV Fort +5, Ref +7, Will +1; AL CN; Str 15, Dex 16, Con 13, Int 10, Wis 11, Cha 10.

Skills and Feats: Craft (Weaponsmith) +6, Hide +16, Knowledge (Geography) +8, Listen +4, Move Silently +16, Spot +10, Survival +8; Armor Proficiency (Light), Combat Reflexes, Endurance, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Track, Two-Weapon Defense, Two-Weapon Fighting

Elf, Ranger (2-Weapon Fighter): Rgr 5; CR 5, ECL 5, Size M, HD 5d8+1; hp 33; Init +3; Spd 30 ft; AC 18, touch 13, FF 15, BAB +5; Grapple +7; Melee Primary: Longsword +2 (Giant Bane) +5 (+7 vs. Giant) (1d8+4/crit 19-20 {1d8+6 vs. humans}); 1d8+2d6+8 vs. Giants/Crit 19-20); Offhand: Longsword +2 (Ghost touch) +5 (1d8+3 {1d8+5 vs. Humans}/crit 19-20); SA Favored Enemy (Giants), Favored Enemy (Human), SQ Low-light vision, +2 vs. enchantment, immune to sleep effects; SV Fort +5, Ref +7, Will +1; AL CN; Str 15, Dex 16, Con 13, Int 10, Wis 11, Cha 10.

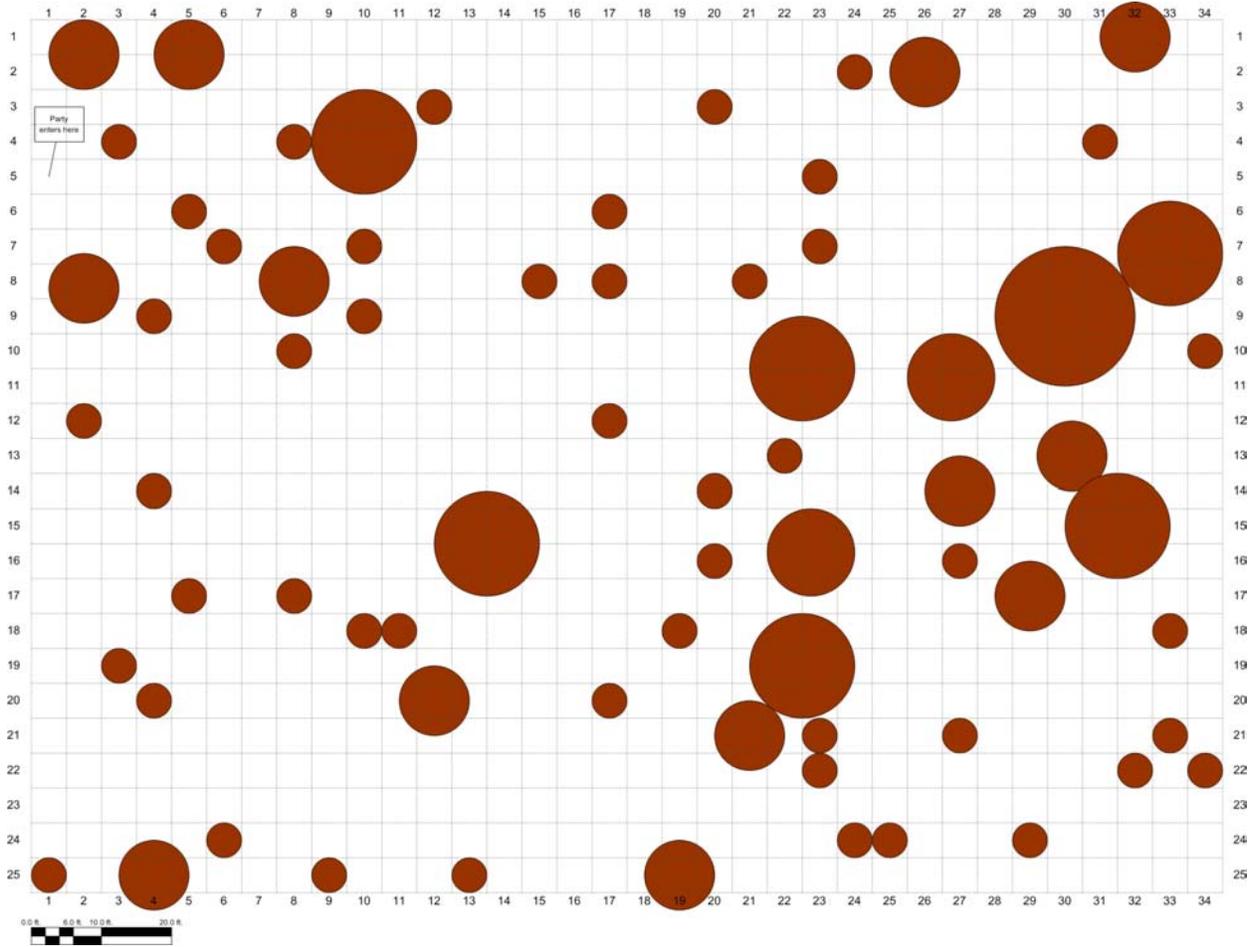
Skills and Feats: Craft (Weaponsmith) +6, Hide +16, Knowledge (Geography) +8, Listen +4, Move Silently +16, Spot +10, Survival +8; Armor Proficiency (Light), Combat Reflexes, Endurance, Martial Weapon Proficiency, Shield

Proficiency, Simple Weapon Proficiency, Track, Two-Weapon Defense, Two-Weapon Fighting

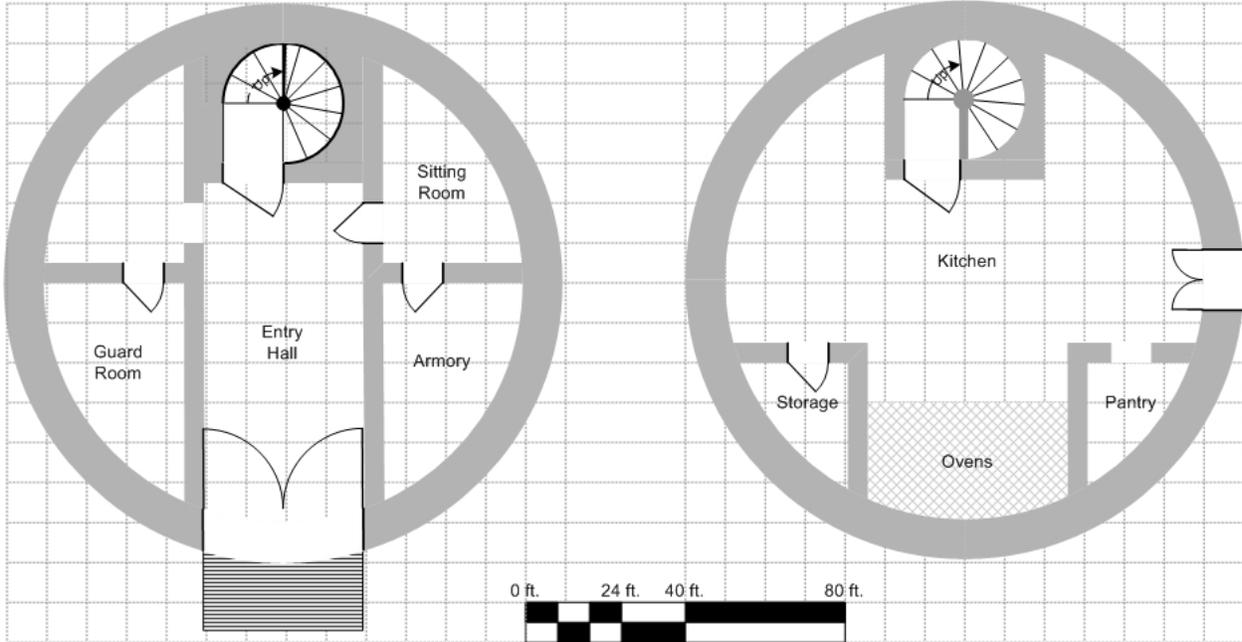
Elf Ranger (Archer): Rgr 5 (3); CR 5; ECL 5; Size M; HD 5d8; hp 29; Init +5; Spd 30 ft; AC 20, touch 15, FF 15; BAB +5; Grapple +6; Melee Longsword +6 (1d8+1 {1d8+3 vs. giants/humans}/crit x2:19-20); Ranged Longbow, mighty (+2 Str) composite +2 (Merciful) +12 (1d8+4{+6 vs. giants & humans}/crit x3; 1d8+1d6+4 if subdual); SA Favored Enemy (Giants), Favored Enemy (Human); SQ Low-light Vision, +2 to saves vs. enchantment, immune to sleep effects; SV Fort +4, Ref +9, Will +1; AL CN; Str 12, Dex 20, Con 10, Int 10, Wis 11, Cha 10.

Skills and Feats: Craft (Weaponsmith) +8, Hide +17, Survival +8, Knowledge (Geography) +8, Knowledge (Nature) +10, Move Silently +17; Armor Proficiency (Light), Endurance, Martial Weapon Proficiency, Point Blank Shot, Precise Shot, Rapid Shot, Shield Proficiency, Simple Weapon Proficiency, Track.

DM Aid #1: Encounter #1 Map

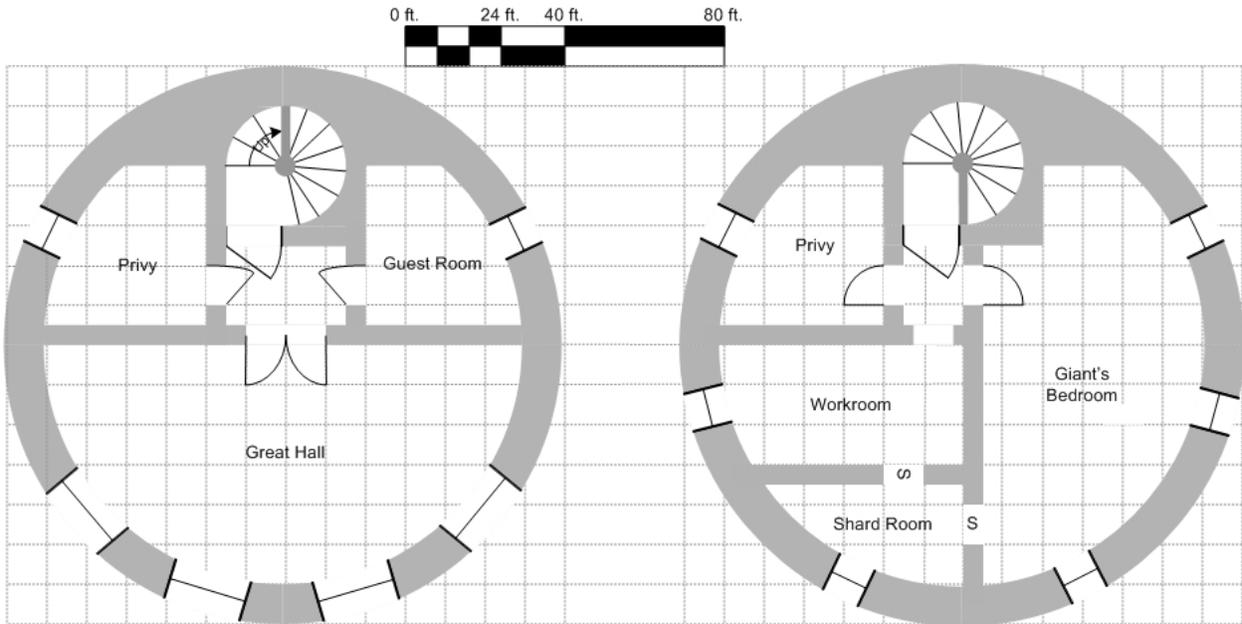


DM Aid #2: Map of the Stone Giant's Tower



Stone Giant Tower, Main Level

Stone Giant Tower, Basement



Stone Giant Tower, Second Level

Stone Giant Tower, Top Level

Player Handout #1

You walk through a mist-shrouded forest. All around you are trees stretching far into the sky. It is completely quiet, far more than a normal forest. Up ahead is an opening in the trees that opens onto the edge of a small clearing in the forest. In the center is an open-sided pavilion similar to those used by nobles during war.

Standing in the pavilion is a figure; an elf clad in a sky-blue cloak, armed with longbow and long sword. He wears a large, circular amulet that bears a crescent moon symbol. He has a lithe and swift look about him, and his movements are both swift and graceful. He addresses the figure kneeling before him. The kneeling figure is an elf dressed in elaborate shining armor and wears a diadem on his forehead. You hear the angry words from where you stand:

"Thou art peevish, sullen, forward, proud, disobedient, stubborn, and lacking duty; neither do I regard thee as my child, since thou do not fear me as if I were thy father. And, may I say to thee, this pride of thine hath drawn my love from thee; and, where I thought the remnant of thine age should be cherish'd by me, I am now full resolv'd to take thy life. For thou esteems me not!"

The kneeling figure replies: "You that have come to judge me, hear what I say. I have this day receiv'd a traitor's judgement and, by that name, must die. Yet bear witness, if I have a conscience, let it sink me; even as the axe falls, if my people do not be faithful. I ask only that my lord look their glory not in mischief, nor build their evils on the graves of others. Those I commanded moved only in command. Nothing in love. Now do I feel my title hang loose upon me, like a giant's robe upon a dwarvish thief.

"I see what crosses my attempt hath brought; I know what thorns my growing rose defended; All this, beforehand, counsel comprehended. But my will was deaf and heard no heedful friends. Only I had an eye to gaze on beauty, and doted on what I looked, 'gainst law and duty."

The standing figure steps back. "A most unnatural and faithless service! O you beast! O faithless coward! O dishonest wretch! For such a warped slip of wilderness n'ere issu'd from my blood. Die, perish! Might but my bending down relieve thee from thy fate, it should proceed. O, fie, fie, fie! Thy sin's not accidental, but a trade. Mercy to thee would prove a bawd. 'Tis best that thou diest quickly."

With these words the kneeling figure suddenly sprouts countless wounds, each of which bleed green blood. The kneeling figure falls to the ground, apparently lifeless. The standing figure looks at the body and turns away, silently weeping.

After blinking a couple of times, you notice everyone else watching you, concern etched on their faces. Are you all right?

Player's Handout #2



Arcaras Ruins

Player Handout #3



More Arcaras Ruins

Player's Handout #4

(Player Reads This Paragraph) - *I look around the shrine, then the city surrounding it. As my gaze falls upon Prince Galdor and his council, I stretch forth my hand and the wind begins to rise again. The clouds begin to gather overhead once more, dark and roiling. When I speak, my voice has a definite angry edge to it, "Prince Galdor, the hubris of thy liege and his followers brought ruin upon us, this forest, and thy people. We should banish thee and thy kind from this wood forever.*

(DM Reads This Paragraph) - *Prince Galdor falls to his knees in front of Erynmen and places his forehead on the ground. His voice breaks up with the emotion, "O great Heart, please banish us not from this place. Great wrong have we done to thee, but great is our repentance. We beg thy forgiveness."*

(Player Reads This Paragraph) – Look at the other PCs and say, *"O saviors of the Heart, what say thee? Thou hast watched their kind for a short time. Should we deny these the succor of our presence? Or show mercy on them that have suffered due to their own pride?"*

At this point the remaining players decide their counsel to the Heart: Deny or Mercy. Please wait until the DM directs you to continue and which section to continue with.

If the PCs advise Deny:

(Player Reads This Paragraph) – Look at the other PCs and say, *"You are indeed wise. Prince Galdor, I have seen into the soul of thee and thine. Whilst thou hast suffered, hubris festers yet within. We shan't place ourselves in that position again. No more shall thee and thine enjoy the succor of our presence. Forgiveness thou shalt not have. Get thee hence, this place holds nothing for thee."*

(DM Reads This Paragraph) - *Prince Galdor slowly stands up, his face completely devoid of color; the shock of the Heart's pronouncement clearly evident on his face. He looks in your direction, staring through the area you stand in. He slowly turns and makes his way out of the shrine. His council slowly following, uncertainty and fear etched on their face.*

(Player Reads This Paragraph) – Look at the other PCs and say, *"Go with the blessing of the wood. Laith Filiadir awaits thy return. Go to him, tell him the castle has fallen but the Heart of the Hornwood is secure.*

If the PCs advise Mercy:

(Player Reads This Paragraph) – Look at the other PCs and say, *"You are indeed wise. Prince Galdor, through the soul of the bondmate, I saw the suffering of thee and thine. Great is thy repentance, but hubris yet festers. We shan't place ourselves in this position again. Break all that holds our magic and rededicate thyself to the task of this wood. Do so and continue to enjoy the succor of our presence. Do not and we shall drive you from this place forever. Forgiveness must be earned. Go, thou hast much to do.*

(DM Reads This Paragraph) - *Prince Galdor slowly stands up, his face uncertain as to everything that has happened here. He looks in your direction, nodding in acknowledgement. He bows to the menhir and says, "Thank you O great Heart, our task is set before us." He begins to make his way out of the shrine. His council slowly following, uncertainty etched on their face. As soon as the Prince is out of sight, the sound of running footsteps recede in the distance.*

(Player Reads This Paragraph) – Look at the other PCs and say, *"When thee art ready to depart, go with the blessing of the wood. Laith Filiadir patiently awaits your return. Go to him, tell him the castle and the Heart of the Hornwood is secure.*

Player's Handout #5 – Map of Geoff

