

GEO6-07

Lady of Oak & Oracles

A One-Round D&D® LIVING GREYHAWK™

Geoff Regional Adventure

Version 1.1

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Where there was one, now there are four. Boldly they embrace the coming conflict on the Shadow Plane and ask you to join them on their journey. The physical contest will test your bodies but the battle itself may hinge on the internal struggles of Geoff's greatest daughter. A Geoff Regional Adventure for APLs 4-10 and Part Two of the *Four Daughters of Geoff*.

Note: This adventure will be of particular interest to members of the Warband of Seven Tribes, Servants of the Sylvan Throne, and the Old Faith.

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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at smh.lvg@gmail.com. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in *bold italics* provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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 step 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.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

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	

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

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 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the LIVING GREYHAWK Campaign Sourcebook.

ADVENTURE BACKGROUND

Previously, PCs had helped Ffionna Ebontress on a quest to free Sierra from any lingering effects of her time with Dusk, only to stumble upon a plot that threatens Geoff. Ending up on the Plane of Shadow, they discover the nature of the true threat to Geoff and its people.

Meanwhile, Gwenllian has been having disturbing visions but doing her best to ignore them. She sees her long dead father and mother and has visions of Owen's death. In the midst of this, Sierra comes to her, asking whether going to the Plane of Shadow to help her half brother will make things better or worse. When Gwenllian seeks the answer, she is given a final vision, admonished by the Green Man and stripped of her powers. Without her druidic spells and abilities, Gwenllian cannot see the future and cannot commune with the land. She is being punished for robbing the Land of its full sacrifice. The Brenin died yet the Brenin now lives. Such a thing has happened only once before and such a thing cannot be allowed to happen again. If Gwenllian and the others can help the shadowed lands, she will be allowed to aid her brother in his time of need. If not, then Owen will stand alone.

Following the last vision, she tells Sierra that going to the Plane of Shadow is not only the right way, but the only way to save Geoff. She also tells her that Sierra will not be going alone. Four Daughters of Geoff must travel the Shadowed Path. Gwenllian, Sierra, Ffionna, and Rhian must all travel there and lead the heroes of two lands in battle to defeat their common enemy.

Rhian however, recently married and happy that she is Llwyres at last, does not seem eager to 'Go Calisse-ing'. She would prefer a more straightforward approach and simply lead her Fire Giants and the Brenin's Fist into the breach and smash the enemy. Gwenllian herself is afraid as she feels another threat is rising but without her Druidic abilities she cannot defeat both.

ADVENTURE SUMMARY

Introduction. The PCs are approached through several possible methods about joining the quest of the Four Daughters to go the Plane of Shadow and help the people fighting there.

Encounter One. One member of the Four Daughters does not wish to go along so the other three seek the help of the PCs to convince her.

Encounter Two. Moving along to the Dim Forest, the PCs are escorted through an old battle site and have a meeting with a man who wishes to dissuade them from their planned journey.

Encounter Three. Once into the Plane of Shadow, the PCs run smack into a fight. Rhian has sent ahead some of her own soldiers to clear the way (and gain the glory) and they set off an ambush meant for the party.

Encounter Four. The PCs and their charges are finally united with Victor Brightblade. With the war going poorly, a plan is hatched to re-light the Llygedn with advice from the Crawling Grove.

Encounter Five. Gwenllian leads the PCs to the Crawling Grove and once inside, they find out the price to be paid to save not one but two kingdoms.

Encounter Six. Re-united with the others, the battle for the fate of Cysgod Annwn is fought on the old battlefield of Llew's Hill.

PREPARATION FOR PLAY

Ask the PCs whether they have played Gathering of Shadows with this particular character. If they have then their Introduction will be different than those who have not played it with the same character or who have not played it at all.

If a PC has any disfavor of Owen the Brenin, Gwenllian the Arch Druid, or Sierra Blackblade, they will not be allowed to play in this adventure.

Members of the Evro Lygadi also get their own introduction.

INTRODUCTION

Ask the PCs why they are in Geoff at the moment and then read the introductions as appropriate.

Note: the following descriptions assume that the characters involved are paying Standard Upkeep or better for this particular adventure. If someone is living off the land, adjust the descriptions as necessary. The individuals involved have significant resources available to them, and can find the characters easily.

If there are characters present who are members of the Evro Lygadi, they receive this cryptic message privately prior to the standard introductions below. Do not read this around other PCs who are not members of this group:

You come home one evening and find a blank piece of paper sitting on your bed. Next to it is a clear glass full of water. Placing the paper in the water reveals words to you.

“Four women are heading to the Plane of Shadow accompanied by adventurers. Make sure you are among them. Seek out all information on the one called Havgan.”

Those PCs who have played Gathering of Shadows should have the following read to them:

Thunder wakens you and lightning illuminates the room you are in. Shadows dance on the walls much as they have for the last few weeks since your return from the Plane of Shadow. Whether they mock you or are dancing for you is hard to tell but it is something you are not used to.

Quickly, more thunder is heard and it shakes the room, causing the door to rattle. As you are listening the door rattles again but this time without help from the thunder. It rattles again and finally coming fully awake, you realize that someone is knocking on your door.

If the PC does not get up to answer the door, read the following:

“Hello? Please I am sorry to disturb you but I must speak to you.”

Once the PC answers the door, read the following:

As you open the door you see a young woman with whom you are very familiar. Her white fur cap is soaked and her brown coat is caked in mud.

“I am sorry to disturb you so late. I really have no time to explain but the situation we discovered so recently has become most dire.

“Our mission of friendship and mercy has become one of Gyruff's need. We wish to build on the success of restoring Lady Sierra's hope by going back to Cysgod Annwn (pr. kus-god ahn-oon). I have little time, but I ask you to stand with us again. Will you?”

If the PC says no, then Ffiona nods and smiles.

“Then I wish you well. I do not have time for more conversation. Thank you and be well.”

The PC is out of the adventure.

Those PCs who did not play Gathering of Shadows:

You come home one evening to find a rather stunning woman sitting in a chair outside of your abode. She is dressed in dark colors, with high boots and a black coat covering everything. The dress she wears is reinforced with gleaming armor but it seems very light and comfortable.

As you approach, she stands. The woman does not appear to be armed. In the light you can see her hair is a luxurious mix of black and white. Her piercing eyes seem to bore into you.

“I have business with you. The rampant swirl of rumors has brought your name to my ears.”

Allow the PC to react. Sierra will remain calm even if they draw weapons on her. Sierra however is an un-tiered encounter. Knowledge Nobility or Knowledge Local-Sheldomar DC 12 reveals her identity.

“My business is one of importance. A war is being raged on the Plane of Shadow that affects Geoff and

possibly other parts of the Sheldomar. Since there is no sure way of getting there, the entire expedition will likely be one of extreme danger and hardship. Do it for gold, do it for glory, or do it for love of this land but I ask you to accompany us and share the hardships."

If the PC does not know her, she will introduce herself. If the PC asks for details have Sierra respond with this:

"All I know is that much of what is shaping the war in the Dim began on the Plane of Shadow. We have allies there but they are fast losing their ability to help us. We need them badly."

Sierra promises some payment and the recognition of others if that is what the character needs to be convinced. If a PC still says no, then she puts on her hat and leaves with a further word. That PC is out of the adventure.

If the PC agrees, then read the following:

"Very good. I suspected you were made of sterner stuff than the last poor fellow I asked. I will wait outside while you pack." The lady puts on her wide brimmed hat and walks off a short distance into the darkness.

If the PC asks Ffiona to stay with him or her, she says that as much as she would like to stay, she has other things she has to take care of tonight.

Once all PCs have agreed or left the table, continue to Encounter One.

ENCOUNTER I: SPEARBREAKER

Once everyone is settled, read the following:

Accompanied by your enigmatic hosts, you follow her as you collect several more individuals, all receiving the same offer. Some you recognize; others are new faces. Once your motley crew is collected, it is onward to Pregmere, where you will meet up with the rest of your traveling companions.

At this point, the character may wish to make introductions as necessary. When the players are ready to proceed, continue with the following:

Your group has come together on this dreary day near the town of Pregmere. Among you are heroes you may have met or heard of before. Within this circle of worthies are three more ffolk of some fame and importance. It seems almost surreal to be standing among them.

One is the young Lady Ffiona Ebontress, wife of Ser Darian Malthus and daughter of Melwyn Greatarm. She seems more confident and sure of herself than she did just a few brief months ago. In the company of these other two women however, she says very little and defers to them. Her black hair is pulled

back in a ponytail and she holds her white fur cap in her hands. Across her back is a longbow and a large sword.

Near Ffiona is the Lady Sierra Blackblade. Her dress is made of expensive wools and mithral plates. Almost like a tunic it buttons down to her waist and the skirt portion falls to her knees. On her feet are black boots of military design. Over this she wears a large black duster style of coat, similar to Ffiona's brown one. On her head is a wide brimmed hat and across her back is strapped a large sword.

Finally before you stands a woman of grace and beauty. Gwennlian the Eglantine is dressed in a simple green dress and brown cloak, peasants' sandals on her feet. At her side is a sickle. She wears no signs of her office. Gwennlian appears cold and shivers slightly as your group stands there.

Allow the PCs to introduce themselves to those NPCs they do not know. All the women are friendly and oddly informal, especially Sierra.

Some people who are familiar with the procedures of the Old Faith may notice that Gwennlian does not have one of her Guardians with her; these bodyguards usually accompany the Archdruid on any outing so their lack may be seen as unusual. If asked about it, Gwennlian explains it as saying that the elders of the old Faith must occasionally address certain situations on their own.

"Thank you all for coming," Sierra begins, "as this will be extremely dangerous. This won't be some silly jaunt through a fairy ring, and I doubt it will end well for all of us. Still, it is a war of the Old Ways, when heroes and boon companions fought titanic battles.

"I can tell you very little other than we do have friends on the Plane of Shadow and they need our help. So we are going to help them. The Brenin has entrusted the four... well the three of us with this mission and with your help we shall see it through."

Again allow the PCs to ask questions. Sierra does all of the talking about the mission. She explains about how the Shadar Kai attacked a place known as Cysgod Annwn and because of this some ffolk on the Plane of Shadow have allied with Hasforenses against Geoff. Apparently some of them blame the ffolk of Gyrruff for the invasion.

"It will be dangerous but perhaps less difficult than what we must now do." Sierra turns to Gwennlian who nods to her.

"Agreed. You see, the Oracle Hen Wen told me that four daughters of Geoff must walk the darkened path. I also had dreams of such. Before you are three of those daughters but the fourth resides in that keep over there." Gwennlian points out the castle that is the seat of power for Rhychdir Rhos.

“We have asked, begged, and implored Rhian to join us. She has refused such and instead offers to lead an army to the Plane of Shadow. That would be too obvious. We must try and be more subtle than that. To avoid angering her we have sworn not to speak of it.”

With that, Sierra picks back up with a smile. “Of course you have not sworn such an oath and are in no way bound by honor not to speak of it. The same is true of Yrylan, the First Bow and husband of Lady Rhian. If he can be convinced to side with us...” Sierra lets you draw your own conclusions.

Allow the PCs to ask questions and comments as they move towards the Caer.

Any PCs with the Ffiona’s locket from GEO6-05 A Gathering of Storms, must have the locket visible in order to gain the bonus from it.

You see an enormous fortress in front of you; castle can hardly do the structure justice. Clearly meant for creatures much larger than men, its enormous granite walls loom imposingly overhead. Militia of Rhychdir Rhos now guards battlements and murder holes once meant to keep the Gyri and their allies at bay. The main gate is easily large enough for a giant to walk through.

To one side servants are cleaning up the remains of a large feast or banquet. Silently they watch you as your party walks by and then go back to their work.

PCs can attempt a Knowledge Local Sheldomar or Knowledge Nobility & Royalty skill check. The DC is 15 to know that Rhian has recently taken on some Fire Giants as guards and servants. A Spot check, DC 15 + APL reveals several hidden Longbowmen and Giants through some of the upper windows, watching the PCs. If anyone speaks to the servants, they are cleaning up after the wedding of Rhian and Yrylan.

Note: Some PCs may have serious concerns about the fire giants, but regardless of personal feelings, they are still members of Rhian’s cantrev forces, and should be afforded the same respect as any human member of her cantrev. If a PC insists on attacking a fire giant, they are immediately removed from the adventure and gain no XP or Gold reward. DMs should note the PCs name and send it to the Geoff Triad to deal with.

A woman stands at the gate. She is tall and strong and dressed in hunting leathers. Ffiona bows slightly at the waist when she gets close.

Sierra begins to speak in Flan. “Greetings Rhian merch Neiren. We seek hospitality in your home for the evening and offer blessings of the Arch Druid in return.”

Rhian looks slightly annoyed and suspicious but after a moment she nods. “All are welcome and I

extend to you the hetygar of our humble caer. Be warned that I expect you to keep your promise.”

“We will.” Gwennlian speaks up.

Rhian takes a step back. “Then come in.”

A successful Knowledge (Nobility) (DC 15) or Knowledge (Local - Sheldomar) (DC 15) check reveals that Rhian is acting more polite and reserved than is her reputation.

The PCs should note that this situation seems to be a bit unreal. Normally when Llwyri meet there is more formality, and neither of the two Llwyresses are wearing their circlets of leadership.

Read the following:

You are marched into the keep with wary Human and Fire Giant guards watching you. Rhian explains she will meet you for dinner in an hour and you may freshen up. Fancy dress is not required.

Allow the PCs to explain how they prepare for dinner and offer them the chance to ask questions and plan their strategy. Anyone who wishes to sneak around may do so, though Sierra will point out that it is a violation of good manners. Once they are through with their preparations continue:

You are lead past the formal dining room into a much less formal but considerably more cozy area. There is a large circular table with chairs around it and some copper plates set out. Fruits and cheese are arranged in bowls on the table and a servant enters carrying some fresh bread for the meal. Behind him enters another man who plucks a slice of bread from the plate and has a seat at the head of the table.

He is a typical Flan male, tall and well muscled. He has black hair and eyes with an olive complexion. He dresses in typical “ranger garb”, with lots of greens and browns.

A successful Knowledge (Nobility & Royalty) (DC 12) or Knowledge (Local – Sheldomar) (DC 14) check tells the PCs this is the First Bow of the Longbowmen.

A few moments later Lady Rhian enters carrying a plate of meats and another man enters with a large flagon of seidr. He sets it down and then departs.

“Help yourselves. I do not stand on formality when the court is not looking.” Rhian sets the meat down and waves her hand at the food. Yrylan gets himself and her a seidr, waiting graciously for everyone else to get some food.

Sierra makes a deep purring sound, apparently enjoying the food at the table. “You set a fine table, Rhian even in such informal company.” Sierra stands and picks up her mug. You know I have not been back here since we recaptured it.” Sierra begins

to distract Rhian slightly with small talk and gives you a knowing look.

Rhian: Rhian is going to be very hard to convince. She is dead set against anything that even remotely looks like a quest Calisse went on. If the PCs start trying to convince her to go, she gives Sierra plenty of dirty looks but lets them have their say. In truth she knows she SHOULD go, she just does not want to. The DC to convince Rhian is 50.

Telling Rhian it is her duty -10

Bad mouthing Geoff -10

Telling Rhian her mission is different then what Calisse went through +10

One PC is a member of Rhychdir Ros cantrev +5

Explaining to Rhian they need her for this journey and she is important +5

The Old Faith Oracle says that Rhian must do this +5

The PC mentions Dawn +5

Saying there may be some Glory involved +5

If the PCs do try and get Yrylan on their side and are fairly convincing +15*

One PC is a Longbowman +5

Telling Rhian that they have faith in her +5

Generally Good Roleplaying +5

Rhian will sleep on it and tell them in the morning. PCs may then ask her questions on any topic they wish, except the mission.

*Yrylan has a lot of respect for his wife and her self-sufficiency. Players who play up this aspect will definitely win favor as will explaining as much as possible about the mission.

Rhian & Yrylan Knowledge

Rhychdir Ros is becoming more populated

- The Fire Giants have sworn fealty to Rhian, although Yrylan is not happy about it
- She has heard of some stories of feral tribes in the Heath but has not seen any herself
- She does not comment on Calisse nor will Yrylan

If Rhian decides not to go:

The next morning Yrylan joins you for breakfast of salted mutton and potatoes. The Lady Rhian makes an appearance soon after, dressed in soft leathers not made for traveling.

"I have decided against joining you. My place is here and I have too much work to do rebuilding my

cantrev. I wish you all well and good luck." Yrylan looks unhappy but says nothing, escorting you to the door when the meal is done and wishing you well.

If Rhian is convinced:

Yrylan awakens you early and tells you to dress for traveling. He makes sure everyone has some food and takes a moment to speak privately with Lady Sierra.

As you head towards the exit, the sun not yet up, you see Rhian standing by the door dressed for travel. She is wearing a warrior's outfit and looks extremely dangerous. She also looks displeased.

"It's about time you all made it down here." She says, tapping her foot gently.

Gwenllian walks up to her and places a hand on Rhian's elbow. "At least we are all here now."

Rhian nods to the Archdruid. Moving over to Yrylan she places a simple kiss upon his lips before joining you. Neither looks very happy but Rhian walks with determination as you make your way down the road towards your destination.

Go to **Encounter 2**

ENCOUNTER 2: THE SHADOWED PATH

If Rhian has accompanied the PCs, read the following:

As you make your way through the heartlands of Geoff, Lady Rhian is quiet and keeps mostly to herself. Ffiona makes several attempts to befriend her but all are rebuffed. You travel for several days through inhabited and then uninhabited lands.

Continue on, if Rhian did NOT join the party, start the text at this point.

The journey is quick despite the fact that you travel mostly during the night and avoid large concentrations of folk. Sierra explains it is safer this way and gets everyone more used to fighting in darkness.

In just a few short days you have entered the Dim Forest. The rain has not let up and there are times at night it has turned to snow. You are cold, miserable and damp but the ladies you journey with are delightful company -especially Ffiona, who takes it upon herself to keep everyone in a good mood.

No magic is used on the journey as far as you can tell.

Pause and let the PCs ask questions or prepare plans. Sierra will explain that they are heading for a different

entrance to the plane of Shadow then had previously been used.

After a few days travel into the Dim Forest, you come upon an abandoned village. Your journey has taken you north of the besieged town of Enderyn. This village has been partially burned down. Sierra asks you to investigate the village while the four of them search around.

PCs who played GEO5-IN3 Echo in the Darkness will recognize the village as the one they defended. Otherwise, a successful Knowledge: Architecture and Engineering DC 20 check tells them it was once a Human and Elven village that suffered from widespread burning at some point. Once the PCs have searched the village a little, read the following:

You come upon a building that was once a temple. A battle occurred here, of that there is little doubt. Parts of the walls are demolished and dark stains cover the floor in many spots. A broken child's toy lies smashed as if it had been trampled. Inside stands a man in quiet torment. In his hands he holds a holy symbol that clearly had at one time been ravaged by heat and flame. He looks up and acknowledges you.

"They died here, bravely," he says, looking around at the ruined trappings of what was once a healthy village. "They bought time for their children and for all of us. They died here." He walks out of the ruined temple and approaches you.

"You are the ones Lady Gwenllian spoke of. The ones journeying into vast darkness on some quest?"

The man is tall and thin, with most of his body hidden by a cloak. What you can see of his face seems friendly and his speech is warm and confidant. Around him float butterfly like creatures, creating a vast area of light in the otherwise gloomy forest.

This is the Radiant Shepherd. A Knowledge Local Sheldomar or Bardic Knowledge, DC 25 reveals his identity.

"Very well. Before we proceed, you all have a... visitor waiting to see you." The Radiant Shepherd's eyes look wary as he speaks.

Sense Motive DC 20, he seems to be trying to warn the PCs of some danger.

A man emerges from behind the temple and approaches you. His face is plain and without hair. The man wears a large brown cloak that covers his entire body.

"Greetings, heroes of Geoff. A moment of your time is all I require and I swear I mean you know harm this day."

The man waits for the PCs to acknowledge him. A DC 20 Sense Motive reveals he is telling the truth.

"The dangers of the Plane of Shadow are self evident as are the repercussions of primes entering that plane on a long term basis. Think of it this way..."

Stepping over to the wall of the temple, he extends his hand outward, casting its shadow upon the abused stone. "As my hand casts its shadow upon this wall, so too do we cast our own influences upon the Plane of Shadows. Events within the Prime can cause reflections of that event upon the Shadow Plane. If we cast shadows upon that realm, then those that cast the shadows entering the plane could cause harm. Indeed you could be eclipsing shadows of your own creation every time you cross over, and who knows what damage that could wreak?"

"I implore you, the land of Cysgod Annwn is not your home and thus has no hold on you. Do not make the situation there any worse by going."

He pauses and allows PCs to ask questions. He reveals nothing of his own interests or person, only that he is a concerned third party. The man is protected against magical compulsions and if attacked dimension doors away effortlessly. In reality, he is another simulacrum built by Hasforenses in an attempt to confuse the heroes and to dissuade further assistance against her. A Knowledge: Local Sheldomar DC 25 reveals that the man looks similar to a figure once known as the 'Old Man of Preston'.

If the initial arguments do not hold any sway over the PCs, the stranger continues to explain that with the unprecedented large amount of traffic crossing the planar boundaries near the Dim over the last year, certain elements wish to stop any further travel, lest the fabric between the realities begin to unravel.

The characters may find his arguments spurious. He seems to honestly believe all the information he is presenting, but the players may request some Knowledge checks.

A Knowledge: Planes check (DC 10) confirms that yes, in theory; excessive planar travel might have repercussions on the boundaries between the worlds. It also confirms that yes, events upon the Prime Material can sometimes be reflected in the Shadow Plane.

A DC 15 check of the same nature will reveal that either large groups of individuals making the journey or smaller numbers of magically potent ones might have the same effect with regard to the potential weakening of the planar boundaries.

A DC 20 check reveals that yes, in theory, notable individuals can cause equally notable reflections upon the Plane of Shadow, and the arrival of those individuals themselves into the Shadow Realm might cause additional effects.

A DC 25 check notes that while the potential threat of damage to the planar boundaries is at least reasonably accurate, the mysterious stranger is obviously exaggerating its effects far, far more than in reality. It also confirms that while the danger of single prominent individuals crossing over to the Plane of Shadows may have some effect upon the Shadow Realm, it is highly unlikely to cause the sort of massive damage that the stranger is implying.

If the PCs question the Radiant Shepherd on who this man is or why he was here, the Shepherd knows little more than the PCs do; he was already waiting here when the Shepherd arrived, and would only say that he needed to speak with the party as soon as they arrived.

If asked, the Shepherd states that the party should at least hear him out, and while he is too polite to state so directly, it is clear that he does not trust the strange man.

If any PCs agree to abandon the quest, the man smiles:

“Well thought out on your part. I can reward you. Please, come this way.” The Radiant Shepherd shakes his head and walks back into the temple.

The adventure is over but the PCs get their full gold allotment and any experience received up to this point.

Otherwise read the following:

“Well, I tried. Good luck to you. I can only hope than your well-intentioned activities do not come back to haunt us later.” The man walks around the side of the building and out of sight. The Radiant Shepherd smiles at you.

“You choose well. Come, let us be off.”

He leads you to where the others are waiting and there is a brief discussion about your encounter.

“Our enemy knows then.” Sierra says. Neither she nor Gwenllian look all that happy.

“Perhaps we should take a different route?” Ffiona asks, but Gwenllian shakes her head.

“There is little point now. We must move quickly so that our guide can return to his duties and we can get on with ours.”

The Radiant Shepherd leads you into the woods until you come to a large and placid lake. Snow has begun to fall and its light touch has made the trees look even more eerie. There are no sounds from the woods.

The area around the lake looks a bit chewed up as if some large force has passed this way recently.

If someone has track then they can attempt a Survival Check DC 20: a force of giants and men has passed by here recently, though which way they went is hard to tell. The Radiant Shepherd is unfamiliar with who left the tracks, He recently arrived here himself to meet the

party, and is unaware of who might have been here earlier.

“Not more water.” Ffiona groans.

“It is the safest path at the moment. Good luck to you.” The Radiant Shepherd waves and then leaves.

“Oh well. No one said it would be easy.” Sierra steps off into the cold water and plunges beneath the surface. The other Daughters follow suit.

Allow the PCs to prepare and then wait for them to acknowledge that they enter the pool. The gate to the Plane of Shadow is near the surface of the water and they cross over to the Plane of Shadow.

Go To Encounter Three.

ENCOUNTER 3: RHIAN'S FOLLY

The PCs have entered the Plane of Shadow and appear in a small village. They appear in a fountain and as they exit, the entire group finds itself caught in a battle.

Read the following:

One moment the water is a deep and cold blue-black and the next you notice all color has gone from it. The water is still cold but also tingles and you soon find yourself coming up to the surface where the darkness is a bit less. Breaching the surface you gasp for air and notice something splash into the water very near your face.

As your senses return you realize the air around you is full of arrows and the sound of battle. Three men dressed in the livery of Rhychdir Rhos are backing away toward your position when chains emerge from darkness and cut them down. A loud roar is heard off to one side as a fire giant is swarmed by a hoard of shadow creatures and falls through a house. Bodies float in the fountain where you emerged and most of them are the bodies of men and women sworn to Rhychdir Rhos.

If Rhian is with the party, read the following:

Lady Rhian sees all the bodies and her eyes are like huge saucers. “By the gods.” She whispers and she seems dumbstruck by the carnage.

If Rhian is not with the party, read the following:

A woman stumbles towards the fountain, blood coming out of her wounds. She says nothing but her pained face tells you everything you want to know. It is Rhian merch Neiren, someone you had not expected to meet here.

Continue on:

As she emerges from the water, Ffiona is struck in the chest by an arrow and silently slumps forward

into the fountain. Sierra grabs the young woman by her arm. "We cannot remain here! Head for cover!"

APL 4 (EL 6)

➤ **Shadar-Kai Rogue 2** (3): hp 27 each; see Appendix 1.

APL 6 (EL 8)

➤ **Shadar-Kai Rogue 3** (4): hp 36 each; see Appendix 2.

APL 8 (EL 10)

➤ **Shadar-Kai Rogue 5** (4): hp 48 each; see Appendix 3.

APL 10 (EL 12)

➤ **Shadar-Kai Rogue 6** (5): hp 54 each; see Appendix 4.

Tactics

Four Daughters: Sierra is going to carry Ffiona to the nearest cover, a building with an open door and an open window. They are the only two that need to be on the map. If a PC heals Ffiona (she is at -9 but stable) she will stand up the next round and follow Sierra to cover. Rhian and Gwenllian fight defensively, moving off to help some of Rhian's soldiers who are being killed. Gwenllian does not cast spells, and this may seem a bit odd to the players since she should be able to wipe the ground with the enemy. In actuality, this is because she has lost her druidic abilities for the time being. She does not willingly offer up this information, as she is rather embarrassed and upset over this fact, but it may be too obvious to ignore when she begins tending wounds with bandages and the Heal skill instead of spells and orisons.

Shadar Kai: Upon seeing the PCs through the fountain, a small group of Shadar-Kai splits off from the main battle to engage them. They are wary of the primes, and these are members of the Tir'Alvgod family. Their weapons are normally coated with a mild Intelligence poison. Only two of the rogues have poison on their weapons at this point. They begin the fight Hiding in Plain Sight and will attack any spell casters who emerge from the fountain. The Shadar Kai fear prime Arcanists more than they do prime warriors.

Once the fight is underway, they will do their best to attack while hidden using their innate stealth abilities. After attacking, they then use their Hide in Plain sight ability once again, combining it with a five-foot move to hopefully confuse the character and set themselves up for yet another sneak attack on the following round.

Development

Once the PCs have driven off or killed the four rogues, Sierra has them fortify the inn they are in. Rhian and Gwenllian barely make it inside before the door slams.

All eyes turn to Rhian who drops to the floor in stunned silence.

Gwenllian is making Ffiona more comfortable, having removed the arrow from her chest and used a potion to heal the young woman's wounds. Sierra turns angrily to Rhian and crosses her arms.

"I think we're waiting, Rhian."

The other woman looks up at Sierra and then to you. Finally she drops her head and speaks.

If Rhian had accompanied the group:

"I was planning this as a surprise, my gift to you. When you convinced me to go I felt we would be better off meeting my troops here. I had no idea..."

"No you didn't, no idea at all what you were doing." Gwenllian stands from where she has been helping Ffiona. "This is why Owen waited before giving you the seat of Rhychdir Rhos! He knew you were impetuous and foolish. Nothing has really changed I see."

Rhian stands up quickly. "I do not need to prove my worth to you or your damned brother! Gyruff isn't your private little grove druid, nor did I need to assassinate anyone to become the Llwyress like some others."

"What are saying!" Gwenllian roars, reaching for her sickle.

Allow the PCs to intervene. If for some reason they do not, Sierra and Ffiona will try and calm the two women down.

If Rhian had not accompanied the group:

"Yrylan warned me we should not try this. Now he is gone. They ambushed as soon as we came through the gate between the Planes. There were so many! I had no idea..."

"No you didn't, no idea at all what you were doing." Gwenllian stands from where she has been helping Ffiona. "This is why Owen waited before giving you the seat of Rhychfir Ros! He knew you were impetuous and foolish. Nothing has really changed I see."

Rhian stands up quickly. "I do not need to prove my worth to you or your damned brother! Gyruff isn't your private little party druid! I did not need to assassinate anyone to become the Llwyress, like some others."

"What are you saying!?" Gwenllian roars, reaching for her sickle.

Allow the PCs to intervene. If for some reason they do not, Sierra and Ffiona will try and calm the two women down.

After things have calmed a bit, read on:

"If anything, Rhian's folly saved us in a way. We would surely have been captured or worse had her force not gotten here before us." Sierra looks calm but you can tell there is much anger lying beneath the surface.

She walks over to the window. "We need to find Victor and soon. A path that was unsafe has become truly treacherous to walk upon."

Have the PCs make a DC APL +10 Spot Check. Anyone who makes it can see bright bursts of colorless light that are now illuminating the world around them.

Sierra points out several shapes coming through the light. A voice outside yells to you:

"Inside the inn! We are friends of Victor Brightblade! Is Ffiona with you?"

Allow the PCs to answer. Anyone who played *GEO6-05 A Gathering of Shadows* recognizes this as the planar, Hastyl, a friend.

"I am Hastyl, a friend. Please we need to leave before the Tymestl return."

The PCs may be wary. A Sense Motive of DC 15 reveals he is telling the truth and Ffiona will vouch for him.

When the PCs agree to go with them, go to **Encounter 4**.

ENCOUNTER 4: A SOURED REUNION

Assuming the PCs agree to follow Hastyl and his men, they are escorted to the armed camp of Victor Brightblade. If Yrylan is captured, they will learn of it here.

Read the following:

From the battle scene that was the village you enter into a barren land devoid of much terrain. Rolling hills littered with rocks and short colorless grass is all that you see for many miles.

As you march, Hastyl explains that he was coming to the village to try and convince them to join Victor, but apparently the Tymestl had beaten him there. One of the groups may have rescued a prisoner or two from Rhian's failed attack, he says. When Rhian hears this she becomes hopeful.

After a day of marching, you arrive upon a fortified camp. Makeshift wooden walls protect the tents and small huts erected here.

The primes are welcomed into the camp and greeted as they come through. They have the choice of talking to the planars here, following Rhian over to the rescued prisoners, or following Sierra for her meeting with Victor.

Talking with the locals

PCs can gain rumors by talking with the local soldiers. Anyone who is a celebrated prime gets a free drink of seidr and +10 to any Gather Information rolls they make.

DC 10: Things have not gone well for the followers of Victor since the last was destroyed. For PCs who were not in the last adventure: The shadar-kai are invading the lands of the folk of Cysgod Annwn. In a previous battle they silenced the last of the Llydegn which are stones that project energies revealing the enemies of Cysgod Annwn.

DC 15: Victor is trying to rally as many of the folk of the Cysgod Annwn as he can.

DC 20: It appears that the Shadow Dragon may be sending more troops to support Havgan in his bid for power against Victor.

DC 25: Victor is worried about Tegwen, the ally who went into the ranks of enemy to try and spy on them.

Otherwise they find that these folk are generally happy to see them and talk about life in their land.

Following Rhian:

If the PCs follow Rhian they may ask her questions. Her answers are dull and snappy and she is apparently in a terrible mood.

You follow Rhian until she comes to a tent. Inside are a man and a woman. The woman is still unconscious but the man is sitting up, rubbing his head.

"Turid." She says. The man sees her and drops to one knee. Rhian grabs the man by the elbows and drags him to his feet.

"What happened!"

If Rhian accompanied the PCs on their mission and Yrylan was not present the battle near the fountain, read the following:

"We were ambushed the moment we left the fountain, my lady! Elwyn and I managed to escape the worst of it but they used some poison. I was senseless until a short time ago. I am sorry." The man begins to sob. Rhian releases him and then shakes her head, leaving the tent.

If Yrylan was present and thus captured, read the following:

"Lord Yrylan tried to cover us while we retreated! He was making his way over to you when a great consumed him and there was nothing!" The man begins to sob. Rhian releases him and then leaves, her walk unsteady and silent tears coming down her face.

The PCs may question Turid. He explains that he was a member of Rhian's cantreval guards, sent here to clear the way for the Four Daughters. They were a group of

men and giants. Ambushed as soon as they left the water, he explains that arcanists especially were targeted by the Shadar Kai. Elwyn is a friend and is recovering from the poison. Even if PCs heal her she remains unconscious with very little to say.

If the characters follow Rhian, she will get more and more angry with them if they are obvious about their curiosity. She berates them, yells at them and eventually begins to throw clods of dirt and other detritus at them. If the characters follow at a discreet distance, Rhian is too distraught to notice them, and she will find a quiet place to sit for a while. Observant characters may notice that she is trying to keep from breaking down and crying openly, even while alone.

Following Sierra:

Despite the current events, Sierra's step seems lighter than you have ever seen it before. In moments she has crossed the camp and found the person she was seeking. Among a throng of planars stands a tall man with odd features who is definitely not from around here.

Sierra removes her hat and runs to her half-brother's arms. The two embrace for long moments but Victor ends it suddenly.

"I am glad you are here, sister. Or should I say, Lady Regent?"

Sierra laughs. "Not anymore, thank Cuthbert. I am free of that now." Victor smiles and touches her face gently, then turns his attention to you.

If the PC played in GEO6-05 A Gathering of Shadows, then Victor welcomes him or her back. If not then he simply thanks them for coming and for bringing his sister.

He explains that little has changed and that no more tragedies have occurred at least until yesterday. A Sense Motive of DC 20 tells PCs he is putting a happy face on the situation.

Dinner

Once the PCs have talked or done whatever among the camp, dinner is served with Victor, Hastyl, and Llewddha in attendance.

The fare is meager but welcome over rations that have been the mainstay of your meals for a few days. Victor and Ffiona seem to be in the best spirits, while Rhian sits alone and barely acknowledges anyone.

"Little has changed since the last battle. I have my battle lords going out and trying to recruit more villages to our side and several are building armies in quiet regions, away from the Tymestl. They seem to be fortifying Llew's Hill, which we find odd. They have not done this to any of the other Llygedn they destroyed. So we are marching back there to see if

we can drive them off. With your help I am sure that we can."

"Why are they entrenched there?" Sierra asks but Victor shrugs.

"Perhaps they seek something there?" Gwenllian adds, eating some cheese and sipping clear, colorless water.

Victor turns to you. "Have you any thoughts as to why they might be there? Some of you fought at the battle too."

Let the PCs put forth ideas. Use Sierra, Ffiona, Victor, and Gwenllian to ask leading questions or provide insight into the situation.

Once the PCs start going down the road of thought that leads to the idea that perhaps the Llygedn is not destroyed, read the following:

Victor looks at you. "One of our druids has said that she saw in a vision some words. 'Not all candles are without flame.' We took this to mean there is hope of victory but what if..."

"If it means one of the Llygedn can be re-lit?" Sierra finishes for her brother. Victor smiles.

"Shadar Kai are lead by powerful illusionists." Gwenllian comments, suddenly intrigued.

"The Druid of the Grove would know." Hastyl says unexpectedly.

Victor shakes his head. "He will not speak with me."

Gwenllian straightens a bit. "Would he speak to an Arch Druid? Even one from another plane?"

At this time Llewddha, who has spent most of the dinner drinking from his jug, sits up straight. "He might! My father knew a man who knew a woman who had a grandmother who knew a man... well anyway our last Arch Druid, she died a hundred years ago, she spoke to the Druid at the Grove. Or, so I heard."

"That's it then. I will take our friends here to this Grove. We will find our answers and meet you at Llew's Hill. How do I get there?" Gwenllian is suddenly full of life and energy.

"Walk into the wastes. The Grove will find you."

Development

Gwenllian asks the PCs to accompany her into the Wastes as she is sure this is a good sign. Assuming they do, go to Encounter 5. Splitting the party would be bad, but if they do then run Enc 5 for those who go with Gwenllian.

ENCOUNTER 5: THE LADY OF OAKS

The PCs and Gwenllian head into the wastes, looking for the Crawling Grove. Allow the PCs to give you their standard spells and buffs before you read the text of the encounter.

With little to denote the passage of one day into the other, time is hard to track. Perhaps two days out, you finally begin to see a bit of a change of scenery... you seem to be coming up on a large grove of some sort, maybe a thick copse of trees or some other bit of woodland in this otherwise dreary environment.

Although distance can be as difficult to determine in this hazy netherworld as the passage of time is, you seem to be approaching the grove of trees much faster than you might otherwise expect. After a few moments, you suddenly realize that the reason the distance is closing so fast is because the grove is also making its way towards you!

Allow the PCs to react here. Gwenllian is not afraid and cautiously approaches the Grove. The PCs of course have the choice not to but there is little else to do unless they want to sit on the sidelines.

The grove itself is a rather massive affair, with untold hundreds of trees all interwoven with each other through a dense mat of roots and underbrush easily a mile or more across. Over time, it appears that soil and other plants have managed to fill in the intervening spaces between the trees, creating a neatly defined parcel of vegetation, as if several acres of forest was plucked from Gyruff's woodlands and dropped onto this alien terrain.

At the edges of the grove, you can see the many thousands of roots and branches of the trees moving slowly in a eerily choreographed pattern, undulating in waves as it propels the whole thing along. Like a monstrous, bizarre millipede, the entire grove skitters across the landscape at a comfortable walking pace.

If the characters board the mobile grove, they will find the footing to be very treacherous as the ground is constantly moving and undulating, with branches lifting up and pitfalls in the ground opening and closing with the movement of the plants. As they journey further from the edge and closer to the center, the ground becomes more stable.

When they initially board the grove, each character must make a DC 20 balance check. Failure indicates 1d6 damage from a twisted ankle, bruised leg or some other trauma from the unstable ground (druids with Woodland Stride or characters with similar abilities are not affected by this).

A dozen yards further in, they must make another Balance Check (DC 15) or suffer a similar accident, and lastly another dozen yards in a final Balance check of DC 10 is required to avoid the same injury again. Travel beyond this point is stable enough to not require any further balance checks, although the same sequence must be followed if a character somehow leaves and tries to reboard the grove a second time.

If the characters continue toward the center of the grove, they will eventually come across the grove's defenses. Nestled within the underbrush and vegetation are numerous stone columns, each about two feet tall and maybe six inches in diameter. Dozens of these ring the center of the grove, providing an unbroken perimeter that the characters must cross to gain access to the core of the grove.

When approached, characters may notice several druidic and arcane glyphs inscribed upon the stones; these are magical traps, and will spout lightning at anyone who approaches within 60 feet of one. The stones are placed 120 feet away, so it is impossible to avoid them apart from flight. However, the party need not worry about setting off multiple stone unless they actively seek out a second. The stones take ten minutes to recharge their magical energies, at which point they will lash out again if someone else approaches.

Note: The Crawling Grove is semi-sentient, and the Guardian does not control it so much as he can persuade it. The traps will not lash out and attack him, and he can ask the Grove to allow up to four individuals a day to approach unmolested. Since he is expecting them, he asks the grove to spare the Four Daughters (which is good, because Ffiona for one might not otherwise survive the Grove's defensive traps). Unfortunately, the grove does not extend this hospitality to the characters.

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

APL 6 - Lightning Bolt trap: CR 6; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 10th-level wizard, 10d6 electricity, DC 14 Reflex save for half damage); Search DC 28; Disable Device DC 28.

APL 8 - Chain Lightning trap: CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*chain lightning*, 12th-level wizard, 12d6 electricity to target nearest center of trigger area plus 5d6 to each of up to 12 secondary targets, DC 19 Reflex save for half damage); Search DC 31; Disable Device DC 31.

APL 10 - Chain Lightning trap: CR 10; magic device; proximity trigger (*alarm*); automatic reset (1 hour); spell effect (*chain lightning*, 16th-level wizard, 16d6 electricity to target nearest center of trigger area plus 8d6 to each of up

to 16 secondary targets, DC 19 Reflex save for half damage); Search DC 31; Disable Device DC 31.

Development

Once the traps have been avoided or triggered, the party can continue inwards to the Grove's core. It is here that the true encounter begins as the Guardian of the Grove assaults the party with a prophetic vision.

With a sickening feeling as if the very ground beneath you had given way, a ribbon of burning images swirl about, closing in like a waterspout of fire and grit. Your eyes water and your lungs tighten against the disorienting maelstrom, and then, just as abruptly, you find yourself standing alone, an endless mist of inky grayness surrounding you in all directions.

The Guardian starts to show the PCs and Gwennlian why he has allowed them here.

With some difficulty, you begin to discern recognizable shapes through the mists: three figures, one of which sits upon a throne of some sort, elevated above the rest.

"My dear, dear child!" says the enthroned figure, shifting forward and gesturing broadly towards the pair standing before him. The voice is deep and tuneful, but laced with the echo of fingernails upon slate. "Allow me to express my greatest admiration for how easily you managed to achieve such a feat. Why, when I did as much so many generations ago, I had to cleave a path through the druids and their followers every step of the way. And yet here you have enlisted the druids themselves to aid you in your ambitions! I almost envy you, my good Brenin.

Where I had to create a mountain of skulls by my own hand, your spirit has inspired a generation of idealistic fools – both naïve Gyri and foreign pawns – to create that mountain for you."

The taller of the two figures steps forward into the pale radiance of the throne, his own illumination growing brighter to match. It is clearly Owen, but his countenance is darker somehow, and a self-righteous sneer is upon his lips.

"Yes, how quickly they fell into place once the stage was set," Owen responds. "With my fey blood, I could live for hundreds of years more, ruling this land for generations to come."

With a flourish, he reaches back to take the hand of the third figure, who steps up into the light. Calisse smiles as she is brought forward and gives a slight curtsy to the enthroned figure. "And," continues Owen, "now that Calisse has acquired fey blood as well, the Lion Throne itself is merely a matter of time. Generation after generation, as the old rulers of the Sheldomar die out, they will find themselves replaced with us, and then our progeny. In time, the Valley itself shall be ours."

It is at this point that you notice an additional figure, a young child of a few years seated upon the lap of the enthroned figure. He is playing solemnly with a set of toy crowns emblazoned with the crests of the various Sheldomar nations. It is clearly Rhys, Owen and Calisse's child, and a quiet smile is upon his lips as he looks up to his parents and nods.

"And to think," Calisse says, turning to face the image of the Gwennlian, who now stands at the base of the throne, looking pale and hollow. "...none of it would have been possibly without the Archdruidess' assistance..."

With an ear-piercing shriek that literally fractures the vision, a scream echoes from all around you.

"NO! That is not how it happened! That is not how it was meant to be!" The remaining fragments of the vision swirl about like a receding fog and are soon lost to view. You find yourself again standing in the center of the Grove, your companions at your side. Gwennlian kneels on the matted grass in front of you, her face streaked with tears as she cries out to the surrounding forest.

Allow the characters to console or admonish Gwennlian as is their inclination, then...

A voice rings out from behind you, low and stately.

"So, that wasn't how it happened, eh? That wasn't what was intended, eh? Well, that's certainly how it's going to look to people, now isn't it?"

Turning, you see that the new voice belongs, inexplicably, to a small black bear leaning against a stump a few yards off. "The Greenman requires a sacrifice. The Brenin knew that. The Land knew that. The Gyri knew that. YOU knew that."

At this point, the Guardian looks towards one of the characters, addressing him by name and asking him pointedly.

"You there, [name], tell me what happened that day when Owen the Brenin went to the Stone Table."

Allow the characters to explain what they know of that day. If they protest or complain about oaths of secrecy, the guardian dismisses such claims, explaining that he knows what happened, but it is important to see what they think happened.

If no one at the table is familiar with the events, the Guardian explains what happened:

The Greenman is the spirit of the land, and when great tragedies befall Geoff, he falls 'asleep' rather than be destroyed. Sometime a sacrifice must be made to reawaken the Greenman, so that the land can once again rebuild itself and become healthy once more. Five years ago, the Brenin, Owen, agreed to become that sacrifice. He was lead to a stone table where the druids of the Old Faith – more specifically Gwennlian herself, as the

Archdruid – ritually slew him in order to reawaken the Greenman.

Allow the characters to discuss if needed. At some point in time, Gwenllian, who has to this point been listening with tears on her cheeks and pain in her eyes, lashes out at the Guardian with a strong burst of emotion:

Gwenllian looks up, and chokes back more tears, “But there was the sacrifice! Owen, on the table...”

“Poppycock and balderdash!” exclaims the bear that, oddly enough, seems to now be a barrel-chested cougar standing at the tree stump. “He went to the table willingly, yes, but now he has returned, and stands beside his wife in his Caer! What sort of sacrifice is that? You know the rules of the Land, Gwenllian! You, of ALL people, should know that wasn’t a proper sacrifice! What was lost? Some time?”

The guardian turns to another member of the party, again addressing them by name.

“You now, [name], you tell me what Owen’s fair Calisse did following her husband’s sacrifice upon the stone.”

Again, allow the character to explain what they know of what happened. If no one at the table is familiar with Calisse’s journey into the Fey Lands to retrieve her husband’s soul, the guardian explains it to them:

A year or so after Owen’s sacrifice upon the stone table, Calisse, who never quite accepted the need for the sacrifice, sought out Gwenllian to see if Owen could be returned. Gwenllian explained to her that a portion of Owen’s spirit was still intact within the fey realms, and that the magical dagger with which Gwenllian slew Owen contained the remainder of his soul. A quest within Faerie could recover Owen and bring him back. Calisse accepted the dagger and underwent that journey, eventually recovering Owen’s spirit. Thus returned to life, Owen led a fey army from the faerie realms to victory at the last battle of Gorna.

Allow the characters to discuss things once more, at which point Gwenllian will again burst out with her own defense.

“But, Owen... my brother... how could I condemn my own brother?”

The cougar, now a small brown rabbit, shakes its head sadly. “Because it HAD to be done, that’s how. We all lose things precious to us, Gwenllian. But we all know that such things are needed to keep the Balance. A Balance that you have thrown severely out of place, and one in which Calisse and Owen have both become complicit – she by her quest to return him, and he by his acceptance of that return. His initial sacrifice has been tainted by your weakness, and now has been reversed. Can any good come from that?”

Again the PCs may comment here on what has occurred. If they ask direct questions, the Druid is evasive and directs questions to Gwenllian. She denies much of what is said but it is clear she may feel the guilt. A Sense Motive of DC 15 shows she is wavering in her confidence.

The rabbit hops down from the stump, and is a rabbit no more. Standing in his place is a tall, stately human, his hair and beard a faded grey and a crown of bones upon his brow. A long charcoal-colored robe covers his aged but still hearty frame, and he holds at his side a thick staff made of the vertebrae of some exotic creature. He speaks again, but his voice is more paternal and comforting this time.

“Gwenllian, my child. You have to make a decision on how this is all to be put to rights. Owen’s death upon the stone brought back the Greenman, but now that Owen himself has returned, the Greenman grows ever more resentful of his false sacrifice, and will not remain complacent for much longer.”

“Regardless of the intentions behind it, you, Owen and Calisse sacrificed the lives of others so that the Greenman could be cheated of his due and Owen could be returned. But no longer. The land must be appeased, and there must be a real and true sacrifice. No cheats, no loopholes, no bargaining. Enough of a sacrifice to heal two worlds, now.”

Allow the PCs to question and comment here. Encourage some debate and the flow of opinions and ideas.

“Upon that stone table, Owen, as the supplicant, pledged his blood to the Greenman in order to return him. Owen has been upon the table once, and the Greenman wants him no longer. And so it remains that only one who shares Owen’s blood can appease the Land.”

Allow the PCs to put forth some options. As soon as one of them mentions Rhys, continue reading. If none of them mention Rhys out loud, Gwenllian will do so.

“Yes, Rhys would be acceptable to the Land. Within him flows the blood of Owen. Should you decide this, he will be taken quietly, painlessly, serenely. He is still very young, and his spirit would no doubt be quite happy within the Fey realms. But if this is done, Owen’s line ends there, as his life should have ended so many seasons ago. There will be no more children, no one else to carry his family onward through the generations.

“But he is not the only one whom the Greenman would find acceptable. You, Gwenllian, also share Owen’s blood through your father, and as that blood relative, the Greenman would also look to you as an acceptable alternative. But similarly, that means an end to you, and your bloodline. Your life would be given freely to the Greenman. We would give you some time to set your affairs in order, however.”

Gwenllian shakes her head, wiping some of the tears from her eyes, "But that would leave Gyruff without an Archdruid. That would not be enough time to train and appoint a successor properly, and I may even be removed from my position before then! The Old Faith could very well shake itself apart."

"As I said, Gwenllian. No bargains this time. No loopholes or twisting of the intent. Plain and simple. Either Owen's bloodline through Rhys, or your bloodline through you." Reaching into his robes, the crowned man pulls out two small metallic acorns, each about six inches across.

"The copper acorn represents you and, by extension, your bloodline, Gwenllian – all that you are, all that you could be, and all the potential that might be in future generations borne from you. The bronze acorn represents Rhys and, by extension, Owen's bloodline. – all that Rhys is, all that he could be, and all the potential that might be in future generations borne from him. You need not make your decision immediately, but you will need to do so shortly. The lygedden have been quieted here within this realm, but the sacrifice of either you or Rhys will be sufficient to both appease the Greenman and rekindle them."

"Of course, the third option is to sacrifice neither, and allow the Land to act as it will, without any proper appeasement. But think hard upon this option, Archdruid, for while its effects may not be as immediate, they may well be far worse."

Here again allow the PCs to debate the question. Gwenllian clearly wants to try the third option as she feels betrayed by the land somewhat. However, she will let the PCs change her mind. It will be up to the DM at each table to decide which argument comes out strongest. If two arguments tie, have one player on each side make a diplomacy check in secret. Those supporting his or her argument may try and assist. Highest roll decides which way she follows.

The players will likely ask the Guardian or Gwennlian for more information. Extrapolate the following information as needed.

➤ **If Rhys's sacrifice could appease the Greenman, shouldn't that be his, or, rather considering his young age, Owen's call?** *The Guardian explains that the Greenman is an abstract force of nature, and like nature, cares not about family concerns or the innocence of the sacrifice. When he willingly laid himself down upon that stone table, he pledged his blood to the Greenman in order to revive him and reawaken him. The Greenman accepted that pledge in good faith, and has upheld his end of the bargain; with his return, Owen has now denied him his sacrifice. Owen made his choice five years ago; when he agreed to the sacrifice; the Greenman has*

been more than patient and is now calling his side due.

➤ **Owen died upon that table. Wasn't that sufficient?** *The Guardian explains that a sacrifice requires something truly important must be lost. Owen indeed died on that table, but when Calisse underwent her quest to return him, and when Owen agreed to return, that sacrifice was rendered null. If you give a man a coin, only to have him return it to you later, have you really lost it? Gwenllian understands this, but still thought that all would turn out for the best in the end... Owen was her brother, and although objectively she understood that a proper sacrifice had to be made, her emotions got the better of her and so she ensured that it might one day be possible to return him.*

➤ **What would be the repercussions of sacrificing Gwennlian?** *If this is asked, the Guardian will prompt the players to make some educated guesses of their own. If no-one at the table is familiar with how Geoff and the Old Faith operates, he will propose some possible repercussions himself. The Greenman will give Gwennlian some time to get her affairs in order, but her fate will be sealed – the Greenman will see to that himself, and there will be no return this time around. It is unlikely that the Old Faith could train a new Archdruid to take her place in time, leaving Geoff without an Archdruid and potentially leaving the Old Faith – a very, very important cornerstone of Geoff culture – in upheaval. The folk of Geoff relies greatly on the meaning and support the Old Faith provides to function properly as a culture, and in times past where there was no Archdruid to lead the Old Faith, unpleasant things happened.*

➤ **What would be the repercussions of sacrificing Rhys?** *The Greenman will give Rhys a little time so that his loved ones can get his affairs in order, but his fate will be sealed – the Greenman will see to that himself, and there will be no return this time around. This choice would not necessarily have any impact on current Owen's political position. However, while the position of Brenin is not necessarily hereditary, without a possible blood relative to be offered the position to, who knows who would step forward to claim the Griffon Throne when and if Owen steps down?*

➤ **What would be the repercussions of not sacrificing either of them?** *Whenever the Greenman has fallen dormant, all manner of troubles have historically plagued Geoff until he could be revived with a proper sacrifice. Were he to have been revived, but denied his proper sacrifice, those troubles could pale in comparison to what might happen. Geoff has weathered much in it's history, and while it may be able to recover from a one-sided pact such as would be left by sacrificing neither, it*

would surely cause incredible changes and strife among the land that would potentially leave Geoff unrecognizable.

Once the decision is made, read the following:

“Very well,” remarks the druid, “If you are ready to continue your journey, you should make haste; your companions are already engaged in battle. Prepare yourself, and let’s see if we can’t shave a little time off your journey, shall we?”

Stepping forward to one of the many massive oak trees forming the grove, the druid places a hand upon its bark and quietly intones a few phrases in Druidic. Nodding to you all to link hands with him, the druid steps forward into the tree’s trunk as easily as he might step through a doorway.

His voice rings out from within the tree, “Well, come on! We don’t have all day here, you know.”

Assuming the characters accompany him on his transport via plants spell, continue on to Encounter 6.

ENCOUNTER 6: THE LADY OF ORACLES

Here the PCs will join the ongoing battle. Their mission will be to make sure Gwennlian reaches the Lygedden in time to save everyone.

There is a feeling of incredible acceleration for a moment as you enter the oak tree, and you are disoriented for a moment. However, mere seconds later, you find yourself back among the dark, monochromatic setting of the Shadow Plane, standing in front of a large withered birch.

To the west, a low, broad hill dominates the landscape. Dozens, perhaps hundreds of narrow stone pylons dot the surface of the rise, forming several concentric circles rising to the hill’s peak. There, at the center like some esoteric bull’s-eye, sits a far larger stone column, easily dwarfing its brethren that surround it. The obelisk is fashioned of some dark stone, and the entire edifice seems almost tense, as if awaiting something.

The stonework is not alone upon the hill, however. Scattered about the lesser dolmens are countless numbers of Shadar-kai, their chains swinging about with unnerving precision and their eerie cries of battle ringing through the still air. Opposing them are Victor and his host of planars, accompanied by the rest of your fellow gyru. Despite their best efforts, it is clear that they are losing this battle, and defeat will be swift if the tide of battle cannot be turned.

“Go,” states the druid as he steps back into the birch. “Your friends need your help if they are to survive.” Pausing, he looks back towards Gwennlian before stepping fully into the tree and disappearing. His disembodied voice rings out for a moment, “And, Archdruid, so too do the gyri of both realms need your help. Make your choice, Gwennlian, but be quick in your actions.”

APL 4 (EL 8)

➤ **Il’Korath Weirds, Male Shadar-Kai Fighter 2**
(2): hp 32 each; see Appendix 1.

➤ **Al’Morak Bloodguard, Female Shadar-Kai Barbarian 2** (2): hp 34 each; see Appendix 1.

➤ **Il’Koryte Killers, Male Shadar-Kai Wizard 3**
(2): hp 30 each; see Appendix 1.

APL 6 (EL 10)

➤ **Il’Korath Weirds, Male Shadar-Kai Fighter 4**
(2): hp 46 each; see Appendix 2.

➤ **Al’Morak Bloodguard, Female Shadar-Kai Barbarian 4** (2): hp 50 each; see Appendix 2.

➤ **Il’Koryte Killers, Male Shadar-Kai Wizard 5**
(2): hp 38 each; see Appendix 2.

APL 8 (EL 12)

➤ **Il’Korath Weirds, Male Shadar-Kai Fighter 6**
(2): hp 60 each; see Appendix 3.

➤ **Al’Morak Bloodguard, Female Shadar-Kai Barbarian 6** (2): hp 66 each; see Appendix 3.

➤ **Il’Koryte Killers, Male Shadar-Kai Wizard 7**
(2): hp 45 each; see Appendix 3.

APL 10 (EL 14)

➤ **Il’Korath Weirds, Male Shadar-Kai Fighter 8**
(2): hp 74 each; see Appendix 4.

➤ **Al’Morak Bloodguard, Female Shadar-Kai Barbarian 6** (2): hp 82 each; see Appendix 4.

➤ **Il’Koryte Killers, Male Shadar-Kai Wizard 7**
(4): hp 45 each; see Appendix 4.

The characters have to make it to the lygeddon at the top of the hill. Assuming they do not dilly-dally, they can get to it within X rounds. During this time, the other gyri fall to the dangerous forces as time goes on, one a round starting in round 4...

Round by Round Synopsis:

Round 4

Looking across the surface of the hill, you can see that while your allies are putting up a good fight, the battle continues to go poorly. Amongst the whirl of spinning chains and flashing blades, you can barely

see Ffiona's limp body as it is casually tossed to the side by one of the Shadar-kai. The forces that had been attacking her are bloodied as well, but sheer numbers can take down even the most stalwart of fledgling heroes.

Round 5

Off to the side, Rhian can be seen, standing atop an outcropping of charcoal-colored stone. Her hands move like quicksilver, drawing an arrow, nocking it, firing it into the chest of an advancing Shadow Fey before repeating the process in a blur of finely-honed skill. She leaps off the boulder, sinking a pair of arrows into an advancing warrior as she tumbles around another. This new opponent swings fruitlessly with his halberd, but as he does so a second Shadar-kai seems to materialize out of the darkness behind the llwyress. She spins, managing to bury a desperate shaft into his shoulder, but the momentary distraction is all her attackers needed, and Rhian crumples to the ground.

Round 6

At the edge of your vision, beyond the haze of battle, you can barely make out the figure of Victor as his bright blade shears through one of the marauding Shadar-kai that surround him. The numbers are too much for him to combat, however, and with the sickening crack of breaking bone, one of the many chains wielded against him wraps about his sword arm and snaps it backwards. Almost simultaneously, the heavy steel endcap of a spinning halberd lashes out and strikes him across the jaw, causing him to crumple awkwardly to the ground. His former opponents cheer in victory for a moment around his motionless body, and then turn their attention to other, more pressing threats.

Round 7

Sierra and the other allies have managed to occupy the majority of the Shadar-kai forces, allowing you to make your way towards the deactivated lygeddon without being overwhelmed by sheer numbers. Your group's good fortune, however, means a greater fight for them. Many of Victor's forces, including Victor himself, have been dropped. The many shadow fey still standing now turn their attentions towards Sierra, their spiked chains and lead-wrapped halberds slicing through the air as they approach her warily. She steps back and retrieves Victor's bright blade from where it fell, her chest heaving with exhaustion and her armor beaten and bloodied by the long fight. The handful of planars still standing form a defensive line of warriors at her side, their armor equally broken and soaked in thick, dark blood.

Straightening her wide-brimmed hat, Sierra crouches down defensively and extends her sword arm to the side, tense and poised to strike. You can

almost see the hint of a smile on her face as she beckons the Shadar-kai to approach. The shadow fey pause momentarily, wary of her resolute spirit, then all details are lost as both groups clash in a cacophonous maelstrom of blades, chains and swords.

Once Gwenllian is at the Lygedden:

Her acorn

Reaching the dark obelisk at the hill's summit, Gwenllian kneels heavily in front of it, clearly drained emotionally and physically. She sobs as she draws out the two acorns, holding one in each hand. She looks out over the battle still raging across the hillside, and with a hollow, pained cry of remorse, the Archdruidess clenches her fist and drives the copper-colored acorn into the bleak stone of the lygedden.

As the acorn strikes the stone column, it shatters in a burst of metallic splinters. As if borne aloft by an unfelt breeze, the acorn's remnants swirl about the lygedden, rising upwards and sinking into the dark stone. Thunder peals across the midnight landscape, and all eyes turn from the combat to the massive stone obelisk.

Like a forge receiving a powerful rush from its bellows, the lygedden erupts into wispy, ethereal flames as it reignites, casting a hazy glow of energy across the entire hillside. The remaining Shadar-kai hiss almost in unison as their bodies are outlined in a pale red glow, highlighting their lanky forms and negating all chances of obfuscation.

In a heartbeat, the tide of battle is turned, and, now bereft of their ability to shadowmeld, the Shadar-kai swiftly find themselves engaged in a running retreat. In moments, their forces are scattered and disappearing into the darkness beyond. In the distance, you can see other lygedden all across the landscape begin to flare into operation once more as well.

Turning your attention to the obelisk at your side, however, you find Gwenllian laying at its base, crying softly to herself as she rocks back and forth, her open palm bloodied with the shards of the acorn that represented her life and future. Shaking her head slowly she cries feebly, "I am so sorry... so sorry...."

Go To Conclusion A

Rhys' acorn

Reaching the dark obelisk at the hill's summit, Gwenllian kneels heavily in front of it, clearly drained emotionally and physically. She sobs as she draws out the two acorns, holding one in each hand. She looks out over the battle still raging across the hillside, and with a hollow, pained cry of remorse,

the Archdruidess clenches her fist and drives the bronze-colored acorn into the bleak stone of the lygedden.

As the acorn strikes the stone column, it shatters in a burst of metallic splinters. As if borne aloft by an unfelt breeze, the acorn's remnants swirl about the lygedden, rising upwards and sinking into the dark stone. Thunder peals across the midnight landscape, and all eyes turn from the combat to the massive stone obelisk.

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Turning your attention to the obelisk at your side, however, you find Gwenllian laying at its base, crying softly to herself as she rocks back and forth, her open palm bloodied with the shards of the acorn that represented Rhys and his future. Shaking her head slowly she cries feebly, "Owen... Rhys... Forgive me.... Forgive me..."

Go to Conclusion B

Neither acorn

Reaching the dark obelisk at the hill's summit, Gwenllian kneels heavily in front of it, clearly drained emotionally and physically. She sobs as she draws out the two acorns, holding one in each hand. She looks out over the battle still raging across the hillside, and with a hollow, pained cry of remorse, she lashes out with her arms, flinging the two acorns into the unforgiving darkness.

"I can't!" she screams, her eyes welling up with thick tears, "I can't do it!"

The Shadar-kai seem bolstered by this new development, and their attention shifts to your small group, clustered about the obelisk. As your eyes dart about the battlefield, you realize that you are the last still standing – all your other allies are either nowhere to be seen, or can be dimly recognized among the many motionless bodies littering the hillside.

Like coalescing shadows, other forms begin to appear to bolster the Shadar-kai's ranks. New

shadow fey seem to step out from the inky blackness, and they all begin to slowly advance upon your position...

If Gwenllian does not sacrifice one of the acorns, then go to Conclusion C.

CONCLUSION

Conclusion A: Gwenllian says she has spoken to the Druid of the Grove and she will meet her destiny sometime in the next three years. If Yrylan was captured, he is NOT recovered. Victor states that the war is not over yet and that he hopes after some rest, you will come back.

Conclusion B: Gwenllian says she will return to face her brother but will likely come back here to continue the fight. If Yrylan was captured, he is NOT recovered. Victor states that the war is not over yet and that he hopes after some rest, you will come back.

Conclusion C: Despite killing dozens of Shadar Kai the PCs are overwhelmed. Captured, they are scarred but eventually released. They gain XP but no gold for the adventure and spend an extra 6 TU as prisoners of the Shadar Kai. If Yrylan was captured, he is NOT recovered.

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 Three

Defeat the Ambush

- APL 4: 180 xp.
- APL 6: 240 xp.
- APL 8: 300 xp.
- APL 10: 360 xp.

Encounter Five

Get past the Trap

- APL 4: 120 xp.
- APL 6: 180 xp.
- APL 8: 240 xp.
- APL 10: 300 xp.

Encounter Six

Make sure Gwenllian lives to get to the Llygedn and makes her choice.

- APL 4: 240 xp.
- APL 6: 300 xp.

APL 8: 360 xp.
APL 10: 420 xp.

Story Awards

Try and convince Rhian to accompany Gwenllian, Sierra, and Ffiona

APL 4: 50 xp.
APL 6: 50 xp.
APL 8: 50 xp.
APL 10: 50 xp.

Help Gwenllian with the choices placed before her in the Grove

APL 4: 55 xp.
APL 6: 100 xp.
APL 8: 145 xp.
APL 10: 190 xp.

Discretionary Roleplaying Award

APL 4: 30 xp.
APL 6: 30 xp.
APL 8: 30 xp.
APL 10: 30 xp.

Total possible experience

APL 4: 675 xp.
APL 6: 900 xp.
APL 8: 1,125 xp.
APL 10: 1,350 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 adventure, 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.

Encounter Three:

APL 4: L: 421 gp

APL 6: L: 421 gp

APL 8: L: 104 gp, M: 4 *Spiked Chains* +1 (192gp ea.); 4 *Mighty Composite Long Bows* (1) +1 (200gp ea.); 4 *Chain Shirts* +1 (104gp ea.);

APL 10: L: 104 gp, M: 4 *Spiked Chains* +1 (192gp ea.); 4 *Mighty Composite Long Bows* (1) +1 (200gp ea.); 4 *Chain Shirts* +1 (104gp ea.);

Encounter Six:

APL 4: L: 385 gp

APL 6: L: 385 gp, M: *Wand of Invisibility* (375gp); 6 *Potions of Cure Moderate Wounds* (150gp);

APL 8: L: 1 gp, M: *Wand of Invisibility* (375gp); 6 *Potions of Cure Moderate Wounds* (25gp ea.); 4 *Spiked Chains* +1 (192gp ea.); 4 *Mighty Composite Long Bows* (1) +1 (200gp ea.); 4 *Chain Shirts* +1 (104gp ea.); 2 *Headbands of Intellect* +2 (334gp ea.);

APL 10: L: 1 gp, M: *Wand of Invisibility* (375gp); 6 *Potions of Cure Moderate Wounds* (25gp ea.); 4 *Spiked Chains* +1 (192gp ea.); 4 *Mighty Composite Long Bows* (1) +1 (200gp ea.); 4 *Chain Shirts* +1 (104gp ea.); 2 *Headbands of Intellect* +2 (334gp ea.); *Wand of Fireball* (936gp);

Encounter Two (Optional if the PCs accept the offer of the mysterious man):

APL 4: C: 650 gp

APL 6: C: 900 gp

APL 8: C: 1,300 gp

APL 10: C: 2,300 gp

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 806 gp, C: 0* gp, M: 0 gp – Total: 806 gp (650 gp).

APL 6: L: 806 gp, C: 0* gp, M: 525 gp – Total: 1,331 gp (900 gp).

APL 8: L: 105 gp, C: 0* gp, M: 6,576 gp – Total: 6,681 gp (1,300 gp).

APL 10: L: 105 gp, C: 0* gp, M: 7,513 gp – Total: 7,618 gp (2,300 gp).

*If PCs end the adventure in Encounter 2, they get coin equivalent to the Max Reward.

ITEMS FOR THE ADVENTURE RECORD

SPECIAL

☛ **Favor of the Four – The Eglantine:** For the courage in the face of the unknown dangers faced on the Plane of Shadow, Gwennlian will bargain for the forces of nature on behalf of the PC. If this character dies and wishes to be *reincarnated*, she will ensure them to access of that spell at 50% of the standard NPC spellcasting cost. This favor may have uses in conjunction with other favors in the future. Mark this Favor as USED when it is spent. Favor Level B.

☛ **Touched by the Plane of Shadow:** After extended exposure to the Plane of Shadow, this PC undergoes a few changes. First, their own shadow is bigger and darker than before. Second, the sunshine is always a bit too bright for their taste. This PC feels more comfortable in minimal sunlight. PCs should note this for future reference.

If this is the second time the PC has received this effect, they now seem less “colorful” than before. Their skin coloring seems to be faded.

☛ **Shadow Assassins:** Due to her status as Celebrated Brightlings, this PC is the subject of assassination attempts from shadar-kai assassins. This PC begins the next two Geoff Regional or Sheldomar Metaregional adventures with damage sustained from assassination attempts. Roll 1d8 for the amount of damage the PC has sustained. If the damage would drop the PC below 1 hp, they are treated as being at 1 hp regardless of the die roll.

ITEM ACCESS

APL 4:

- +2 Halberd (*Adventure; Dungeon Master's Guide*)
- Cloak of Resistance +2 (*Adventure; Dungeon Master's Guide*)
- Ring of Protection +2 (*Adventure; Dungeon Master's Guide*)

APL 6 (all of APL 4 plus the following):

- Adamantine Halberd (*Adventure; Dungeon Master's Guide*)
- Bag of Holding, Type II (*Adventure; Dungeon Master's Guide*)
- Ring of Sustenance (*Adventure; Dungeon Master's Guide*)

APL 8 (all of APLs 4, 6 plus the following):

- Adamantine Spiked Chain (*Adventure; Dungeon Master's Guide*)
- Wand of Invisibility (CL 3rd; *Adventure; Dungeon Master's Guide; Limit 1*)
- Wand of Fireball (CL 5th; *Adventure; Dungeon Master's Guide*)

APL 10 (all of APLs 4, 6, 8 plus the following):

- Cloak of Resistance +3 (*Adventure; Dungeon Master's Guide*)
- Potion of Resist Energy (Cold) 30 (*Adventure; Dungeon Master's Guide*)

ENCOUNTER THREE

Male Shadar Kai Rogue 2: Medium Fey Extraplanar; CR 3; HD 5d6+5; hp 27; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13 (+3 Dex, +3 Studded Leather); Base Atk/Grp: +2/+2; Atk +5 melee (2d4 Spike Chain) or +5 ranged (1d6 Shortbow); Full Atk +5 melee (2d4 Spike Chain) or +5 ranged (1d6 Shortbow); SA Sneak Attack (2d6) Poison (DC 15 1d3 Int/1d3 Int); SQ Hide in Plain Sight, Shadow Curse, Superior Low Light Vision; AL NE; SV Fort +2, Ref +7, Will +4; Str 10, Dex 16, Con 12, Int 11, Wis 10, Cha 9. *Fiend Folio*, page 150.

Skills & Feats: Hide+13, Listen+8, Move Silently+13, Search+8, Spot+8, Survival +6 (+8 following tracks), Tumble+8; Alertness, Exotic Weapon Proficiency (Spike Chain), Stealthy, Weapon Finesse;

Sneak Attack (Ex) Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by shadar kai, the shadar kai deals an additional 1d6 points damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Trapfinding: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Hide in Plain Sight (Su) Shadar-Kai can use the Hide skill even when while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su) See MM3, these Shadar Kai are not affected by the Shadow Curse.

Superior Low-Light Vision (Ex) Shadar Kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

Languages: Common, Elven, and Sylvan.

Possessions: Masterwork Spiked Chain, Masterwork Studded Leather, dagger, Masterwork Shortbow, 40 Arrows, +1 *gal-ralan* (*Fiend Folio*). *Description:* Shadar-Kai are elvish looking humanoids, with dusky-pale skin and many tattoos and piercings on their exposed skin. Darkly beautiful and sensual, their beauty is offset by their cruel demeanor and vicious attitudes towards others.

ENCOUNTER SIX

Al'Morak Bloodguard, Female Shadar-kai, Fighter 2: Medium Fey Extraplanar; CR 3; HD 3d6+2d10+5; hp 32; Init +4; Spd 20 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 breastplate); Base Atk/Grp: +3/+6; Atk +7 melee (1d10+3 halberd) or +7 ranged (1d8+3 composite longbow); Full Atk +7/+2 melee (1d10+3/1d6+1 halberd) or +7 ranged (1d8+3 composite longbow); SA Sneak Attack (1d6), Poison (DC 15 1d3 Int/1d3 Int); SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +6, Ref +8, Will +4; Str 16, Dex 18, Con 12, Int 13, Wis 10, Cha 6. *Fiend Folio*, page 150.

Skills & Feats: Hide+10(6), Listen+6, Move Silently+9(5), Jump+6(2), Spot+6, Survival +6 (+8 following tracks), Tumble +7(3); Combat Reflexes, Weapon Focus: Halberd, Two-Weapon Fighting, Spinning Halberd

Sneak Attack (Ex) Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by shadar-kai, the shadar-kai deals an additional 1d6 points damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su) Shadar-kai can use the Hide skill even when while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su) See MM3, these Shadar-kai are not affected by the shadow curse.

Superior Low-Light Vision (Ex) Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

Languages: Common, Elven, and Sylvan.

Possessions: Masterwork Halberd, Masterwork Breastplate, dagger, composite longbow (+3), 40 arrows, backup Halberd.

Description: Shadar-kai are elvish looking humanoids, with dusky-pale skin and many tattoos and piercings on their exposed skin. Darkly beautiful and sensual, their beauty is offset by their cruel demeanor and vicious attitudes towards others.

Il'Kiroyte Berserkers, Male Shadar-kai, Barbarian 2: Medium Fey Extraplanar; CR 3; HD 3d6+2d12+5; hp 34; Init +4; Spd 40 ft.; AC 18, touch 14, flat-footed 14 (+4 Dex, +4 chain shirt); Base Atk/Grp: +3/+6; Atk +7 melee (2d4+4 spiked chain) or +6 ranged (1d8+3 composite longbow); Full Atk +7 melee (2d4+4 spiked chain) or +6 ranged (1d8+3 composite longbow); SA Sneak Attack (1d6), Rage, Poison (DC 15 1d3 Int/1d3 Int); SQ Hide in plain sight, shadow curse, superior low-light vision, Uncanny Dodge; AL NE; SV Fort +6, Ref +7, Will +4; Str 18, Dex 16, Con 12, Int 13, Wis 10, Cha 6. *Fiend Folio*, page 150.

Skills & Feats: Hide+9, Listen+6, Move Silently+8, Jump+7, Spot+6, Survival +6 (+8 following tracks), Tumble +6; Combat Reflexes, Weapon Focus: Spiked Chain, Exotic Weapon Proficiency: Spiked Chain

Sneak Attack (Ex) Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by shadar-kai, the shadar-kai deals an additional 1d6 points damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su) Shadar-kai can use the Hide skill even when while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su) See MM3, these Shadar-kai are not affected by the shadow curse.

Superior Low-Light Vision (Ex) Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells

or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and meta-magic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below). A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Languages: Common, Elven, and Sylvan.

Possessions: Masterwork spiked chain, Masterwork chain shirt, dagger, composite longbow (+3), 40 arrows, backup spiked chain.

Description: Shadar-kai are elvish looking humanoids, with dusky-pale skin and many tattoos and piercings on their exposed skin. Darkly beautiful and sensual, their beauty is offset by their cruel demeanor and vicious attitudes towards others.

Il'Korath Weirds, Male Shadar-kai Wizard (Illusionist) 3: Medium Fey Extraplanar; CR 3; HD 3d6+3d4+6; hp 30; Init +5; Spd 30 ft.; AC 19, touch 13, flat-footed 13 (+5 Dex, +4 *mage armor*); Base Atk/Grp: +2/+2; Atk +7 melee (2d4-1 spiked chain) or +7 ranged (1d8 longbow); Full Atk +7 melee (2d4-1 spiked chain) or +7 ranged (1d8 longbow); SA Sneak attack, spells; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +4, Ref +10, Will +7; Str 8, Dex 20, Con 12, Int 16, Wis 10, Cha 9. *Fiend Folio*, page 150.

Skills & Feats: Concentration +7, Hide+11, Listen+6, Move Silently+11, Search+9, Spellcraft +8, Spot+6, Survival +6 (+8 following tracks); Exotic Weapon Proficiency (spiked chain), Silent Spell, Spell Focus - Illusion, Weapon Finesse;

Sneak Attack (Ex) Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by shadar-kai, the shadar-kai deals an additional 1d6 points damage on a successful melee attack. This damage stacks

with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su) Shadar-kai can use the Hide skill even when while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su) See MM3, these Shadar-kai are not affected by the shadow curse.

Superior Low-Light Vision (Ex) Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

Languages: Common, Draconic, Elven, and Sylvan.

Wizard Spells Known/Prepared (* = a prepared spell)
(4/4/3)+1 Extra Illusion spell per spell level, save DC = 13 + spell level, DC = 14+ spell level for Illusion Spells; Enchantment & Necromancy are banned schools.): 0 – acid splash **, detect magic, ghost sounds *, message *, read magic; 1st – color spray *, grease *, silent image, magic missile, **mage armor***, lesser orb of acid ^(SpC)*, hail of stone ^(SpC)*, 2nd – alter self, blur, color spray (silenced) *, hypnotic pattern, invisibility, **minor image***, **mirror image***, shatter* ^{SpC} Spell Compendium

Possessions: Toad familiar, masterwork spiked chain, dagger, masterwork longbow, 40 arrows

Description: Shadar-kai are elvish looking humanoids, with dusky-pale skin and many tattoos and piercings on their exposed skin. Darkly beautiful and sensual, their beauty is offset by their cruel demeanor and vicious attitudes towards others.

APPENDIX 2 – APL 6

ENCOUNTER THREE

Male Shadar Kai Rogue 3: Medium Fey Extraplanar; CR 4; HD 6d6+12; hp 36; Init +6; Spd 30 ft.; AC 19, touch 15, flat-footed 14 (+5 Dex, +4 chain shirt); Base Atk/Grp: +3/+4; Atk +10 melee (2d4+1 spiked chain) or +10 ranged (1d8 longbow); Full Atk +10 melee (2d4+1 spiked chain) or +10 ranged (1d8 longbow); SA Sneak attack (3d6), Poison (DC 15 1d3 Int/1d3 Int); SQ Hide in plain sight, shadow curse, superior low-light vision, evasion; AL NE; SV Fort +5, Ref +13, Will +5; Str 12, Dex 22, Con 14, Int 13, Wis 10, Cha 6. *Fiend Folio*, page 150.

Skills & Feats: Escape Artist +10, Hide+15, Listen+12, Move Silently+15, Search+7, Spot+12, Survival +6 (+8 following tracks), Tumble+15; Alertness, Blind-fight, Exotic Weapon Proficiency (spiked chain), Weapon Finesse.

Trapfinding: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught [flat-footed](#) or struck by an [invisible](#) attacker. However, she still loses her Dexterity bonus to AC if immobilized. If a rogue already has uncanny dodge from a different class she automatically gains improved uncanny dodge (see below) instead.

Sneak Attack (Ex) Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by shadar-kai, the shadar-kai deals an additional 1d6 points damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su) Shadar-kai can use the Hide skill even when while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su) See MM3, these Shadar-kai are not affected by the shadow curse.

Superior Low-Light Vision (Ex) Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

Languages: Common, Elven, and Sylvan.

Possessions: Masterwork spiked chain, masterwork chain shirt, dagger, masterwork shortbow, 40 arrows.

Description: Shadar-kai are elvish looking humanoids, with dusky-pale skin and many tattoos and piercings on their exposed skin. Darkly beautiful and sensual, their beauty is offset by their cruel demeanor and vicious attitudes towards others.

ENCOUNTER SIX

Al'Morak Bloodguard, Female Shadar-kai, Fighter 4: Medium Fey Extraplanar; CR 5; HD 3d6+4d10+7; hp 46; Init +4; Spd 20 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 breastplate); Base Atk/Grp: +5/+8; Atk +9 melee (1d10+5 halberd) or +9 ranged (1d8+3 composite longbow); Full Atk +9/+4 melee (1d10+5/1d6+3 halberd) or +9 ranged (1d8+3 composite longbow); SA Sneak Attack (1d6), Poison (DC 15 1d3 Int/1d3 Int); SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +6, Ref +8, Will +4; Str 17, Dex 18, Con 12, Int 13, Wis 10, Cha 6. *Fiend Folio*, page 150.

Skills & Feats: Hide+12(8), Listen+6, Move Silently+10(6), Jump+6(2), Spot+6, Survival +6 (+8 following tracks), Tumble +7(3); Combat Reflexes, Weapon Focus: Halberd, Two-Weapon Fighting, Spinning Halberd, Weapon Specialization: Halberd

Sneak Attack (Ex) Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by shadar-kai, the shadar-kai deals an additional 1d6 points damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su) Shadar-kai can use the Hide skill even when while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su) See MM3, these Shadar-kai are not affected by the shadow curse.

Superior Low-Light Vision (Ex) Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

Languages: Common, Elven, and Sylvan.

Possessions: Masterwork Halberd, Masterwork Breastplate, dagger, composite longbow (+3), 40 arrows, backup Halberd, Potion of Cure Moderate Wounds.

Description: Shadar-kai are elvish looking humanoids, with dusky-pale skin and many tattoos and piercings on their exposed skin. Darkly beautiful and sensual, their beauty is offset by their cruel demeanor and vicious attitudes towards others.

Il'Kiroyte Berserkers, Male Shadar-kai, Barbarian 4: Medium Fey Extraplanar; CR 5; HD 3d6+4d12+7; hp 50; Init +4; Spd 40 ft.; AC 18, touch 14, flat-footed 14 (+4 Dex, +4 chain shirt); Base Atk/Grp: +3/+6; Atk +9 melee (2d4+4 spiked chain) or +8 ranged (1d8+3 composite longbow); Full Atk +9 melee (2d4+4 spiked chain) or +8 ranged (1d8+3 composite longbow); SA Sneak Attack (1d6), Rage Poison (DC 15 1d3 Int/1d3 Int); SQ Hide in plain sight, shadow curse, superior low-light vision, Uncanny Dodge, Trap Sense (+1); AL NE; SV Fort +6, Ref +7, Will +4; Str 18, Dex 16, Con 12, Int 13, Wis 10, Cha 6. *Fiend Folio*, page 150.

Skills & Feats: Hide+11, Listen+8, Move Silently+10, Jump+9, Spot+7, Survival +6 (+8 following tracks), Tumble +7; Combat Reflexes, Weapon Focus: Spiked Chain, Exotic Weapon Proficiency: Spiked Chain, Power Attack;

Sneak Attack (Ex) Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by shadar-kai, the shadar-kai deals an additional 1d6 points damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su) Shadar-kai can use the Hide skill even when while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su) See MM3, these Shadar-kai are not affected by the shadow curse.

Superior Low-Light Vision (Ex) Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in

Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and meta-magic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below). A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

Languages: Common, Elven, and Sylvan.

Possessions: Masterwork spiked chain, Masterwork chain shirt, dagger, composite longbow (+3), 40 arrows, backup spiked chain, Potion of Cure Moderate Wounds.

Description: Shadar-kai are elvish looking humanoids, with dusky-pale skin and many tattoos and piercings on their exposed skin. Darkly beautiful and sensual, their beauty is offset by their cruel demeanor and vicious attitudes towards others.

Il'Korath Weirds, Male Shadar-kai Wizard (Illusionist) 5: Medium Fey Extraplanar; CR 5; HD 3d6+5d4+8; hp 38; Init +5; Spd 30 ft.; AC 19, touch 13, flat-footed 13 (+5 Dex, +4 *mage armor*); Base Atk/Grp: +3/+3; Atk +8 melee (2d4-1 spiked chain) or +8 ranged

(1d8 longbow); Full Atk +8 melee (2d4-1 spiked chain) or +8 ranged (1d8 longbow); SA Sneak attack, spells; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +4, Ref +10, Will +8; Str 8, Dex 20, Con 12, Int 18, Wis 10, Cha 10. *Fiend Folio*, page 150.

Skills & Feats: Concentration +13*, Hide+11, Knowledge (arcana)+6, Listen+6, Move Silently+10, Search+10, Spellcraft +12, Spot+6, Survival +6 (+8 following tracks); Combat Casting*, Exotic Weapon Proficiency (spiked chain), Scribe Scroll, Silent Spell, Spell Focus – Illusion, Weapon Finesse.

Sneak Attack (Ex) Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by shadar-kai, the shadar-kai deals an additional 1d6 points damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su) Shadar-kai can use the Hide skill even when while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su) See MM3, these Shadar-kai are not affected by the shadow curse.

Superior Low-Light Vision (Ex) Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

Languages: Common, Draconic, Elven, and Sylvan.

Wizard Spells Known/Prepared (* = a prepared spell) (4/4/3/2)+1 Extra Illusion spell per spell level, save DC = 14 + spell level, DC = 15+ spell level for Illusion Spells; Enchantment & Necromancy are banned schools.): 0 – *acid splash***, *detect magic*, *ghost sounds**, *message**, *read magic*; 1st – *color spray**, *grease**, *silent image*, *magic missile*, **mage armor***, *lesser orb of acid* ^(SpC)*, *hail of stone* ^(SpC)*, 2nd – *alter self*, *blur*, *color spray (silenced)**, *hypnotic pattern*, *invisibility*, **minor image***, **mirror image***, *shatter**, 3rd – *shadow binding* ^(SpC)**, *deeper darkness*, *displacement*, **fly***, *haste*, *major image*, *dispel magic*. ^{SpC} *Spell Compendium*

Possessions: Toad familiar, masterwork spiked chain, dagger, masterwork shortbow, 40 arrows, *headband of intellect* +2, Wand of Invisibility (46 charges), Potion of Cure Moderate Wounds;

Description: Shadar-kai are elvish looking humanoids, with dusky-pale skin and many tattoos and piercings on their exposed skin. Darkly beautiful and sensual, their beauty is offset by their cruel demeanor and vicious attitudes towards others.

APPENDIX 3 – APL 8

ENCOUNTER THREE

Male Shadar-kai Rogue 5: Medium Fey Extraplanar; CR 6; HD 8d6+16; hp 48; Init +6; Spd 30 ft.; AC 19, touch 15, flat-footed 14 (+5 Dex, +5 studded leather); Base Atk/Grp: +4/+5; Atk +11 melee (2d4+1 spiked chain) or +11 ranged (1d8 longbow); Full Atk +11 melee (2d4+1 spiked chain) or +11 ranged (1d8 longbow); SA Sneak attack (4d6), Poison (DC 15 1d3 Int/1d3 Int); SQ Hide in plain sight, shadow curse, superior low-light vision, evasion; AL NE; SV Fort +5, Ref +14, Will +5; Str 12, Dex 22, Con 14, Int 13, Wis 10, Cha 6. *Fiend Folio*, page 150.

Skills & Feats: Escape Artist +14, Hide+18, Listen+16, Move Silently+18, Search+7, Spot+16, Survival +6 (+8 following tracks), Tumble+18; Alertness, Blind-fight, Exotic Weapon Proficiency (spiked chain), Weapon Finesse.

Trapfinding: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized. If a rogue already has uncanny dodge from a different class she automatically gains improved uncanny dodge (see below) instead.

Sneak Attack (Ex) Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by shadar-kai, the shadar-kai deals an additional 1d6 points damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su) Shadar-kai can use the Hide skill even when while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su) See MM3, these Shadar-kai are not affected by the shadow curse.

Superior Low-Light Vision (Ex) Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

Languages: Common, Elven, and Sylvan.

Possessions: spiked chain +1, chain shirts +1, dagger, masterwork shortbow, 40 arrows.

Description: Shadar-kai are elvish looking humanoids, with dusky-pale skin and many tattoos and piercings on their exposed skin. Darkly beautiful and sensual, their beauty is offset by their cruel demeanor and vicious attitudes towards others.

ENCOUNTER SIX

Al'Morak Bloodguard, Female Shadar-kai, Fighter 6: Medium Fey Extraplanar; CR 7; HD 3d6+6d10+9; hp 60; Init +4; Spd 20 ft.; AC 19, touch 15, flat-footed 16 (+3 Dex, +6 breastplate); Base Atk/Grp: +7/+10; Atk +13 melee (1d10+7 halberd) or +11 ranged (1d8+3 composite longbow); Full Atk +13/+8/+8 melee (1d10+7/1d6+5 halberd) or +11/+6 ranged (1d8+3 composite longbow); SA Sneak Attack (1d6), Poison (DC 15 1d3 Int/1d3 Int); SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +7, Ref +9, Will +5; Str 17, Dex 18, Con 12, Int 13, Wis 10, Cha 6. *Fiend Folio*, page 150.

Skills & Feats: Hide+14(10), Listen+6, Move Silently+11(7), Jump+6(2), Spot+6, Survival +6 (+8 following tracks), Tumble +7(3); Combat Reflexes, Weapon Focus: Halberd, Two-Weapon Fighting, Spinning Halberd, Weapon Specialization: Halberd, Power Attack, Improved Bull Rush;

Sneak Attack (Ex) Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by shadar-kai, the shadar-kai deals an additional 1d6 points damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su) Shadar-kai can use the Hide skill even when while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su) See MM3, these Shadar-kai are not affected by the shadow curse.

Superior Low-Light Vision (Ex) Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

Languages: Common, Elven, and Sylvan.

Possessions: Masterwork Halberd, Masterwork Breastplate, dagger, composite longbow (+3), 40 arrows, backup Halberd, Potion of Cure Moderate Wounds.

Description: Shadar-kai are elvish looking humanoids, with dusky-pale skin and many tattoos and piercings on their exposed skin. Darkly beautiful and sensual, their beauty is offset by their cruel demeanor and vicious attitudes towards others.

Il'Kiroyte Berserkers, Male Shadar-kai, Barbarian 6: Medium Fey Extraplanar; CR 7; HD 3d6+6d12+9; hp 66; Init +4; Spd 40 ft.; AC 18, touch 14, flat-footed 15 (+4 Dex, +5 chain shirt); Base Atk/Grp: +7/+11; Atk +12 melee (2d4+5 spiked chain) or +10 ranged (1d8+3 composite longbow); Full Atk +12/+7 melee (2d4+5 spiked chain) or +10/+5 ranged (1d8+3 composite longbow); SA Sneak Attack (1d6), Rage, Poison (DC 15 1d3 Int/1d3 Int); SQ Hide in plain sight, shadow curse, superior low-light vision, Uncanny Dodge, Trap Sense (+2), Improved Uncanny Dodge; AL NE; SV Fort +7, Ref +8, Will +5; Str 19, Dex 16, Con 12, Int 13, Wis 10, Cha 6. *Fiend Folio*, page 150.

Skills & Feats: Hide+11, Listen+8, Move Silently+10, Jump+12, Spot+7, Survival +8 (+8 following tracks), Tumble +7; Combat Reflexes, Weapon Focus: Spiked Chain, Exotic Weapon Proficiency: Spiked Chain, Power Attack, Cleave.

Sneak Attack (Ex) Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by shadar-kai, the shadar-kai deals an additional 1d6 points damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su) Shadar-kai can use the Hide skill even when while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su) See MM3, these Shadar-kai are not affected by the shadow curse.

Superior Low-Light Vision (Ex) Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he

takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and meta-magic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below). A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

Improved Uncanny Dodge (Ex): At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Languages: Common, Elven, and Sylvan.

Possessions: Masterwork spiked chain, Masterwork chain shirt, dagger, composite longbow (+3), 40 arrows, backup spiked chain, Potion of Cure Moderate Wounds.

Description: Shadar-kai are elvish looking humanoids, with dusky-pale skin and many tattoos and piercings on their exposed skin. Darkly beautiful and sensual, their beauty is offset by their cruel demeanor and vicious attitudes towards others.

Il'Korath Weirds, Male Shadar-kai Wizard (Illusionist) 7: Medium Fey Extraplanar; CR 7; HD 3d6+7d4+10; hp 45; Init +5; Spd 30 ft.; AC 19, touch 13, flat-footed 13 (+5 Dex, +4 *mage armor*); Base Atk/Grp: +4/+4; Atk +9 melee (2d4-1 spiked chain) or +9 ranged (1d6 shortbow); Full Atk +9 melee (2d4-1 spiked chain) or +9 ranged (1d6 shortbow); SA Sneak attack, spells; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +5, Ref +11, Will +9; Str 8, Dex 20, Con 12, Int 18, Wis 10, Cha 10. *Fiend Folio*, page 150.

Skills & Feats: Concentration +15*, Hide+12, Knowledge (arcana) +10, Listen+6, Move Silently+11, Search+10, Spellcraft +16, Spot+6, Survival +6 (+8 following tracks); Combat Casting*, Energy Substitution (cold) ^(CA), Exotic Weapon Proficiency (spiked chain), Scribe Scroll, Silent Spell, Sculpt Spell ^(CA), Spell Focus – Illusion, Weapon Finesse.

Sneak Attack (Ex) Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by shadar-kai, the shadar-kai deals an additional 1d6 points damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su) Shadar-kai can use the Hide skill even when while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su) See MM3, these Shadar-kai are not affected by the shadow curse.

Superior Low-Light Vision (Ex) Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

Languages: Common, Draconic, Elven, and Sylvan.

Wizard Spells Known/Prepared (* = a prepared spell) (4/4/4/3/2)+1 Extra Illusion spell per spell level, save DC = 14 + spell level, DC = 15+ spell level for Illusion Spells; Enchantment & Necromancy are banned schools.): 0 – *acid splash***, *detect magic*, *ghost sounds**, *message**, *read magic*; 1st – *color spray**, *grease**, *silent image*, *magic missile*, **mage armor***, *lesser orb of acid* ^(SpC)*, *hail of stone* ^(SpC)*, 2nd – *alter self*, *color spray (sculpted)**, *blur*, *hail of stone (sculpted)**, *hypnotic pattern*, *invisibility*, *minor image**, *mirror image**, *shatter*; 3rd – *shadow binding* ^(SpC)***, *deeper darkness*, *displacement*, *fly**, *haste*, *major image*, *dispel magic*, *scorching*

*ray (cold energy substitution)**; 4th – *phantasmal killer*, *rainbow pattern*, *shadow conjuration**, *enlarge person-mass*, **globe of invulnerability – lesser***, *ice storm*, *fireball (cold energy substitution)**. ^{SpC} *Spell Compendium*

Possessions: Toad familiar, masterwork spiked chain, dagger, masterwork shortbow, 40 arrows, *headband of intellect* +2, wand of invisibility, Potion of Cure Moderate Wounds.

Description: Shadar-kai are elvish looking humanoids, with dusky-pale skin and many tattoos and piercings on their exposed skin. Darkly beautiful and sensual, their beauty is offset by their cruel demeanor and vicious attitudes towards others.

APPENDIX 4 – APL 10

ENCOUNTER THREE

Male Shadar-kai, Rogue 6: Medium Fey Extraplanar; CR 7; HD 9d6+18; hp 54; Init +9; Spd 30 ft.; AC 19, touch 13, flat-footed 13 (+4 Dex, +5 chain shirt); Base Atk/Grp: +6/+7; Atk +12 melee (2d4+1 spiked chain) or +11 ranged (1d6 shortbow); Full Atk +12 melee (2d4+1 spiked chain) or +11 ranged (1d6 shortbow); SA Sneak attack (3d6), Poison (DC 15 1d3 Int/1d3 Int); SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +4, Ref +11, Will +4; Str 12, Dex 22, Con 14, Int 13, Wis 8, Cha 9. *Fiend Folio*, page 150.

Skills & Feats: Bluff+5, Balance +8, Craft (weaponsmithing) +2, Hide+17, Intimidate+8, Jump+8, Listen+7, Move Silently+17, Search+6, Spot+7, Survival +5 (+7 following tracks), Tumble+16; Improved Initiative, Blind-fight, Exotic Weapon Proficiency (spiked chain), Weapon Finesse, Weapon Focus.

Trapfinding: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Sneak Attack (Ex) Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by shadar-kai, the shadar-kai deals an additional 1d6 points damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su) Shadar-kai can use the Hide skill even when while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su) See MM3, these Shadar-kai are not affected by the shadow curse.

Superior Low-Light Vision (Ex) Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

Languages: Common, Elven, and Sylvan.

Possessions: spiked chain +1, chain shirt +1, dagger, masterwork shortbow, 40 arrows, backup spiked chain.

Description: Shadar-kai are elvish looking humanoids, with dusky-pale skin and many tattoos and piercings on their exposed skin. Darkly beautiful and sensual, their beauty is offset by their cruel demeanor and vicious attitudes towards others.

ENCOUNTER SIX

Al'Morak Bloodguard, Female Shadar-kai, Fighter 8: Medium Fey Extraplanar; CR 9; HD 3d6+8d10+11; hp 74; Init +4; Spd 20 ft.; AC 19, touch 15, flat-footed 16 (+3 Dex, +6 breastplate); Base Atk/Grp: +9/+13; Atk +16 melee (1d10+10 halberd) or +13 ranged (1d8+4 composite longbow); Full Atk +16/+11/+11 melee (1d10+10/1d6+6 halberd) or +13/+8 ranged (1d8+4 composite longbow); SA Sneak Attack (1d6), Poison (DC 15 1d3 Int/1d3 Int); SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +8, Ref +9, Will +5; Str 18, Dex 18, Con 12, Int 13, Wis 10, Cha 6. *Fiend Folio*, page 150.

Skills & Feats: Hide+15(11), Listen+6, Move Silently+12(8), Jump+6(2), Spot+6, Survival +6 (+8 following tracks), Tumble +7(3); Combat Reflexes, Weapon Focus: Halberd, Two-Weapon Fighting, Spinning Halberd, Weapon Specialization: Halberd, Power Attack, Improved Bull Rush, Shock Trooper;

Sneak Attack (Ex) Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by shadar-kai, the shadar-kai deals an additional 1d6 points damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su) Shadar-kai can use the Hide skill even when while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su) See MM3, these Shadar-kai are not affected by the shadow curse.

Superior Low-Light Vision (Ex) Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

Languages: Common, Elven, and Sylvan.

Possessions: Halberd +2, Masterwork Breastplate, dagger, composite longbow (+4), 40 arrows, backup Halberd, Potion of Cure Moderate Wounds.

Description: Shadar-kai are elvish looking humanoids, with dusky-pale skin and many tattoos and piercings on their exposed skin. Darkly beautiful and sensual, their beauty is offset by their cruel demeanor and vicious attitudes towards others.

Il'Kiroyte Berserkers, Male Shadar-kai, Barbarian 8: Medium Fey Extraplanar; CR 9; HD 3d6+8d12+11; hp 82; Init +4; Spd 40 ft.; AC 18, touch 14, flat-footed 15 (+4 Dex, +5 chain shirt); Base Atk/Grp: +9/+14; Atk +16 melee (2d4+6 spiked chain) or +12 ranged (1d8+3 composite longbow); Full Atk +16/+11 melee (2d4+6 spiked chain) or +12/+7 ranged (1d8+3 composite longbow); SA Sneak Attack (1d6), Rage, Poison (DC 15 1d3 Int/1d3 Int); SQ Hide in plain sight, shadow curse, superior low-light vision, Uncanny Dodge, Trap Sense (+2), Improved Uncanny Dodge; AL NE; SV Fort +8, Ref +8, Will +5; Str 20, Dex 16, Con 12, Int 13, Wis 10, Cha 6. *Fiend Folio*, page 150.

Skills & Feats: Hide+12, Listen+8, Move Silently+11, Jump+11, Spot+8, Survival +6 (+8 following tracks), Tumble +8; Combat Reflexes, Weapon Focus: Spiked Chain, Exotic Weapon Proficiency: Spiked Chain, Power Attack, Cleave;

Sneak Attack (Ex) Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by shadar-kai, the shadar-kai deals an additional 1d6 points damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su) Shadar-kai can use the Hide skill even when while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su) See MM3, these Shadar-kai are not affected by the shadow curse.

Superior Low-Light Vision (Ex) Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

Rage (Ex): A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate,

and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and meta-magic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th-level barbarian, at which point this limitation no longer applies; see below). A barbarian can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a barbarian can do it only during his action, not in response to someone else's action.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

Improved Uncanny Dodge (Ex): At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Damage Reduction (Ex): At 7th level, a barbarian gains Damage Reduction. Subtract 1 from the damage the barbarian takes each time he is dealt damage from a weapon or a natural attack. At 10th level, and every three barbarian levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Languages: Common, Elven, and Sylvan.

Possessions: Masterwork spiked chain, Masterwork chain shirt, dagger, composite longbow (+3), 40 arrows, backup spiked chain, Potion of Cure Moderate Wounds.

Description: Shadar-kai are elvish looking humanoids, with dusky-pale skin and many tattoos and piercings on their exposed skin. Darkly beautiful and sensual, their beauty is offset by their cruel demeanor and vicious attitudes towards others.

Il'Korath Weirds, Male Shadar-kai Wizard (Illusionist) 7: Medium Fey Extraplanar; CR 7; HD 3d6+7d4+10; hp 45; Init +5; Spd 30 ft.; AC 19, touch 13, flat-footed 13 (+5 Dex, +4 *mage armor*); Base Atk/Grp: +4/+4; Atk +9 melee (2d4-1 spiked chain) or +9 ranged (1d6 shortbow); Full Atk +9 melee (2d4-1 spiked chain) or +9 ranged (1d6 shortbow); SA Sneak attack, spells; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +5, Ref +11, Will +9; Str 8, Dex 20, Con 12, Int 18, Wis 10, Cha 10. *Fiend Folio*, page 150.

Skills & Feats: Concentration +15*, Hide+12, Knowledge (arcana) +10, Listen+6, Move Silently+11, Search+10, Spellcraft +16, Spot+6, Survival +6 (+8 following tracks); Combat Casting*, Energy Substitution (cold) ^(CA), Exotic Weapon Proficiency (spiked chain), Scribe Scroll, Silent Spell, Sculpt Spell ^(CA), Spell Focus – Illusion, Weapon Finesse.

Sneak Attack (Ex) Anytime a shadar-kai's target is denied a Dexterity bonus, or when a target is flanked by shadar-kai, the shadar-kai deals an additional 1d6 points damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su) Shadar-kai can use the Hide skill even when while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su) See MM3, these Shadar-kai are not affected by the shadow curse.

Superior Low-Light Vision (Ex) Shadar-kai have extraordinary vision in low-light conditions. They can see four times as far as a human in low-light conditions.

Languages: Common, Draconic, Elven, and Sylvan.

Wizard Spells Known/Prepared (* = a prepared spell) (4/4/4/3/2)+1 Extra Illusion spell per spell level, save DC = 14 + spell level, DC = 15+ spell level for Illusion Spells; Enchantment & Necromancy are banned schools.): 0 – *acid splash***, *detect magic*, *ghost sounds**, *message**, *read magic*; 1st – *color spray**, *grease**, *silent image*, *magic missile*, **mage armor***, *lesser orb of acid* ^(SpC)*, *hail of stone* ^(SpC)*, 2nd – *alter self*, *color spray* (sculpted)*, *blur*, *hail of stone* (sculpted)*, *hypnotic pattern*, *invisibility*, *minor image**, *mirror image**, *shatter*; 3rd – *shadow binding* ^(SpC)***, *deeper darkness*, *displacement*, *fly**, *haste*, *major image*, *dispel magic*, *scorching*

ray (cold energy substitution)*; 4th – *phantasmal killer*, *rainbow pattern*, *shadow conjuration**, *enlarge person-mass*, **globe of invulnerability – lesser***, *ice storm*, *fireball* (cold energy substitution)*. ^{SpC} *Spell Compendium*

Possessions: Toad familiar, masterwork spiked chain, dagger, masterwork shortbow, 40 arrows, *headband of intellect* +2, wand of invisibility, Potion of Cure Moderate Wounds.

Description: Shadar-kai are elvish looking humanoids, with dusky-pale skin and many tattoos and piercings on their exposed skin. Darkly beautiful and sensual, their beauty is offset by their cruel demeanor and vicious attitudes towards others.

Geoff NPC Information

Ffiona Ebentress (aka Ffiona merch Melwyn)

The elder surviving daughter of Melwyn Greatarm former llwyr of Araul Antherth, Ffiona has matured into a beautiful woman, just into her twenty-first year. She has waist length black hair, and is slender on the petite side. Along with her mother and younger sister, Ffiona returned to Hochoch from Keoland in CY 591. Her father and two elder brothers were killed during the giant invasion, leaving her the elder child of a deceased ruler of an important cantrev. However, her father was surreptitiously raised from the dead by a third party, and disinherited Ffiona when he found out she was marrying Darian Malthus, a Knight of the Dispatch and Peer of the Realm (but more controversially a former Marcher). Ffiona is a naturally shy young woman, but has learned to assert herself over the past couple of years under the tutelage of the lady Sierra Blackblade.

Ffiona Ebentress, Female Human Aristocrat 1, Fighter 3, Medium Humanoid; CR 4; HD 1d8+3d10; hp 30(26); Init +3; Spd 30 ft.; AC 23, touch 16, flat-footed 20 (+3 Dex, +3 Ring, +7 Mithral Breastplate); Base Atk/Grp: +3/+4; Atk +5 melee (1d10+1, Bastard Sword) or +7 ranged (1d8+2, Longbow); Full Atk +5 melee (1d10+1, Bastard Sword) or +7 ranged (1d8+2, Longbow); SA None; SQ None; AL NG; SV Fort +4, Ref +4, Will +3; Str 12, Dex 16, Con 10(12), Int 11, Wis 10, Cha 16.

Skills & Feats: Climb +6, Diplomacy +5, Handle Animal +8, Jump +6, Knowledge Nobility & Royalty +1, Knowledge Local-Sheldomar +2, Perform (Sing) +9, Ride +8; Skill Focus Perform, Point Blank Shot, Precise Shot, Dodge.

Languages: Common, Flan.

Possessions: Possessions. Mithral breastplate +2 glamored (coat), ring of protection +3, composite (1) longbow +1, masterwork bastard sword, 2x daggers, amulet of health (+2).

Victor Brightblade

Victor Brightblade is the half-brother of the former regent, Llwyress Sierra Blackblade (they share the same mother), and coincidentally, also a half-dragon. His heritage is made evident by his reptilian eyes, and scales. Victor is larger than life in both body and spirit, and is a charismatic (or imposing) leader on the battlefield. In CY 583, he was at Derelion requesting aid from the elven prince, when the city was attacked by the giants, and subsequently by the shadow dragon Hasforenses. In the ensuing chaos, Victor disappeared into the Shadow Rift. Narrowly escaping death at the hands of shadow dragon's followers, he ended up serving the progressive Lady Regent of Cysgod Annwn. Gradually he gained the trust of some of the fade-ffolk. Since the Regent's death, Victor has been the keeper of the Cysgod Annwn sword of leadership known as *Dawn*.

Victor Brightblade: **Male Half-Bronze Dragon Paladin 6/Cavalier 4.**

Gwenllian the Eglantine

Gwenllain is the Archdruidess of Gyruuff, and the sister of Owen the Brenin. She ascended to the position in CY 592, and it is rumored that she was a resident of Faerie for some time before that. Certainly, some attribute her otherworldly beauty and cryptic manner to this hearsay. Gwenllian has long reddish-brown hair that reaches beyond her waist, and grey eyes. She is known to keep company with a great bronze dragon.

Rhian merch Neirin

The eldest daughter of Neirin, Rhian is a tall woman with short-cropped hair. She is young having just passed her 19th year. Rhian is muscular and tanned from years spent outdoors. Her dress varies widely to suit the occasion, but she is known to disdain her father's sense of fashion. Her manner is brusque and direct, to the point of rudeness (or beyond sometimes).

After her father's death, Rhian was taken in by her uncle, Padarn. Over her uncle's objections, Rhian trained as an archer at the Court in Exile in Shibolet. Her disputes with her uncle were a subject of much gossip at the Court. She declared her claim to succeed her father as llwyres of Rhychdir Rhos, and with the death of her uncle at Gorna, her claim was recognized by the Brenin and she has been confirmed by the Druids of the Old Faith. She fought at both Preston and Gorna and has been made a Braichdyn in the First Bragad.

One of Sierra Blackblade's first act as regent was to recognize Rhian's claim as llwyres. Sierra produced a signed and sealed document from Owen granting the title to Rhian. The other nobles have grudgingly accepted this decreed, especially after the disappearance of Bedwyn the Fat.

With Owen's return, he has confirmed his Regent's granting of the torc to Rhian and the cantrev of Rhychdir Rhos. Rhian has since taken Pregmere as her new home and has worked tirelessly to strengthen the town's defenses and her people's resolve.

First Bow Yrylan

Yrylan appears as a typical Flan male, standing 5'10, and weighing 187 lbs. He has black hair and eyes with an olive complexion. He dresses in typical "ranger garb", with lots of green and brown. The only weapons he carries are his bow and a sap.

Generally, Yrylan is relatively laid-back, sardonically commenting on the events around himself. He likes to work bits of "folk wisdom" into his conversation, usually as moral tales. All begin with "Pa always said..." and are followed by things like "...never get into a staring contest with a beholder." He is a fervent "backwoods" Old Faither who is convinced

that the reason Geoff fell to the giants is that the "old ways" were abandoned, meaning that the sacrifice of sentient beings ended. Where he grew up, it was a great (and always voluntary) honor to sacrifice oneself to renew The Land. He is a loyal son of Geoff with a grudge against the giants who destroyed his homestead and ate his sister, though his fierce anti-giant attitude has faded a bit over the years. He also is concerned about the increasing activity of the Whispered One and other evil spellcasters. He has heard rumors of a secret society of evil spellcasters, though his friends assure him that the "enosi" do not exist.

Yrylan fell deeply in love with Rhian and proposed to her shortly after the third battle for Gorna. He bought her a Bronze Gryphon, sculpted specially for him to match his own, a male and female matching pair. He has no desire for power and is content to serve the Longbowmen. Becoming First Bow was his dream ever since he left his childhood behind to join the fight against the giants. He takes his responsibilities in that capacity very seriously.

DM'S AID #1: PLANE OF SHADOW

The Plane Of Shadow

The Plane of Shadow is a dimly lit dimension that is both coterminous to and coexistent with the Material Plane. It overlaps the Material Plane much as the Ethereal Plane does, so a planar traveler can use the Plane of Shadow to cover great distances quickly.

The Plane of Shadow is also coterminous to other planes. With the right spell, a character can use the Plane of Shadow to visit other realities. However, the Plane of Shadow **does not touch the Ethereal Plane**, so spells that use the Ethereal Plane such as *blink*, or *ethereal jaunt*, do not function on the Plane of Shadow. The Plane of Shadow is a world of black and white; color itself has been bleached from the environment. It otherwise appears similar to the Material Plane. Despite the lack of light sources, various plants, animals, and humanoids call the Plane of Shadow home.

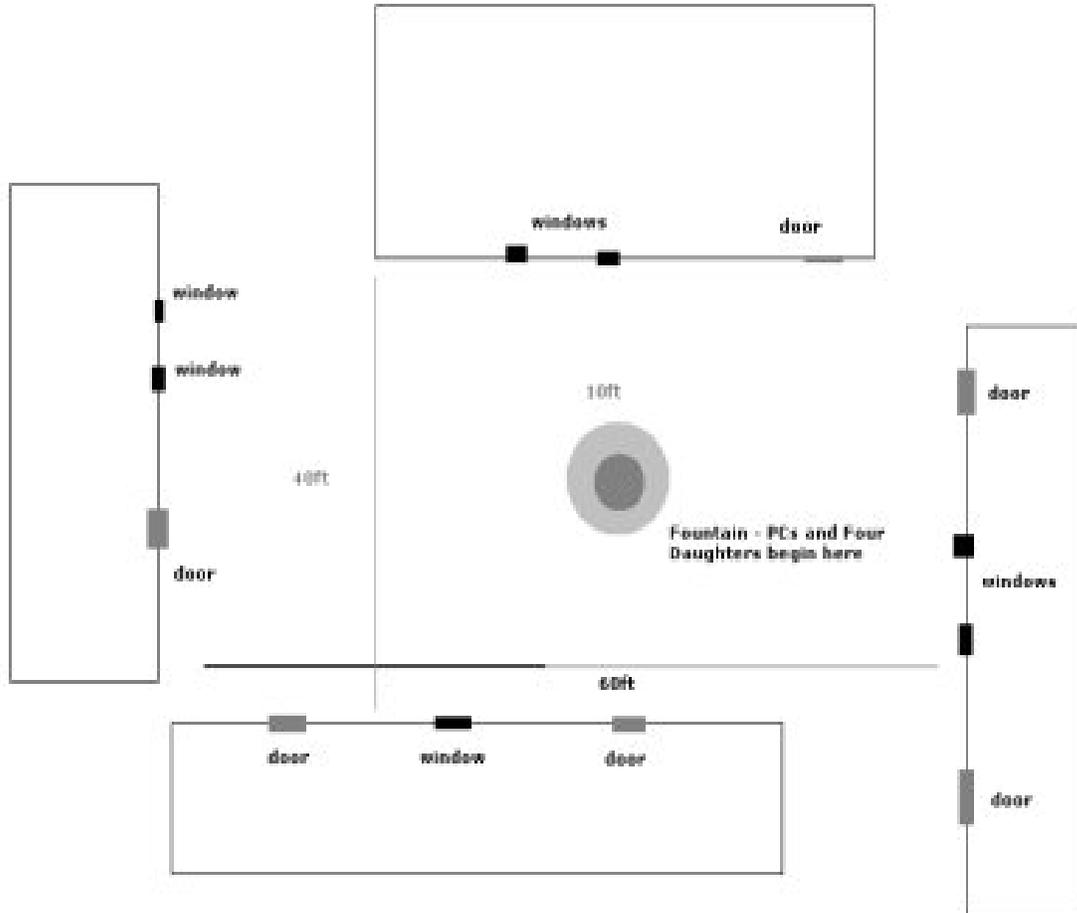
The Plane of Shadow is magically morphic, and parts continually flow onto other planes. As a result, creating a precise map of the plane is next to impossible, despite the presence of landmarks.

The Plane of Shadow has the following traits.

- Magically morphic. Certain spells modify the base material of the Plane of Shadow. The utility and power of these spells within the Plane of Shadow make them particularly useful for explorers and natives alike.
- Mildly neutral-aligned.
- Enhanced magic. Spells with the **shadow descriptor** are enhanced on the Plane of Shadow. Such spells are cast as though they were prepared with the **Maximize Spell feat**, though they don't require the higher spell slots. Furthermore, specific spells become more powerful on the Plane of Shadow. **Shadow conjuration and shadow evocation** spells are 30% as powerful as the conjurations and evocations they mimic (as opposed to 20%). Greater shadow conjuration and greater shadow evocation are 70% as powerful (not 60%), and a shades spell conjures at 90% of the power of the original (not 80%).
- Impeded magic. Spells that use or generate light or fire may fizzle when cast on the Plane of Shadow. A spellcaster attempting a spell with the **light or fire descriptor** must succeed on a **Spellcraft check (DC 20 + the level of the spell)**. Spells that produce light are less effective in general, because **all light sources have their ranges halved on the Plane of Shadow**. Despite the dark nature of the Plane of Shadow, spells that produce, use, or manipulate darkness are unaffected by the plane.

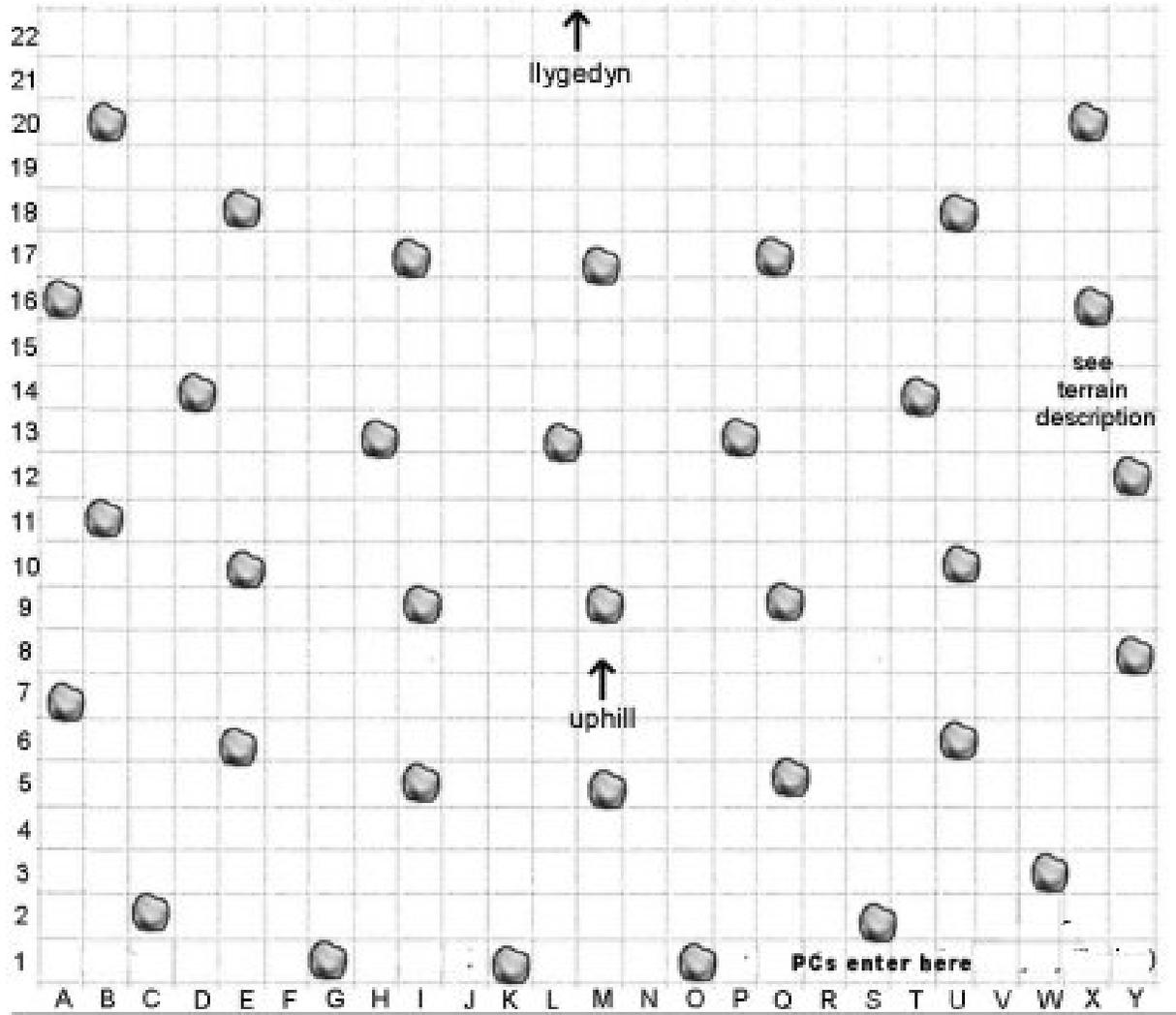
Note: The Plane of Shadow is constantly in **shadowy illumination**, which provides concealment (20% miss chance).

DM AID #2: MAP #1 – AMBUSH



DM AID #3: MAP #2 – LEW'S HILL REDUX

ENCOUNTER SIX: LLEW'S HILL REDUX



DM AID: NEW RULES

NEW FEATS

SPINNING HALBERD [STYLE] (Complete Warrior)

You have mastered the style of fighting with a halberd, and can use all parts of the weapon—blade, spike, hook, or butt—to strike devastating blows.

Prerequisites: Combat Reflexes, Two-Weapon Fighting, Weapon Focus (halberd).

Benefit: When you make a full attack with your halberd, you gain a +1 dodge bonus to your Armor Class as well as an additional attack with the weapon at a –5 penalty. This attack deals points of bludgeoning damage equal to 1d6 + 1/2 your strength.

SHOCK TROOPER [TACTICAL] (Complete Warrior)

You are adept at breaking up formations of soldiers when you rush into battle.

Prerequisites: Improved Bull Rush, Power Attack, base attack bonus +6.

Benefit: The Shock Trooper feat enables the use of three tactical maneuvers.

Directed Bull Rush: To use this maneuver, you must make a successful bull rush attempt as part of a charge. For every square you push your foe back, you may also push that foe one square to the left or right.

Domino Rush: To use this maneuver, you must make a successful bull rush attempt that forces a foe into the same square as another foe. You may make a free trip attempt against both foes at the same time, and neither foe gets a chance to trip you if your attempt fails.

Headless Charge: To use this maneuver, you must charge and make the attack at the end of the charge using your Power Attack feat. The penalty you take on your attack roll must be –5 or worse. In addition to normal charge modifiers (which give you a –2 penalty to AC and a +2 bonus on the attack roll), you can assign any portion of the attack roll penalty from Power Attack to your Armor Class instead, up to a maximum equal to your base attack bonus.

Special: A fighter may select Shock Trooper as one of his fighter bonus feats.