

SND4-03

Woodland Games

A 1-Round D&D LIVING GREYHAWK[®] With Optional Extension Sunndi Regional Adventure

Version 1.0

Round 1

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An investigation into the logging affairs of the Pitchfield Merchant Guild ends in a wild celebration at the logger's camp. All is fine, why worry? Come! Join the fair! Drink, dance with satyrs and pixies! Grigs play the fiddle and you can join the pixie games! An adventure for APL 2 to 8.

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

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Introduction

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

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

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

Preparation

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

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

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

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

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

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

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

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator along with any event tickets.

LIVING GREYHAWK Levels of Play

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

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

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

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

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

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs

Charisma check. Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in Sunndi. Characters native to Sunndi 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.

Adventure Background

One of Sunndi's most valuable natural resources, at least as far as Prince Barzhaan of Naerie and Overking Xavener of Ahlissa are concerned, is the abundance of high quality wood. When the first signs of the trade possibilities between Sunndi and Ahlissa dawned at the end of year CY 592, one of the first proposed trade goods was wood suitable for ship building, to be logged from the Rieuwood.

Initially, the gray olves of Rieuwood were inclined to dismiss this request. Although members of the Iron League, most notably Idee, had received wood from the Rieuwood in the past, to help them in their struggle against the Great Kingdom, the gray olves did not so easily trust Ahlissa, or the Overking's intentions.

The negotiations took over two years, and by the time the final treaty was signed at the end of CY 593, circumstances had changed considerably. Raids from the Vast Swamp always posed a threat, but portends of an invasion became more and more imminent. With war looming on the horizon, the need for mass produced weapons became pressing, so eventually the gray olves complied. Sunndi would sell wood to the Royal Merchants in return for steel weapons.

Having agreed to trade, the olves carefully selected the right spots for logging, making sure that each and every site met their criteria, and local druids marked each tree they would allow to be cut. This had always been enough to prevent trouble with the local fey. But this time, greedier and less trustworthy buyers entered the woods. Trouble was unavoidable, though the olves did not see it.

Greedy humans, lured by Ahlissan merchants or Wastri cultists, or both (and not even they know or care who is paying them), soon started to take short cuts, logging unmarked trees, ancient giants that would fetch a high price on the market. But their loss was dearly felt by the fey. The human loggers worked quick but careful, hoping to earn a good profit before they would be

	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

to attack must succeed at a DC 10 Handle Animal or

discovered by the olves and forced to flee from Sunndi. To their surprise, this has not happened yet. The fey also noted this lack of reaction and began to fear that soon the human loggers would invade their glades and meadows. And thus King Tuall, local leader of the fey, decided to take matters in his own hands. More precisely, he allowed members of his court, under leadership of the satyr Niall, to do something about it.

Most fey are not violent in nature, and king Tuall did not want to kill the loggers (if only to prevent a conflict with the gray olves) but rather to demoralize them so they would stop logging or at least abide by the rules. The plan was to steal all the logging equipment. A fairy feast should allow the fey to place the loggers under their spell, giving them the opportunity to rob the logging place bare. At dawn, the loggers would wake up from the midnight celebrations with a lot more, or rather, less, than the usual hangover.

The best plans can go to ruin, and good intentions pave the road to hell. When the evil nymph Aurelia learned of Tuall's plans, she saw a chance for revenge against both the fey of the seelie court, which she so despises, and the human loggers, who had despoiled nature. She manipulated Niall to go much further than the original intent. Instead of stealing all equipment, Niall would steal the shadows of the loggers, as well as those of any other mortal present.

With the shadow, part of a mortal's soul is taken, leaving but a husk of his former self. The fey consider this a heinous crime save when used as punishment; only the greediest and most vile fey use it for their own gain. Stealing shadows is definitely against the wish of king Tuall, but whether he ever hears off it is up to the PCs.

Adventure Summary

Introduction: The PCs are approached by either the Merchant Guild of Pitchfield or by a druid (one of the leaders of the secretive Order of the Emerald Oak). Both factions tell a different story, but their request comes down to the same: travel to the logging camp, to check whether the rumors are true (either about illegal logging or plans to sabotage the logging) or not and if they are true, to do something about it.

Encounter 1 [Midnight Celebrations]: The PCs arrive just in time at the logging camp for the start of a huge feast to celebrate the birthday of foreman Tarrak. Fey have joined the festivities as unexpected guests, but their presence is appreciated for both the music and the drinks.

Whether the PCs join or not, the feast will end with all mortals present being put to sleep so their shadows can be stolen. There is a chance one or more of the PCs can resist

the lure of the fey and their magic; dealing with this is discussed as well.

Encounter 2 [Hangover]: Unless the PCs resisted the magic of both the alcohol and the fey, they awake the next morning with a headache and only a foggy recollection of the previous night. The camp is deserted, remarkably empty of equipment and people and not a trace of what happened the previous night.

Before the PCs can decide what to do a few loggers wander into the camp, mere shadows of their former selves. They beg the PCs for aid, to remove whatever curse the fey have placed over them or at the very least learn why the loggers incurred the wrath of the fey. Only the merchant responsible for transporting the wood asks the PCs to return the stolen logging equipment and wood as well.

Encounter 3 [Hot on the Trail]: While tracking the satyrs or following the trail the fey took deeper into Rieuwood, they come upon a simple trap set to deter any pursuers of the fey.

Encounter 4 [Unexpected Aid]: The fey trail leads into a small hidden valley until the tracks disappear without a trace in the centre of a beautiful glade.

While the PCs are examining the place, the nymph Rhiannon approaches them. She does not know what happened exactly, let alone why, but she knows where to get that information. She provides the PCs with a guide, a magical bird called Mawrmaval [MOOR-maval] to lead them to the Court of the Dancing Lights where King Tuall can tell them more about what happened.

Encounter 5 [The Land of the Fey]: Not as much an encounter, as a place to provide you with some information on running an adventure within the domain of Faerie.

Encounter 6 [Invitation for Lunch]: The path to Tuall's Court leads past the house of the green hag Raisa. Raisa is a bit surprised to see mortals pass her home, but she immediately sees an opportunity to gain a meal. Under the guise of her illusions, she tries to lure the PCs into a trap, which inevitably ends in a fight.

Encounter 7 [An Audience with the King]: After dealing with Raisa, the PCs finally arrive at the Court of King Tuall. With a bit of difficulty they are granted an audience to present their case. When King Tuall learns about the stolen shadows, he furiously calls Niall forward to explain himself. Once Niall tells what has happened, Tuall summons Aurelia. Since Aurelia traded the shadows with the inhabitants of Gloomweb, Tuall forces Aurelia to help the PCs to retrieve the shadows.

If the PCs enquire after the reason for the raid, and also request to get the stolen property back, King Tuall notes that the loggers were involved in illegal logging. He will only return the stolen property if the mortals deliver the culprits responsible alive to him.

Encounter 8 [A Trip into Darkness]: The trip from the court of Tuall towards Gloomweb is uneventful. It is the time for the PCs to ask questions about Gloomweb from their guide Aurelia and to plan their approach of the village.

Encounter 9 [Webs of Shadow]: The unseeleie inhabitants of Gloomweb are like chitine in appearance, but they are fey at heart. How the PCs retrieve the stolen shadows is up to them. This encounter should provide enough information for the DM to deal with brute force, diplomacy, stealth or a mix of the three.

Encounter 10 [Hair of a Troll]: To get their shadows back peacefully the PCs are asked to deliver a comb to a nearby troll. All is not as easy as it seems at first glance, since the troll's hair is cursed and will animate and attack those combing the troll's hair. Once the hair is defeated, and the comb delivered the PCs can return to Gloomweb and get the stolen shadows back.

The PCs are now free to either inform their employers about the reasons for the fey attack or to start investigations of their own. Such investigations are an extra addition to the scenario and cost 1 extra TU for in-region characters and 2 TU for out-of region characters. Players should be aware of the costs before agreeing to go further with the adventure.

Encounter 11 [Investigations]: Once back at the logging camp the PCs can talk with the loggers, guards and merchant and investigate the logging site. Eventually they find enough evidence to confront the logging team responsible for the illegal logging. Under pressure these four crack and admit they were working under orders of a group of dwur with whom they have a meeting the following day.

Encounter 12 [Poachers confronted]: While following the advice of the loggers, the PCs walk into an ambush. The greedy dwur Gwarr is always expecting trouble and already had made preparations for the eventuality of betrayal.

Conclusion: Eventually the PCs return to their employers to report on their findings –whether it was after having retrieved the stolen shadows, having learned of the illegal logging or even after having captured the poachers.

If they captured those responsible for the illegal logging, they now have the choice to deliver the culprits to the Sunndian authorities or the fey. Their choice will have consequences for future scenarios.

Meta-Organization Membership Benefits

Woodland Games is of particular interest to members of the following meta-organizations: Order of the Emerald

Oak, the Cult of Sehanine Moonbow, the Gray Scouts, the Guild of the Pitchfield Merchants and the Sunndian Army. Note down at the beginning of the game, which PCs, if any, are a member of these groups. This will have an impact during the scenario.

Note that the outcome of this adventure will also be important for The Royal Guild of Merchants of Aerdy. The wood after all is intended for them. They are not directly involved in these affairs, and if a PC member of this guild plays the adventure, he will be asked by his superiors to keep a low profile. They have an active interest in the investigation, but they do not want to cast doubt on the outcome. After all, if the PCs prove the innocence of the Ahlissans, people might be less willing to believe them when members of the Ahlissan guild participated in the investigations. They also fear to anger the Sunndians for getting involved in something that Sunndians consider private matters.

Introduction

Note: The role-playing in this encounter is optional. If you are in a timed gaming environment and are worried about finishing in time, it is suggested that you summarize the introductions and move directly to encounter 1.

Woodland Games starts in the Broken Manacles, a well-known tavern and meeting place of adventurers in the capitol Pitchfield. The PCs are here because of an invitation by one of the following two groups: (1) the Merchant Guild of Pitchfield or (2) the druids of Rieuwood. Both groups need the PCs for the same thing, but their approach to the problem is different as are the rewards. Which of these two groups employs the PCs depends on the party composition. If the majority of the PCs are worshippers of nature deities or are members of the Emerald Oak, the Cult of Sehanine Moonbow or the Gray Scouts, the druids approach them first. In any other case the Pitchfield merchants become their primary employers.

The Broken Manacles is a favorite tavern among the adventurers of Pitchfield, just as much for the food, drink and the mood as for the skill with which Vella Ironbeard, owner of the place, can find the right job for the right person. So when she asked whether you were interested in a job, you immediately agreed to meet your potential employer in a meeting at the tavern during lunch.

So here you are, sitting in a silent corner at the ground floor around a well-laid table together with a bunch of other adventurers, some of which you undoubtedly know from previous adventures. It is still early, and your potential employer has not yet arrived, so

with interest you look at the others around the table while waiting for both the food and whoever wants to meet you.

Give the players the time to introduce their characters to each other and to order a drink. Preparing spells at this point is not very interesting, since the adventure will truly start several days after this introduction. Once introductions are done, proceed with the boxed text below, either in the section "Pitchfield Merchants" if the merchants are the primary employers or "Rieuwood Druids" if the druids are the first to try to hire the PCs.

Pitchfield Merchants

After having chatted for a bit, or just having enjoyed the scenery, a young woman with clear Oeridian looks and dark hair that falls to her shoulders approaches the table. She wears a fine dress with several simple, but beautiful, jewels that show a fine taste for beauty as well as a filled money pouch. Once at the table, she bows politely and she looks at each of you with a friendly smile.

"Greetings fine gents and ladies," she starts with firm, but friendly voice. "Thank you for coming to this meeting on such short notice. I am sure it will be well worth your time. For those who do not know me, my name is Cessira Folken and I am the guild master of the Merchant Guild of Pitchfield. Before you ask, those two," while pointing in the direction of a heavily muscled man in armor and one leaner man in robes sitting at the next table, "are my bodyguards. It is a shame that these are needed, but these are troubled times. Can I join you?"

Cessira Folken is exactly who she says she is. She is a powerful influential woman who only came into her position relatively recently (3 years to be precise). A DC 12 Knowledge (The Splintered Sun) check confirms this. During this conversation she remains polite, showing a mix of behavior to keep the PCs at a distance and at the same time put them at ease by being friendly. She is under heavy stress lately, and while she hides it well, a DC 25 Sense Motive check reveals this to the PCs. Unlike many people, she does not hold any prejudices, or at least, she does not show them to the PCs. As long as the job gets done (within the limits of decency of course), she does not care what race or class a person belongs to.

Cessira allows the PCs to lead the conversation, though if they remain silent (or there is not enough time to role-play the introduction) she immediately comes to the point. Below you will find a list of possible questions and their answers to role-play this conversation.

Note: Allow the PCs a DC 20 Spot check during the following conversation. If they succeed, they note a halfling woman, about 55 years old and wearing a travelers

outfit, carefully observing them. The woman is not really hiding her interest. If the PCs take a closer look, they note that she wears an amulet in the shape of an oak leaf with an acorn in front of it. A DC 10 Knowledge (religion) check shows the PCs that this is the symbol of Obad-Hai, god of nature. A member of the Order of the Emerald Oak instantly recognizes her as Janni, the arch druid of Water and one of the highest-ranking members of their group.

Why have you asked us to come here? The reason Cessira has asked the PCs to meet her, is because the Guild needs some able-bodied adventurers to solve a potential problem before it becomes an actual problem. After this comment, she tells the PCs about the limited logging going on in Rieuwood under the guidance of the local druids and with special permission from King Hazendel and Lady Ishtania, countess of the region. The wood will be mainly traded with Ahlissa for steel weapons and tools so needed for the defense of Sunndi against the ever-growing threat from the Vast Swamp.

Recently her Guild has heard several rumors about a group of people who want to sabotage the logging, and with a new shipment to be sent soon, the time would be perfect for such an attack. Of course, there is always one rumor or another about an imminent attack by the Wastrians and when an accident happens the Wastrians are the first to be blamed. Though usually the Ahlissans get their share of the blame, in this case this has not happened. The wood is after all intended for Ahlissa and they need it just as much as Sunndi needs the steel weapons and tools. This time the rumors are more substantial and the Guild cannot afford to ignore them. The wood is simply too precious both for the Guild and Sunndi.

So, she hopes the PCs will want to travel to the loggers camp near Sinnacar in the county of Dalmond to investigate how true these rumors are and to guard the camp until the shipment of wood is ready to leave, and then guard the shipment to Pitchfield.

What will we get for this service? At this question Cessira smiles broadly. She is a merchant herself, and she would not expect herself to work for free or the hollow promise of loot that they might never get. She offers 25 gp x APL per PC for the investigation and guard duty. If they find solid evidence or are called to action during their duty as a guard and proof worthy of the job, she will pay them another 25 gp x APL per PC (for a total of 50 gp x APL). Of course, they will also earn the gratitude of her guild and she has friends at many places. Members of the Pitchfield Merchant Guild will not have to pay tithe during this scenario.

The price is not negotiable.

How much time will it take? The logging site is about 100 miles away from Pitchfield. The guild will provide the

PCs with riding horses if needed, which she expects to be returned in one piece. The roads are good, so it should take the PCs about 4 days to get to the logging camp. That leaves them 3 days to investigate and another 5 days to return with the shipment to Pitchfield. So in total it will cost the PCs at most 12 days.

When do we start? Cessira urges the PCs to leave Pitchfield early the following morning. Riding horses, supplies, maps and documents will be ready at the Guild House just after sunrise, so that should pose no delay. In the end though, all that matters is that they are at the camp within 4 days.

Who is that halfling woman staring at us? She takes a quick glance at the halfling, and then tells the PCs that she does not know the woman's name. She suspects she represents the druids of Rieuwood, and undoubtedly, her interest in Cessira and the PCs stems from the same fact that Cessira is talking with the PCs. What Cessira is discussing with the PC is not secret, so she does not care if she is being overheard. If she were, she would not be having this conversation in a tavern. Cessira actually encourages the PCs to talk with her afterward, since she has nothing to hide for the druids and wants to keep relations between the merchants and druids as good as they are now.

Can we have some time to think about it? Cessira can understand the need to think about it. In fact, she expects the PCs to use that time to investigate whether her offer is genuine. Since she has nothing to hide, she has no problems with the PCs doing some investigations. She does want an answer before the evening though. She is in a hurry because the shipment is due to be send off, and if the PCs refuse the mission, she will need to look for others and finding people equal in skill to the PCs is not an easy task. It is not an impossible task though...

Development: Once the PCs are finished talking about business, Cessira changes the subject effortlessly to a subject more suitable to the PCs and finishes lunch in idle banter. After lunch, she either thanks the PCs when they accepted the job, again noting that things will be ready for them at the Guild House at sunrise. If they have not yet agreed, she thanks them for their time and expresses the hope they will accept that evening. If they refused, she also thanks them for their time and gives them till that evening to reconsider the offer. Reminding them that by helping the guild, they are doing a service to Sunndi.

What happens next depends on the PCs. If there is no open worshipper of a nature deity among them, the halfling that has been observing them leaves, unless of course if she is confronted. In that case, she introduces herself as Janni and basically confirms Cessira's story. Of course, she also gives her view on the events, hoping to make the PCs alert for treachery. She does not offer them a

reward, though she suggests the druids will be grateful if they treat the woodlands with respect.

If, on the other hand, there are open worshippers of a nature deity among the PCs, she approaches the PCs instead. In that case she also gives her view on events, but she is more open about the fact that her friends are willing to reward the PCs if they act in favor of the forest.

For more details on Janni, her story and those she represents, look below in the section "Rieuwood Druids".

Rieuwood Druids

After having chatted for a bit, or just having enjoyed the scenery, a short lithe halfling woman with long dark brown hair walks towards you with strident purpose. She wears a simple traveling outfit with only two rings and the symbol of Obad-Hai around her neck as jewelry. Her face and hands are worn by weather, and the lines in her face tell you that she is about 60 years old. Once she arrives at your table, she looks each of you straight in the eyes.

"Greetings gentlemen and ladies," she starts with a surprisingly firm voice, "I am Janni, a humble servant of the faith of Obad-Hai. Vella will serve the food soon, do you prefer to do business before or after the meal?"

Janni is the Arch Druid of Water in the Order of the Emerald Oak, one of the four leaders of this organization. Since the Emerald Oak is a secret group, she obviously does not tell the PCs this. As far as the PCs are concerned, she is a simple druid of Obad-Hai looking for a group of adventurers. Janni is rather direct, and sometimes a bit blunt. She is a listener, trying to get others to talk by asking questions. As such she shows a genuine interest in people. It is just that sometimes people get the impression that they are being interrogated when talking with her and when she hears something she does not like, she has problems hiding it. Still, if she unexpectedly insults somebody she is quick to apologize. After all, she is just a simple forester and not well versed in the etiquette of the big city.

If there is one thing Janni despises, it is talking business during eating. As far as she is concerned, heated debates and serious topics during the consumption of food are bad for digestion. Once the PCs have decided to talk before or after the meal, and that time has arrived, she immediately comes to the point.

Why have you asked for us to come here? She counters this question with a question of her own. She wants to know what the PCs think of logging. She does not give her own opinion until all the PCs have provided theirs.

What do you think of logging? Janni is a druid serving a god of the wilderness and as such she is very distrusting towards any human impact on the environment. Of course,

death is part of life and if logging is done correctly, it might actually enhance life in the forest. Still, loggers should take real care what trees to cut down and how to transport the woods away from the woodlands. Since many humans prove to be greedy and untrustworthy, she distrusts any logging project by definition, even if it is undertaken under the supervision of elves.

Why are you so interested in our opinion on logging?

Her interest in the PCs opinion on logging, of course, stems from the reason why she has arranged this meeting. She does not hide this fact from the PCs, but before proceeding she does want an answer. Preferably an honest one as opposed to the answer the PCs thinks she would most like to hear.

After the PCs have given their opinion: Since she only contacted the group if the majority consists of nature loving PCs, it is likely she agrees with the majority of the party.

If Jidda's opinion is not similar to the majority of the group she informs them that she has made a mistake by contacting them and profoundly apologizes for wasting their time. She leaves quickly, and the PCs cannot stop her. Once she left, Vella Ironbeard comes to the PCs. She also apologizes, because she would have sworn that the PCs were exactly what Janni was looking for. Somebody else is looking for adventurers as well, and perhaps she considers the PCs suited for the job she has to offer? If the PCs accept Vella's offer, she returns with Cessira. Proceed with this encounter as described above in Pitchfield Merchants. If they refuse, they have lost an opportunity for an adventure and this scenario is over.

If the PCs are acceptable to Janni, she tells the PCs about the current logging project going on in Rieuwood. Janni does not hide that the loggers have permission for their work from the gray olven inhabitants of the Rieuwood and that the wood will be traded with Ahlissa for steel weapons. Unlike Cessira she does not think these steel weapons are truly necessary, but it is not her place to judge the actions of the high and mighty of these lands. Officially the local druids have a strong say in which tree is to be cut down and which tree is to be spared. They also make sure the loggers will replant a new tree for each tree they cut down and they checked that the logging techniques did not needlessly destroy the environment.

Now she and her group have heard rumors from trustworthy sources that the loggers, or at least some of the loggers, are ignoring these procedures. Logging for profit is bad enough as it is, but if the loggers start to ignore the safety precautions they should be punished harshly. She fears that by giving them a finger, there is a distinct treat that they will take the whole hand. Of course, enemies of all who respects life might have spread the rumors. Before

the druids will undertake drastic actions, she wants the PCs to check whether these rumors are true or not.

What is in it for us? The druids are not rich in gold, so they can only offer 25 gp x APL per PC. On the other hand, they have easy access to people who can craft various items or cast unique spells. She promises the PCs the gratitude of the druids and her help into contacting the right druid for the right item.

How long do we have? The logging camp is about 100 miles away from Pitchfield. The druids will provide the PCs with riding horses if needed, which she expects to be returned in one piece. The roads are good, so it should take the PCs about 4 days to get to the logging camp. Once there they have as much time as needed.

Who are those trustworthy sources? Janni mentions that she received the information from the creatures of the forest. She will not be more specific.

Can we think about it? If the PCs want some thinking time, Janni looks visibly disappointed. She gives them till the evening, or else she will try to find somebody else to look into it.

Why don't your people investigate it? There are not as many druids as Janni would want there to be. Most of the druids are busy elsewhere, difficult to track or not too interested what happens far from their home. Janni could probably get some druids together, but asking the PCs, who in majority worship the gods of nature anyway, was quicker.

When do we start? Janni urges the PCs to leave Pitchfield early the following morning. Riding horses, supplies, maps and documents will be ready at the shrine of Beory just outside the city just after sunrise, so that should pose no delay. In the end though, all that matters is that they are the camp within 4 days.

Development: If the PCs accept Janni's mission, she is most graceful. If not, she looks visibly disappointed, but she takes it in stride. If the PCs did not accept the task, Cessira will contact them. In this case use the information in "Pitchfield Merchants" to role-play the scene. If the PCs also refuse her, the adventure is over.

Investigations

It is possible the PCs will try to use the remainder of the day to gather information on Cessira, Janni and/or the logging. Let them spend 1d4 gp and roll a Gather Information check for each of the three topics. Compare the result with the tables below.

Cessira Folken

Note that a Knowledge (The Splintered Sun) check can replace the Gather Information check in Cessira's case. The

DCs remain the same. Members of the Pitchfield Merchant Guild know the information below automatically.

- DC 10: Folken is, since three years ago, the head of the merchant guild in Pitchfield.
- DC 15: Recent troubles in Pelsand (*SND2-01 United We Stand* and *SND4-01 Arrows from the Sun*) have put pressure on her, and some people are starting to doubt her leadership. It is important for her to make this logging work. Rumor has it that she also invested a large amount of her personal possessions in the project.
- DC 20: She gained her current position after the former guild master was discredited and forced to step down. The exact details of his resign are unknown, as it was arranged behind closed doors, and after Cessira's installment as guild master, all written records were destroyed.
- DC 25: Cessira Folken is not too happy about the recent trade agreement with the Ahlissans. She would have preferred to sell the wood directly in Naerie as opposed to the Ahlissans in Pitchfield.

Janni

Members of the Emerald Oak recognize Janni and as such they already know all that is given below.

- DC 10: She is not seen very often in Pitchfield, but in general those who have met her before tend to think she is all right. All agree that she is more powerful than her appearance shows her to be.
- DC 15: She is a high-ranking member in a druidic organization, and as such she has been seen talking with many powerful people in town.
- DC 20: People have seen her ride on a dire bear.
- DC 25: She is one of the leaders of a secret organization known as the Emerald Oak. It is best not to pry too much into her or that organization unless you want to join – which is only open to druids. They can be very ruthless to those who learn too much.

Logging

- DC 10: Logging is indeed going on, and it is with the permission of King Hazendel himself as well as the local olven lords and ladies.
- DC 15: The wood is to be traded with Naerie for the use in shipbuilding. In return Ahlissa will provide Sunndi with mass produced steel weapons and tools.
- DC 20: The Wastrians are not too happy about it, and they are planning to sabotage the project.
- DC 25: The logging is done under strict regulations, but some of the loggers are working

around these in secret and cutting down ancient forest giants for their own profit or to raise tension between the folk of Rieuwood and the humans of the central lowlands

Note: A DC 15 Knowledge (history) check tells the PCs that since Sunndi's independence, commercial logging has been allowed in the past: always under strict regulations and for the betterment of the Iron League.

Encounter 1: Midnight Celebrations

The journey from Pitchfield to the village of Sinnacar and the Logger's Camp beyond has proven to be uneventful to say the least. Even the weather has remained hot and dry with no thunderstorm to break the monotony of the trip. The route did take you through the most densely populated area of Sunndi, which meant that there was no shortage of taverns to visit and people to speak with.

The last part of the trip was just as uneventful as the rest of the journey. With the terrain quickly changing from agricultural lands into woodlands once you left Sinnacar. The sun is about to set, and it is already getting quite dark when you start to hear the soft sounds of music: violins and flutes. The sound comes from the direction you are traveling to. Soon you see the lights of a bonfire through the trees at the spot where you would expect the Logger's Camp. Clearly there is some kind of celebration going on.

Allow the PCs to decide how they approach the camp. From here, there is absolutely nothing threatening about the music. Once the PCs arrive at the camp, read aloud the text below.

The Logger's Camp consists of several big tents and a couple of wooden cabins. Just outside the camp you see the dark large shape of what probably is the logged wood under a tarp. Right between you and the camp there is a small stream and on the other side a clearing. On this clearing a large bonfire is burning with people dancing around it. Between the tents a lot of torches burn brightly giving the camp a strangely magical aura. The smell of flowers is strong as is the sound of the violins, flutes and merry people. The music is very good.

When you take a closer look at the people in the camp, you note that most are humans, but not all are. The forms of males with the lower bodies of goats are not easy to overlook, but you also see a large group of small-sized flying elves and when you look at the musicians you note that most are tiny crickets with the upper body of a

human. It certainly explains the haunting quality of the music.

Note: These are satyrs, pixies and grigs. Recognizing these fey requires a DC 15 (for the satyrs) or 11 (for the grigs and pixies) Knowledge (nature) check. Like all fey they have a reputation to be capricious and unpredictable, but in general these particular fey are good-natured.

When the PCs approach the camp, they are welcomed warmly. Apparently the foreman Tarrak is celebrating his birthday. When the local fey saw the loggers feasting, they joined the party. The PCs are first introduced to Tarrak, who is sitting on a raised podium right next to the dancing area. Tarrak is a tall well-muscled man of Suel descent with short red-blond hair and a freckled face. He really does not mind when the PCs do not have a gift. If the PCs express regret over this, he simply asks the PCs to enjoy the celebration as a gift to him. More information on him, as well as other important loggers in the campsite can be found at Appendix 5 and Encounter 11. A map of the logger's camp can be found in DM's Aid 1.

Once properly introduced to Tarrak, and after having given the man his congratulations, the PCs are drawn into the festivities. Before the PCs know it, they are holding a cup of wine or a tankard of ale in their hands and they are invited to dance along, play one of the many games or just drink and talk at the makeshift tavern in front of the wooden cabin. Especially female adventurers will be in the center of the attention, since there are not many females living in the camp and there are many men looking for a dancing partner or to cajole with. The satyrs are especially interested in any females.

Throughout the celebrations the PCs can acquire food and drinks for free in front of the biggest wooden cabin. In fact, fey and mortal alike offer them drinks even without the PCs ever getting close to the tavern.

There is no sign of any tension between the fey and the loggers and if the PCs make enquiries in this direction, they are laughed at. In fact, both parties will be insulted if the PCs start any investigation right now. People prefer to forget the troubles of their daily lives during a feast. At first people, both fey and mortal, try to get the offending PC to change the subject politely or draw them into the dance. Later on, they might simply refuse to talk with them or even start a fight. Besides, as far as most loggers are concerned there is no problem and only a few are aware of the illegal logging. The fey are planning an attack, but for the moment they are just enjoying the show. When there is a party to attend, anything else is forgotten.

When running the scenario in a time sensitive environment, it is best to skim through this section. Introduce them to various NPCs, both human and fey and

try to find out what they will be doing during the celebration. Try to casually ask whether they will be drinking, if so, how much and if they would give the fey wine or ale a try later that night. If they do not want to get involved in the celebrations, it is important to note where they will be staying. If it is anywhere within sight of the camp, both mortals and fey will try to get them to join the party. Note that if they observe the celebrations for a time, they will realize there is no magic involved and the humans are genuinely enjoying the feast.

If you have the time, feel free to role-play the scene. Ask for more detailed descriptions of what the PCs are doing and role-play through their encounters with the specific NPCs described below or in Appendix 5.

Creatures: Besides the human loggers, mainly well-muscled Oeridian males, there are several satyrs, grigs, and pixies. All present are in an excellent mood, which is nearly impossible to change. Nobody is looking for a fight (with perhaps the exception of Niall), and even the fey appear to behave. The music is good, but there is no magic compulsion to dance or to be merry.

It is not a good idea to anger the fey present at the celebrations. The common pixies present are alone an EL 11 encounter. Together with the classed NPCs as well as the loggers, an aggressive PC does not stand a chance. The fey will try to keep the PCs alive, but not at the cost of their own or the loggers safety.

All APLs

☚ **Niall:** male satyr Bbn2; AL CN.

Appearance: Niall is tall and well muscled even for a satyr. His fur is reddish brown with several white stripes as silent testimonies of one or more violent conflicts in the past. His horns are strangely curved, like that of a ram as opposed to a goat. Unlike most satyrs he has a greatsword strapped to his back and he is wearing some kind of studded leather armor.

Personality: Niall is a brute, even more so than the typical satyr. He is blunt, boisterous and he loves to drink. Once drunk he will sing loudly, but the problem is that he cannot sing at all. He is very sensitive about his horns, and making jokes about them is the quickest way into a fight. Complaining about his singing will have the same result. During the celebrations he will try to get the PCs into a wrestling match and afterwards a drinking match. He will select the toughest looking PC as the focus of his attention.

Note that while Niall is planning the raid, he does not let an opportunity to have fun slip by. All preparations have been made, so he can afford it to forget the raid for the moment.

A DC 30 Knowledge (nature) or Bardic Lore check will let the PCs recognize Niall because of his horns. According

to the stories these are the results of Niall angering one of the Fey nobles through a practical joke involving a ram. The horns are a result of his punishment. The other fey are aware of the story and under the right enticement might tell any who enquires about it.

♣ **Lachlan, Siele, Glynradh and Riordan:** male satyr; hp 22 each; see *Monster Manual* page 219. All 4 are equipped with magical pipes, but they will not use them unless they are forced to.

Appearance: All four have the typical looks of members of their race. They slightly differ in size and the color of their fur, making it easy to distinguish between them.

Personality: Boisterous, outgoing, and in a festive mood. They are loud but friendly and quick to compliment both males and females. They love to dance, drink, play dice games and to wrestle. If you are running the game with a mature group, satyrs might try to lure beautiful (charisma 12+) females away from the feast for more private and intimate moments. If so, the shadows of these female PCs will not be stolen either. There will be no other consequences of such an act.

♣ **Bryn:** male grig Brd2; AL N.

Appearance: Bryn looks like a normal grig: tiny, with the head, torso and arms of a human and the lower body of a cricket. His hair is black, and his cricket body looks a bit greener than that of the other grigs. He is wearing a red jacket, and carries a lovely looking violin.

Personality: Bryn lives for his music, and in this love he is more mortal than fey. It is almost an obsession. Since he lacks creativity, he cannot make new songs and over time he has grown jealous of mortals. Still, since he wants to learn as many songs and melodies as possible, he is forced to join mortals more often than he likes. During the celebrations he mainly plays, and he acts somewhat insulted if another asks to join his performance. He acts somewhat arrogant, as if the PC is not good enough to play along. If the PC presses the matter, he allows the PC to join, acting as if he just did the PC the greatest favor ever. If the PC plays/sings a song he does not know, or does a good job (DC 15+ Perform check) he is unable to hide his admiration during the performance, but afterwards he is especially grumpy towards the PC.

The other grigs think Bryn is a bit silly and they tell so to anybody who wants to know.

♣ **Grig (5):** hp 2 each; See *Monster Manual* page 235.

Appearance: These tiny beings have the heads, torso and arms of an elf-like humanoid, and the antennae, lower body and legs of a cricket.

Their cricket bodies tend to be brown-green, while their humanoid bodies are light blue. Their hair is short and brown. They wear brightly colored vests.

Personality: The grigs are mischievous and lighthearted. They have no fear of larger creatures. Usually they delight in playing tricks, but during the celebrations they are on their best behavior. They might switch a tankard of ale for water or a glass of wine for vinegar, and they definitely will have a hilarious time with drunken mortals and their *ventriloquism* spell. People who do not appreciate their jokes are ignored though, and when dancing or making music, jokes are not in the center of their thoughts.

♣ **Duana:** female pixie Sor7; AL CG.

Appearance: Like all pixies, Duanna looks like a small elf with gossamer wings. She has long curly green hair and her skin color is brown. She is wearing a lovely yellow dress and on her head she wears a tiara woven out of daisies.

Personality: Duana is like a little girl: curious, friendly, playful and never intentional mean or rude. Of course, she says what she thinks without thinking of the effect it might have on others. She will be very interested in male PCs (particularly dwur and half-orcs), trying to lure them into all sorts of games, such as playing hopscotch or with marbles. She especially adores children verses such as *twinkle twinkle little star* and *itsy bitsy spider*.

♣ **Pixie (10):** hp 3 each; See *Monster Manual* page 236.

Appearance: Pixies look a lot like small elves, though their ears are longer and they have gossamer wings. They all have wild long hair, mostly black and brown, and their skin is light brown. They wear bright clothing, with caps and shoes with curled and pointed toes.

Personality: The pixies are here for one reason only, and that is to have fun. They drink, dance and frolic throughout the whole camp. They tend to stay in small groups, especially paying attention to people who are not enjoying themselves. They are rather curious about the reasons for somebody not to take part in a celebration. Once that reason is known, that is no deterrent for them to get that person to party along. Groups of pixies might also chose a particular charismatic or uncharismatic person to dot them with compliments and to try to get them to play all kinds of children's games with them. The more they are rebuked, the more fun it is for them.

Suggested fey names: Male – Connal, Darochinn, Eamonnal, Talerdigh, Tuan; Female – Ardenna, Briona, Caitlannagh, Meabhe, Rhondal, Siobhan, Tuanala.

Development: During the first part of the night nothing special happens. While the celebrations are wilder than most human feasts, no magic is used by the fey and the humans provide the food and drinks. Just make sure that you know which PCs participate in the celebrations and how much alcohol they consume. Ask the players how far the PC will go during the celebrations, since it is important later on in the night. If the PCs actively participated, without getting roaring drunk, they actually earn the respect of the fey. This will be important later on in the scenario.

Just after midnight the fey offer their own wine and ale to the mortals present. While they offer it openly, they also try to switch the tankards and cups of the PCs that refuse to drink fey beverages. Allow the PCs a DC 15 + APL Spot check to note this, but apply a -4 circumstance penalty on this roll for PCs that you would consider drunk. Note down, which PCs drink from the fey wine or ale, because it makes them more susceptible to the fey magic at the end of the feast.

Around 3 am the fey start working their magic. By that time almost all participants have fallen asleep because of the time and alcohol and those who are still awake more than likely will soon fall unconscious because of faerie magic. Each PC present in the Logger's Camp (or nearby) at this time needs to make a DC 15 + APL Will save or fall into a deep magical slumber more akin to unconsciousness than sleep. Alcohol makes a person more susceptible to the magic of the fae. If a PC drunk human-made ale and wine, the PCs has a -2 circumstance penalty on this saving throw. If at the start of the encounter the PC proclaimed to drink until drunk this penalty is doubled to -4. If a PC drank fey wine or fey ale a -4 circumstance penalty is added to this saving throw that stacks with any penalties due to alcohol. So a roaring drunk PC who drank fey wine has a total penalty of -8 on the will saving throw. Obviously somebody immune to poison does not have any penalties on the saving throw due to the alcohol and the penalty due to consuming fey wine or ale is halved for a total of -2. This magic is a mind affecting enchantment, but it is not a *sleep* spell. So dwarves and elves have their +2 racial bonus on the save, but they are not immune to the spell.

During the magical slumber the fey steal the PC's shadows, for more information see below. A PC, who made his Will save, still falls asleep naturally (or goes into trance in case of an elf), but the fey cannot steal their shadow.

Important Note: The shadow of members of the Cult of Sehanine Moonbow, the Gray Scouts and the Order of the Emerald Oak will NOT be stolen no matter what the result was of their saving throw. The fey respect these organizations too much.

● **Stolen Shadow:** The PC has lost his shadow to the fey. As a result of this, the character does not have a shadow nor does the character cast a reflection. While most people don't note this effect unless specifically looking for it, it does create a sense of uneasiness, causing a -2 circumstance penalty on any social related checks except intimidate. The character also registers as fey-touched.

With the loss of the shadow, a spark of the character's knowledge or skill got lost as well. The PC's skill with the most skill ranks is reduced to 0 ranks, with all the related consequences. In case of a tie, select the skill randomly. While the character can still use the skill if it can be used untrained, the character can never put new skill points in it.

A *remove curse* or *break enchantment* cast by a 12th level or higher spellcaster, as well as a *limited wish*, *wish* or *miracle* can return the stolen shadow. With the shadow the skill points will return and the character can once again improve in the skill. The character always remains fey-touched.

Troubleshooting: There always is the chance the PCs refuse to celebrate and just sit outside the camp observing the scene. This is an open challenge to the fey to bring PCs into a festive mood and to draw them into the celebration. Only by remaining out of sight, will the fey leave them alone. Of course, by doing so they will not be cursed nor will they earn the respect of the fey. This should pose no problems, since there is more than enough incentive for the PCs to start the investigations even without being cursed.

In this case, they note that sometime past midnight the sounds of the celebrations slowly lessen until it becomes completely silent around 3 am (though those with an exceptional hearing will hear snoring). If these PCs, as might any PC that did make their saving throw (see above), are awake and observe the camp around this time, they note several things. First of all, the satyrs leave while the grigs and pixies turn invisible. Any PC who enters the camp at that time must immediately make a Will save as described above. If the save is (already) made, they might try to awaken any of the people in the camp, which fails.

Then, suddenly, a rain of small yellow motes of light start to dance throughout the camp, focusing mainly on all sleeping mortals, the wood, many a tent and the tool shed. With the exceptions of a few mortals (a random selection of people from the point of view of the fey), things and people affected take on a ghostly appearance as if they are slowly dissolving in thin air. There is absolutely nothing the PCs can do about it. While the fey do not steal any personal possessions, it is possible that an awake PCs might grab logging equipment or loggers. If they do so, these loggers and/or equipment do not disappear. Mortals that failed

their saving throw still lose their shadow. It is impossible for the PCs to carry all the logged wood. The disappearing of the logging equipment and the loggers only takes a minute or two and then just as sudden as the lights appeared, they whisk out, returning the camp back to the embrace of the night.

Any awake PC might wander around a bit to little avail, though they can follow the tracks of the satyrs as described in Encounter 3 if they have a bright enough light source. Run Encounter 3 as described, but adjust the descriptions to the night-time situation. In this case the nymph Rhiannon advises the PCs to sleep before proceeding into Fey. If they insist on continuing, use the rules for a forced march as described in the *Player's Handbook* page 164. The consequences of resting in Fey are explained in Encounter 4 as well.

Encounter 2: Hangover

The text below makes the assumption most of the PCs went to bed within the camp during the celebrations and that several were affected by the fey magic. Adjust the text if necessary.

It must have been one heck of a party yesterday night, since by the time you awake Pelor is high in the sky. Some of you might not feel like waking up, because a nasty hangover makes every move painful to say the least. Still, dry throats, a burning sun and perhaps an uncomfortable sleeping location more or less force you to stand up. Besides, the worried shouts of several people make you realize it was more than the sun's rays and thirst that woke you.

When you look at the direction of the worried shouts, you see several large wagons on the road you came from and with them a couple of drivers, a few well armed soldiers as well as a richly dressed woman. They are looking in shock past you in the direction of the camp. When you turn around to see what is causing them so much shock, you don't realize at first what the problem is. It takes a few seconds to settle in, but the site is almost deserted of human life. If it were not for the remains of the bonfire, many tankards and empty wine bottles as well as the burned down torches, you would not have thought this camp was the center of a huge party yesterday. Not only are a lot of people missing, some of the tents are missing as well and where you saw a large amount of timber yesterday now lays an abandoned tarp and rope.

It makes you wonder how long you have slept...

For those whose shadow has been stolen:

While still trying to determine whether you are awake or still asleep, you start to realize something is amiss. It is difficult to describe, but you have the feeling as if something is missing inside yourself – as if there is a gaping hole in your mind. Memories of last night party are vague at best and if it were not for your surroundings you would have thought it was but a dream. Then, to your shock and horror, you realize something much more than your memories of last night celebration are missing. There is a much bigger hole in your memory, though what exactly is missing is much more difficult to remember. Then you start to note a peculiar thing, you have no shadow...

The wagons belong to the trading caravan that came here to collect the wood. They have arrived a few days earlier than expected.

◆ **Immonara:** Female human Exp4; AL N.

The woman, Immonara, is tall and regal, with long curly brown hair, sun-tanned skin and brown eyes. She is clearly of Oeridian decent. She is wearing practical though expensive clothing. Of special note is her beautifully crafted silver belt-knuckle, which looks like two dragons entwined with small ruby eyes. She is the merchant in charge of the caravan that came here to collect the wood. She is horrified at the apparent theft of the wood, while the disappearance of the loggers is much less cause of concern for her. She quickly recovers from her initial surprise, ordering two soldiers to accompany her, and then moving towards the nearest PC; she wants an explanation and she wants it now.

At first she is furious at the PCs, since either they were hired by her boss for the task of preventing such a thing from happening, or they are strangers and easy targets. At the same time she is worried sick about what happened to the wood and the economical and political disaster this will be for both the Pitchfield Merchants and the Sunndian government. The fate of the missing loggers is hardly the first thing on her mind, though if reminded about them, she acts (not very convincingly) that she cares about them as well. She is also not concerned about any missing shadows for the moment, seeing that as a personal problem.

Once the PCs have told their story, or make it clear how rude Immonara has been acting, she calms down a bit. She apologizes for her behavior, and then sits down at one of the chairs in the camp with a deep sigh. After having given the situation a bit of thought, she either orders the soldiers to investigate the area (if the PCs are here on behest of Janni) or asks the PCs to take charge of the

investigations on what happened here. If the PCs object to the soldiers taking the lead, fearing they might destroy any evidence, they can make a DC 25 Diplomacy check to get her to believe the PCs are innocent and capable to start the investigations themselves. Else she refuses to listen to them, stating that she is not sure of their allegiance and that the soldiers will confirm their story or not.

The soldiers are actually quite skilled at their job, and they do not destroy any evidence. They basically confirm that there is no sign of a struggle, or of anything except satyrs leaving the area. This confirms for Immonara that fey are behind this attack, which is against their agreement with the Pitchfield Merchants. Once she is convinced the fey are behind the attack, and the PCs have nothing to do with it, she asks (or orders in case they are working for the Pitchfield Merchants) them to follow the tracks of the satyrs and retrieve the stolen property. If she is aware of the stolen shadows, she hints that their best bet to retrieve the stolen shadows is to follow those tracks as well.

If the PCs are working for the Pitchfield Merchant, she rightly considers this part of their job and she does not offer any additional payment (above the standard danger fee that they will now certainly acquire). If the PCs are working for Janni, she offers them 25 gp x APL for their services *if* they retrieve the stolen timber.

There is a chance her uncaring attitude might irritate the PCs. She is not the only one besieging the PCs for aid though. By this time a few of the loggers wander into the camp as well. They all look pale and sickly and they are all missing their shadow. Apparently they woke up close by the camp, though most loggers are still missing by the end of the day. None of them remembers anything of what happened at the end of the feast the previous night.

Sergeant Belvor, leader of the soldiers, is talking extensively with them. He seems to be good friends with one of them, and after a while, he approaches the PCs together with his friend Kallan. Kallan is missing his shadow, and with it his skill as a forester and logger. Together they ask the PCs to please help the loggers retrieve the stolen shadows. With it they lost the ability to ply their trade, and to feed their families and loved ones. Neither Belvor nor Kallan really care about the stolen property, those are just things. They are certain Cessira Folken holds the same opinion and that she will certainly offer the PCs their agreed upon payment if they succeed at least partially and only recover the stolen shadows.

In case the PCs are working for Janni, they try to make the PCs curious about why the fey stole the shadows, making finding out why the same as retrieving the stolen shadows – even going so far as to state that if they are guilty of unknowingly committing a crime they are willing to face charges. Everything is better then living without a shadow.

If the PCs still want a reward, they can offer as much as 25 gp x APL from their own pockets. This gold is not offered if the PCs are working for Cessira.

Investigating the Scene

The PCs find the camp nearly deserted of people and things. All logging equipment as well as all the timber is missing. All that remains are personal belongings, and food and drink. Everything confirms there was a celebration the previous night, but there are no signs of humans leaving the camp, let alone anything or anybody carrying away the stolen property. It is almost as if everything was whisked away by magic, which is of course what happened.

A *detect magic* reveals a faint lingering aura of both Enchantment (mainly on the affected people) and Conjunction (on the areas where stolen property and the disappeared people were lying). A DC 15 Knowledge (nature) check reveals to the PCs that more than likely the fey took both the equipment and people into the home dimension of the fey. Not much is known about this land, which is called Faerie. A DC 25 Knowledge (the planes) check teaches the PCs that this plane borders the Prime Material plane very closely, not unlike the Shadow and Ethereal plane. Usually it requires fey magic to cross into that dimension, but at some spots the barrier is so thin that mortals can wander into the dimension without the aid of the fey. Since time flows differently in Faerie this has resulted in people returning hundreds of years later without aging even a year or returning merely a week later, but decades older. A DC 20 Bardic Lore check can replace any or both of these skills (due to the many stories about people getting lost in Faerie a bard is more likely to remember this information).

The only tracks to be found in the area are that of the satyrs. They came from the north over a small trail and they left by the same trail.

Development: There is not much to be learned by staying at the campsite. At some point the only thing the PCs can do, is to follow the trail of the satyrs into the woods, which leads them to Encounter 3 and beyond.

If none of the PCs' shadows were stolen, and they refuse to aid the loggers, they do not get paid by the Pitchfield Merchants. Even the druids will not look too kindly upon the PCs. A few of them might not care about the fate of the loggers, but they all realize that such an action will not be good for relations between fey and Sunndians, which will have its repercussions for how the Sunndians will treat nature. Besides, the fey would not act as they did without a reason and the druids really want to learn that reason. The PCs get paid, but they do not earn their favor.

In either case, the PCs can decide not to retrieve the stolen shadows and/or stolen property. Choosing instead to investigate the allegations of illegal logging. In that case you can use the optional extension of this scenario instead of the regular adventure with all the rewards described therein (slightly modified as explained in the Conclusion).

Encounter 3: Hot on the Trail

Following the tracks of the satyrs requires a successful DC 14 Survival check. Otherwise the PCs have to follow the trail that eyewitnesses saw the satyrs coming from at the start of the celebrations (or leaving when any of the PCs were still awake at that time). In either case the trail leads them to the forest glade of Rhiannon the nymph. If they are following the tracks, they avoid a crude trap that the satyrs placed on their trail.

The trail is about 5 feet wide. Determine party order before proceeding with the boxed text.

The trail that the satyrs came from, takes you deeper into the Rieuwood. At first the signs of the logging are easy to see, creating a lighter and more open forest with many trails through the dense undergrowth. Soon though you leave the logging camp behind you and you enter a darker, wilder woodland environment. The trail itself remains clear and easy to see, which is a bit surprising. If it were not for the few goat tracks you would think something is amiss. The humidity under the forest canopy is high, and before you know it, you are bathing in sweat with all the things that come with it. The leaves shade you from the merciless gaze of Pelor, but there is little wind to cool you. The ground is overgrown with ferns, and littered with moss-covered rocks. Otherwise there is little undergrowth since the canopy blocks the life-giving rays of the sun. The trees are thick and tall, most of them reaching up into the sky as large gray, brown and black pillars covered in mosses or leafless vines. The sounds of the forest, mainly consisting of insects and birds, echo loudly through the woods.

You have been following the trail for about half an hour, when you arrive at the top of a steep valley side, which at some points is almost a cliff. From below you hear the sounds of streaming water, and unless your eyes are deceiving you, you see what appears to be a clearing of some sort below. The trail follows a natural path down into the valley, probably formed by water, with steep rocky slopes on both sides of the path.

<Tracking:> The tracks of the satyrs seem to leave the path, following the upper side of the valley for about 30 yards, before leading down again to the path.

Climbing down at this spot is not exactly easy, especially compared to taking the path and it makes you wonder why the satyrs took this path.

The answer to the question above is quite simple: the satyrs made a crude trap on the trail to hinder anybody on their tracks. Following the path of the satyrs requires a DC 10 Climb check. Anybody following the trail triggers a trap that releases a large tree trunk that swings down on the trail hitting the first two squares with the start being the point where the PC stood that triggered the trap.

APL 2 (EL 2):

↗**Swinging Block Trap:** CR 2; mechanical; location trigger; manual reset; Atk +10 melee (2d6, wooden block); Search DC 20; Disable Device DC 20.

APL 4 (EL 4):

↗**Swinging Block Trap:** CR 4; mechanical; location trigger; manual reset; Atk +15 melee (4d6, wooden block); Search DC 24; Disable Device DC 20.

APL 6 (EL 6):

↗**Swinging Block Trap:** CR 6; mechanical; location trigger; manual reset; Atk +18 melee (6d6, spiked wooden block); Search DC 26; Disable Device DC 20.

APL 8 (EL 8):

↗**Swinging Block Trap:** CR 8; mechanical; location trigger; manual reset; Atk +23 melee (8d6, spiked wooden block); Search DC 28; Disable Device DC 20.

Treasure: None.

Development: Avoiding the trap is relatively easy. Once past the trap, proceed with Encounter 4.

Encounter 4: Unexpected Aid

The trail into the valley is steep and slippery, and only the most skilled people can avoid slipping at least once or twice. There are more than enough trees to prevent anybody from falling down as long as you walk down carefully. After a minute or ten you finally reach the bottom, where the trail cuts its way through dense undergrowth right onto a large clearing. In this clearing a small waterfall tumbles into a large crystal clear pool with a rocky bottom and moss-covered riverbanks. The clearing is filled with several large moss covered rocks, and between these rocks grow hundreds of white and yellow flowers, giving the area a fresh and sweet smell. Besides

the flowers and grass there is surprisingly little undergrowth, suggesting that this now gentle stream turns into a raging torrent in the wet season. There are a lot of beautifully black and glittering blue butterflies in the area, sunbathing on the rocks or enjoying the honey of the flowers. You also note several beautiful blue and red dragonflies; any larger animal though fled the place with your rather loud approach.

The stream is easy to cross where it leaves the pool, and the trail goes into that direction. Fresh tracks, and even a layman tracker can see them, lead from the trail straight to the middle of the clearing where they disappear into nothing.

If people examine the clearing from a distance, a DC 15 Spot check shows that the tracks lead into the middle of a circle of mushrooms. Nothing else can be seen from a distance. Let the PCs discuss their options, and pay attention to what they are discussing, because Rhiannon is listening to their conversations. The moment the PCs are about to leave, or set foot on the clearing, Rhiannon shows herself.

You suddenly hear soft melodious laughter of a female that almost sounds like a babbling stream. With surprise, you note an incredibly beautiful scantily clad young woman sitting on a large rock in the clearing. She has long sleek blond hair that hangs till her waist, a pale white skin and deep red lips. She is wearing light blue garments that leave little to the imagination.

"Greetings heroes," she speaks with a pleasant voice that makes your heart beat faster and a lovely sounding rolling r, "who are you and what brings you here?"

PCs that have played the meta-regional "TSS4-01 The Verdant Trail" might think they recognize her immediately since she looks exactly like the nymph Aurelia in that adventure. In reality this is Aurelia's twin sister Rhiannon, who has a much more pleasant demeanor and belongs to the Seelie Court. Rhiannon treats a PC with "the kiss of Aurelia", from that same adventure, with pity. If the PCs approach her with hostility, she immediately thinks that the PCs confuse her with her twin sister and she tries to calm the PCs based on that fact. If they actually attack her, she tries to calm them as well, but if the PCs persist, she disappears the way she came, leaving the PCs alone in the woodlands and without a vital ally. They can still enter Faerie through the gate in the clearing, but without her guidance and aid they will most assuredly get lost (see below for the consequences).

Rhiannon is pleasant, and calm, no matter how the PCs treat her. She openly flirts with male PCs with a Charisma

of 14 or higher. During the conversation she stays a bit of a mystery to the PCs. She tries to stress the nature of the fey upon the PCs from the start by stressing the fact that each bit of information is a gift from her that requires a gift from the PCs as well. So after having answered one question, or providing one piece of information or advice, she asks a question of her own. Since she is looking favorable upon the PCs, she is actually willing to get useless information (e.g. the name of a PC's mother, where the PC lives and so on) in exchange for the PC's valuable answer.

A smart PC might actually realize what she is doing, and give her something of real value, in which case she gives additional information and advice without a direct question by the PCs. Note though that material wealth means little to a fey, they value beauty, innovation and artistic expression. They lack creativity. A DC 20 Knowledge (nature) check reveals the above information as well. Use your judgment in determining the value of a particular gift and how much information she gives without prompting from the PCs. For example, a beautiful ring will prompt her to answer one additional question, while a DC 15 + APL Perform check might get her to answer 2 or more.

◆ **Rhiannon:** Female nymph Drd5; AL CG.

Treasure: They might earn the following items by giving a proper gift (for more information see below in the description of the questions and answers).

APL 2 and 4: L (0 gp); C (0 gp); M *figurine of wondrous power – silver raven* (316 gp).

APL 6 and 8: L (0 gp); C (0 gp); M *figurine of wondrous power – serpentine owl* (758 gp).

Results *detect magic:* *figurine of wondrous power – serpentine owl* (Moderate Transmutation), *figurine of wondrous power – silver raven* (Faint Enchantment and Transmutation).

Use the questions and answers below to help you role-play the encounter:

Who are you? If the PCs did not give their name yet - "A gift for a gift. Tell me your name and reason for being here and I will tell you mine."

Once the PCs have given their name, and reason for being here - "My name is Rhiannon, protector and caretaker of this glade. I am what you mortals call a nymph. I see and hear much of what transpires in this area. Perhaps I can be assistance. For a proper gift of course, because nothing is for free."

If the PCs ask too many questions: "One question at a time, my friend, one question at a time. I cannot give you

the gift of information for free, now can I? That would be against the nature of the fey."

Where did the satyrs go? "They entered Faerie through the gate that one can find in this glade. Where they went to once in the other realm is beyond my knowledge. When you ask the wrong questions, you will get useless answers."

What are the correct questions? "Questions I can answer and that will aid you in your quest."

What is this place "Faerie"? "It is the place where the fey live. It is here and at the same time it is not here, part dream, part reality. Nothing is what it seems to be and everything is what it looks like. Time goes slower and time goes faster. It is a place of contradictions to mortals, though it makes perfect sense to the fey. It is dangerous for mortals to enter without the protection of one of the fey or at the very least a guide."

How do you enter Faerie? "Entering Faerie is easier than leaving it. I am more than willing to open the portal for you for a small token of appreciation. Once opened, all you have to do is to step in the circle of mushrooms. I might even provide you with a guide, that is if you know where you want to go to."

What guide? "What are you willing to give me for such aid? Perhaps a song in my honor? Or a pair of beautiful earrings?"

Allow the PCs to think of a proper gift. Since she really wants to help the PCs any gift will suffice. In case of a performance, a simple Perform check is enough, though if the players actually come up with a real poem and perform it, Rhiannon will be delighted.

Once given, she grabs a small statuette from under a rock. At APL 2 and 4 this is a silver raven, while at APL 6 and 8 it is a serpentine owl.

"Take this statuette into Faerie and speak out loud her name and the destination you want to go to. She will guide you. Her name is Mawrmaival [MOOR-maval]."

If the PC succeeded in a DC 10 Perform check, or provide a gift with a value of 10 gp x APL, or the players tried to give a real performance (whether it was good or not is besides the point, as long as they really tried), she then states that they can keep the bird afterwards.

How do we return to our own lands? "Once you arrive at your destination, Mawrmaival will return into the shape of this figurine. Once you are finished within the lands of the Fey, place her in the open and call out her name. The figurine will turn back into a bird, and she will guide you back to my domain and the land of the mortals."

Why did the fey rob the loggers and stole their/our shadows? "We have little in common with you mortals, and your concerns are rarely ours. We never liked the idea of cutting down the trees of our forest for profit, but death is as much part of life as birth. We trusted the olves and

druids to make sure that no irrevocable damage would be done. The humans became greedy though, the olves blind because of fear for what threatens your land and the druids slow to act. Our lord decided you needed a lesson and ordered a raid. I did not expect him to go this far this quick though. To mortals we might look fickle and untrustworthy, but we simply live by our own rules. These actions contradict our lord's usual methods, so I fear somebody else had a hand in it. Whom? I cannot say for sure, so perhaps you should take with Lord Tuall, king of the Court of Dancing Lights? He should know..."

What happened to our/the logger's shadows? "Apparently they were taken by the fey. Such an act is not done lightly, since to steal a part of the spark of creativity from mortals risks dousing that light permanently and that for only a temporary gain. I have no idea why they did what they did or where they took their gains too. Their leader should know."

What about the stolen logging equipment? "You worry about something as insignificant as material things? How disappointing, though what can you expect from mortals? I have no idea what the raiders did with them. They do not need it for themselves, so either they destroyed it, or they hid it some place unknown to me."

What can they do with out shadows? "With your shadow a spark of the mortals creativity is taken. It can be used for many things. Though most of those things are only temporary in nature."

Can you tell us where to go? "The fey who attacked you and the loggers worked in name of King Tuall, ruler of the Court of Dancing Lights. You should seek an audience with him, and perhaps, if you behave, he might tell you what happened and even return the stolen items."

Who is this "King Tuall" you speak of? "King Tuall is king of the Faerie Court closest to this location. The local fey respect his power, and love him for his friendliness. His wishes are usually followed. He is a member of the Seelie Court."

Note that a DC 20 Knowledge (nature) check reveals the above to the PCs as well.

How should we act at the Court of King Tuall? "Be polite and honest. Question what he gives you, because he most assuredly will try to test your wits and mettle. Don't push it though, and never doubt his word. Repay any gift with a like-minded gift, unless expressly freely given. Do as he tells you to do, but don't be afraid to twist his words in your favor, as he will do so with yours and expect you to do the same."

Why do you help us? "I have a feeling somebody I don't like, is behind this. I would love to let her plots fail. Besides, no mortal deserves it that his/her shadow is stolen. It is a waste."

Can you remove the kiss of your sister? It is unlikely a PC with this curse will ask for removal himself, but a good companion who is aware of this condition, might do so in his place. Her answer will be: "Alas, what is freely given, cannot be returned except by the receiver of the gift. I feel pity for your friend, since my sister can be demanding and cruel."

Your sister could be bought with a kiss, would you accept a similar gift? "I have no need for a companion. Besides, I prefer them free-willed and independent. For me such a gift, would not be a gift, but a burden too heavy to carry."

If the PCs asked the right questions and gave the right gifts, they will have learned much and they are ready to enter Faerie. Once the PCs have asked their questions, and acquired a guide (the black bird), Rhiannon tells the PCs to step into the mushroom circle. Just before she activates the portal, she gives one last piece of advice: *"Don't stray from the path, and don't accept food as a gift freely given."*

Development: If the PCs act aggressively towards Rhiannon, even after she showed them she had no intention to harm them, they have angered Rhiannon greatly. It is never wise to anger the fey, especially not when you are looking for them to return something stolen. She instantly disappears and activates the portal into Faerie. Any PC that enters the mushroom circle finds himself in Faerie, as described in Encounter 5. What is worst, the portal acts only one-way, leaving the PCs no choice but to wander through Faerie until they find an exit. During their wandering they come across Raisa in Encounter 6, who they have to defeat (though at APL 2 a helpful bird rescues them even without being guided by Mawrmaval). After that encounter the adventure is basically over for the PCs. Some time later they find an exit, which returns them to some random spot in Rieuwood. In the real world, several weeks (2 TUs) have passed. Note these extra TUs down on the AR under the heading "Fickle Time".

Since the PCs do not know the way in Faerie it is unlikely the PCs forget to ask for a guide. If they do forget, Rhiannon voluntarily informs them that they need a guide in Faerie and that for a gift she can provide it. If they refuse to give a gift, she still provides the guide, but Mawrmaval returns to Rhiannon at the end of the scenario and the PCs do not acquire access to the figurine of wondrous power.

Encounter 5: The Land of the Fey

Stepping into the domain of the fey does not involve anything spectacular. One moment you are standing in the

realm of mortals and the next you are standing in Faerie. The area where the portal took you looks similar to Rhiannon's glade, except for something extra. The flowers smell sweeter, the water smells fresher and the colors are somehow more colorful. It is as if the place is more vibrant and alive and your senses have become more acute. The sun is high in the sky, shining down mercilessly, but there is a cool breeze cooling the heat down. Just as in the real world there are two paths leading out of the glade: one leads to the west and the other to the east. Both are small and seem to lead into a beautiful forest.

The PCs have just stepped into Faerie, the land of the fey. The following is known to the PCs if they succeed in a DC 20 Knowledge (the planes) or Bardic Lore check.

Faerie is a magical and vibrant place, but it is not well suited for mortals. It is a place of contradictions. Time flows differently, if at all, and there are many stories of mortals wandering into this land to return one day later though 100 years older or 100 years later only one day older. It is a place of figments, glamers and phantasms. Nothing is what it appears to be, but at the same time it is all too real for mortals. Night can fall in an instant, or not at all. The seasons follow with no apparent rhyme and reason.

If the environment was not dangerous enough in itself, the inhabitants are even worse. The fey are capricious and unpredictable and they cannot die within Faerie. Their bodies are nothing but figment. They have a keen curiosity and interest in mortals and they love to play and have fun with them. Most fey do not realize that mortals can die, or care about their material possessions. So even if they intend no harm, an encounter with them often ends badly for the mortal visitor.

Distance means little in Faerie. As long as you have a clear goal in mind, you will eventually get there as long as you at least move in some fashion. Mortals though are easy to distract within Faerie, and without a guide even the smallest journey can take weeks, never taking the mortal outside the part of Faerie where they entered it. As such it is vital for the PCs to follow Mawrmaval.

The first thing the PCs have to do once they enter Faerie, is to place the statuette of Mawrmaval on the ground and call out her name and destination. At that point the statuette changes into a beautiful bird (either a raven or a small brown owl). It flies towards the west, sitting down on a branch to observe if it is being followed. If not, it urges the PCs to follow it. It cannot (or will not) talk. If the PCs activated the statue without stating a destination, it remains perched on the rock, waiting silently for a location.

Proceed to Encounter 6.

Encounter 6: Lunch Invitation

This encounter follows on from Encounter 5.

Time has little meaning in the land of the Fey, and if it were not for the rumbling of your stomach, and your sore feet, you would swear you have not walked long at all. The surroundings have changed little, and the sun is still as high in the sky as when you arrived.

The bird you have been following since you entered these lands seems not to tire and you lose sight of it for long stretches of time. The warmth, combined with the pleasant smell of flowers and the buzzing sound of insects makes you drowsy. Suppressing the urge to lay down on the soft mossy ground in the shadows of the towering giants of the forest, you walk on with a resolve that seems to lessen with every step forward.

Then as suddenly as is only possible within the land of the Fey you step into a large forest clearing. The clearing is a sea of colors, accompanied by a pleasant mix of smells. In the middle of the clearing there is a pool, surrounded by reed and irises and covered with flowering water lilies.

Not far from where you are standing, you see a small white plastered cottage with a thatched roof. The shutters and the door have a lovely red color. Surrounding the cottage stands a low white wooden fence overgrown with flowering red roses. The garden looks even more beautiful than the clearing and it is covered with flowers of all kinds. Coming from the house you hear the sounds of cooking, and at the fence you see an old plump lady with a ruddy complexion and her white hair tied into a bun. She wears simple gray woolen dress and a white skirt. She smiles at you all, and then nods.

“Good morning strangers,” she starts with a pleasant voice, “we do not see travelers in this region that often. What news do you have?”

The scene looks pleasant enough, but it is nothing but an illusion created by the hag who uses the power of the plane to fuel it. The old woman is the powerful green hag Raisa, while her servants inside are the two goblins Harak and Grenna. Harak and Grenna have the appearance of two pleasant looking gnomes in simple clothing. They do not say much, but their voices are pleasant and they are polite while in gnome form.

Raisa uses the land to distort the image the PCs sees and as such the illusion is undetectable with spells like *detect magic* and *detect evil*, nor can it be simply dispelled. A powerful spell such as *true seeing* reveals the place for what it is: a stinking dreary looking fen filled with dark black water, covered with a slimy colorful layer and

surrounded by twisted dead looking beeches and yellow grass. The cottage is a dark hovel, with brambles growing on the fence and mushrooms growing on the greenish thatched roof.

Raisa is hungry for fresh meat and she sees the arrival of these tasty mortals as a gift. She is well aware that mortals can be dangerous, so she hopes to lure the PCs into a false sense of security by taking the shape of an innocent looking old lady. Of course, she is also curious about why the PCs are here and hence she is more than willing to have a chat with the PCs.

If the PCs seem interested in a conversation, she offers them lunch. If the PCs refuse, she is visibly disappointed, urging the PCs to at least take a bite from her excellent apple pie. If they keep refusing, she does not press the matter. At some point during the conversation, she grows tired of this game and she asks her servants to bring some food out for her. Once the two goblins are out, she initiates combat. If the PCs are about to leave or make any aggressive move, she also starts combat. See “The Combat Is On” below for more information.

If the PCs agree, she asks her servants to ready the table outside in the garden for lunch. The wooden table is soon laid with fresh bread, cheese and fresh fruits. Raisa offers water, fruit juice or tea as a drink. PCs who eat from this food or drink from these drinks, are soon overcome by sleep unless they succeed in a DC 16 + APL Fortitude save. This is a combined effect of fey magic and poison. Only a PC immune to both poison and mind-influencing magic is completely immune. Dwarves and elves get their +2 racial bonuses on this saving throw: the first because of their resistance to poison, the second due to their resistance to enchantments. Rhiannon did warn them and when dealing with the fey it is best to pay heed to the warnings of an ally. If one or more people fall victim to the magic of Raise, go to “Sleeping Beauty” below.

Some of the questions the PCs might ask and the answer Raisa is to give follow below. Note that she knows nothing of the raid on the logging camp nor of the stolen shadows except for what is described below. She tries to get the PCs to do the talking, asking them questions about their deeds and the events in the lands of both mortal and fey.

Who are you? I am known as Raisa, and like all that live her, I am fey. I live a pleasant, but slightly lonely life here amongst the flowers and rarely do I receive visitors.

Why don't you receive many visitors? Not many fey live in this region, because it lies so out of the way. I like living here, because it is a beautiful place.

Sleeping Beauty

After having enjoyed a lovely dinner, you are overcome by sleepiness. It becomes harder and harder to focus on the conversation. Soon you only seem to hear the almost hypnotizing buzzing sound of the insects.

A series of sharp bird whistles replaces the sound of the insects. At first you do not pay much attention to it, then you suddenly realize it is an alarm call of some sort and remember your guide Mawrmaival. With a sudden jerk you sit up. You must have dozed off for a few seconds, and you quickly look around. To your horror the scene is completely different from before you fell asleep. The sunny glade and cozy cottage are gone, replaced by a dreary fen and a gloomy hovel. A garden covered with dead brambles and thistles seem to have replaced the roses. What is worse though, is the tall sickly green-skinned hag with long twisted hair examining a set of tools near the door of the hovel. Next to her are two small green skinned humanoids with long sharp noses, pointed ears and a mouth filled with sharp looking yellow teeth. With a shock you realize the tools the creatures are examining are butcher tools.

Before you can react, the three creatures turn around and look you and your companions straight in the eyes. The hag looks surprised, as if she did not expect you to be awake, but she recovers quickly.

Raisa and the two goblins attack the PCs. Roll initiative as normal. More information on the fight can be found below at "The Combat Is On". It is not necessary to read aloud the boxed text in that section, except for the part only meant for APL 2. At APL 2 this should also be read to the PCs if they fell into the trap of the hag. At all other APLs the bird leaves the hag alone.

The PCs have slept for several hours, which is never a wise thing in Fey. If they return to the land of the mortals, they learn that more than a week has passed and they have to pay 1 additional TU above the normal amount for this adventure. This is noted on the AR as "Fickle Time".

If only few of the PCs eat or drink (or one or more PCs succeed in their saving throw), only these characters fall asleep. The hag and her servants attack the remaining PCs as described in "The Combat Is On". The first round Mawrmaival awakens the bewitched PCs, who cannot do anything but defend themselves in the first round. Once combat is over, these PCs fall again under the hag's evil spell. They awake after several hours, during which Mawrmaival remains at the fen. In this case ALL PCs are affected by the fickle time.

The Combat Is On

Note: At APL 4 and higher Raisa tries to touch a PC within range with her weakening touch while still disguised. Read out aloud the text below after having dealt with it.

Suddenly the old lady starts to giggle with a mean laughter. A dreadful feeling comes over you, and almost as if waking from a pleasant dream, the surroundings change. Where once was a sunny colorful summer glade, there is now a dismal bleak fen. Where once was a cozy looking cottage, there is now a dark gloomy hovel. Where once was a beautiful rose garden there is now a field filled with dead brambles and dried thistles. Where once was a friendly elderly lady, there is now a tall thin hag with dark tangled hair much like vines, piercing yellow eyes and long wicked looking claws. Where once were two friendly looking gnomes, are now two green skinned humanoids with long hooked noses, pointed ears and large mouths filled with sharp yellow teeth.

"Dinner is served!" screeches your foe and with that the old hag and her monstrous servants attack.

Add the following at APL 2 only:

Before the hag can lift her claws, you see something small move in the corner of your eyes. At the same time the hag gives a loud wail, grabbing at her own eyes. Yellowish blood trickle through her fingers and when she removes her hands, you see two empty eye-sockets. A small bird flies away, dropping two small objects to the ground. The hag falls on her knees wailing loudly. Her monstrous servants ignore her plight and press on their attack.

At APL 2 the bird Mawrmaival has disabled the hag, who does nothing during the whole battle. She does not even defend herself. At higher APLs the bird does **not** attack the hag and Raisa gets involved in the fight.

Creatures: Raisa is a typical green hag, with long dark green hair that almost looks like twisted vines and a sickly green complexion. She is about 6 feet tall, thin and has large yellow eyes with no eye-white. She wears a gray torn dress.

Harak and Grenna do not look like typical goblins. They are about 3 feet tall, with long black hair, sharp long hooked noses and a green warty skin. Their ears are still pointy and their wide mouths are filled with sharp yellowish teeth. As normal goblins they walk upright with arms hanging down almost to their knees. Unlike normal goblins they are not cowards, since they are fully aware that they cannot truly die.

APL 2 (EL 5)

➤ **Harak “the Hand”**: male goblin Ftr3; hp 19; See Appendix 1.

➤ **Grenna “the Eye”**: female goblin Rog3; hp 19; See Appendix 1.

APL 4 (EL 7)

➤ **Raisa**: female green hag; hp 49; See *Monster Manual* page 143 and Appendix 2.

➤ **Harak “the Hand”**: male goblin Ftr3; hp 19; See Appendix 2.

➤ **Grenna “the Eye”**: female goblin Rog3; hp 19; See Appendix 2.

APL 6 (EL 9)

➤ **Raisa**: female green hag Sor4; hp 63; See Appendix 3.

➤ **Harak “the Hand”**: male goblin Ftr5; hp 32; See Appendix 3.

➤ **Grenna “the Eye”**: female goblin Rog5; hp 30; See Appendix 3.

APL 8 (EL 11)

➤ **Raisa**: female green hag Sor8; hp 81; See Appendix 4.

➤ **Harak “the Hand”**: male goblin Ftr7; hp 51; See Appendix 1.

➤ **Grenna “the Eye”**: female goblin Rog7; hp 41; See Appendix 1.

Tactics: Harak and Grenna try to protect Raisa from harm while aggressively attacking the PCs at the same time. Grenna’s strength lies in her ability to sneak, and she uses her tumble skill to outflank people. She is intelligent enough to avoid attacking obvious rogues and barbarians at higher APLs. Harak tries to use his reach weapon to his advantage. Raisa’s tactics depend a bit on the APL at which the scenario is run. She tries to disable the strongest looking fighter with spells like *ray of enfeeblement*, *charm person* and at higher levels *charm monster*. In fact, if possible she tries to cast that spell as soon as possible. At higher APLs she tries to disable wizards and sorcerers with *blindness/deafness*. She is a capable fighter as well, but except for APL 4 (where she has no sorcerer levels), she prefers to be at the back casting spells at the PCs until she is confronted in melee by the PCs.

Treasure: Looting Raisa and her servants.

APL 2: L (47 gp); C (0 gp); M 2 *chain shirt +1* (104 gp each), *cloak of resistance +1* (83 gp), 2 *potions of cure light wounds* (4 gp each).

APL 4: L (47 gp); Coin (0 gp); M 2 *chain shirt +1* (104 gp each), *cloak of resistance +1* (83 gp), 2 *potions of cure light wounds* (4 gp each).

APL 6: L (47 gp); C (0 gp); M *chain shirt +1* (104 gp), *elven chain +1* (429 gp), 2 *cloaks of resistance +1* (83 gp each), *necklace of fireballs type 1* (137 gp), *ring of protection +1* (166 gp), *scroll of resist energy* (12 gp), 3 *potions of cure moderate wounds* (25 gp each).

APL 8: L (17 gp); C (0 gp); M *glaive +1* (196 gp), *chain shirt +1* (104 gp), *elven chain +1* (429 gp), 2 *cloaks of resistance +1* (83 gp each), *necklace of fireballs type 2* (225 gp), *ring of protection +1* (166 gp), *gloves of dexterity +2* (333 gp), *lesser metamagic rod – extend* (250 gp), *scroll of resist energy* (12 gp), 3 *potions of cure moderate wounds* (25 gp each).

Detect Magic Results: *glaive +1* (Faint Transmutation), *chain shirt +1* (Faint Transmutation), *elven chain +1* (Faint Transmutation), 2 *cloaks of resistance +1* (Faint Abjuration), *necklace of fireballs type 1* (Moderate Evocation), *necklace of fireballs type 2* (Moderate Evocation), *ring of protection +1* (Faint Abjuration), *gloves of dexterity +2* (Moderate Transmutation), *lesser metamagic rod – extend* (Strong – no school), *scroll of resist energy* (Faint Abjuration), *potion of cure light wounds* (Faint Conjunction), *potion of cure moderate wounds* (Faint Conjunction).

Development: Since the fight takes place in the land of the Fey, Raisa and her two goblins cannot be permanently killed. When the PCs bring them to 0 hit points or below, their bodies fall to the ground and slowly dissolve into mud. Her home also contains little of real value. Their physical bodies though are destroyed, and, like with for example a ghost’s rejuvenation power, it takes several days to reform a body. The PCs will not meet Raisa and her servants anymore, at least not during this adventure.

Once the battle is over, the PCs either succumb to Raisa’s magic again or are free to leave for the court of King Tuall. Note that the bird Mawrmaval gives the PCs no time to rest unless they are under Raisa’s spell. The PCs have no choice but to proceed towards Encounter 7.

At APL 2 Raisa does not get involved in the fight due to the attack of Mawrmaval **unless** the PCs actually attack her. When confronted in anyway, she will at first beg for mercy and allow the PCs to leave, though she does not force them to do so. PCs that stay have to listen to the whimpering Raisa all the time. If the PCs do attack her, Raisa defends herself as best as she can (use APL 4 stats). Even a blind green hag is a tough opponent at APL 2, but if the PCs attack her, they get what is coming to them.

Encounter 7: An Audience with a King

This encounter follows directly on from Encounter 6.

The gates of Court of the Dancing Lights lies in the middle of a forest consisting of large gnarled oaks and majestic beeches. The canopy is green, but not very dense and various sunrays pierce it to create sunny spots all over the forest floor. Due to the moving of the branches because of the wind these spots dance around like fireflies in the night. The forest floor is green and overgrown with grasses, hazelnuts, honeysuckles, ferns and moss-covered rocks. The air is filled with the sounds of rustling leaves, various insects and singing birds. It is clear that this forest is vibrant and alive.

The gates themselves appear rather suddenly. Two huge gnarled oaks growing next to each other bend towards each other forming a natural gate. The moss-covered trees are overgrown with flowering ivy that forms a living curtain or gate which blocks sight and easy access to whatever lies beyond. Each of the trees look like old-bearded men, and it is almost as if they have eyes, ears, a nose and a mouth. Behind the trees the forest goes on, giving little indication that these truly are gates.

Once the PCs arrive at the gates, Mawrmaul lands at the feet of the PCs and turns back into a figurine again. Allow them to investigate the area for a few seconds before the gatekeeper addresses them.

Suddenly one of the trees of the gate seem to straighten slightly, and opens its orange colored eyes. "Greetings," a rumbling croaked voice starts, "who seeks an audience with his majesty King Tuall, ruler of the Court of Dancing Lights?"

This is the gatekeeper, a treant, except that he cannot move from his place. He has no name, and if the PCs ask how they can address him, he states that Gatekeeper will suffice. Once the PCs have introduced themselves, the Gatekeeper wants to know why the PCs seek an audience and if the PCs brought a proper gift. If the PCs want to know what a proper gift is, the Gatekeeper tells them that something new, a story, a painting or even a dance will suffice. One gift will be enough for all PCs. The Gatekeeper is rather focused on his job, and he knows little of real value to the PCs. He does not talk extensively with the PCs.

◆ **The Gatekeeper:** Male treant.

Don't spend too much time on this encounter. Proceed quickly if the PCs gave their gift.

"The king is ready to receive you, proceed." With that one of the Gatekeeper's branches moves towards the ivy, pushing it aside wide enough for you to enter.

Behind it there is no forest, but what appears to be a corridor with walls made out of green hedges and the blue sky as a roof. A white gravel path leads away. On regular intervals along this path there stand life-sized white marble statues of various humanoid creatures and animals of the forest.

"Follow the path, it will take you to his majesty."

Once the PCs proceed:

The path proceeds for about 100 yards before leading into a large clearing of some sort. Between the gate and the clearing there are several openings leading into some form of a maze. On your way to the clearing, you see several fey stare at you in wonder, whispering with each other, more often than not resulting in soft laughter.

The clearing itself is sunny and bright with the floor consisting of short soft grass and the walls made out of the same green hedges as the corridor. In the clearing grow several large, almost tree-like, rose bushes, flowering brightly, standing like pillars in a regular castle. While the sun shines brightly above, the temperature is surprisingly comfortable. Various groups of fey are playing on the field like children. Few of them pay any attention to you, and those that look at you do so with unmasked curiosity and wonderment.

At the other end of the clearing stands one single gnarled oak on top of a heap of large mossy rocks. Under this oak is a throne formed out of these rocks with moss cushions. On this throne sits a muscled broad-shouldered male humanoid with short brown hair and a beard. His face is sharp featured with the exception of his ears that look like the ears of a bear. His bare breast is covered with a thin layer of brown fur. He wears forest green trousers and heavy brown boots. The belt-buckle glitters in the light, and is clearly made out of gold, in the form of two interlocking birds with emerald eyes.

The man on the throne is King Tuall, ruler of this court. He waits patiently for the PCs to approach his throne and pay the proper respects to a man of his position. Tuall does not have a herald, and he will be directly speaking with the PCs. The king appears to be a strict and proud man, but with a twinkle in his eye and a good sense of humor. His laugh is loud and infectious. At first he treats the PCs coolly, seeing them as agents of the people he despises. Once he learns their reason for being here, he might lighten up and change into an outgoing merry man.

After proper introductions he wants to know why the PCs are here, staring intently at each of the PCs for a few seconds with his black eyes. He wants not only to hear their reasons for being here, but also how they got here. While the PCs are telling their story, he says little, only asking questions when there is need for a clarification. During the story he has little patience for jokes or disruptions, and if one or more of the PCs act rudely, he demands their silence in anger. If a PC persists, he can always change them into a mouse (DC 21 Fortitude save to resist) for the time being (though he changes them back before they leave his court).

Once the PCs are finished, he ponders their story for a few seconds in silence. If the PCs accused him of theft, he does not deny it. The loggers stole that wood, and as such they deserved to be punished. Besides, all he took was the wood and the logging equipment, as if material possessions are worth that much. He did not allow the shadows to be taken though, and he does not really believe the PCs (and he does little to hide it) when they accuse his faeries of doing so.

If the PCs press the matter, without becoming rude, he grants them the benefit of the doubt and he summons Niall to explain himself. Niall is unable to hide the truth from Tuall, though he certainly tries to make excuses for his actions. It is clear to all but the most senseless people that he greatly fears Tuall's wrath. Tuall does not allow Niall to finish. He becomes furious the moment he learns that Niall did steal the shadows, and demands them to be returned. When furious Tuall is not a pleasant sight, he becomes several feet taller and the build up of energy within him becomes almost palpable. The expression of his face becomes almost feral and his voice becomes like a bear's growl. At that point Niall whimpers that he does not have the shadows anymore, but that another fey took them. Tuall has to wrench the name of Aurelia out of Niall, and hearing that name does not help. Even more furious, he dismisses the poor Niall, and then he loudly growls Aurelia's name.

It takes a few seconds, but then the transparent form of Aurelia appears before the throne of Tuall. The likeliness of Aurelia with Rhiannon is stunning, and only her cold and calculated expression sets her apart from her better behaving sister. Unlike Niall, she remains polite, and at the same time her attitude and answers will be mocking Tuall. She is already banished and Tuall cannot harm her - or so she thinks. Once Tuall learns she gave the shadows to the people of Gloomweb, he suddenly grows very calm, explaining to the PCs that asking for the return of a gift is the greatest insult. So there is little he can do to help, except forcing Aurelia to take the PCs to Gloomweb so that they themselves can try to regain the stolen shadows. He is also willing to give them a small container to help them

carry the stolen shadows back to their true owners. As long as the PCs do not use force of any kind on Aurelia, she will be forced by Tuall's magic to guide them. Tuall will inform the PCs that he has placed a *geas* on Aurelia, which forces her to bring the PCs to Gloomweb. He also warns them that attacking her in any way will break the *geas* and he will not help them again if they prove to be so foolish. More information on this can be found in Encounter 8.

Once that is done, he considers the audience over, and he invites the PCs to be his guests for the night. If they wonder about how to repay his kindness, he laughs. The PCs can consider it a gift for the unfair pain the fey caused to them, though if they really want to repay his kindness he would love to hear the stories about their exploits or other news from the land of mortals. If the PCs express concern over the flow of time, he shows respect, and then assures them that by his will time will flow for the PCs as it does in the land of the mortals. He does not answer any question about Gloomweb, telling them that Aurelia will love to answer any questions they have the next day.

Alert PCs might note that he does not mention returning the stolen wood and equipment. Unlike the stolen shadows, he considers that proper punishment and a warning not to anger the fey of Rieuwood. If the PCs argue that they cannot believe all the loggers are responsible, or that the wood is of vital importance to the survival of Sunndi, he relents. He gives the PCs the chance to get the stolen property back, **if** they hand over at the very least the leaders of those who committed the crimes alive. He advises the PCs to get their shadows back before trying to find the guilty.

Treasure:

The container provided by Tuall is a bag of holding, type 1.

All APLS: L (0 gp); C (0 gp); M *bag of holding, type 1* (208 gp).

Detect magic results: *bag of holding type 1* (Moderate Conjunction).

Development: The PCs have a pleasant evening, even though the sun never sets. The next day they can proceed with their trip to Gloomweb, see Encounter 8 and 9.

There are no clerics among the fey. Hence there is little he can do for the PCs if they require a clerical spell. Arcane magic and druidical spells though are relatively easy for him to arrange. The PCs have to donate gifts in value equal to the normal *Player's Handbook* price (see table 7-8, the Spellcasting and Services section). 5th level spells are the maximum available. Acquiring this aid counts as trying to get divine aid from a temple of Ehlonna, Beory or Obad-Hai and favors with these organizations can be used to reduce

the costs. Members of the Emerald Oak are helped for free, except for the costs of any valuable material component.

Encounter 8: A Trip into Darkness

The trip from the court of Tuall to the village of Gloomweb is uneventful. While Aurelia would love to lure the PCs into all kinds of trouble, the *geas* placed upon her by king Tuall makes such actions impossible. As noted before, distance is meaningless within Faerie. Aurelia is an excellent guide who wants to get this to be over as quickly as possible, hence the trip itself takes only one hour regardless of speed as long the PCs are at least moving forward in some fashion. The trip itself is the time for the PCs to ask Aurelia about what she knows of Gloomweb, where the stolen shadows are kept and for the PCs to plan how to best approach the problem.

Give the PCs Player Handout 1, which is a map of Gloomweb and its surroundings. Aurelia provides this map. Aurelia also knows the information provided in "Appendix 6: Gloomweb and Surroundings", except the exact level of the named NPCs therein. Furthermore she knows the abilities and weaknesses of the typical chitine. She does not know exactly how many monstrous spiders and chitine live within the village.

Aurelia is forced to help the PCs in this endeavor. Hence she is not very helpful, and while she has to answer any question truthfully, she does not give any information voluntarily. She also tries to twist her answers, hoping the PCs draw the wrong conclusions based upon them. For example, if the PCs enquire about the use of the shadows for the chitine, she only tells them that they weave the shadows into the web of their communal building in the center of the village for strength. She does not tell the PCs that any chitine within the building can tap into the power of the shadow and effectively gain the skill ranks stolen with the shadow. Another example, if asked about specific guardians of the shadows, she mentions that there are no guardians of the shadows other than those that guard the village as a whole. The chitine within the Gloomhall are there after all for the upkeep of the building, and the dryad is there because it is her home.

One of Aurelia's goals is for the PCs to fail. So during the conversation she tries to urge the PCs into a frontal assault instead of a more diplomatic and wiser route. Once again, if the PCs ask her directly what she thinks is the wisest course, or whether diplomacy might have a chance, she is forced to tell the truth: A frontal assault is suicide on all but the highest APLs and even there it is a risky endeavor since the chitine are not afraid to die on Faerie.

Development: The *geas* upon Aurelia will be broken by an assault on Aurelia. Anything that deals damage (of any kind), that requires an attack roll by the PCs, or a saving throw by Aurelia breaks the *geas*. Since Aurelia is aware of it, she also tries to provoke the PCs to do exactly that. While Tuall has warned the PCs about this, stupid PCs might think otherwise. In that case she immediately starts laughing and disappears. The PCs can still find Gloomweb, but it takes 1 TU of wandering around and they might miss a lot of helpful information. Without her guidance, diplomacy also becomes more difficult.

Encounter 9: Webs of Shadow

Read aloud the following text when the PCs are ready to approach the village of Gloomweb. Adjust the text where necessary based upon the PCs actions.

The path to the village of Gloomweb is twisted, dark and not for the faint of heart, especially not one suffering from arachnophobia. Large fir trees reach up as large pillars that support a dark green roof. Little sunlight reaches the forest floor through the dense canopy above, creating an eternal twilight that allows little to grow below. Leaving the forest floor brown and lifeless from the dead fir needles, except for a large amount of mushrooms, one more ugly and smellier than the other, and a few patches of rock covered with dark green moss. Now and then you come across a beautiful flower, but even these smell of rot and decay and are covered with flies. Even the branches of the trees do not hold any needles low to the ground: looking like twisted skeletal fingers trying to grasp travelers through the woods. Temperature and humidity are high, creating an uncomfortable environment for even the hardest of travelers.

If that was not enough, at some point the trees start to be covered under thick layers of webs not unlike cobwebs, with between them huge wheel-shaped webs forming sticky walls along the path. The webs are covered with dead needles, small branches and other dirt and empty of life. The webs contain little dead creatures or dense pockets of web that are so typical of inhabited webs.

Player's Handout 1 gives a good map of the maze of webbing that surrounds the village of Gloomweb and the traps that can be found within. The chitine never use the actual path, preferring to travel through the treetops and the webbing. Luckily for the PCs the chitine rarely leave the confines of their village, and the chances of the PCs to encounter one before arriving at Gloomweb are slim.

Several monstrous spiders do wander through the woods. Roll a d10 when the PCs enter the maze. On a roll of 1 – 2 they encounter one of these creatures. If so roll a d6, on a 1 – 3 it is 1d4 tiny spiders, on a 4 – 5 it is 1d2 small spiders and on a 6 it is a medium spider. These do not attack the PCs, and are only there as a reminder to the PCs of where they are and as a means to induce fear of bigger spiders. The PCs might think that the spiders will warn the chitine, but the spiders lack the intelligence for such an action.

The PCs can cut a path through the walls of web, but such is not easy. The webs are sticky, and a PC has the chance to get entangled by it (if pushed into it or by mindlessly walking into it). It might also alert the chitine of the PCs like a spider sensing a prey in its web. For each round of cutting through the walls of web, there is 5% chance the chitine are alerted. Contrary to popular belief normal web does not burn. It shrivels away when touched by open flame on that spot. When the PCs use fire, ignore the hardness rating and do not halve the damage. Sonic energy on the other hand is not very effective and is treated like any other energy type. The stats below are based on a web created by large monstrous spiders as given in the *Monster Manual* page 289.

↪ **Wall of web:** 1 in. thick; Hardness 5; hp 12; AC 5; DC 17 Break; DC 13 Escape Artist.

Note: If the chitine ever face the PCs in this area in combat, they use their immunity for the stickiness of the webs to their advantage. They move through the wall of webs as if they are not there, while trying to bull rush the PCs into the webs, entangling them if successful.

There are three types of traps within the maze and none of them are particularly lethal (especially not at higher APLs). To the careless PC though their presence might be irritating and indirectly dangerous because they alert the chitine of their approach.

↪ **Camouflaged Pit Trap:** CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search (DC 24); Disable Device (DC 20). Note that this trap also triggers an alarm in Gloomweb.

↪ **Spiked Pit Trap:** CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+1 each); Search (DC 18); Disable Device (DC 15). Note that this trap also triggers an alarm in Gloomweb.

↪ **Entangling Web Trap:** CR 1/2; mechanical; location trigger; manual reset; +8 ranged touch (entanglement, web); DC 17 Break; DC 13 Escape Artist; Search (DC 20); Disable Device (20). Note that this trap also triggers an alarm in Gloomweb.

Triggering the alarm: The PCs can either trigger the alarm by cutting a way through the webs or by becoming the victim of one of the traps within the maze. If this happens, the chitine send out a patrol of six typical members who check the source of the alarm. If they find a simple explanation for the alarm, such as the tracks of a large animal at the border of their territory (a boar would have an easy time freeing itself from a web) or an animal caught in their traps they repair the damage and return to the village. How the patrol reacts when they come across the PCs (and other humanoids or fey) is described below in the section “Stealth and Assault”.

Once through the maze of webs, the party can enter the village:

The maze of webs leads into what appears to be a large clearing with a diameter of 200 feet, were it not for the fact that it still is quite dark and gloomy. The forest floor in this clearing is no different from the rest of these dark woods with its soft brown carpet of needles. In the middle of this clearing stands a huge red-brown tree that rises into the sky like a tower of a temple. The tree trunk has a diameter of at least 10 feet and it is at least twice as high as a typical church tower. A wall of webs surrounds the clearing, with several openings leading into the darkness behind.

The buildings of this village are all built high above the ground, suspended in the webs among the canopy at various heights in the trees surrounding the clearing. They are dome-shaped, gray-white in color and they have round windows and small doors. The buildings' sizes suggest that small sized creatures inhabit them. Bridges made out of the same gray-white material connect the various buildings with each other and at a few spots even to the ground.

None of these smaller buildings can be seen within the giant tree in the middle of the clearing. Within the central tree there is only one building, and it is much larger than any other structure within the village. It also has a strange shadowy black color. Several bridges connect this huge building with the rest of the village, but there is no apparent staircase leading down to the ground. To get there, one either needs to be able to fly, climb like a monkey or use the bridges and walkways connecting the various buildings surrounding the giant tree.

More information on the village can be found in Appendix 6. Under normal circumstances the chitine are not very alert. There is little danger to them within Faerie since they cannot truly die here and most material wealth holds little value. How the chitine react depends on how the PCs approached the village.

Diplomacy

An open approach does not nearly draw as much attention as the PCs might assume. The chitine live in the trees and pay little attention to the ground, neither expecting trouble nor fun this close to home. Once the PCs appear on the clearing, it takes several minutes before the chitine notice them. The chitine react with an unfriendly curiosity, climbing down en-masse with weapons and webs ready, all the while insulting the PCs, until after several minutes one of them steps forwards and asks the PCs what they are doing here. It requires a DC 15 Diplomacy check to get the chitine to bring the PCs to their leaders in the Gloomhall. If the check fails, they inform the PCs to leave or be attacked, giving the PCs 10 minutes to leave before they attack. If the check is 5 or lower, the chitine attack immediately. Under these circumstances the PCs can best run. Fortunately for the PCs the chitine have a bigger interest in fun than in killing the PCs. They just want to chase the PCs from their land, and they will not kill them on purpose. Providing the chitine with a suitable gift (whether a gift is suitable or not is up to your judgment) provides the PCs with an appropriate modifier on the diplomacy check. If the check still fails, the chitine refuse the gift and act as described above.

If Aurelia is with the PCs, the chitine act curiously but indifferent. They are still armed, but there are no harsh words. Aurelia tells the chitine that the PCs are not to be harmed until they leave the village territory again and she then disappears, leaving the PCs to their own devices and the chitine in silent astonishment. The chitine then lower the elevator from the Gloomhall down to the ground, asking the PCs to enter their meeting hall to discuss their reason for being here. If the PCs worry about their life and goods, the chitine promise that they will not be harmed until they have left their domain. Anybody with even a little knowledge on fey knows that a fairy *never* breaks his promise, even one as vile and cruel as a chitine. Animals of medium size or bigger have to stay below.

Gloomhall is a rather large construction high above in the canopy of the giant tree in the center of the village. It is a dome-shaped building made out of strange black walls. Even the floor is crafted out of this material. The building is suspended in the air by several thick cables like a fly in a

spider web and connected to the village by a couple of rope-bridges. The building is several stories high, and covered with numerous door-sized windows on various height until halfway the top.

Inside the building there is only one big room with a diameter of about 100 foot and 50 foot high at its highest point. There is a large balcony under each of the many doors, providing a place to sit and overlook the hall below. Several cables hang down from the ceiling, suspending small platforms in the air, creating even more sitting space. In the center of the room, there is a raised platform with a diameter of 30 feet. On this platform stands a round table with 10 chairs around it. Chairs and tables are all made out of the same gray-white material. In the middle of the round table is a heap of comfortable looking black silken sitting cushions.

The room is filled with the halfling-sized spider-like humanoids that live in this village. Most of them are sitting on the various balconies overlooking the room below. A few are standing on the ground. They are all armed with short swords and javelins, and they stare at you with their alien red faceted eyes, fanged mouth with two large mandibles and a face that seems to be frozen in an expression of cruel calculation. There are no creatures on the platform.

The elevator takes the PCs right next to the raised floor in the middle of the building. Once there, they are ushered to the table, where they are ordered to wait. If the PCs managed to make the attitude friendly (requiring a DC 25 Diplomacy check), the chitine offer a chair as well as some refreshments (though it unlikely the PCs will find these very appetizing). The chitine make clear that the PCs are waiting for the leaders of the village.

While the PCs are waiting, and if any of their shadows was stolen, they observe something strange happening. The blackness in the walls seems to flow towards the center of the dome, where it collides into a long thick dark thread that slowly descends towards the floor in the open area in the middle of the meeting table. Once it touches the ground, one humanoid-shaped shadow per PC with a stolen shadow present will step from this thread. These are the stolen shadows drawn into the room by the presence of their real owners. The shadow has the vague form of the PC from which it was taken. A DC 20 Spot check is required to recognize it, though if there is only one PC with that particular size recognizing it is automatic.

Simply touching the right shadow will reunite the shadow with the PC. Touching one of these shadows requires the PC to climb on, jump over or crawl under the meeting table. The chitine present try to prevent this from happening as does the dryad Caulwen, who instantly

appears under these circumstances. At first they rudely order the PCs to stop. If the PCs refuse, the battle is on and chances are slim the PCs can get away alive.

If the PCs wait patiently Caulwen is the first to appear, about 5 minutes later Qod arrives on the back of a large monstrous spider. 10 minutes later Kawa appears with a band of 5 chitine. Once all three leaders are here, the meeting begins with proper introductions by all sides involved, including name and rank and in case of the PCs the reasons for them being here (even though the presence of the shadows in the center of the room might make this pretty obvious). Note that the chitine spectators do not remain silent during these introductions. They interrupt the PCs with insults, and the better the insult or the reaction by the PCs the more cheers from the other chitine in the rooms it draws. Now and then one of them might even throw something at the speaking PC (such as a dead bird).

During this meeting the truth works best. The chitine have little to trade for with mortals, definitely not something that would make it worthwhile for a mortal to journey into Faerie. The chitine do not like to be lied to, and such acts might get them to become angry and aggressive.

The three leaders let the PCs make their case, with a question now and then to clarify matters. Allow one PCs to make a standard Diplomacy check as described in the *Players Handbook* page 71, perhaps assisted by others who talk during the meeting. Consider the chitine unfriendly at the start of the encounter (ignore the result of any earlier Diplomacy checks). Skilled insults and insinuations at the expense of the leaders and chitine grants a +2 circumstance bonus on this check. The result of this check has no impact on the end result, just on how you role-play the meeting. If the attitude becomes indifferent, the chitine become more polite and the spectators stop insulting the PCs and throwing things. If the attitude becomes friendly, the spectators actually start to cheer for the PCs. The leaders themselves remain stoic during the whole matter right up to the end.

Once the PCs have made their case, the leaders point out that the tribe bought the shadows fair and square. As far as the leaders are concerned, they did not do anything wrong. If the PCs really cared that much about their shadows, they should have kept them better under their control. Once again, the PCs get the opportunity to react. No matter their reaction, the three leaders start to whisper for a few minutes and then come with a proposition: The PCs can earn *their* shadows back in return for a small favor, all they have to do, is to deliver a comb to a lovely lady in the Bleak Fens and help her comb her hair since her last servant left her service in a hurry. Of course, it is easy, and

not even near enough to recompense the chitine for their loss, but those shadows were wrongly taken and Aurelia did not have the right to trade them, which the PCs clearly showed by their presence here.

Astute PCs immediately notice that the three leaders are only talking about the shadows of the PCs. If they mention this, the chitine express surprise that the PCs even care about somebody else's shadow, but after some persuasion also include those shadows for the same deal. If the PCs do not add the lumberjack's shadows now, this leads to trouble later on (see below in Encounter 10: Hair of a Troll).

By now the PCs should also realize that nothing is easy when dealing with the fey. The lady mentioned is called Jana. She is a troll who lives in a cave not too far from Gloomweb in the Bleak Fens. The hair of Jana is cursed, and whenever somebody tries to comb it, it animates and attacks all those present in the room save Jana. She asked the chitine to make a magical net to keep her hair entangled while somebody would comb her hair. The comb is carried in this net, which looks like a pouch. None of this information, except the name and race of the lady, is provided by the chitine.

If the PCs do not accept this mission, they are asked to leave the village. The only way for them to retrieve the shadows then is through stealth and force.

If they accept the mission, the chitine hand them a gray-white pouch with in it a comb made out of the same material. On closer inspection the pouch can be folded open and be stretched by a large amount becoming some kind of web-like net. Note down what the PCs do with both the pouch and the comb because it is important later on. The chitine do not tell the importance of the pouch. Both have a faint magical aura, and a DC 17 Spellcraft check will reveal it as Transmutation.

☛ **Caulwen:** Female dryad; see Appendix 1 to 4.

Appearance: Caulwen is a tall regal elf-like woman with short dark needle-like green hair and a red-brown bark-like skin. Her eyes are like bottomless dark pools, that seem to glitter when she is angry or enjoying herself. She wears a thin dark green silken robe that leaves little to the imagination. Her voice is like the wind through the leaves, with a sharp long s.

Personality: Caulwen tends to be a silent observer, taking a particular interest in beautiful male PCs, who she will openly stare at with hungry eyes. She is very curious about events taking place outside her home, and loves to listen to the PCs telling about their heroic deeds. She is a vain woman and she is susceptible to flattery. She can be very sarcastic, always seeing the bleakest things behind

something and never hiding her opinion. She has little interest in the PCs shadows

☛ **Qod:** Female chitine Drd7.

Appearance: Like all chitine, Qod is a small sized humanoid with four long arms, red faceted eyes and large black mandibles. Unlike most chitine her skin is black, with red hair: long on her head and several shorter patches on her back. Her voice is sharp and makes one's hairs rise. She wears gray-white robes and armor.

Personality: Qod is cruel and vindictive: the kind of person that would pull the wings from a butterfly, except that she prefers to do it with sentient creatures. Her remarks are rude with the intent to insult and hurt. As far as she is concerned the PCs were too weak to hold on to their shadows, so why return them?

☛ **Kawa:** Male chitine Rog6.

Appearance: At a first glance Kawa is like any other chitine: short, with 4 long arms, gray-white skin, long tangled black hair and red faceted eyes. The left side of his face is badly scarred, and he misses that eye as well as his left upper-arm.

Personality: Kawa is a mean, tough little fellow, who is not easily scared. He is far more intelligent and subtle than his appearance and outward personality suggest. In reality he is a calculated, dark hearted person with a dark and dangerous sense of humor. He absolutely loathes bears and those who travel with them, since it was a bear that scarred him so badly. Like Caulwen he does not care very much about the shadows. They are nice to have around, but he is always willing to trade them for something more worthwhile, such as some fun at the expense of the PCs.

Stealth & Assault

A true frontal assault is suicidal on all but the highest APLs. There live over 60 chitine within Gloomweb, most of which are normal chitine as described in Appendix 7. A select few though are leveled, and the exact level of the more important NPCs is independent of the APL at which this scenario is played. The monstrous spiders present in the village also are independent of the APL, and include several medium sized and two large sized specimen. It is unlikely the PCs will be facing these at all, let alone all at the same time. The chitine are not expecting trouble, so they are not at a high alert. Even the clumsiest fighter in full plate should be able to reach the village undetected.

Once in the village things get slightly more complicated. The stolen shadows are contained in Gloomhall high above in the Great Tree in the center of the village. The only way to reach it is either by flight, by climbing through the village and over the rope bridges or

by climbing directly on the Great Tree. Climbing the tree directly requires a DC 20 Climb check, with the Gloomhall being 100 feet above the ground. Climbing to the Gloomhall over the bridges and ladders of the village is a lot easier and only requires a DC 5 Climb check. Note that if the PCs fight in an area where a Climb check is required to move they lose their dexterity bonus to their AC.

It is possible for the PCs to select a quiet time for their attack, when most of the chitine are either asleep or away from the village on one raid or another. Assuming the PCs wait for this time, they should be able to reach Gloomhall without opposition. As a DM you are free to add one or more chitine on the path of the PCs for the rogues to disable if you think the group can handle it. Only when the PCs act particularly stupid does the alarm get raised, and will the PCs face a full out attack.

The real fight takes place in Gloomhall and is virtually unavoidable. Caulwen, the dryad, lives in Gloomhall and she notices when the PCs approach the place, especially if they use her tree to climb up. She does not attack the PCs while climbing, curious for the reasons of their presence, though she prepares herself for the eventuality of a fight and warns the chitins present in Gloomhall. Due to the nature of the web-material these buildings require constant maintenance, hence the constant presence of chitine in the room. They are either warned by Caulwen, or see the shadows take form in the center of the room and they react immediately.

The fight most likely makes a lot of noise, and if so, there is a cumulative chance for a village-wide alarm. This chance is 5% per round. Once the alarm is sounded, reinforcements arrive within several rounds, but the PCs should have enough time to finish the fight, retrieve the shadows and flee Gloomhall. If they immediately leave, all they face are a couple of normal chitine harrying them on their way (keeping their distance) and the PCs should be able to get away. If they are lazy and take their time, things become very difficult and the more dangerous opponents might appear on stage. Once again, the goal of the encounter is for the PCs to feel challenged. They must get the feeling they succeeded barely. The goal is not to kill them.

Troubleshooting: Due to the charming nature of Caulwen, the fight might be over incredibly quickly. On the other hand, the fight might go really badly, with the PCs dropping like flies. The chitine do not want to kill the PCs, and they do not hold a grudge if the PCs have killed members of their tribe. After all, a fey cannot be permanently killed within Faerie. They give the PCs any opportunity to surrender, and they stabilize PCs in the negative. Once all are captured, negotiations commence like described above in Diplomacy. In this case it is brought

more like a demand for the PCs freedom and not to retrieve their shadows. There is no chance they get those back under these circumstances. Only when the PCs manage to create a draw, with neither side winning the armed conflict, does that option remain open.

APL 2 (EL 5)

☞ **Caulwen:** Female dryad; hp 14; See *Monster Manual* page 90 and Appendix 1.

☞ **Chitine (4):** hp 9; See Appendix 1 and Appendix 7.

APL 4 (EL 7)

☞ **Caulwen:** Female dryad Sor2; hp 31; See Appendix 2.

☞ **Chitine soldiers (4):** Male/female chitine Ftr1; hp 24; See Appendix 2.

APL 6 (EL 9)

☞ **Caulwen:** Female dryad Sor5; hp 44; See Appendix 3.

☞ **Chitine soldiers (4):** Male/female Ftr3; hp 38; See Appendix 3.

APL 8 (EL 11)

☞ **Caulwen:** Female dryad Sor7; hp 53; See Appendix 4.

☞ **Chitine soldiers (4):** Male/female Ftr5; hp 62; See Appendix 4.

Treasure: All the equipment of the chitine is crafted out of their own webs. These are all but valueless to the PCs because they crumble to dust within a couple of months. They have no gold. All there is, are a couple of potions and gems.

Development: The PCs get one shot only at retrieving their shadows through a mix of stealth and force. If they succeed, they will be fleeing with the chitine hot on their trail. In this case they can reactivate Mawrmaival and let the bird guide them back to the glade of Rhiannon. Rhiannon then brings them back to Sunndi where they can return the shadows to the loggers and return home. They can also choose to remain at the camp and investigate the illegal activities that supposedly took place here. In this case proceed with the extension encounters 11 and 12, assuming they have the TU and there is time enough to do.

If they fail, they are either prisoners, and to get free they have to bring the comb to Jana (see below), though it is unlikely this gives them more than their freedom. Once they leave the village territory, they will never be able to find it again and they have failed. All that is left for them to do is to activate Mawrmaival and return home. None of the fey help them anymore. As with success, they can opt to investigate the supposedly illegal activities, and with luck find the culprits and hand them over to the fey. While this

earns the gratitude of the fey as well as the stolen material possessions, it does not return the shadows. See the Conclusion below.

If the PCs opted for a more diplomatic approach, they are likely on their way to the island of the troll Jana.

Encounter 10: Hair of a Troll

The Bleak Fens honor its name. It is a dreary dismal swamp, consisting of many dark creeks, deep pools and overgrown islands. An eternal fog shrouds the swamp in a gray blanket, heightening the silence of the swamp and limiting visibility to less than 200 foot. A loud splashing noise, always just out of sight, disturbs this silence now and then. There is little to no movement, except for a few ripples in the water.

Local flora is yellowish of color and looks dead. It is almost as if the swamp is covered in an eternal winter, were it not for the high temperature. Besides tall yellowish reed, skeletal twisted birches and weeping willows are the most common plants. The water looks dark, but contains many dark green water plants. There is not a flower to be seen.

The path towards Jana's home winds it's way through this dreary place, sticking to the dryer areas. Even then it is a muddy path difficult to traverse due to the mud and plant roots.

The path is small, a wide enough for only person at a time. Large and bigger creatures are greatly hindered by trees and water, moving at half speed. Let the PCs determine party order before proceeding. The trip is uneventful, taking about an hour regardless of movement speed.

The silence of the swamp is suddenly shattered by loud growling curses of a hoarse female voice in the tongue of the giants. Quickly followed by trashing noises and the cracking sounds of breaking branches. It does not sound like a fight, but more like something big got entangled in a tree and is now trying to get free. Then it becomes silent for a few moments, quickly followed by loud sobbing noises.

The path has taken the PCs to the island on which the troll lady Jana lives, and it is Jana they are hearing. She lives in a large hollow willow that grows in the middle of the island. The rest of the island is open terrain except of a tree or two, though the grass and reed tends to be knee high for medium sized creatures.

When the PCs arrive on the island, Jana's hair got stuck in one of the few trees that grow on the island. By the time the PCs can react, she is already free, but she is sitting on the ground below the tree sobbing loudly. Jana looks like a typical female troll, except that her hair is long and forms a tangled mess filled with leaves and small branches. When she notes the PCs, she acts a bit like a sobbing spoiled kid. She tells the PCs to leave her alone, she is not hungry and she does not want to fight right now. If the PCs want to know what is causing her so much grief, she starts to sob even louder, bemoaning her faith to all who want to hear. Her hair is her pride, but it is difficult to control and it constantly gets entangled in the trees of the swamp, making it difficult for her to hunt. All she ever wanted was to have long hair like that of the elven princesses she has seen. Of course, that nasty sorcerer had to twist her wish...

If the PCs tell her that they were sent by the chitine of Gloomweb and have the comb with them, her spirit rises immediately. She stands up, forgetting the fact that she is standing under the tree, immediately entangling her hair in the tree again. This time she becomes so angry that she nearly uproots the tree before she frees herself and calms down again. She then sits down in the center of her island and then orders the PCs to comb her hair. If the PCs object to her manners, she is a bit surprised. After all, she has not threatened to eat them or even to clobber them to death, so as far as she knows, she has been very polite. When the PCs refuse to comb her hair until she asks it very politely, or she made her apologies (after the PCs have explained the meaning of the words 'please', 'my apologies' and 'thank you' to her), she does so after some sulking.

Jana assumes that the PCs are aware that the pouch in which the comb was given to them needs to be placed over her hair before they start combing. So she does not mention this to the PCs.

🔮 **Jana:** Female troll; AL CN.

Creatures: The moment a PC places a comb in the hair of Jana, it comes to life. While it is the hair that attacks the comber, and anybody on the island, it functions exactly like an assassin vine. The hair controls the local flora like normal assassin vine, so it starts the encounter by casting *entangle*. Jana is immune to this effect, but while the hair is animated, all she can do is curse and growl while her hair drags her along. She neither fights against the PCs or her own hair. All she does is curse the PCs rather loudly for their stupidity, bemoaning the fact that they forgot to use the net. Note that 'bodies' of the different assassin vines are located around Jana and they cannot separate from each other. The hair can drag along a pinned opponent like in regular grappling.

Note that the hair has automatic surprise on the PCs unless they have magic, or similar abilities, available that prevents them from being surprised.

APL 2 (EL 3)

🔮 **Assassin Vine:** hp 30; See Appendix 1.

APL 4 (EL 5)

🔮 **Assassin Vine (2):** hp 30; See Appendix 2.

APL 6 (EL 7)

🔮 **Assassin Vine (4):** hp 30; See Appendix 3.

APL 8 (EL 9)

🔮 **Assassin Vine, advanced 8 HD (4):** hp 76; See Appendix 4.

Tactics: One of the targets is always the comber. The other 'vines' attack the closest creature within reach, but **never** the comber. Since it lacks intelligence, it focuses on its first target until it goes limp for a full round and then it attacks another. A Bluff check opposed by the hair's Sense Motive is required if somebody wants to fool the hair. Since the vines are attached to each other, the best method to fight the vines is to split up.

If the PCs leave the island, the 'vines' do not follow. After about 10 minutes they once again return to their normal shape. The pouch can also be used to turn the hair back to normal. It can be placed upon the hair with a melee touch attack. If successful the hair reverts to normal.

Note: At APL 8 this encounter has the potential to be very lethal. If the PCs do not associate the screams of Jana about the net with the pouch, allow them to make a DC 10 Intelligence check.

Treasure: Neither Jana nor her hair has anything of value.

Development: Once the PCs delivered the comb and combed Jana's hair, they have fulfilled their part of the bargain. The problem is that this either requires the PCs to defeat the hair in combat and then comb the hair **or** retreat and use the net once they return after 10 minutes. During the fight Jana makes it perfectly clear what the PCs did wrong. If the PCs just leave the area their part of the bargain has not been fulfilled and the chitine do **not** return the shadows.

Once the hair is defeated, combing it is really easy. The comb seems to attract all branches, leaves and other dirt, straightening and cleaning it in several easy sweeps.

If the PCs did what was asked of them, they are received in Gloomweb. The chitine want to know what has happened, and they are clearly glad with themselves for

playing this trick upon the PCs. They honor their part of the bargain though and return the shadows they promised to give back. It is at this point that the PCs might realize the shadows of the loggers were not included in the deal. If they succeed in a DC 25 Diplomacy check the chitine return the shadows of the lumberjacks as well, though it takes some arguing by the PCs. Otherwise they are in bad luck, and escorted outside the village. What is worse, there is no chance to find the village again once outside without the aid of another fairy. In this case the PCs have failed.

Whether the shadows are returned or not, at some point the PCs will want to return to Sunndi. They know that to retrieve the stolen wood and logging equipment they have to capture the loggers who did the illegal logging and hand them over to the fey. Returning to the court of Tuall at this point is not an option. All the PCs have to do is to activate their guide Mawrmaval and make it clear they want to return home. The journey takes about an hour, and brings them right back to the glade of Rhiannon. From there the PCs have the option to inform the loggers of what has happened and leave for home or start investigating the camp. Go to Conclusion in the first place, and proceed with Encounters 11 and 12 in the second.

Encounters 11 and 12 are part of the optional extension of the scenario. It involves the PCs investigating the logging camp in an attempt to find out if the loggers really were involved in illegal logging and if so how extensive the corruption is. It ends with a confrontation with the group behind the illegal logging. Before you proceed with these two encounters, make sure that all players are aware this costs 1 TU extra for characters with Sunndi as a home region and 2 TU for everybody else.

[Optional] Encounter 11: Investigations

Once the PCs return from their foray into the land of the fey, they have the option to start investigating the accusations of the fey about the loggers cutting down unapproved trees. Depending on how much time you have left, you can resolve the investigation as a matter of a few rolls and a quick summary ultimately leading up to the capture of the responsible loggers and possible the clues to capture the enticers (as detailed in Encounter 12). You can also role-play the scenes in more detail, allowing the PCs to question all the important NPCs at the camp that will ultimately lead them to the guilty loggers as well. In the end the illegal activity of the loggers remained undetected because nobody considered them being involved in illegal logging, and not because of how well they have hidden their activities.

More information on the campsite and the loggers can be found in Appendix 5.

The Truth

The loggers work in teams of four. Each team works independently of the others, and due to the wide spread of the approved trees, most teams only see each other at the end of long working day. The foreman, Tarrak, and his two aids, Jaril and Dahno, make sure the teams work hard enough and abide by the rules. The horsemaster, Isara, works for the team that needs her and her horses and as such she can be found all over the area. Only at the request of a team-leader would she be at their working site.

These procedures made it relatively easy for the dwarf Gwarr, a cleric of Abbathor (dwarf god of greed), to gain access to the site and to entice a few of the loggers to do some work on the side for him. All he needed to do was to approach one team and one of the three overseers and get them to work for him. Chances would be slim that the illegal activities of the loggers' team would be detected unless people actually started an investigation. Gwarr fully expected such investigation to take place sooner than later and already made plans to deal with it (see Encounter 12). Gwarr contacted the quartermaster Jaril, who was well known for his greed and with the aid of Jaril selected the team most likely to fall for the lure of gold: the team of Sondren. Which they did...

Gwarr's idea was to let the loggers cut down the valuable trees and prepare them for transport at the site. Once that was done the loggers would leave the area, and at night Gwarr and his men would collect the wood. Since Gwarr's men are able scouts, he was confident they could erase any tracks and prevent any unexpected encounter with wandering elves and fey. They would bring the wood to a cave, about 1 hour walking west of the logger's camp. This would take the wood deeper into Rieuwood, but a river in that path would come in handy in erasing any tracks. There is a large cave in which the wood could be stored until he would have enough for a transport to New Keep, where it is delivered to his mysterious buyer (which falls outside the scope of this adventure).

The extra logging by the corrupted team would lower their expected yield, so Gwarr and Jaril helped the loggers to stage a few accidents that would explain the lower production of the team compared to the others without arising suspicion from Tarrak. The ruse worked and up until the raid by the fey nobody at the camp suspected one of their teams were involved in some dangerous illegal activities that could threaten the safety of all in the camp.

Investigating the Area

No matter how skilled the men of Gwarr are there is always evidence to be found of their activities by those examining the area closely: a missing tree is impossible to hide. The logging teams work in a large area though, and a thorough investigation costs time. Allow the PCs one Search check for each day of investigating the area. Only when they split up can they make more checks: one for each group. PCs with 5 or more ranks in Knowledge (nature) or Profession (lumberjack) gains a +2 synergy bonus on this check (a character with both skills will get a +4 bonus). Taking 10 on the Search check is possible, taking 20 takes 20 days and by that time Gwarr is long gone.

Search check:

- DC 15: Clear evidence of illegal logging can be found. Several trees not noted on the maps provided by either Janni or the Pitchfield Merchant Guild, have been cut down.
- DC 20: Tracks of at least one horse can be found at these logging sites, though they are relatively well hidden. They also find the most recent site, which is important in case one of the PCs want to use the Track skill (see below).
- DC 25: The PCs find a dwarf-sized helmet at a site, indicating that more than just humans are involved.
- DC 30: A piece of blue cloth is found at one of the sites. There is only one logger who has worn blue clothing and that is Anxann. To learn this, the PCs need to question the loggers though, since Anxann does not wear that particular clothing anymore.

Once the PCs find a site of illegal logging, they can try to find any tracks in the area. Note that this requires the Track feat. The DCs are given if the PCs examine the first illegal logging site they come across. If they have found the most recent site, the DC of the Survival check is 3 lower. If the PCs spend more than 2 days in Faerie, the DC is 1 higher by each day spend there (7 days for each TU of fickle time earned). Note that a retry is allowed after 1 hour (see *Player's Handbook* page 101).

Survival check:

- DC 18: The tracks of four humans at the logging site are relatively easy to recognize. There are also some tracks of a small sized humanoid and a large horse. Tracks of something large being dragged towards the west can be found. Successfully following these requires another DC 18 Survival check (see below for what the PCs find when they follow this track).
- DC 24: There are tracks of what appears to be at least two different dwarves, probably more. The tracks of

the dwarves and the horses are made at a later time than the tracks of the humans. They tried to hide their tracks and they were quite skillful at it.

Following the trail that was left after moving the tree takes the PCs towards a river, about half an hour to the west. It is a shallow, wide, slow moving river and the tracks lead straight into the river. The tracks do not reappear on the other side of the river, but whether that is because the PCs failed the check or not, they should not know. No tracks can be found in the river.

If the PCs follow the river about half an hour upstream (northwest) they come to a particular rocky area (just before some dangerous currents). The dwarves left the river here on the west bank. Finding the tracks here though is particular hard and requires a DC 20 Survival check that is raised by 1 for each day the PCs spend longer on Faerie than the minimum of 2.

Following this trail is certainly possible if the PCs succeed at a DC 15 Survival check (modified the same way), and leads to the hideout of Gwarr as described in Encounter 12.

The People

There are basically three different groups present at the Loggers' Camp: the innocent loggers, the guilty loggers and those not directly involved in the logging.

The last are the least interesting for the PCs and include Immonara, sergeant Belvor, the six teamsters and the six soldiers. They know nothing of what is going on, and hence have little input in the investigations, with the exception of Immonara and sergeant Belvor who are keeping a close eye on the PCs progress. In fact, if Belvor learns about the illegal logging, he asks the PCs to hand over the culprits responsible for these illegal activities alive to him as opposed to the fey. He hopes the Sunndian authorities can learn who is truly behind the illegal logging, because he cannot imagine the profit being worth the trouble. The loss of the logs and equipment is not nearly as important as to learn the true power behind the conflict. If on the other hand Immonara learns that handing over the culprits to the fey results in the return of the stolen logs and equipment, she argues with the PCs to comply with the demands of the fey.

Note: If the PCs failed to retrieve the stolen shadows of the loggers, both Immonara and Belvor are doubtful of the PCs skills. They keep a close eye on the PCs, accompanying them all the time during the investigations or if that is not possible sending a soldier along as a chaperone. A DC 25 Diplomacy check prevents this from happening.

The loggers are hardly experienced conmen, and it is relatively easy to see through their lies and they know it. The lure of the gold was too strong to resist, and they hoped that by the time people would start to investigate, they would be long gone. As soon as they realize that the PCs are investigating the accusations of illegal logging, they flee at the first opportunity. Unless the PCs are particularly stupid, they should be able to prevent such flight or capture them. Smart PCs might decide to follow them in secret, which leads to Encounter 12.

Once captured the PCs can question the guilty loggers. They give in quickly under pressure, telling the PCs that Jaril approached them with the offer of a lot of gold just before the start of the project. All they had to do was to prepare a couple of prime quality trees and leave them at that location. Jaril would then arrange the transport of the wood. It was also Jaril's idea to let the team be plagued by small accidents to explain the lower production. The loggers do their best to put most of the blame on Jaril's shoulders. They were just hired muscle so to speak, which is more or less the truth. If they learn that they might be handed over to the fey, they beg the PCs for mercy. They prefer working in a forced labor camp than to face the wrath of the local fey.

Jaril is more difficult to convince to talk. He is an expert liar and at first he tries to deny everything. He tries to use the fact that Dahno is a Suel cleric of Phyton to his advantage by suggesting that it was not him, but Dahno who was responsible for Sondren's team. He tries to depict Dahno as a Scarlet Brotherhood agent, without directly saying so. Phyton is an atypical nature deity, because he is the god of mankind's dominance over nature, which might help Jaril's lies. Jaril shows some acute awareness of the political situation by speculating that perhaps the reason for the Scarlet Brotherhood for paying for the wood might be to cause a conflict between the fey and the rest of Sunndi, causing a possible fatal political instability (in reality the situation is much more complicated - because of all the enemies of Sunndi the Scarlet Brotherhood is the only one that is not served by such a political instability). He also mentions that if the accidents were all acts to fool Tarrak, then why didn't the healer see this? A lie that might actually work against Jaril, because most of the accidents only damaged property and that was his responsibility.

Eventually though, if confronted with enough evidence or threats, he admits being the contact person between Sondren and the people interested in the illegal logging. By this time he still offers some token resistance, trying to get the PCs to free him (or hand him over to the Sunndian authorities as opposed to the fey) if he tells more about those who hired him. If the PCs know about the dwur, he finally gives in.

Several months ago, he was approached by a dwur named Gwarr. The dwarf offered a large amount of gold if Jaril would do some work on the side for him. At first it was only information, but not too long ago he wanted Jaril to arrange illegal logging. At that time Jaril was not even assigned to the logging project, and when he said so, Gwarr mentioned not to worry about it. His friends would arrange Jaril to be part of the team. At first Jaril refused, because he considered it too risky and hating the idea of being in a forest. Gwarr forced him into helping though by threatening to expose his spying for him.

Once at the logging site, Jaril had to arrange the trees selected by Gwarr to be logged and prepared for transport. Gwarr arranged the transport itself. If a tree was ready, Jaril placed a message under a rock near a hollow tree at the riverbank to the west. By now Gwarr knows of the stolen equipment, so he is not expecting a delivery soon. The next day the tree was gone. The loggers had to collect their gold as soon as they were discovered and managed to flee, or once the project was over, at a rocky valley northwest of the camp at the west bank of the river. That is all Jaril knows.

Questioning the other loggers confirms the above story. Dahno has seen Jaril talk with a red haired dwur on two occasions. At one of those occasions Jaril had an argument about gold and when Dahno later confronted Jaril about it, Jaril mentioned he had some gambling debts with the dwarf. Isara can tell the PCs that she has seen Jaril walk towards the river on several occasions, which surprised her, because the halfling never showed much love for the woods. Other loggers have heard Sondren and his team members talk about what they would do with their gold, expressing an interest in wishes much more expensive than the regular pay would afford. The loggers also show a surprise about the amount of accidents that plagued Sondren's team. They are all expert loggers, and while accidents are normal, it was a bit too normal for that man and his team.

Development: By now the PCs should have enough to realize there is a middleman involved in the illegal activities. There even is a hint that the corruption goes much deeper. The PCs can elect to ignore these hints and leave Gwarr alone and hand over Jaril, Sondren and his team to either the fey or the authorities. Both will quickly learn about Gwarr and demand that the PCs capture this dwarf alive as well. With Jaril's testimony it should be easy to locate Gwarr – perhaps a bit too easy. If the PCs express concern about this, they are right. Gwarr had no intention to pay Sondren and his men, but to kill them. Gwarr is expecting trouble, though Jaril and his companions are unaware of this.

[Optional] Encounter 12: Poachers Confronted

Gwarr and his men have made their camp in a rocky-river valley northwest of the logger's camp. It is about 1 hour walking, more because of the difficult terrain than because of the distance. The valley is well hidden, but not very overgrown. The floor consists of limestone through which the river has eaten its way. At both sides of the river the sides of the valley are 20 feet high rough cliff that contain many shallow caves. Various large boulders are strewn through the valley.

Gwarr's camp is made at the west side of the river in one of these shallow caves. From his camp his men can oversee most of the valley, making it very difficult to approach the camp without alerting Gwarr and his men. Crossing the valley unseen requires the aid of magic. It is possible to circle around the valley though and approach Gwarr's camp from above. This requires the PCs to climb down, and while the climbing only requires a DC 15 Climb check, doing it silently is very hard (giving a -8 circumstance bonus on any Move Silently check). The cliffs consists of many loose rocks, plants and debris.

The shallow cave lies about 7 feet above the valley floor, and at least two of the thugs are hidden in it. Jaril and his men were supposed to come to a relatively open spot below it that is surrounded by a couple of large boulders. The two other thugs are in an advantageous position among the rocks. Five horses are hidden among the rocks and the base of the cliff as well. Gwarr is hidden among the rocks in a different spot. The wood is hidden in another cave and can be found by forcing it out of any prisoners (requiring a DC 20 Intimidate check) or by searching the valley for an hour and succeeding in a DC 20 Search check. For more information see DM's Aid 2.

Terrain: The valley floor consists of rock and is relatively flat, posing little trouble. At some parts though there is a lot of rubble. Moving through these areas either halves movement or requires a DC 10 Balance check to prevent falling. There are also many boulders and cliffs. Climbing these requires a DC 15 Climb check.

APL 2 (EL 5)

♣**Gwarr:** Male dwarf Clr2; hp 14; See Appendix 1.

♣**Thugs (4):** Male dwarf Rng1; hp 10; See Appendix 1.

APL 4 (EL 7)

♣**Gwarr:** Male dwarf Clr4; hp 25; See Appendix 2.

♣**Thugs (4):** Male dwarf Rng4; hp 16; See Appendix 2.

APL 6 (EL 9)

♣**Gwarr:** Male dwarf Clr6; hp 36; See Appendix 3.

♣**Thugs (4):** Male dwarf Rng4; hp 29; See Appendix 3.

APL 8 (EL 11)

♣**Gwarr:** Male dwarf Clr8; hp 47; See Appendix 4.

♣**Thugs (4):** Male dwarf Rng6; hp 42; See Appendix 4.

Tactics: Gwarr is a selfish coward, and he tries to remain at the fringe of the combat, preferring either to use missiles or spells. He uses his magic to disable opponents most susceptible to those particular spells, focusing on arcane casters. The thugs primarily focus on the lightly armored opponents, knowing that these pose a bigger threat in this terrain than the slower heavily armored opponents. If there is a choice, they favor opponents that belong to their favored enemy (elves). When an opponent shows to be good at ranged combat (either missile or magic) he becomes the prime target. Since the thugs are spread out there is little coordination between their attacks. Only those in the cave focus on one opponent.

Treasure: Looting Gwarr and his men.

APL 2: L (137 gp); C (10 gp); M *cloak of resistance +1* (83 gp), *scroll of cure light wounds* (2 gp), 2x *scroll of magic weapon* (2 gp each).

APL 4: L (379 gp); C (10 gp); M *cloak of resistance +1* (83 gp), *elixir of love* (12 gp), 4x *potion of cure light wounds* (4 gp each), *scroll of cure light wounds* (2 gp), 2x *scroll of magic weapon* (2 gp each).

APL 6: L (295 gp); C (10 gp); M *brooch of shielding* (125 gp), 4x *chain shirt +1* (104 gp each), *cloak of resistance +1* (83 gp), *elixir of love* (12 gp), 4x *potion of cure light wounds* (4 gp each), *scroll of cure light wounds* (2 gp), *scroll of lesser restoration* (12 gp), 2x *scroll of magic weapon* (2 gp each).

APL 8: L (195 gp); C (10 gp); M *brooch of shielding* (125 gp), 4x *chain shirt +1* (104 gp each), *cloak of resistance +1* (83 gp), 4x *composite longbow {str +2} +1* (191 gp each), *elixir of love* (12 gp), *lion's shield* (764 gp), 4x *potion of cure moderate wounds* (25 gp each), *scroll of cure light wounds* (2 gp), 2x *scroll of lesser restoration* (12 gp each), 2x *scroll of magic weapon* (2 gp each), *scroll of remove paralysis* (12 gp).

Detect Magic Results: *brooch of shielding* (Faint Abjuration), *chain shirt +1* (Faint Transmutation), *cloak of resistance +1* (Faint Abjuration), *composite longbow {str +2} +1* (Faint Transmutation), *elixir of love* (Faint Transmutation), *lion's shield* (Moderate Conjunction), *potion of cure light wounds* (Faint Conjunction), *potion of cure moderate wounds* (Faint Conjunction), *scroll of cure light wounds* (Faint Conjunction), *scroll of lesser*

restoration (Faint Conjunction), *scroll of magic weapon* (Faint Transmutation), *scroll of remove paralysis* (Faint Conjunction).

Development: Once two of his thugs go down, or he loses 50% of his hit points Gwarr tries to flee. He casts *obscuring mist* to cover his retreat. He knows his way around Rieuwood, and if he escapes from the valley it is nearly impossible to track him down. Once Gwarr is gone, his thugs try to flee as well (in different directions). Only those above in the cave might be forced to remain. They try to surrender. Once it is clear they will lose the fight, they do not kill disabled opponents, before that time they are not so lenient.

Questioning the thugs results in little information, since they know nothing (except the location of the hidden wood). Questioning Gwarr does not yield much either. All he can tell is that he is supposed to deliver the wood in New Keep and that he is well paid to do so. He does not know who hired him, and frankly, he does not care. Gold is all that holds his interest.

Once the PCs defeated and looted Gwarr and his thugs all that remains is to return to the logger's camp.

Conclusion

The ending of this adventure is dependent on whether you ran the extension or not. If you didn't, the ending is fairly straightforward. If the PCs successfully retrieved the stolen shadows, and reported on why the fey raided the loggers, the Sunndian authorities, or the Rieuwood druids start an investigation. They learn of Gwarr's involvement, but are unable to arrest the dwarf nor find the illegally logged wood. In the meantime the PCs finish their job as guards or they can return home. Nothing of particular interest happens and they receive their payment as agreed upon.

If you did run the extension, then the PCs have been directly involved in the investigations and if successful they are facing a choice. On the one hand, they can deliver their prisoners to the fey and on the other to the Sunndian authorities. If they hand over the prisoners to the fey, it will be a couple of centuries later before anybody sees them again. The fey return all stolen property. They also personally thank the PCs, giving them a favor with the fey (see the AR). While not specifically mentioned, this favor may also be spent to return the stolen shadows. The Pitchfield Merchants are also grateful, treating the PCs as if they acted beyond the call of normal duty and providing them with an additional reward (see the AR). If on the other hand the PCs handed over the prisoners to the authorities, the fey do not return the stolen equipment. The authorities reward the PCs with their favor though (see the

AR). If both Gwarr or Jaril escaped or are dead none of these favors are handed out.

Campaign Consequences

This module has "Campaign Consequences," that is the outcome of this module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the backstory and campaign all information requested is vital.

Please send your answers to the Sunndi regional Team at poc@sunndi.nl as soon as possible. General comments about the module are also welcomed at this address.

1. Who hired the PCs?
2. How did the PCs behave at the court of Tuall?
3. Did the PCs use force or diplomacy to retrieve the stolen shadows from the chitine?
4. Did the PCs retrieve all the stolen shadows, including those of the loggers?
5. Did you play the extension?
6. If so, did they capture all guilty alive or not? If not, who escaped?

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 role-playing) to each character.

Encounter 3: Hot on the Trail

The sweeping block trap

APL2	60 XP
APL4	120 XP
APL6	180 XP
APL8	240 XP

Encounter 6: Lunch Invitation

Defeating Raisa and her cronies

APL2	150 XP
APL4	210 XP
APL6	270 XP
APL8	330 XP

Encounter 9: Webs of Shadow & Encounter 10: Hair of a Troll

Retrieving the stolen shadows

APL2	150 XP
APL4	210 XP
APL6	270 XP
APL8	330 XP

Discretionary Role-playing Award

APL2	90 XP
APL4	135 XP
APL6	180 XP
APL8	225 XP

Optional Extension:

Encounter 12: Poachers confronted

Capturing Gwarr alive (the value between the brackets is for killing him or letting him escape)

APL2	150 (100) XP
APL4	210 (140) XP
APL6	270 (180) XP
APL8	330 (220) XP

Discretionary Role-playing Award Extension

APL2	50 XP
APL4	100 XP
APL6	150 XP
APL8	200 XP

Total Possible Experience:

The first value is for the regular scenario, the second value for the extension

APL2	450 XP + 200 XP
APL4	650 XP + 310 XP
APL6	900 XP + 420 XP
APL8	1125 XP + 530 XP

Treasure Summary

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

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

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

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

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

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

Encounter 4: Unexpected Aid

A gift from the nymph Rhiannon:

APL 2 and 4: Loot: 0 gp; Coin: 0 gp; Magic: *figurine of wondrous power – silver raven* (316 gp).

APL 6 and 8: Loot: 0 gp; Coin: 0 gp; Magic: *figurine of wondrous power – serpentine owl* (758 gp).

Encounter 6: Lunch Invitation

Looting the hag Riasa and her servants:

APL 2: Loot: 47 gp; Coin: 0 gp; Magic: 2 *chain shirt +1* (104 gp each), *cloak of resistance +1* (83 gp), 2 *potions of cure light wounds* (4 gp each).

APL 4: Loot: 47 gp; Coin: 0 gp; Magic: 2 *chain shirt +1* (104 gp each), *cloak of resistance +1* (83 gp), 2 *potions of cure light wounds* (4 gp each).

APL 6: Loot: 47 gp; Coin: 0 gp; Magic: *chain shirt +1* (104 gp), *elven chain +1* (429 gp), 2 *cloaks of resistance +1* (83 gp each), *necklace of fireballs type 1* (137 gp), *ring of protection +1* (166 gp), *scroll of resist energy* (12 gp), 3 *potions of cure moderate wounds* (25 gp each).

APL 8: Loot: 17 gp; Coin: 0 gp; Magic: *glaive +1* (196 gp), *chain shirt +1* (104 gp), *elven chain +1* (429 gp), 2 *cloaks of resistance +1* (83 gp each), *necklace of fireballs type 2* (225 gp), *ring of protection +1* (166 gp), *gloves of dexterity +2* (333 gp), *lesser metamagic rod – extend* (250 gp), *scroll of resist energy* (12 gp), 3 *potions of cure moderate wounds* (25 gp each).

Encounter 7: An Audience with a King

The container to collect the stolen shadows:

All APLs: Loot: 0 gp; Coin: 0 gp; Magic: *bag of holding, type 1* (208 gp).

Encounter 12: Poachers Confronted

Looting Gwarr and his men:

APL 2: Loot: 137 gp; Coin: 10 gp; Magic: *cloak of resistance +1* (83 gp), *scroll of cure light wounds* (2 gp), 2x *scroll of magic weapon* (2 gp each).

APL 4: Loot: 379 gp; Coin: 10 gp; Magic: *cloak of resistance +1* (83 gp), *elixir of love* (12 gp), 4x *potion of cure light wounds* (4 gp each), *scroll of cure light wounds* (2 gp), 2x *scroll of magic weapon* (2 gp each).

APL 6: Loot: 295 gp; Coin: 10 gp; Magic: *brooch of shielding* (125 gp), 4x *chain shirt +1* (104 gp each), *cloak of resistance +1* (83 gp), *elixir of love* (12 gp), 4x *potion of cure light wounds* (4 gp each), *scroll of cure light wounds* (2 gp), *scroll of lesser restoration* (12 gp), 2x *scroll of magic weapon* (2 gp each).

APL 8: Loot: 195 gp; Coin: 10 gp; Magic: *brooch of shielding* (125 gp), 4x *chain shirt +1* (104 gp each), *cloak of resistance +1* (83 gp), 4x *composite longbow {str +2} +1* (191

gp each), *elixir of love* (12 gp), *lion's shield* (764 gp), 4x *potion of cure moderate wounds* (25 gp each), *scroll of cure light wounds* (2 gp), 2x *scroll of lesser restoration* (12 gp each), 2x *scroll of magic weapon* (2 gp each), *scroll of remove paralysis* (12 gp).

Maximum Allowed Treasure

The first value is for the adventure, the second for the extension. Note that the treasure is above the maximum allowed treasure. The authorities as evidence, taxes and in some cases claim these items by the fey to compensate for the losses due to the illegal logging (and because they just feel like it).

APL 2: 450 gp + 225 gp

APL 4: 650 gp + 325 gp

APL 6: 900 gp + 450 gp

APL 8: 1300 gp + 750 gp

Items for the Adventure Record

Stolen Shadow: The character does not have a shadow nor does the character cast a reflection. While most people don't notice this effect unless specifically looking for it, it does create a sense of uneasiness, causing a -2 circumstance penalty on any social related checks except Intimidate.

With the loss of the shadow, a spark of the character's knowledge or skill got lost as well. _____ has been reduced to 0 ranks, with all the related consequences. While the character can still use the skill if it can be used untrained, the character can never put new skill points in it until the shadow is returned.

A *remove curse* or *break enchantment* cast by a 12th level or higher spellcaster, as well as a *limited wish*, *wish* or *miracle* can return the stolen shadow. With the shadow the skill points return and the character can once again improve in the skill.

Fey Touched: The character has become fey touched. While this has little direct consequences, it might have an impact in future scenarios.

Fickle Time: Time is fickle and unpredictable in the lands of the Fey. Due to the tricks of the hag Raisa, or foolishness on your side, you spend more time there than expected. You need to spend __ extra TU in addition to the normal TUs.

One Favour with the Rieuwood druids: This favor counts as a favor with the temples of Ehlonna and Obad-Hai. Unbeknownst to the PC, it also counts as a favor with the Order of the Emerald Oak. Besides standard uses, it can also be spend to gain one time access to one of the following

items: *amulet of mighty fist +1*, *amulet of natural armor +2*, *boots of striding and springing* or *druid's vestment*.

One Favour with the Sunndian Army: Besides standard uses this favour can be spend for a one-time access to one of the following items (normal *Dungeon Master's Guide* price must still be paid): 1 suite of adamantine armor, 1 suite of mithral armor, or 1 adamantine weapon.

One Favour with the Pitchfield Merchant Guild: You earned the favour with the Pitchfield Merchant Guild, which can be used for standard uses or in future scenarios.

One Favour with the fey of Rieuwood: Spending this favor grants one-time access to one of the following items (normal *Dungeon Master's Guide* price must still be paid): upgrade one stat-boosting item to +4 or one arcane scroll with 1x 5th level Illusion or Enchantment spell from the *Player's Handbook*.

Item Access

APL 2

Bag of holding, type 1 (Adventure, DMG)

Figure of wondrous power – silver raven (Regional, DMG)

APL 4 (All of APL 2 plus the following)

Elixir of Love (Adventure, DMG)

APL 6 (All of APLs 2-4 plus the following)

Brooch of shielding (Adventure, DMG)

Elven chain (Adventure, DMG)

Figurine of wondrous power – serpentine owl (Regional, DMG)

Necklace of fireballs, type 1 (Adventure, DMG)

APL 8 (All of APLs 2-6 plus the following)

Lesser metamagic rod, extend (Adventure, DMG)

Lion's Shield (Adventure, DMG)

Necklace of fireballs, type 2 (Adventure, DMG)

Appendix 1: APL 2

Encounter 6: Lunch Invitation (EL 5)

➤ **Harak "the Hand"**: male goblin Ftr3; CR 3; Small Humanoid (goblinoid); HD 3d10+3; hp 19; Init +7; Spd 30 ft.; AC 19 (touch 14, flat-footed 16); Base Atk +3; Grp +0; Atk +7 melee (1d8+1/x3, glaive) or +5 melee (1d6+1/19-20/x2, long sword) or +7 ranged (1d6/19-20/x2, light crossbow); Full Atk +7 melee (1d8+2/x3, glaive) or +5 melee (1d6+1/19-20/x2, long sword) or +7 ranged (1d6/19-20/x2, light crossbow); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +4, Will +4; Str 13, Dex 16, Con 13, Int 10, Wis 12, Cha 6.

Skills and Feats: Bluff +0, Hide +6, Listen +2, Move Silently +6, Ride +6, Spot +2, Swim +5; Combat Reflexes, Improved Initiative, Iron Will, Weapon Focus (glaive).

Possessions: Masterwork glaive, long sword, dagger, light crossbow, bolts (20), *chain shirt* +1, *potion of cure light wounds*.

➤ **Grenna "the Eye"**: female goblin Rog3; CR 3; Small Humanoid (goblinoid); HD 3d6+6; hp 19; Init +3; Spd 30 ft.; AC 19 (touch 14, flat-footed 16); Base Atk +2; Grp -2; Atk +6 melee (1d4/19-20/x2, short sword) or +6 ranged (1d6/19-20/x2, light crossbow); Full Atk +6 melee (1d4/19-20/x2, short sword) or +6 ranged (1d6/19-20/x2, light crossbow); SA Sneak attack +2d6; SQ Darkvision 60 ft., evasion, trap sense +1; AL NE; SV Fort +4, Ref +7, Will +3; Str 10, Dex 17, Con 14, Int 10, Wis 13, Cha 6.

Skills and Feats: Balance +4, Bluff +4, Diplomacy +0, Disguise +4, Escape Artist +8, Hide +14, Jump +1, Listen +7, Move Silently +14, Ride +5, Spot +7, Tumble +8; Stealthy, Weapon Finesse.

Possessions: Short swords (2), light crossbow, bolts (20), *chain shirt* +1, tanglefoot bags (2), *cloak of resistance* +1, *potion of cure light wounds*.

Encounter 9: Webs of Shadow

♣ **Caulwen**: Female dryad; CR 3; Medium Fey; HD 4d6; hp 14; Init +4; Spd 30 ft.; AC 17 (touch 14, flat-footed 13); Base Atk +2; Grp +2; Atk +6 melee (1d4/19-20/x2, dagger) or +7 ranged (1d8/x3, masterwork longbow); SA Spell-like abilities; SQ DR 5/cold iron, tree dependent, wild empathy; AL CN; SV Fort +3, Ref +8, Will +6; Str 10, Dex 19, Con 11, Int 14, Wis 15, Cha 18.

Skills and Feats: Escape Artists +11, Handle Animal +11, Hide +11, Knowledge (nature) +11, Listen +9, Move Silently +11, Ride +6, Spot +9, Survival +9, Use Rope +4; Great Fortitude, Weapon Finesse.

Spell-like Abilities (Sp): At will – *entangle* (DC 12), *speak with plants, tree shape*, 3/day – *charm person* (DC 13), *deep slumber* (DC 15), *tree stride*, 1/day – *suggestion* (DC 15). CL 6th.

Tree Dependent (Su): Caulwen is mystically bound to the Great Tree in Gloomweb and she must never stray more than 300 yards from it. If she does, she becomes ill and dies within 4d6 hours. The Great Tree does not radiate magic.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that the dryad has a +6 racial bonus on the check.

Possessions: Dagger, masterwork longbow.

♣ **Chitine guardians**: Male/Female chitine; CR 1; Small Fey; HD 2d6+2; hp 9; Init +1; Spd 30 ft., climb 20 ft.; AC 16 (touch 12, flat-footed 15); Base Atk +1; Grp +1; Atk +3 melee (1d4/19-20/x2, short sword) or +3 thrown (1d4, javelin); Full Atk +1/+1/+1 melee (1d4/19-20/x2 short sword) or +1/+1/+1 thrown (1d4, javelin); SA Grapple bonus; SQ Low-light, difficult to disarm, weapon familiarity (short sword); AL CE; SV Fort +1, Ref +4, Will +3; Str 10, Dex 13, Con 12, Int 12, Wis 11, Cha 7.

Skills and Feats: Balance +5, Climb +12, Craft (trapmaking) +6, Craft (webbuilding) +6, Hide +9, Jump +5, Move Silently +5; Multiweapon Fighting^B, Weapon Focus (short sword).

Grappling Bonus (Ex): Their four arms grant chitines a +4 bonus on grapple checks, giving them equal footing with Medium creatures.

Difficult to Disarm (Ex): Because of the hooks in a chitine palm, the creature also gains a +4 bonus on its opposed check when a character tries to disarm it.

Weapon Familiarity (Ex): Chitines treat short swords as simple weapons.

Possessions: Short swords (3), javelins (12), web buckler, web armor.

Encounter 10: Hair of a Troll

➤ **Assassin Vine**: CR 3; Large Plant; HD 4d8+12; hp 30; Init +0; Spd 5 ft.; AC 15 (touch 9, flat-footed 15); Base Atk +3; Grp +12; Atk +7 melee (1d6+7, slam); Full Atk +7 melee (1d6+7, slam); Space/Reach 10 ft./10 ft.; SA Constrict (1d6+7), entangle, improved grab; SQ Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resistance to cold 10/fire 10; AL N; SV Fort +7, Ref +1, Will +2; Str 24, Dex 14, Con 18, Int -, Wis 15, Cha 7.

Skills and Feats:-

Constrict (Ex): An assassin vine deals 1d6+7 points of damage with a successful grapple check.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action (Ref DC 13 partial). The effect lasts until the vine dies or decides to end it (also a free action). The ability is otherwise similar to *entangle*.

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

Blindsight (Ex): Assassin vine have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Plant Traits: Immunity to all mind-affecting effects; immunity to poison, sleep effects, paralysis, polymorph, and stunning; not subject to critical hits.

Encounter 12: Poachers Confronted

♣ **Gwarr:** Male dwarf Clr2; CR 2; Medium Humanoid (dwarf); HD 2d8+2; hp 14; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Base Atk +1; Grp +1; Atk +1 melee (1d4/19-20/x2, dagger) or +3 ranged (1d8/19-20/x2, masterwork light crossbow); Full Atk +1 melee (1d4/19-20/x2, dagger) or +3 ranged (1d8/19-20/x2, masterwork light crossbow); SA Rebuke undead 3/day, channel negative energy; SQ Darkvision 60 ft., +2 racial bonus on saves against spells, spell-like abilities and poison, stonecunning, stability; AL NE; SV Fort +5, Ref +2, Will +7; Str 10, Con 12, Dex 13, Int 14, Wis 16, Cha 10.

Skills and Feats: Appraise +3, Bluff +7, Diplomacy +7, Disguise +5, Intimidate +4, Knowledge (religion) +3, Spellcraft +4; Persuasive.

Spells Prepared (4/4; Base DC = 13 + spell level): 0 – *detect magic* (2), *detect poison*, *read magic*, 1st – *bleed*, *cause fear*, *disguise self**, *obscuring mist*.

*Domain spell; *Deity:* Abbathor; *Domains:* Luck (1/day a reenrol), Trickery (bluff, disguise and hide are class skills).

Possessions: Dagger, cold iron dagger, masterwork light crossbow, bolts (20), cold iron bolts (10), banded mail, heavy wooden shield, wooden holy symbol, *cloak of resistance* +1, *scroll of cure light wounds*, *scroll of magic weapon* (2).

♣ **Thugs:** Male dwarf Rng1; CR 1; Medium Humanoid (dwarf); HD 1d8+2; hp 10; Init +2; Spd 20 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +1; Grp +1; Atk +3 melee (1d10+3/20/x3, dwarven waraxe) or +3 ranged

(1d8/20/x3, longbow); Full Atk 3 melee (1d10+3/20/x3, dwarven waraxe) or +3 ranged (1d8/20/x3, longbow); SA Favored enemy +2 (elf); SQ Darkvision 60 ft., +2 racial bonus on saves against spells, spell-like abilities and poison, stonecunning, stability; AL NE; SV Fort +4, Ref +4, Will +1; Str 14, Dex 15, Con 14, Int 10, Wis 13, Cha 6.

Skills and Feats: Climb +4, Hide +2, Move Silently +2, Knowledge (dungeoneering) +2, Knowledge (geography) +2, Survival +5; Point Blank Shot, Track.

Possessions: Dwarven waraxe, cold iron dagger, longbow, arrows (20), cold iron arrows (10), chain shirt, tanglefoot bag.

Appendix 2: APL 4

Encounter 4: Lunch Invitation (EL 7)

➤ **Harak "the Hand"**: male goblin Ftr3; CR 3; Small Humanoid (goblinoid); HD 3d10+3; hp 19; Init +7; Spd 30 ft.; AC 19 (touch 14, flat-footed 16); Base Atk +3; Grp +0; Atk +7 melee (1d8+1/x3, glaive) or +5 melee (1d6+1/19-20/x2, long sword) or +7 ranged (1d6/19-20/x2, light crossbow); Full Atk +7 melee (1d8+2/x3, glaive) or +5 melee (1d6+1/19-20/x2, long sword) or +7 ranged (1d6/19-20/x2, light crossbow); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +4, Will +4; Str 13, Dex 16, Con 13, Int 10, Wis 12, Cha 6.

Skills and Feats: Bluff +0, Hide +6, Listen +2, Move Silently +6, Ride +6, Spot +2, Swim +5; Combat Reflexes, Improved Initiative, Iron Will, Weapon Focus (glaive).

Possessions: Masterwork glaive, long sword, dagger, light crossbow, bolts (20), *chain shirt* +1, *potion of cure light wounds*.

➤ **Grenna "the Eye"**: female goblin Rog3; CR 3; Small Humanoid (goblinoid); HD 3d6+6; hp 19; Init +3; Spd 30 ft.; AC 19 (touch 14, flat-footed 16); Base Atk +2; Grp -2; Atk +6 melee (1d4/19-20/x2, short sword) or +6 ranged (1d6/19-20/x2, light crossbow); Full Atk +6 melee (1d4/19-20/x2, short sword) or +6 ranged (1d6/19-20/x2, light crossbow); SA Sneak attack +2d6; SQ Darkvision 60 ft., evasion, trap sense +1; AL NE; SV Fort +4, Ref +7, Will +3; Str 10, Dex 17, Con 14, Int 10, Wis 13, Cha 6.

Skills and Feats: Balance +4, Bluff +4, Diplomacy +0, Disguise +4, Escape Artist +8, Hide +14, Jump +1, Listen +7, Move Silently +14, Ride +5, Spot +7, Tumble +8; Stealthy, Weapon Finesse.

Possessions: Short swords (2), light crossbow, bolts (20), *chain shirt* +1, tanglefoot bags (2), *cloak of resistance* +1, *potion of cure light wounds*.

➤ **Raisa**: female green hag; CR 5; Medium monstrous humanoid; HD 9d8+9; hp 49; Init +1; Spd 30 ft., swim 30 ft.; AC 22 (touch 11, flat-footed 21); Base Atk +9; Grp +13; Atk +13 melee (1d4+4, claw); Full Atk +13/+13 melee (1d4+4, claw); SA Spell-like abilities, weakness, mimicry; SQ Darkvision 90 ft.; SR 18; AL NE; SV Fort +6, Ref +7, Will +7; Str 19, Dex 12, Con 12, Int 13, Wis 13, Cha 14.

Skills and Feats: Concentration +7 (+11 when casting defensively), Knowledge (local: Splintered Sun)

+7, Hide +9, Listen +11, Spot +11, Swim +12; Alertness, Blind-Fight, Combat Casting, Great Fortitude.

Spell-like Abilities (Sp): At will – *dancing lights*, *disguise self*, *ghost sound* (DC 12), *invisibility*, *pass without trace*, *tongue*, *water breathing*. CL 9th.

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage.

Mimicry (Ex): A green hag can imitate the sounds of almost any animal found near its lair.

Possessions: None.

Encounter 9: Webs of Shadow

♣ **Caulwen**: Female dryad Sor2; CR 4; Medium Fey; HD 4d6+2d4+12; hp 31; Init +9; Spd 30 ft.; AC 18 (touch 15, flat-footed 13); Base Atk +3; Grp +4; Atk +8 melee (1d4+1/19-20/x2, dagger) or +9 ranged (1d8/x3, masterwork longbow); SA Spell-like abilities; Full Atk +8 melee (1d4+1/19-20/x2, dagger) or +9 ranged (1d8/x3, masterwork longbow); SA Spell-like abilities; SQ DR 5/cold iron, tree dependent, wild empathy; AL CN; SV Fort +5, Ref +9, Will +8; Str 12, Dex 21, Con 15, Int 14, Wis 13, Cha 22.

Skills and Feats: Concentration +6, Escape Artists +12, Handle Animal +13, Hide +12, Knowledge (nature) +11, Listen +8, Move Silently +12, Ride +7, Spellcraft +6, Spot +8, Survival +8, Use Rope +5; Great Fortitude, Improved Initiative, Weapon Finesse.

Spell-like Abilities (Sp): At will – *entangle* (DC 12), *speak with plants*, *tree shape*, 3/day – *charm person* (DC 12), *deep slumber* (DC 14), *tree stride*, 1/day – *suggestion* (DC 14). CL 6th.

Tree Dependent (Su): Caulwen is mystically bound to the Great Tree in Gloomweb and she must never stray more than 300 yards from it. If she does, she becomes ill and dies within 4d6 hours. The Great Tree does not radiate magic.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that the dryad has a +6 racial bonus on the check.

Spells Known (6/6; Base DC = 16 + Spell Level): 0 – *dancing lights*, *daze*, *detect magic*, *prestidigitation*, *read magic*, 1st – *grease*, *reduce person*.

Possessions: Dagger, masterwork longbow.

♣ **Chitine guardians**: Male/Female chitine Ftr1; CR 2; Small Fey; HD 2d6+1d10+9; hp 24; Init +2; Spd 30 ft.,

climb 20 ft.; AC 17 (touch 13, flat-footed 16); Base Atk +2; Grp +4; Atk +6 melee (1d4+2/19-20/x2, short sword) or +5 thrown (1d4+2, javelin); Full Atk +4/+4/+4 melee (1d4+2/19-20/x2 short sword) or +3/+3/+3 thrown (1d4+2, javelin); SA Grapple bonus; SQ Low-light, difficult to disarm, weapon familiarity (short sword); AL CE; SV Fort +5, Ref +5, Will +4; Str 14, Dex 15, Con 16, Int 12, Wis 13, Cha 5.

Skills and Feats: Balance +6, Climb +15, Craft (trapmaking) +7, Craft (webbuilding) +7, Hide +10, Jump +7, Move Silently +6; Dodge, Mobility, Multiweapon Fighting^B, Weapon Focus (short sword).

Grapppling Bonus (Ex): Their four arms grant chitines a +4 bonus on grapple checks, giving them equal footing with Medium creatures.

Difficult to Disarm (Ex): Because of the hooks in a chitine palm, the creature also gains a +4 bonus on its opposed check when a character tries to disarm it.

Weapon Familiarity (Ex): Chitines treat short swords as simple weapons.

Possessions: Short swords (3), javelins (12), web buckler, web armor.

Encounter 10: Hair of a Troll

➤ **Assassin Vine:** CR 3; Large Plant; HD 4d8+12; hp 30; Init +0; Spd 5 ft.; AC 15 (touch 9, flat-footed 15); Base Atk +3; Grp +12; Atk +7 melee (1d6+7, slam); Full Atk +7 melee (1d6+7, slam); Space/Reach 10 ft./10 ft.; SA Constrict (1d6+7), entangle, improved grab; SQ Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resistance to cold 10/fire 10; AL N; SV Fort +7, Ref +1, Will +2; Str 24, Dex 14, Con 18, Int -, Wis 15, Cha 7.

Skills and Feats:-

Constrict (Ex): An assassin vine deals 1d6+7 points of damage with a successful grapple check.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action (Ref DC 13 partial). The effect lasts until the vine dies or decides to end it (also a free action). The ability is otherwise similar to *entangle*.

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

Blindsight (Ex): Assassin vine have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Plant Traits: Immunity to all mind-affecting effects; immunity to poison, sleep effects, paralysis, polymorph, and stunning; not subject to critical hits.

Encounter 12: Poachers Confronted

⚔ **Gwarr:** Male dwarf Clr4; CR 4; Medium Humanoid (dwarf); HD 4d8+4; hp 25; Init +1; Spd 20 ft.; AC 21 (touch 11, flat-footed 20); Base Atk +3; Grp +3; Atk +3 melee (1d4/19-20/x2, dagger) or +5 ranged (1d8/19-20/x2, masterwork light crossbow); Full Atk +3 melee (1d4/19-20/x2, dagger) or +5 ranged (1d8/19-20/x2, masterwork light crossbow); SA Rebuke undead 3/day, channel negative energy; SQ Darkvision 60 ft., +2 racial bonus on saves against spells, spell-like abilities and poison, stonecunning, stability; AL NE; SV Fort +6, Ref +4, Will +8; Str 10, Con 12, Dex 13, Int 14, Wis 17, Cha 10.

Skills and Feats: Appraise +3, Bluff +9, Diplomacy +9, Disguise +7, Intimidate +4, Knowledge (religion) +3, Sense Motive +4, Spellcraft +4; Persuasive, Spell Focus (Enchantment).

Spells Prepared (5/5/4; Base DC = 13 + spell level): 0 – *cure minor wounds*, *detect magic* (2), *detect poison*, *read magic*, 1st – *bless*, *command*^P, *cure light wounds*, *disguise self*^{*}, *obscuring mist*, 2nd – *calm emotions*^V, *hold person*^V, *invisibility*^{*}, *resist energy*.

^{*}Domain spell; *Deity:* Abbathor; *Domains:* Luck (1/day a reroll), Trickery (bluff, disguise and hide are class skills).

Ψ Because of Spell Focus (Enchantment), the base DC against these spells is 14 + spell level.

Possessions: Dagger, cold iron dagger, masterwork light crossbow, bolts (20), cold iron bolts (10), masterwork full plate, heavy wooden shield, wooden holy symbol, *cloak of resistance* +1, *scroll of cure light wounds*, *scroll of magic weapon* (2), *elixir of love*.

⚔ **Thugs:** Male dwarf Rng2; CR 2; Medium Humanoid (dwarf); HD 2d8+4; hp 16; Init +2; Spd 20 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +2; Grp +2; Atk +4 melee (1d10+3/20/x3, dwarven waraxe) or +5 ranged (1d8+2/20/x3, composite longbow (+2 Str bonus)); Full Atk +4 melee (1d10+3/20/x3, dwarven waraxe) or +5 ranged (1d8+2/20/x3, composite longbow (+2 Str bonus)) or +3/+3 ranged (1d8+2/20/x3, composite longbow (+2 Str bonus)); SA Favored enemy +2 (elf); SQ Darkvision 60 ft., +2 racial bonus on saves against spells, spell-like abilities and poison, stonecunning, stability; AL NE; SV Fort +5, Ref +5, Will +1; Str 14, Dex 15, Con 14, Int 10, Wis 13, Cha 6.

Skills and Feats: Climb +6, Hide +3, Move Silently +3, Knowledge (dungeoneering) +2, Knowledge (geography) +2, Search +2, Survival +6; Point Blank Shot, Rapid Shot, Track.

Possessions: Dwarven waraxe, cold iron dagger, masterwork composite longbow (+2 Str bonus), arrows

(20), cold iron arrows (10), masterwork chain shirt,
tanglefoot bag, *potion of cure light wounds*.

Appendix 3: APL 6

Encounter 4: Lunch Invitation (EL 9)

➤ **Harak "the Hand"**: male goblin Ftr5; CR 5; Small Humanoid (goblinoid); HD 5d10+5; hp 32; Init +7; Spd 30 ft.; AC 20 (touch 14, flat-footed 17); Base Atk +5; Grp +3; Atk +10 melee (1d8+5/x3, glaive) or +8 melee (1d6+2/19-20/x2, long sword) or +9 ranged (1d6/19-20/x2, light crossbow); Full Atk +10 melee (1d8+5/x3, glaive) or +8 melee (1d6+2/19-20/x2, long sword) or +9 ranged (1d6/19-20/x2, light crossbow); SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +4, Will +4; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 6.

Skills and Feats: Bluff +2, Hide +4, Listen +2, Move Silently +4, Ride +5, Spot +2, Swim +3; Combat Reflexes, Improved Initiative, Iron Will, Weapon Focus (glaive), Weapon Specialization (glaive).

Possessions: Masterwork glaive, long sword, dagger, light crossbow, bolts (20), *elven chain* +1, *potion of cure moderate wounds*.

➤ **Grenna "the Eye"**: female goblin Rog5; CR 5; Small Humanoid (goblinoid); HD 5d6+10; hp 30; Init +3; Spd 30 ft.; AC 20 (touch 15, flat-footed 16); Base Atk +3; Grp -1; Atk +8 melee (1d4/19-20/x2, short sword) or +8 ranged (1d6/19-20/x2, light crossbow); Full Atk +8 melee (1d4/19-20/x2, short sword) or +8 ranged (1d6/19-20/x2, light crossbow); SA Sneak attack +3d6; SQ Darkvision 60 ft., evasion, trap sense +1, uncanny dodge; AL NE; SV Fort +4, Ref +8, Will +3; Str 10, Dex 18, Con 14, Int 10, Wis 13, Cha 6.

Skills and Feats: Balance +6, Bluff +6, Diplomacy +0, Disguise +6, Escape Artist +8, Hide +16, Jump +1, Listen +9, Move Silently +16, Ride +5, Spot +9, Tumble +10; Stealthy, Weapon Finesse.

Possessions: Short swords (2), light crossbow, bolts (20), *chain shirt* +1, tanglefoot bags (2), *cloak of resistance* +1, *necklace of fireballs* (type 1), *potion of cure moderate wounds*.

➤ **Raisa**: female green hag Sor4; CR 7; Medium monstrous humanoid; HD 9d8+4d4+13; hp 63; Init +7; Spd 30 ft., swim 30 ft.; AC 29 (touch 14, flat-footed 26); Base Atk +11; Grp +15; Atk +15 melee (1d4+4, claw); Full Atk +15/+15 melee (1d4+4, claw); SA Spell-like abilities, weakness, mimicry; SQ Darkvision 90 ft.; SR 18; AL NE; SV Fort +9, Ref +11, Will +13; Str 18, Dex 16, Con 14, Int 13, Wis 15, Cha 18.

Skills and Feats: Concentration +12 (+16 when casting defensively), Knowledge (Arcana) +2,

Knowledge (local: Splintered Sun) +7, Hide +12, Listen +12, Spellcraft +8, Spot +12, Swim +12; Alertness, Blind-Fight, Combat Casting, Great Fortitude, Improved Initiative.

Spell-like Abilities (Sp): At will – *dancing lights*, *disguise self*, *ghost sound* (DC 14), *invisibility*, *pass without trace*, *tongue*, *water breathing*. CL 9th.

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 18 Fortitude save or take 2d4 points of Strength damage.

Mimicry (Ex): A green hag can imitate the sounds of almost any animal found near its lair.

Spells Known (6/7/4; Base DC = 14 + spell level): 0 – *detect poison*, *detect magic*, *mage hand*, *message*, *prestidigitation*, *read magic*. 1st – *charm person*, *mage armor*, *ray of enfeeblement*. 2nd – *tasha's hideous laughter*.

Note: mage armor has been cast before the combat and is already done in the stats above.

Possessions: Spell component pouch, *ring of protection* +1, *cloak of resistance* +1, *scroll of resist energy*, *potion of cure moderate wounds*.

Encounter 9: Webs of Shadow

☞ **Caulwen**: Female dryad Sor5; CR 6; Medium Fey; HD 4d6+5d4+18; hp 44; Init +9; Spd 30 ft.; AC 18 (touch 15, flat-footed 13); Base Atk +4; Grp +5; Atk +9 melee (1d4+1/19-20/x2, dagger) or +10 ranged (1d8/x3, masterwork longbow); SA Spell-like abilities; Full Atk +9 melee (1d4+1/19-20/x2, dagger) or +10 ranged (1d8/x3, masterwork longbow); SA Spell-like abilities; SQ DR 5/cold iron, tree dependent, wild empathy; AL CN; SV Fort +6, Ref +10, Will +10; Str 12, Dex 21, Con 15, Int 14, Wis 14, Cha 22.

Skills and Feats: Concentration +12, Escape Artists +12, Handle Animal +13, Hide +12, Knowledge (nature) +11, Listen +9, Move Silently +12, Ride +7, Spellcraft +12, Spot +9, Survival +9, Use Rope +5; Great Fortitude, Improved Initiative, Silent Spell, Weapon Finesse.

Spell-like Abilities (Sp): At will – *entangle* (DC 13), *speak with plants*, *tree shape*, 3/day – *charm person* (DC 13), *deep slumber* (DC 15), *tree stride*, 1/day – *suggestion* (DC 15). CL 6th.

Tree Dependent (Su): Caulwen is mystically bound to the Great Tree in Gloomweb and she must never stray more than 300 yards from it. If she does,

she becomes ill and dies within 4d6 hours. The Great Tree does not radiate magic.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that the dryad has a +6 racial bonus on the check.

Spells Known (6/8/6; Base DC = 16 + Spell Level): 0 – *dancing lights, daze, detect magic, ghost sound, prestidigitation, read magic*; 1st – *grease, ray of enfeeblement, reduce person, silent image*; 2nd – *glitterdust, tasha's hideous laughter*.

Possessions: Dagger, masterwork longbow.

☞ **Chitine guardians:** Male/Female chitine Ftr3; CR 4; Small Fey; HD 2d6+3d10+15; hp 38; Init +2; Spd 30 ft., climb 20 ft.; AC 17 (touch 13, flat-footed 16); Base Atk +4; Grp +7; Atk +9 melee (1d4+3/19-20/x2, short sword) or +7 thrown (1d4+3, javelin); Full Atk +7/+7/+7 melee (1d4+3/19-20/x2 short sword) or +5/+5/+5 thrown (1d4+3, javelin); SA Grapple bonus; SQ Low-light, difficult to disarm, weapon familiarity (short sword); AL CE; SV Fort +6, Ref +6, Will +5; Str 16, Dex 15, Con 16, Int 12, Wis 13, Cha 5.

Skills and Feats: Balance +6, Climb +17, Craft (trapmaking) +7, Craft (webbuilding) +7, Hide +10, Intimidate +2, Jump +7, Move Silently +6; Dodge, Mobility, Multiweapon Fighting^B, Spring Attack, Weapon Focus (short sword).

Grappling Bonus (Ex): Their four arms grant chitines a +4 bonus on grapple checks, giving them equal footing with Medium creatures.

Difficult to Disarm (Ex): Because of the hooks in a chitine palm, the creature also gains a +4 bonus on its opposed check when a character tries to disarm it.

Weapon Familiarity (Ex): Chitines treat short swords as simple weapons.

Possessions: Short swords (3), javelins (12), web buckler, web armor.

Encounter 10: Hair of a Troll

☞ **Assassin Vine:** CR 3; Large Plant; HD 4d8+12; hp 30; Init +0; Spd 5 ft.; AC 15 (touch 9, flat-footed 15); Base Atk +3; Grp +12; Atk +7 melee (1d6+7, slam); Full Atk +7 melee (1d6+7, slam); Space/Reach 10 ft./10 ft.; SA Constrict (1d6+7), entangle, improved grab; SQ Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resistance to cold 10/fire 10; AL N; SV Fort +7, Ref +1, Will +2; Str 24, Dex 14, Con 18, Int -, Wis 15, Cha 7.

Skills and Feats: -

Constrict (Ex): An assassin vine deals 1d6+7 points of damage with a successful grapple check.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action (Ref DC 13 partial). The effect lasts until the vine dies or decides to end it (also a free action). The ability is otherwise similar to *entangle*.

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

Blindsight (Ex): Assassin vine have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Plant Traits: Immunity to all mind-affecting effects; immunity to poison, sleep effects, paralysis, polymorph, and stunning; not subject to critical hits.

Encounter 12: Poachers Confronted

☞ **Gwarr:** Male dwarf Clr6; CR 6; Medium Humanoid (dwarf); HD 6d8+6; hp 36; Init +1; Spd 20 ft.; AC 21 (touch 11, flat-footed 20); Base Atk +4; Grp +4; Atk +4 melee (1d4/19-20/x2, dagger) or +6 ranged (1d8/19-20/x2, masterwork light crossbow); Full Atk +4 melee (1d4/19-20/x2, dagger) or +6 ranged (1d8/19-20/x2, masterwork light crossbow); SA Rebuke undead 3/day, channel negative energy; SQ Darkvision 60 ft., +2 racial bonus on saves against spells, spell-like abilities and poison, stonecunning, stability; AL NE; SV Fort +7, Ref +5, Will +9; Str 10, Con 12, Dex 13, Int 14, Wis 17, Cha 10.

Skills and Feats: Appraise +3, Bluff +11, Concentration +5, Diplomacy +13, Disguise +7, Intimidate +4, Knowledge (religion) +3, Sense Motive +6, Spellcraft +4; Negotiator, Persuasive, Spell Focus (Enchantment).

Spells Prepared (5/5/5/4; Base DC = 13 + spell level): 0 – *cure minor wounds, detect magic* (2), *detect poison, read magic*; 1st – *bless, command*^Ψ, *cure light wounds, disguise self*^{*}, *obscuring mist*; 2nd – *calm emotions*^Ψ, *cure moderate wounds, hold person*^Ψ (2), *invisibility*^{*}; 3rd – *blindness/deafness, dispel magic, magic vestment, protection from energy*^{*}.

^{*}Domain spell; *Deity:* Abbathor; *Domains:* Luck (1/day a reroll), Trickery (bluff, disguise and hide are class skills).

^Ψ Because of Spell Focus (Enchantment), the base DC against these spells is 14 + spell level.

Possessions: Dagger, cold iron dagger, masterwork light crossbow, bolts (20), cold iron bolts (10), masterwork full plate, heavy wooden shield, wooden holy symbol, *cloak of resistance* +1, *brooch of shielding*.

scroll of cure light wounds, scroll of magic weapon (2), scroll of lesser restoration, elixir of love.

☛ **Thugs:** Male dwarf Rng4; CR 4; Medium Humanoid (dwarf); HD 4d8+8; hp 29; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Base Atk +4; Grp +4; Atk +6 melee (1d10+3/20/x3, dwarven waraxe) or +7 ranged (1d8+2/20/x3, composite longbow (+2 Str bonus)); Full Atk +6 melee (1d10+3/20/x3, dwarven waraxe) or +8 ranged (1d8+2/20/x3, composite longbow (+2 Str bonus)) or +6/+6 ranged (1d8+2/20/x3, composite longbow (+2 Str bonus)); SA Favored enemy +2 (elf); SQ Darkvision 60 ft., +2 racial bonus on saves against spells, spell-like abilities and poison, stonecunning, stability; AL NE; SV Fort +6, Ref +7, Will +4; Str 14, Dex 16, Con 14, Int 10, Wis 13, Cha 6.

Skills and Feats: Climb +8, Hide +4, Move Silently +4, Knowledge (dungeoneering) +4, Knowledge (geography) +4, Search +2, Survival +8; Endurance, Iron Will, Point Blank Shot, Rapid Shot, Track.

Spells Prepared (1; Base DC = 11 + spell level): 1st – *resist energy*.

Note: one of the 4 rangers has an *entangle* prepared as opposed to a *resist energy*.

Possessions: Dwarven waraxe, cold iron dagger, masterwork composite longbow (+2 Str bonus), arrows (20), cold iron arrows (10), *chain shirt* +1, tanglefoot bag, *potion of cure light wounds*.

Appendix 4: APL 8

Encounter 4: Lunch Invitation (EL 11)

➤ **Harak "the Hand"**: male goblin Ftr7; CR 7; Small Humanoid (goblinoid); HD 7d10+14; hp 51; Init +7; Spd 30 ft.; AC 20 (touch 14, flat-footed 17); Base Atk +7; Grp +7; Atk +13 melee (1d8+6/x3, glaive) or +10 melee (1d6+2/19-20/x2, long sword) or +11 ranged (1d6/19-20/x2, light crossbow); Full Atk +13/+8 melee (1d8+6/x3, glaive) or +10/+5 melee (1d6+2/19-20/x2, long sword) or +11/+6 ranged (1d6/19-20/x2, light crossbow); SQ Darkvision 60 ft.; AL NE; SV Fort +6, Ref +5, Will +5; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 6.

Skills and Feats: Bluff +4, Hide +5, Listen +2, Move Silently +5, Ride +6, Spot +2, Swim +4; Combat Reflexes, Dodge, Improved Initiative, Improved Toughness, Iron Will, Weapon Focus (glaive), Weapon Specialization (glaive).

Possessions: Glaive +1, long sword, dagger, light crossbow, bolts (20), *elven chain* +1, *potion of cure moderate wounds*.

➤ **Grenna "the Eye"**: female goblin Rog7; CR 7; Small Humanoid (goblinoid); HD 7d6+14; hp 41; Init +3; Spd 30 ft.; AC 20 (touch 15, flat-footed 16); Base Atk +5; Grp +1; Atk +11 melee (1d4/19-20/x2, short sword) or +11 ranged (1d6/19-20/x2, light crossbow); Full Atk +9/+9 melee (1d4/19-20/x2, short sword) or +11 ranged (1d6/19-20/x2, light crossbow); SA Sneak attack +4d6; SQ Darkvision 60 ft., evasion, trap sense +2, uncanny dodge; AL NE; SV Fort +5, Ref +10, Will +4; Str 10, Dex 20, Con 14, Int 10, Wis 13, Cha 6.

Skills and Feats: Balance +8, Bluff +8, Diplomacy +0, Disguise +8, Escape Artist +8, Hide +18, Jump +1, Listen +11, Move Silently +18, Ride +6, Spot +11, Tumble +12; Stealthy, Weapon Finesse, Two-Weapon Fighting.

Possessions: Short swords (2), light crossbow, bolts (20), *chain shirt* +1, tanglefoot bags (2), *cloak of resistance* +1, *gloves of dexterity* +2, *necklace of fireballs* (type 2), *potion of cure moderate wounds*.

➤ **Raisa**: female green hag Sor8; CR 9; Medium monstrous humanoid; HD 9d8+8d4+21; hp 81; Init +7; Spd 30 ft., swim 30 ft.; AC 25 (touch 14, flat-footed 22); Base Atk +12; Grp +17; Atk +17 melee (1d4+4, claw); Full Atk +17/+17 melee (1d4+4, claw); SA Spell-like abilities, weakness, mimicry; SQ Darkvision 90 ft.; SR

18; AL NE; SV Fort +10, Ref +12, Will +15; Str 18, Dex 16, Con 14, Int 13, Wis 15, Cha 19.

Skills and Feats: Bluff +12, Concentration +14 (+18 when casting defensively), Knowledge (Arcana) +2, Knowledge (local: Splintered Sun) +7, Hide +12, Listen +12, Spellcraft +10, Spot +12, Swim +12; Alertness, Blind-Fight, Combat Casting, Great Fortitude, Improved Initiative, Spell Focus (enchantment).

Spell-like Abilities (Sp): At will – *dancing lights*, *disguise self*, *ghost sound* (DC 14), *invisibility*, *pass without trace*, *tongue*, *water breathing*. CL 9th.

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 18 Fortitude save or take 2d4 points of Strength damage.

Mimicry (Ex): A green hag can imitate the sounds of almost any animal found near its lair.

Spells Known (6/7/7/6/4; Base DC = 14 + spell level): 0 – *daze*^{vr}, *detect poison*, *detect magic*, *mage hand*, *mending*, *message*, *prestidigitation*, *read magic*; 1st – *charm person*^{vr}, *mage armor*, *magic missile*, *protection from good*, *ray of enfeeblement*; 2nd – *blindness/deafness*, *resist energy*, *tasha's hideous laughter*^{vr}; 3rd – *dispel magic*, *haste*; 4th – *charm monster*^{vr}.

Ψ Because of Spell Focus (Enchantment), the base DC against these spells is 15 + spell level.

Possessions: Spell component pouch, *ring of protection* +1, *cloak of resistance* +1, *lesser metamagic rod* (Extend), *scroll of resist energy*, *potion of cure moderate wounds*.

Encounter 9: Webs of Shadow

♣ **Caulwen**: Female dryad Sor7; CR 8; Medium Fey; HD 4d6+7d4+22; hp 53; Init +9; Spd 30 ft.; AC 18 (touch 15, flat-footed 13); Base Atk +5; Grp +6; Atk +10 melee (1d4+1/19-20/x2, dagger) or +11 ranged (1d8/x3, masterwork longbow); SA Spell-like abilities; Full Atk +10 melee (1d4+1/19-20/x2, dagger) or +11 ranged (1d8/x3, masterwork longbow); SA Spell-like abilities; SQ DR 5/cold iron, tree dependent, wild empathy; AL CN; SV Fort +7, Ref +11, Will +11; Str 12, Dex 21, Con 15, Int 14, Wis 14, Cha 22.

Skills and Feats: Concentration +16, Escape Artists +12, Handle Animal +13, Hide +12, Knowledge (nature) +11, Listen +9, Move Silently +12, Ride +7, Spellcraft +16, Spot +9, Survival +9, Use Rope +5; Great

Fortitude, Improved Initiative, Silent Spell, Weapon Finesse.

Spell-like Abilities (Sp): At will – *entangle* (DC 13), *speak with plants, tree shape*, 3/day – *charm person* (DC 13), *deep slumber* (DC 15), *tree stride*, 1/day – *suggestion* (DC 15). CL 6th.

Tree Dependent (Su): Caulwen is mystically bound to the Great Tree in Gloomweb and she must never stray more than 300 yards from it. If she does, she becomes ill and dies within 4d6 hours. The Great Tree does not radiate magic.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that the dryad has a +6 racial bonus on the check.

Spells Known (6/8/8/5; Base DC = 16 + Spell Level): 0 – *dancing lights, daze, detect magic, ghost sound, open/close, prestidigitation, read magic*, 1st – *grease, ray of enfeeblement, reduce person, shield, silent image*, 2nd – *glitterdust, resist energy, tasha's hideous laughter*, 3rd – *haste, ray of exhaustion*.

Possessions: Dagger, masterwork longbow.

☞Chitine guardians: Male/Female chitine Ftr5; CR 6; Small Fey; HD 2d6+5d10+28; hp 62; Init +2; Spd 30 ft., climb 20 ft.; AC 17 (touch 13, flat-footed 16); Base Atk +6; Grp +9; Atk +11 melee (1d4+5/19-20/x2, short sword) or +9 thrown (1d4+3, javelin); Full Atk +9/+9/+9/+4 melee (1d4+5/19-20/x2 short sword) or +7/+7/+7/+2 thrown (1d4+3, javelin); SA Grapple bonus; SQ Low-light, difficult to disarm, weapon familiarity (short sword); AL CE; SV Fort +7, Ref +6, Will +5; Str 16, Dex 15, Con 16, Int 12, Wis 13, Cha 5.

Skills and Feats: Balance +6, Climb +17, Craft (trapmaking) +7, Craft (webbuilding) +7, Hide +10, Intimidate +2, Jump +7, Move Silently +6; Dodge, Improved Toughness, Mobility, Multiweapon Fighting^B, Spring Attack, Weapon Focus (short sword), Weapon Specialization (short sword).

Grappling Bonus (Ex): Their four arms grant chitines a +4 bonus on grapple checks, giving them equal footing with Medium creatures.

Difficult to Disarm (Ex): Because of the hooks in a chitine palm, the creature also gains a +4 bonus on its opposed check when a character tries to disarm it.

Weapon Familiarity (Ex): Chitines treat short swords as simple weapons.

Possessions: Short swords (3), javelins (12), web buckler, web armor.

Encounter 10: Hair of a Troll

☞Assassin Vine, advanced 8 HD: CR 5; Huge Plant; HD 8d8+40; hp 76; Init -2; Spd 5 ft. (1 square); AC 16

(touch 7, flat-footed 16); Base Atk +6; Grp +23; Atk +13 melee (1d8+13, slam); Full Atk +13 melee (1d8+13, slam); Space/Reach 15 ft./15 ft.; SA Constrict (1d8+13), entangle, improved grab; SQ Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resistance to cold 10/fire 10; AL N; SV Fort +10, Ref +1, Will +3; Str 29, Dex 8, Con 20, Int -, Wis 13, Cha 9.

Skills and Feats:-

Constrict (Ex): An assassin vine deals 1d8+13 points of damage with a successful grapple check.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action (Ref DC 13 partial). The effect lasts until the vine dies or decides to end it (also a free action). The ability is otherwise similar to *entangle*.

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

Blindsight (Ex): Assassin vine have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Plant Traits: Immunity to all mind-affecting effects; immunity to poison, sleep effects, paralysis, polymorph, and stunning; not subject to critical hits.

Encounter 12: Poachers Confronted

☞Gwarr: Male dwarf Clr8; CR 8; Medium Humanoid (dwarf); HD 8d8+8; hp 47; Init +1; Spd 20 ft.; AC 23 (touch 11, flat-footed 22); Base Atk +6; Grp +6; Atk +6 melee (1d4/19-20/x2, dagger) or +8 ranged (1d8/19-20/x2, masterwork light crossbow); Full Atk +6/+1 melee (1d4/19-20/x2, dagger) or +8 ranged (1d8/19-20/x2, masterwork light crossbow); SA Rebuke undead 3/day, channel negative energy; SQ Darkvision 60 ft., +2 racial bonus on saves against spells, spell-like abilities and poison, stonecunning, stability; AL NE; SV Fort +8, Ref +5, Will +11; Str 10, Con 12, Dex 13, Int 14, Wis 18, Cha 10.

Skills and Feats: Appraise +3, Bluff +14, Concentration +9, Diplomacy +15, Disguise +7, Intimidate +4, Knowledge (religion) +3, Sense Motive +7, Spellcraft +4; Negotiator, Persuasive, Spell Focus (Enchantment).

Spells Prepared (6/6/5/5/4; Base DC = 13 + spell level): 0 – *cure minor wounds, detect magic* (2), *detect poison* (2), *read magic*, 1st – *bless, cure light wounds, comprehend languages, disguise self**, *obscuring mist, shield of faith*, 2nd – *calm emotions*^W, *cure moderate wounds, hold person*^W (2), *invisibility**, 3rd –

blindness/deafness, dispel magic, magic circle against good, magic vestment, protection from energy, 4th – confusion***, cure critical wounds, freedom of movement, greater magic weapon.*

*Domain spell; *Deity*: Abbathor; *Domains*: Luck (1/day a reroll), Trickery (bluff, disguise and hide are class skills).

Ψ Because of Spell Focus (Enchantment), the base DC against these spells is 14 + spell level.

Possessions: Dagger, cold iron dagger, masterwork light crossbow, bolts (20), cold iron bolts (10), masterwork full plate, *lion's shield*, wooden holy symbol, *cloak of resistance* +1, *brooch of shielding*, *scroll of cure light wounds*, *scroll of magic weapon* (2), *scroll of lesser restoration* (2), *scroll of remove paralysis*, *elixir of love*.

♣ **Thugs**: Male dwarf Rng6; CR 6; Medium Humanoid (dwarf); HD 6d8+12; hp 42; Init +3; Spd 20 ft.; AC 18 (touch 13, flat-footed 15); Base Atk +6; Grp +6; Atk +8 melee (1d10+3/20/x3, dwarven waraxe) or +12 ranged (1d8+3/20/x3, *composite longbow* +1 (+2 Str bonus)); Full Atk +8/+3 melee (1d10+3/20/x3, dwarven waraxe) or +12/+7 ranged (1d8+3/20/x3, *composite longbow* +1 (+2 Str bonus)) or +10/+10/+5 ranged (1d8+3/20/x3, *composite longbow* +1 (+2 Str bonus)); SA Favored enemy +4 (elf), favored enemy (orc) +2; SQ Darkvision 60 ft., +2 racial bonus on saves against spells, spell-like abilities and poison, stonecunning, stability; AL NE; SV Fort +7, Ref +8, Will +5; Str 14, Dex 16, Con 14, Int 10, Wis 13, Cha 6.

Skills and Feats: Climb +8, Hide +4, Move Silently +4, Knowledge (dungeoneering) +4, Knowledge (geography) +4, Listen +3, Search +4, Spot +3, Survival +10; Endurance, Iron Will, Many Shot, Point Blank Shot, Rapid Shot, Track, Weapon Focus (longbow).

Spells Prepared (1; Base DC = 11 + spell level): 1st – *resist energy*.

Note: one of the 4 rangers has an *entangle* prepared as opposed to a *resist energy*.

Possessions: Dwarven waraxe, cold iron dagger, *composite longbow* +1 (+2 Str bonus), arrows (20), cold iron arrows (10), *chain shirt* +1, tanglefoot bag, *potion of cure moderate wounds*.

Appendix 5: The Logger's Camp

The Logger's Camp: Thorp; Conventional; AL NG; 40 gp limit; Assets 40 gp; Population 20; Isolated (19 humans –mostly Oeridian males–, 1 halfling).

Authority figure(s): **Foreman Tarrak**, male Suel (leader of the loggers, Exp4); **master Jaril**, male halfling (quartermaster, Exp3); **Isara**, female Oeridian (stablemaster, Exp4); **Dahno**, male Suel (healer, Clr3 of Phyton).

Important Temples: None. The logger's camp is too small for an official shrine. Dahno has a traveling altar with him, but few of the loggers actually worship Phyton.

The logger's camp moves regularly because of the strict regulations. The loggers are only allowed to cut down a limited set of trees in each region. Once these are cut, the group moves to another area. During this adventure the camp is located in the county of Lemrathen about 10 miles northwest from the village Sinnacar. It lies in the border region of Rieuwood and as such a dense green and ancient forest surrounds it.

The camp has been made on a clearing that was created when a storm destroyed an old tree. The loggers removed all undergrowth as well as the remains of the tree to create space for the camp. Still, the area is bordered with a lot of high reaching grasses, herbs and flowers even though the center of the camp contains more mud than grass. The trees around the camp tend to be overgrown with ivy. A lot of goosegrass [Dutch: kleefkruid] grows in the area.

The tree was located next to a small nameless stream with moss covered banks and clear fresh water. It is about 1 foot deep and it flows from a small pool about 100 meters northeast from the camp. The source of the stream is a natural well, and as such it never dries up, providing the camp with an easy source of drinking water. The downside of the stream is that the ground is moist and somewhat muddy.

The camp itself consists of a number of large tents, two wooden cabins and a small rickety wooden stable. The tents are made out of strong tarp and are all have the same shape and boring white-gray color. The two wooden cabins look sturdy, and have no windows or chimneys. The doors are equally strong looking and equipped with good locks. The stable is much less sturdy and is just large enough for three working horses and their food. Behind the camp lies a large pile of tree trunks under a tarp waiting to be collected by

the merchants of the Pitchfield Merchant Guild. A small kitchen and dining area lies right next to one of the wooden cabins. A tarp offers protection against any rain and the sun, but further than that it is open to the elements.

A recently created cart track connects the camp with Sinnacar. Due to its newness it lacks the usual holes and bumps. The track is big enough for large wagons, and it shows signs of being used quite often. A small path north of the camp leads to two small wooden privies. Several bigger trails lead into the woods to the various logging sites. Most of these are often used, and contain easy to see tracks of horses.

Tarrak: Male Suel Exp 4; AL NG; Diplomacy +8, Knowledge (nature) +7, Survival +8.

Appearance: Tarrak is a tall well-muscled man of Suel descent with short red-blond hair and a freckled face. He wears simple clothes and no jewelry.

Personality: Tarrak is well liked by his fellow loggers and the merchants of the Pitchfield Merchant Guild. He has a reputation as a hard honest worker with a knack of preventing conflicts from rising long before most people even realize there is a problem. He places a lot of importance on self-regulation though, perhaps giving those under his leadership a bit too much freedom.

Jaril: Male halfling Exp3; AL N; Appraise +7, Bluff +7, Diplomacy +7, Sense Motive +4.

Appearance: Jaril is short, even for a halfling, with curly brown hair and a sun-tanned skin. What he lacks in height, he has in girth. He wears simple practical clothing that shows signs of many repairs.

Personality: Jaril has a tendency to be lazy, but due to his greed and sharp tongue he makes an excellent quartermaster. He hates to do the cooking, and he despises the forest, but the pay is good and the job relatively easy. Jaril is not liked by the loggers both for his terrible cooking skills as well as his tight control over budget and his superior attitude towards them.

Isara: Female Oeridian Exp4; CG; Handle Animal +8, Heal +7, Knowledge (nature) +7, Survival +7.

Appearance: Isara is an average looking woman with short brown hair and brown eyes. She has a boyish look. She tends to make herself small and it is very easy to overlook her presence.

Personality: Isara is a shy withdrawn woman who acts very nervous and uneasy when around men. She is wonderful with animals though, both firm and caring. When somebody hurts an animal in front of her, she can become furious and scary, most of the time surprising people who only know her withdrawn and shy personality.

☛ **Dahno:** Male Suel Clr3; CG; Diplomacy +6, Heal +9, Knowledge (nature) +6.

Appearance: Dahno is a thin short man with short almost white hair and a short well groomed beard. He has gray eyes and he is freckled. He wears simple forester clothing and heavy boots. Unlike most of the loggers, he tends to be clean, though the smell of perfume is strong.

Personality: Dahno is an outgoing man who loves to hike through nature, though he prefers the tamed wilderness of agricultural areas to the real wilderness of for example the Rieuwood. He is a bit of a coward, but he is honest about it. The loggers know him as a skilled healer and a font of knowledge on plants and animals. They also think he is a bit lazy when it comes to hard physical work and as somebody who avoids the sun.

Logger Teams

There are four teams of loggers, each consisting of four members. Unless specified otherwise a logger is an Oeridian male.

Team Leader: Sondren

Members: Ludern, Farland, Anxann

Team Leader: Walfak

Members: Nazrizia (Oeridian female), Lynwerd, Rinshern

Team Leader: Belvara (Oeridian female)

Members: Barkas (Suel male), Shalhaster, Harioru (Oeridian female)

Team Leader: Shekor (Suel male)

Members: Rimann, Karn, Bellerak

Appendix 6: Gloomweb and Surroundings

☞Gloomweb: Thorp; Conventional; AL CE; 40 gp limit; Assets 120 gp; Population 60; Isolated (57 chitine, 2 pixies, 1 dryad).

Authority figure(s): **Her ladyship Caulwen**, female dryad; **Kawa**, male chitine (Rog6); **Spidermistress Qod**, female chitine (Drd7).

Important Temples: None. The chitine of Gloomweb are fey and as such they do not worship gods.

Gloomweb is a small thorp of chitines located in Faerie. As such it looks rather alien to any mortals visiting the place.

It is located in the middle of the darkest parts of a dense dark fir forest. The fir trees are huge: the red-black trunks have a diameter of almost 5 feet and they are nearly 100 feet tall. Only at the top are there any dark green needles, lower down the trunk the branches become empty and twisted. The canopy is very dense and almost no light reaches the forest floor, creating an area of eternal twilight. Combined with the brown needles that cover the forest floor, nothing but mushrooms and moss will grow below the trees.

Long before a visitor reaches the village, the traveler becomes aware he is nearing the place. Webbing of all kinds become more and more common, until almost all the areas between the trees are filled with it. Only a few select paths are left free of webs. For a stranger these paths are riddled with danger, since the chitine protect their villages by many traps, mainly pits lined with web-crafted spikes and drop nets. A few monstrous spiders might also wonder through these webs, but most of these live near Bleak Fens (see below) where there is more food. Without a guide, it is highly unlikely a stranger arrives unscathed, if at all, in the village.

The village itself is built around one particular huge fir-tree with no webs surrounding it and no trees within 100 feet. Because of it, it looks a bit like a clearing or a village green (except there is no green here). The buildings are built on the ground and in the trees, connected by several bridges made out of gray-white webbing. Each building is made out of web, and is dome-shaped. Just like normal houses it has one or more round doors and several windows.

The central tree is completely free of webbing, except for one big dome-shaped building near the top. Unlike the other buildings it has a dark shadowy

appearance. Upon closer inspection, the building is made out of the same webbing as the rest of the village, but together with the webbing are strange black shadowy strands that seem to move constantly in the corner of the onlooker's eye. Several bridges connect this building with the houses around the village green, but there is no apparent connection with the ground. The chitine though have crafted an elevator of a kind for visitors. Under normal circumstances it is above in the building.

The chitine are not very friendly to visitors, and there are no businesses that cater to the traveler. The rare guest that might visit Gloomweb needs to sleep below at the village green. The only products the chitine craft are their web-based tools. Since these deteriorate within a few months few non-chitine are interested in the products, worsened by the chitines' vile attitude.

The Great Tree

The tree in the centre of the village is huge, a lot like a sequoia. The trunk has a diameter of at least 10 feet and it is nearly 180 feet tall. Unlike the other trees in the forest, it has a very rough bark that is red-brown in color. The tree looks very healthy and vibrant.

The Great Tree, as the local chitine call it, is in fact the home of dark hearted, ancient dryad known as Caulwen. Caulwen is revered by the chitine, who consider her a valuable ally and she rarely misses a village meeting. She on her turn enjoys having the chitine around, they provide her tree with additional protection and, more importantly, they keep her company. She shares the chitines' sense of humor and loves to hear the stories about their exploits.

Caulwen is a tall regal elf-like woman with short dark needle-like green hair and a red-brown bark-like skin. Her eyes are like bottomless dark pools, that seem to glitter when she is angry or enjoying herself. She wears a thin dark green silken robe that leaves little to the imagination.

Gloomhall

High up among the branches of the Great Tree lies one large dome-shaped building: Gloomhall. It is several stories high, suspended in the air by several very thick cables made out of web and connected with the rest of the village by a couple of bridges. The building is made out of web just like the rest of the village, but unlike

the other buildings it has a shadowy black color. A black material that is weaved together with the regular webbing creates the shadowy color. The surface is covered with window-like doors that provide light and access to the interior of the building.

Inside there is only one huge room that fills the entire building. In the middle of the room there is a raised platform with on it a large round table and several oddly shaped chairs. Along the walls there are a lot of balconies with long spider strands dangling down to the ground. Around the platform several of these strands keep smaller platforms up in the air with chairs on it as well. The room can easily hold the whole population of the village. Even medium creatures will not feel claustrophobic within this room.

Gloomhall is used by the chitines for town meetings, celebrations and the like. Mostly it lies abandoned and empty, except for a couple of chitine who are constantly wandering around to apply the oil needed to prevent deterioration.

The Spiderfarms

At the outskirts of the village, near the Bleak Fens, the trees are covered with the more traditional wheel-shaped spider webs. Suspended in the middle of the biggest of these webs is a small round building. This is the home of spidermistress Qod, a female druidic chitine that cares for the local spiders. Several monstrous spiders of different size inhabit the web. Not all the inhabitants are around at the same time, some are wandering around through the forest while looking for food.

Bleak Fens

The Bleak Fens is a particular dreary dismal swamp, consisting of many dark creeks, deep pools and overgrown islands. It is covered in an eternal fog, though the visibility does vary throughout the weeks. There is hardly any wind. The plants are yellowish and look dead, and it is almost as if the swamp is covered in an eternal winter, where it not for the high temperature. Besides tall yellowish reed, skeletal twisted beeches and weeping willows are the most common plants. The water looks dark, but contains many dark green water plants.

It is a dangerous place. Monstrous vermin, meat-eating plants, huge crocodiles and more dangerous unnamed things call these fens home. It is a place of nightmares and only the Unseelie faeries enter it.

Appendix 7 New Rules Items

Improved Toughness [General]

Source: Complete Warrior Handbook

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

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

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

Chitine

(The appearance and abilities are based on the Chitine from the *Monsters of Fearun*, page 26)

Small Fey

Hit Dice: 2d6 + 2 (9 hp)

Initiative: +1 (Dex)

Speed: 30 ft. (6 squares), climb 20 ft.

AC: 16 (+1 size, +1 Dex, +3 webbing armor, +1 buckler), touch 12, flat-footed 15

Base Attack/Grapple: +1/+1

Attack: small short swords +3 melee (1d4/19-20/x2) or small javelin +3 ranged (1d4).

Full Attack: 3 small short swords +1 melee (1d4/19-20/x2) or 3 small javelins +1 ranged (1d4).

Face/Reach: 5 ft./5 ft.

Special Attacks: Grappling bonus

Special Qualities: Low-light, difficult to disarm, weapon familiarity (short sword)

Saves: Fort +1, Ref +4, Will +3

Abilities: Str 10, Dex 13, Con 12, Int 12, Wis 11, Cha 7

Skills: Balance +5, Climb +12, Craft (trapmaking) +6, Craft (webbuilding) +6, Hide +9, Jump +5, Move Silently +5

Feats: Multiweapon Fighting^B, Weapon Focus (short sword)

Climate/Terrain: Underground

Organization: Swarm (2–8) or tribe (10–60)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Chitines are spiderlike humanoids belonging to the type of fey known as sprites. They build with webbing in the same way that humans employ stone or wood.

Chitines stand just under 4 feet tall and weigh about 85 pounds. Their four spindly arms are long and have an extra joint, allowing them a greater range of movement than most humanoids' arms. Their faces are humanlike, but their eyes are faceted, and mandibles jut from their mouths. They have mottled gray skin, and stringy black hair grows in a tangle from their heads down their backs.

Chitines secrete an oil that keeps them from becoming stuck in their own webs. Their palms and feet are covered with hooks that allow them to climb up walls and across ceilings. They spin sticky webs from an aperture in their bellies and use this webbing as a construction material for homes, traps, and armor. Chitine armor grants a +3 armor bonus to AC and has a –1 armor check penalty. Chitines are proficient with light armor and shields.

Chitines are rare in the friendly Rieuwood, and recognizing them requires a DC 25 Knowledge (nature) check. They are seen more often in the Vast Swamp and Menowood.

Chitines speak Sylvan and Common.

Combat

Chitines typically rely on traps and ambushes to help them overcome larger and more powerful creatures. Frequently they build a normal-looking spider web with a seemingly natural way around it concealing a pit, drop net, or similar trap. They can harden their webbing to produce spikes and edges into their traps, typically dealing 1d6 points of damage each.

Chitines are naturally ambidextrous and can use as many as three weapons at once with minimal penalties. Weapons, armor, and other objects made from hardened webbing deteriorate after several months if not regularly treated with the oil secreted by the chitines' skin. These items are susceptible to fire: Two rounds of contact with flame wither away the webbing in contact with flames. A single small item will burst in flames and wither away completely.

Grappling Bonus (Ex): Their four arms grant chitines a +4 bonus on grapple checks, giving them equal footing with Medium creatures.

Difficult to Disarm (Ex): Because of the hooks in a chitine palm, the creature also gains a +4 bonus on its opposed check when a character tries to disarm it.

Weapon Familiarity (Ex): Chitines treat short swords as simple weapons.

Skills: A chitine has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. The hooks on his palms and feet enable him to climb up walls and across ceilings, as if under the effect of a *spider climb* spell.

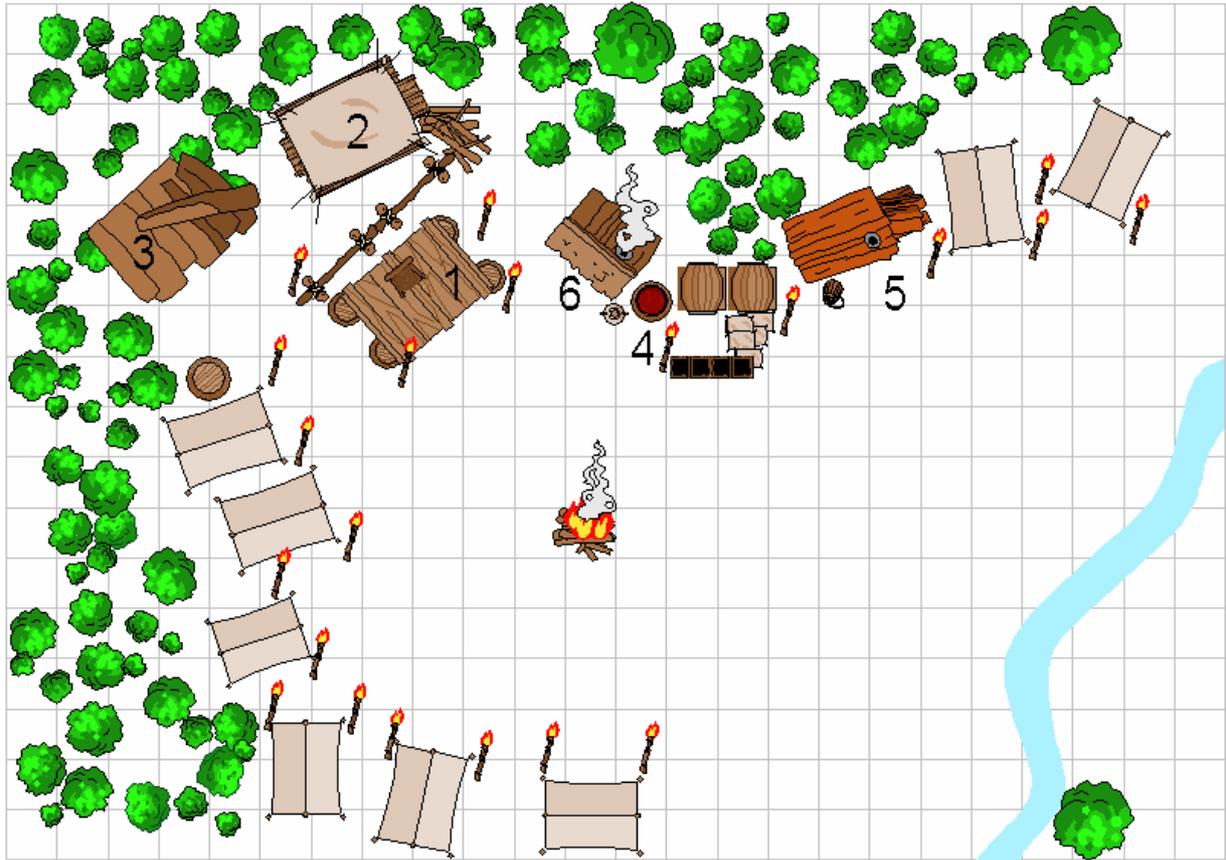
Chitine Society

Chitine villages are located in the middle of mazes of trap-laden webbing. The hard-web dwellings resemble domed houses, complete with windows and adorned with decorative shapes. They build freely on the forest floors and in the trees, connecting the buildings with bridges of webbing. Suspended in the centre of the village (usually in a glade) is a large communal building, where they come together for meetings. Their leader is the most powerful member of the tribe, but he can be disposed of quickly if he rules against the will of the majority of the tribe.

Like all sprites they are capricious and they have a deep love for pranks. Their pranks though tend to be cruel and vicious, and they result often in death. They have a deep hatred for fire and people that use fire to destroy their loved woodlands will be the centre of particular vicious and lethal pranks.

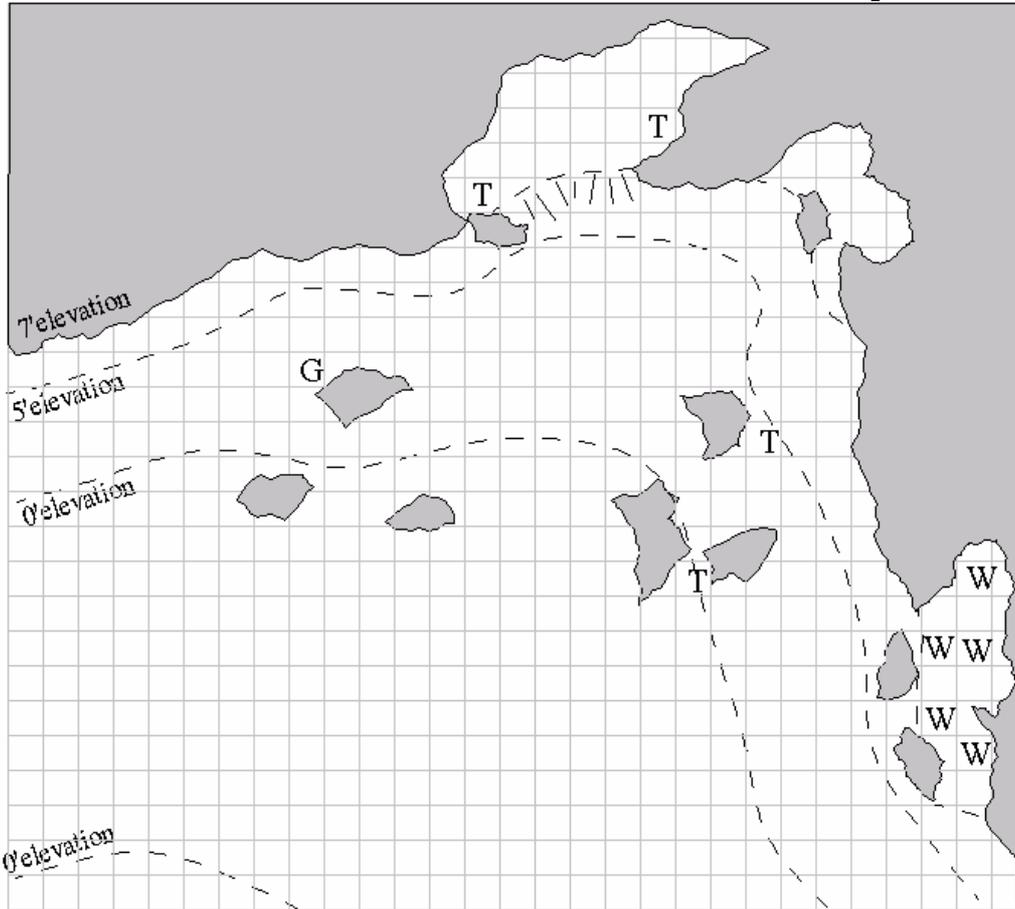
The chitines have a love for spiders, keeping all kinds of spiders like pets and farm animals. These spiders are trained not to eat their friends, or their friends' guests. Anybody else is game though, making their villages dangerous for raiders to enter.

DM's Aid 1: Map Logger's Camp



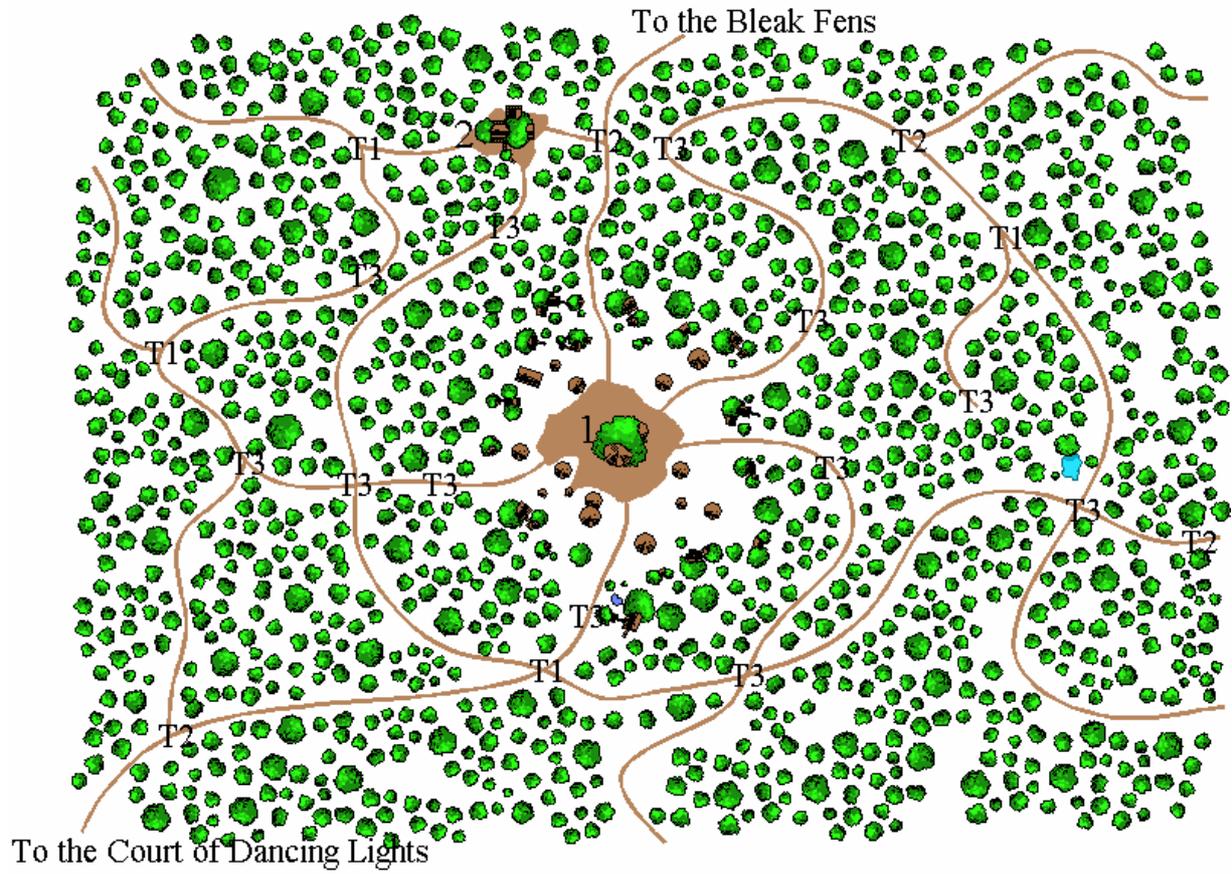
1. Podium
2. Wood supply
3. Stables
4. Kitchen
5. Tool Shed
6. Food Storage

DM's Aid 2 – Map Encounter 12



G = Gwarr
T = Thug
W = Wood

Player's Handout 1: Map of Gloomweb



- 1. The Great Tree
- 2. The Spider Farms
- T1. Camouflaged Pit Trap
- T2. Spiked Pit Trap
- T3. Entangling Web Trap