

Gifts of the Fey

A Two-Round D&D Living Greyhawk Adventure

Round 1: The Fey Woods

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When a young boy is lost in the Fey Woods, the party must dare the capricious nature of the fey and journey to the Caves of Twilight Resplendent to negotiate with the Fey Queen. Are you willing to take on the faeries on their own terms? A regional adventure for characters level 1-6.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag 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 to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

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

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

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 ***bold italics***. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

LIVING GREYHAWK Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The cost of each lifestyle will be indicated at the beginning of the **scenario**. The lifestyles, and the effects that each has on play, are:

Destitute	You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.
Poor	You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.
Common	You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.
High	You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.
Luxury	You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can

sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

Judge's Introduction

Gifts of the Fey is set in the Grand Duchy of Geoff in the LIVING GREYHAWK campaign setting. Most of the action takes place in a “fading land,” which is a world connected to mundane Greyhawk but very much different. This fading land is located in the southwestern Dim Forest and is the home to many fey spirits, including a powerful fey queen.

At the beginning of this adventure the PCs are returning from deep inside the Dim Forest after delivering supplies and messages for the Army of Liberation. Elsewhere, while the PCs are on the road, a nanny who is supposed to be watching the youngest son of the outlawed lord, Darlon Lea, falls asleep beneath a tree. The boy wanders off into the woods and enters the fading land where the fey live. He meets a group of pixies, who take him to Queen Lhiannon of the nearby Seelie Court at the Caves of Twilight Resplendent.

The queen assumes that the boy was abandoned and she therefore claims possession of him. However, Gaunt, the ambassador for King Liir from the Unseelie Court at the Glades of Shadows Lurking, recognizes the boy. He asks the Queen to give him the boy in settlement for a debt the Queen owes to King Liir. The Queen agrees. However, before Gaunt can take the boy back to the Unseelie Court and dream up some nefarious plot, the party arrives at the Caves of Twilight Resplendent.

The PCs must get the boy back or Gaunt and his lord will use the lad to cause great mischief. If the party succeeds, they will gain the gratitude of a powerful leader who will play a large role in the upcoming campaign to retake the Grand Duchy of Geoff from the occupying giants.

Adventure Synopsis

The PCs enter a fading land to rescue a little boy who's lost. The party must learn the rules of the fey or they will pay the price for ignorance. After spying a faerie spirit of spring, the PCs encounter

a group of pixies. The PCs must outwit the pixies and learn that the pixies took the boy to the fey queen of the Caves of Twilight Resplendent. The PCs journey to the caves. Along the way, they walk through an enchanted apple orchard, deal with a nymph who is a bit lonely, and handle a hag who tries to lure them off the path. Finally, the PCs get to the caves, but they must bribe the gatekeeper to gain entrance to the Fey Court. The PCs enter the Caves of Twilight Resplendent and finds the throne room, where they meet the Chamberlain of the queen who tells them the queen will meet with them tomorrow. He invites them to the Fey Ball.

Introduction: The Woe of a Negligent Nanny

(30 - 45 minutes)

Alter the boxed text as needed to fit the group. If the PCs know each other, then they will be hired as a group. Otherwise, the army hires them individually (or as smaller groups) and puts them together to form an escort.

An officer in the Army of Liberation has asked your group to carry a message and escort some civilians and supplies from Hochoch to a wood elven village in the Dim Forest. The pay was minimal, but it was good to get out of town for a while. The long winter in the despair of the poor and hungry people in Hochoch could drag down the highest spirit. The trip was uneventful, your task is done, and you are making your way back to Hochoch.

Winter is passing. While the trees are still barren and lifeless, the snow has melted and the bone-chilling cold is gone from the air. Birds are starting to return from the south and are searching for seed along the brown landscape.

It is not yet midday, and you are on the outskirts of the Dim Forest. You hear a woman crying uncontrollably. A few minutes later, you come across a peasant woman who is sitting at the base of a tree. She has her arms wrapped around her knees, and her eyes are red and puffy. Next to her is another woman, a bard of some sort judging from her clothing and the harp strapped to her back, who is attempting to comfort her.

The young woman, whose name is Alys (AHL-less), is the nanny to a young boy. She fell asleep while taking the child on a walk, and her charge wandered off in the woods. She hasn't been able to find him, but she did find a place where he skidded down the bank to the Laughing Brook.

The Laughing Brook separates the mortal lands from the fey woods. Alys is very upset and afraid that the boy, Dyvan (DIE-van), is lost in the fey woods. The brook is maybe a two-minute walk from here.

With the nanny is Morwenna (mor-WEHN-na) the Fair. She is a scop (or prydyth in Flan. They are the Flan lorekeepers), who was traveling nearby and heard Alys's crying. Morwenna is a mission for the Tain (TANE) about which she won't speak and cannot take too much time here. The Tain is a secretive organization of the scop.

The arrival of the party provides Morwenna with the perfect solution. She asks the party to go into the fey woods and find Dyvan. Morwenna and Alys don't have any money (beyond a handful of silver) so they cannot pay with anything but gratitude.

Assuming that the party accepts, Alys is overcome with relief, thanks the party repeatedly, and gives them a description of Dyvan. Dyvan is about 3-feet tall, has curly dark brown hair and has green eyes. Alys is not quite sure how old Dyvan is. She thinks he is somewhere between 5 and 7. Alys refuses to say who the father is. She is afraid that she could get Darlon Lea in trouble. If asked, she says that Dyvan's father is in the Olwythi gan Gyruff (Rangers of Geoff).

Morwenna is also thankful and offers to guide them to the stream. Alys is afraid and won't go too close to the stream. As the party walks to the Laughing Brook, Morwenna gives them the following pieces of advice on how to deal with the fey:

- § Be careful.
- § The fey operate by their own rules.
- § Obey their rules or be prepared to suffer the consequences.
- § Look for unusual solutions and ways to cheat.
- § Fey have to be bargained with; combat is rarely a good solution.
- § Fey do not like iron. They see it as a perversion of nature.
- § Gifts must be recognized and should be reciprocated with another gift.
- § Passage is a gift – be sure to ask for permission to leave the fey woods.
- § The fey lords are immensely powerful—don't cross them.
- § The fey have no respect for possessions; except their own.
- § A fey's possessions are usually part of the fey. If you gain power over the possession, you gain power over the fey.

After several minutes of walking, the party comes to the bank where the boy slid down to the stream.

Weak sunlight shines through the bare branches overhead. The forest floor is carpeted with decayed leaves. The ground slopes down sharply for about five feet to a small stream that bounces and rushes over countless small stones and pebbles. The sound of the flowing water babbles

and chatters in a way that sounds oddly like laughter.

The water is shallow and easily crossed. Anyone that makes a Search check (DC 10) can see the scrapes where someone else slid down the bank a few hours before. Morwenna leaves the party at this point and heads back the way she came.

When the party crosses the stream, they feel a tingling on their skin. They have now entered the fey wood, which is a fading land.

The PCs can attempt to Track check (DC 10) to find Dyvan's tracks going up the other bank. To follow the trail further, the party must make another Track check (DC 15). The trail leads to Encounter 1. If the PCs don't include someone with the Track feat, the party can get a general direction from where the boy came up the bank. Whichever way the PCs go, they arrive at Encounter 1.

Encounter 1: When Spring Comes

(5 - 10 minutes)

The sound of the Laughing Brook is fading behind you as you walk deeper into the fey woods. The air feels strange here. You can't put your finger on it, but something is definitely different.

Have the party make a Spot check (DC 10). Those that make it see the following.

Through the trees you see a wispy figure. It vaguely resembles a young woman, but she has no legs, instead she just tapers off into nothing. In addition, her skin, her hair, and her clothing are all various shades of green. She is skimming along the ground with her arms outstretched on either side of her. She seems to be wearing a long cloak that ripples as it moves. She quickly glides across the ground in silence. In a few moments, she passes out of sight through the trees.

You notice that grass is growing where she passed and that the trees are starting to bud.

This faerie is the spirit of Spring. If attacked, she flees. If the party pursues her, she moves extremely fast (Speed 50 ft.), and quickly loses them in the dense trees. If necessary, she flutters behind a tree and seemingly vanishes once out of the sight of the PCs.

Encounter 2: The Games Pixies Play

(20 - 30 minutes)

About an hour after seeing the Faerie of Spring, the party encounters a group of pixies. If they were following the boy's tracks, the trail leads directly to this encounter.

The forest seems endless. All you can see are massive trees in every direction. You can't hear the sound of the Laughing Brook anymore. Wait, but you do hear something. It sounds like tiny bells. It is coming from the tree branches above you.

In the tree branches above the party are three pixies, all of whom are currently invisible. The pixies spotted the party a little while ago and want to play. They use their spell abilities to create funny situations and to make the mortals do silly things. They cast *Otto's irresistible dance*, throw walnuts at the party, pull arrows from their quiver, and pull hoods up and over a PC's head. The pixies do not take any actions that would physically injure the party. If the PCs attack the pixies, the pixies respond by shooting sleep arrows. Rudeness includes threatening them with iron weapons. The pixies make nasty comments about the iron weapons and tell the party to put them away. The pixies do not use their memory loss arrows.

If one of the PCs calls out in an attempt to parley, one of the pixies, Quenth, becomes visible and flutters down to talk. She does the same if she hears the one of the PCs mentioning the little boy. Quenth will first address the party in Flan. If that fails, she reverts to a Common but she isn't very fluent in it. She is quite open and is willing to tell the party that she and her friends found Dyvan and thought he had been abandoned and wasn't wanted any more., so they took him to the Queen.

She is also willing to tell the PCs how to get to the Queen's Court, but first they have to play a game with her. Quenth holds both of her hands out and ask the party to guess which hand holds a pebble. If the party guesses wrong, she laughs and shows the pebble in the other hand. If the party guesses correctly, she puts both hands behind her back, switches the pebble to the other hand and brings both hands in front of her to show them that the pebble is now in the other hand. She laughs and tells them that they are wrong. Quenth finds this immensely amusing and continues to play it over and over. If the party points to both hands at the same time, Quenth fumes for a moment and admits that they have won. If the party comes up with another creative solution that you think is clever, that works just as well.

When the PCs win, reads the following:

"Well played, mortal," Quenth says. "And now for my end of the bargain. You must follow the path to the Queen's Court at the Caves of Twilight Resplendent" She points in a direction near to that you were already walking. "Walk toward the Knobby Oak for a while. You will come to the path. Take it toward its source, and you will find the gate to the Caves behind the falling water." Quenth flutters closer. "It is important, mortal,

that you stay in the path." She giggles once more, and then flutters up into the tree branches, tiny bells tinkling all the while.

When the party heads in the direction Quenth pointed, they head in the direction of Encounter 3. The boy's tracks lead in the same direction.

All Tiers (EL 7):

Pixies (3): CR 4; Small Fey; HD 1d6; hp 3; Init +4 (Dex); Spd 20 ft., fly 60 ft. (good); AC 16 (+1 size, +4 Dex, +1 natural); Atks +5 melee (1d4-2 [crit 19-20], dagger); or +6 ranged (1d6 [crit. x3], composite shortbow); SA Spell-like abilities, special arrow; SQ SR 16, Natural invisibility; AL NG; SV Fort +0, Ref +6, Will +4

Str 7, Dex 18, Con 11, Int 16, Wis 15, Chr 16

Skills: Bluff +7, Concentration +4, Craft Arrows +7, Escape Artist +8, Heal +6, Hide +12, Listen +8, Ride +8, Search +9, Sense Motive +6, Spot +8; **Feats:** Dodge, Point Blank Shot, Rapid Shot, Weapon Finesse (dagger), Weapon Focus (shortbow)

SA: Spell-Like Abilities – 1/day: *confusion* (the pixie must touch the target), *dancing lights*, *detect chaos*, *detect good*, *detect evil*, *detect law*, *detect thoughts*, *dispel magic*, *entangle*, *permanent image* (visual and auditory elements only), and *polymorph self*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 13 + spell level). One of these pixes can also cast use *Otto's irresistible dance* once per day as cast by an 8th-level sorcerer; **Special Arrows** (Ex)—**Memory Loss** – An opponent struck by the arrow must succeed at a Fortitude save (DC 15) or lose all memory. The subject retains skills, languages, and class abilities but forgets everything else until he or she receives a heal spell or memory restoration with limited wish, wish, or miracle. **Sleep** – Any opponent struck by the arrow, regardless of Hit Dice, must succeed at a Fortitude save (DC 15) or be affected as though by a sleep spell.

SQ: Natural Invisibility (Su)—pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.

If killed, the pixies dissolve away into mist that quickly dissipates. They reform over the next few months. The fey cannot be truly killed while in this fading land. They do loose cohesion for a few months and then reform. The more powerful the spirit, the longer this takes.

Encounter 3: The Fey Orchard

(5 - 20 minutes)

The pixie's directions lead you deeper into the forest. Soon you can hear the sound of rushing water ahead. As you continue walking, you notice that your path is taking you through an apple

orchard. Even though it is early spring, the trees are heavy with ripe fruit.

The PCs are passing through a large stand of a group of faeries that look like apple trees. The fey apple trees are sleepy creatures that spend most of their days napping. Their eyes and mouth are closed and blend into the rough trunks. If the party looks closely, they can see the cracks with a Search check (DC 25). Also, they can hear one of the trees gently snoring with a Listen check (DC 15).

The trees ignore the party unless harm it in any way, including picking an apple. If a PC strikes a tree, the tree instantly awakes and starts demanding what is going on. If the party continues to attack, the tree and the three other trees nearby, who awoke when the first tree started shouting, strike at the PCs with their branches.

If a PC picks an apple, the tree instantly awakes and demands the apple back. If the PC gives the apple back, the tree grumbles at the party and tells them to “shove off!” Otherwise the tree starts throwing hard, green, unripe apples at the party saying “So you want some apples do you? How’s them apples?” Three other nearby trees join in the fun. If the PCs attack the trees, they hit back with their branches.

The trees are very nervous about iron weapons and try to bend out of the way of the metal. The trees tell the party how cruel and malicious they are to use iron. The trees are especially afraid of axes. If a party member with an axe threatens them, they raise their branches and say they give. They allow the PCs with axes to take as many apples as they want. The trees also bargain for their apples, but the party must give them something a tree would like. They would especially like a kite stuck up in their branches.

All Tiers (EL 5)

Fey Apple Tree: CR 5; Huge Plant; HD 7d8+35; hp 66; Init -1 (dex); Spd 0 ft.; AC 20 (-2 size, -1 Dex, +13 natural); Atks +12 melee (2d6+9 slam); or +6 ranged (1d4+7 hard, green apples); SQ plant, fire vulnerability, half damage from piercing; AL N; SV Fort +10, Ref +1, Will +6

Str 29, Dex 8, Con 21, Int 12, Wis 15, Chr 12

Feats: Iron Will, Power Attack

Skills: Hide -9 (+16 in forest areas), Intimidate +8, Knowledge (Geography) +8, Listen +9, Sense Motive +9, Spot +9, Wilderness Lore +9

SQ: *Plant*—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits; *Fire Vulnerability* (Ex)—Takes double damage from fire attacks unless the attack allows a save, in which case it takes double damage on a failure and no damage on a success; *Half Damage from Piercing* (Ex)—Piercing weapons deal only half damage, with a minimum of 1 point of damage.

If killed, the apple tree dissolves away into mist that quickly dissipates. It reforms over the next few months.

After the party gets by the trees by either ignoring the trees, going around them, or otherwise getting past them, they come to a stream after 10 minutes of walking. On the other bank is a gnarled oak that has many knobs from old branches on it. There are several knotholes in the trunk, each of which look like a face. Nothing the party can do makes the tree do anything other than act like a normal tree.

The stream is the path Quenth was referring to. It is only a few inches deep, but is moving quite fast and is a little chilly. The banks are fairly steep but can be climbed with ease. The party should turn to their left and start walking upstream. Because of the steep bank, it is easiest to walk in the stream itself. The boy’s trail leads to the stream.

Encounter 4: The Spirit of the Water Moves Me

(5 - 30 minutes)

As you splash down the stream, the branches of the trees reach overhead. In the height of summer you wouldn’t be able to see the sky. The trees here are just budding so you can see parts of blue sky. You then hear a woman’s voice singing over the sounds of the stream.

If the PCs advance, they come upon a place where the stream pools on one bank. There, they find a nymph sitting on a grassy spot with her feet in the water, brushing her hair. She is absolutely stunning in appearance and has honey blonde hair that reaches past her waist. She is dressed in a gown that appears to be made of silk and hugs every curve.

The nymph sees the party unless they were hiding. Even then, she has a chance to spot them with her high Spot skill. If she sees the party, she suppresses her blinding beauty ability. If the party sneaks up on her and looks directly at her, they must make a Fortitude save (DC 15) or be stricken blind.

The nymph, whose name is Sesonya (sess-OWN-ya), is lonely and wants someone to talk to. She is very friendly to the party and wants to know their names, what they are up to, and their favorite flower (hers is the daffodil). If the party talks to her, they learn that she is the fey spirit of this stream. In fact, she says, most things in nature have a fey spirit. Every tree, every rock, everything. The bigger and more important the natural feature—the bigger and more powerful the fey. Sesonya makes reference to the Green Man, who is the strongest faerie she knows. He is the fey spirit of all the land that the mortals call Gyruuff.

Sesonya is very leery of iron. She will shy away from it and ask the party not to point it in her direction or touch her with it.

After some small talk, she asks the most charming or diplomatic party member (male or female—you determine the character who makes the best impression on the nymph) to stay with her for “a month or two” and talk with her (and only to talk; she just wants some company). If no PC is kind to her, she does not make the offer.

If the character makes a Diplomacy check (DC 15) she is willing to wait for the character to come back after the adventure. Otherwise she gets quite insistent and doesn't want the character to leave at all. Sesonya uses all of her abilities and powers (as a 7th level druid) to get the party member to stay, such as *charm person* or *mammal*. If the party specifically mentions that they are going to visit the Fey Queen, the Sesonya's “chosen” friend can make another Diplomacy check (DC 10). If successful, Sesonya takes the PCs word that he or she will return. Once the person has spent one month (4 Time Units) with her, she will make that PC a shirt made of her hair.

If attacked, Sesonya evokes her *Unearthly Beauty* ability and dimension doors away as quickly as possible. If she is “killed” (fey cannot be truly killed while in this fading land), she curses the party (or just those members of the party that participated in “killing” her). Targets of the curse must make a Will save (DC 13) or their hands are masked by a glamor that makes them look covered in blood. The curse can be dispelled or removed normally.

If the party takes her brush, Sesonya begs and pleads for its return. She is willing to bargain for its return and will offer several locks of her hair for it. She does not weave the hair into a shirt so the party will have to find someone to do that for them. Also, she allows her “chosen” friend to leave if the brush is returned to her right away. If the party leaves with her brush, Sesonya is frantic and does everything in her power to stop them and gain it back.

All Tiers (EL 6):

Nymph: CR 6; Medium-size Fey; HD 3d6; hp 16; Init +1 (Dex); Spd 30 ft., swim 20 ft.; AC 11 (+1 Dex); Atks +1 melee (1d4 [crit. 19-20], dagger); SA Blinding Beauty, *Unearthly Beauty*; SQ Spell-like abilities; AL CG; SV Fort +1, Ref +4, Will +8

Str 10, Dex 13, Con 10, Int 16, Wis 17, Chr 19

Skills: Animal Empathy +1, Knowledge (Fey) +7, Escape Artist +7, Heal +9, Hide +7, Listen +11, Move Silently +7, Sense Motive +9, Spot +11; **Feats:** Ability Focus (*Unearthly Beauty*), Alertness, Dodge, Iron Will

SA: *Blinding Beauty* (Su)—This ability operates continuously, affecting all humanoids within 60 feet of the nymph. Those who look directly at the nymph must succeed at a Fortitude save (DC 15) or be blinded permanently as though

by a *blindness* spell. The nymph can suppress or resume this ability as a free action; *Unearthly Beauty* (Su)—The nymph can evoke this ability once every 10 minutes. Those within 30 feet of the nymph who look directly at it must succeed at a Will save (DC 17) or die.

SQ: *Spell-Like Abilities*—Nymphs can use *dimension door* once per day a cast by a 7th-level sorcerer. They can also replicate druid spells as 7th-level casters (save DC 13 + spell level).

If killed, Sesonya dissolves away into mist that quickly dissipates. She reforms over the next few months.

Encounter 5: Would You Leave the Path?

(10 – 30 minutes)

The party continues walking up the stream for about an hour after meeting Sesonya.

The further you walk the more like spring it feels. The air is warmer, and large butterflies flutter around new flowers. The forest is not the drab brown and gray of winter, but a pale green that promises more growth.

Have the PCs make a Listen check (DC 15). Those that make it hear human voices off in the distance to his or her right, beyond the bank. If the PCs approach (either by walking up the stream or by climbing the bank), present the boxed text below. If the party fails the Listen check, they still see the following scene when they get further down the stream.

Up on a knoll beyond bank to your right, you see a small cottage surrounded by a garden. A middle-aged woman wearing an apron sticks her head out of a window. “Dyvan! Dyvan, you little scoundrel. Have you been playing in my garden?” You hear a little boy laugh and small high-pitched voice playfully say something that sounds like “capapillas” “Oh, who could stay mad at such a little angel?” the woman says. She exits the cottage and walks into the garden. “Come here and give me a hug.” She walks into the garden.

The boy matches the description of Dyvan given to the PCs. If the PCs leave the stream, climb the bank, and approach the cottage, the woman, or both, read the following.

You walk out from under the trees and toward the cottage through the far end of the garden where the woman stands. She turns to face you. The boy is nowhere to be seen. The woman's plump and round face dissolves, revealing and under-face of wrinkled green skin. Her lips pull back in a grotesque way showing a mouth full of sharp teeth. Her red eyes sparkle with malice.

"You shouldn't have left the path," she cackles. She then attacks.

The hag goes after the physically strongest-looking PC and attempts use her *weakness* ability. If that attack is successful, she shifts her attention to the next strongest PC and tries to repeat the process. When all the PCs that appear of above-average strength are weakened, she will then try to tear or pound the party to bits. She saves wizards and sorcerers to the end, counting on her saving throws to protect her. The hag mocks any bards, by telling them that she will keep their tongues for her collection. The hag can speak both Flan and Common.

If the party runs back to the stream, the hag does not follow. In fact, she tosses fallen characters into the stream and tells them to listen to directions next time. She only tosses PCs into the stream if she is no longer in combat.

When an unconscious PC is thrown into the water, he or she immediately heals one point—as per a *cure minor wounds* spell (a gift from Sesonya, the spirit of the stream) and becomes stabilized. If all the PCs are rendered unconscious, Sesonya wanders up that direction and heals them. She then asks for payment. She would appreciate a mirror if the party has one. If the party killed her, she isn't around to heal them.

If the party does not leave the stream, the hag does not transform and she does not attack. After a while she enters the cottage and doesn't come out again. The party can hear the boy playing in the garden. If the party then investigates, she transforms and attacks when they've left the stream.

The hag does not respond to calls from people in the stream and neither does the boy. To actually speak with her, the party must leave the stream. The house and the hag are on top of a small knoll more than 100 feet from the stream. The knoll is surrounded by preventing any effective missile fire from the stream (give the hag 3/4 cover and 3/4 concealment).

If the PCs do not leave the stream and continues onward—following the pixie's advice—the hag has another trick. Have the party make a Spot check (DC 15). Those that make the check see the following:

Up ahead of you, you see a boy that matches the description of Dyvan. He is crouched over the edge of the stream scooping up water with his hands. He sees you, looks very afraid, and scampers up the bank. He hides behind a tree. You can see him peeking out.

The boy is the hag, trying to lure the PCs off the path. If the party follows the boy, he transforms into the hag.

The boy's features go through a seemingly impossible change. His limbs stretch and grow in

spurts and fits. The soft boyish skin dissolves into wrinkled green skin. His lips pull back in a grotesque way that shows a mouth full of sharp teeth. Her—the creature is definitely now a her—red eyes sparkle with malice. "You shouldn't have left the path," she cackles. She then attacks.

If a PC calls to the boy from the stream instead of following him, the hag asks them to come up and get him, because he is scared. If the PCs bring up the faerie queen, and ask the disguised hag why she is not with the queen, the hag, lies, telling the PCs that "the queen was scary. I ran away from her."

The hag is too far away to be reached with effective missile fire from the stream—more than 50 feet away and with 3/4 cover and 3/4 concealment.

Tier 3 only: If the party doesn't fall for this and continues on the path, the hag tries another ploy. Have the party make a Spot check (DC 15).

You see the boy walking through the woods not far from you. He has a long stick that he is sweeping back and forth in front of him. Behind him you hear the cracking of branches as something unseen is slinking through the trees after the boy. The beast growls, and it sounds close enough to have him in a few moments.

If the party rushes to the rescue, the cat dissolves into a stick, and the boy transforms as written above into the hag, who tells the party they should not have left the path and attacks. The boy and the cat are too far away to be reached with effective missile fire from the stream—more than 50 feet away and with 3/4 cover and 3/4 concealment.

If the party does not rush to the rescue, the beast attacks the boy. The party can hear him screaming for help, as the cat begins to rend him to pieces. If the party still does not leave the path, they can watch the cat treat the boy the same way a house cat treats a mouse. The boy's cries die off and a low roar of the cat echoes through the forest.

The hag then gives up trying to trick the PCs.

Tier 1 (EL 3)

Lesser Green Hag*: CR 3; Medium-size Monstrous Humanoid; HD 5d8+5; hp 29; Init +1 (Dex); Spd 30 ft.; AC 19 (+1 Dex, +7 natural); Atks +9 (1d4+4, 2 claws); SA Spell-Like Abilities, Weakness; SQ Darkvision 90 ft., Mimicry; AL CE; SV Fort +4, Ref +5, Will +5

Str 18, Dex 12, Con 12, Int 12, Wis 13, Chr 10.

Skills: Knowledge (nature) +3, Hide +7, Listen +9, Spot +11; **Feats:** Alertness, Combat Casting, Greater Fortitude.

SA: Spell-Like Abilities—At will – *change self*, *dancing lights*, *ghost sound*, *invisibility*, *pass without trace*, *tongues*, and *water breathing*. These spell s are as the spells cast by a 4th-level

sorcerer (save DC = 10 + spell level); *Weakness* (Su)—The green hag can weaken a foe by making a special touch attack. The affected opponent must succeed at a Fortitude save (DC 13) or take 1d4 points of temporary Strength damage;

SQ: *Mimicry* (Ex)—Green hags can imitate the sounds of almost any animal found near their lairs.

**The lesser green hag is a 5 Hit Die variant of the normal green hag. It has a lesser version of the normal green hag's weakness ability, and lacks spell resistance.*

Tier 2 (EL 5)

Green Hag: CR 5; Medium-size Monstrous Humanoid; HD 9d8+9; hp 49; Init +1 (Dex); Spd 30 ft., swim 30 ft.; AC 22 (+1 Dex, +11 natural); Atks +13 melee (1d4+4, 2 claws); SA Spell-Like Abilities, *Weakness*; SQ SR 18, *Darkvision* 90 ft. *Mimicry*; AL CE; SV Fort +6, Ref +7, Will +7

Str 19, Dex 12, Con 12, Int 13, Wis 13, Chr 10

Skills: Knowledge (nature) +5, Hide +11, Listen +11, Spot +11; Feats: Alertness, Blind-Fight, Combat Casting, Great Fortitude

SA: *Spell-Like Abilities*—At will – *change self*, *dancing lights*, *ghost sound*, *invisibility*, *pass without trace*, *tongues*, and *water breathing*. These spell s are as the spells cast by a 4th-level sorcerer (save DC = 10 + spell level); *Weakness* (Su)—The green hag can weaken a foe by making a special touch attack. The affected opponent must succeed at a Fortitude save (DC 13) or take 2d4 points of temporary Strength damage;

SQ: *Mimicry* (Ex)—Green hags can imitate the sounds of almost any animal found near their lairs.

Tier 3 (EL 8):

Green Hag, Sor3: CR 8; Medium-size Monstrous Humanoid; HD 9d8+3d4+12; hp 60; Init +1 (Dex); Spd 30 ft., swim 30 ft.; AC 22 (+1 Dex, +11 natural); Atks +14 melee (1d4+4, 2 claws); SA Spell-Like Abilities, *Weakness*; SQ SR 18, *Darkvision* 90 ft. *Mimicry*; AL CE; SV Fort +7, Ref +8, Will +10

Str 19, Dex 12, Con 12, Int 13, Wis 13, Chr 12.

Skills: Concentration +10 (+14 while casting on the defensive), Knowledge (nature) +5, Hide +11, Listen +11, Spot +11; Feats: Alertness, Blind-Fight, Combat Casting, Great Fortitude

SA: *Spell-Like Abilities*—At will – *change self*, *dancing lights*, *ghost sound*, *invisibility*, *pass without trace*, *tongues*, and *water breathing*. These spell s are as the spells cast by a 4th-level sorcerer (save DC = 10 + spell level); *Weakness* (Su)—The green hag can weaken a foe by making a special touch attack. The affected opponent must succeed at a Fortitude save (DC 13) or take 2d4 points of temporary Strength damage;

SQ: *Mimicry* (Ex)—Green hags can imitate the sounds of almost any animal found near their lairs.

Spells Known (6/6; Spell DC = 11 + spell level):
0-lvl—*daze*, *detect magic*, *flare*, *mage hand*, *ray of frost*; 1st-lvl—*shocking grasp*, *silent image*, *sleep*.

If killed, the hag dissolves away into an ichor that quickly evaporates. She reforms over the next year.

Encounter 6: Of Gates and Guardians

(15 - 30 minutes)

After about 15 minutes of walking once the PCs leave the hag, they hear the sounds of a waterfall. In a few minutes they come to a small waterfall. Behind the waterfall are the gates to the Caves of Twilight Resplendent—the heart of this fading land.

Ahead of you, the stream pours over a ledge maybe 30 feet in height. The waterfall lands in a rocky pool that is deep in the center and shallow on the sides. Sunlight is reflecting through the mist, fracturing into all the colors of the rainbow. Even here on the far side of the pool, the noise made by the falls makes it difficult to hear anything else.

If the PCs climbs the falls, they will discover that the stream continues to wind its way into the forest. It stretches out of sight through the trees. If the party follows it further, they encounter nothing else until they get bored and come back.

PCs that make a Spot check (DC 20) notice that arcs of mushrooms are growing on the ledge on either side of the waterfall and form a ring around it. If the party approaches the waterfall and looks carefully, they find a small path behind the waterfall.

The path leads to a small cave behind the waterfall. The cave is narrow and winds directly into the hillside. After 100 feet, the PCs encounter the Gates to the Caves of Twilight Resplendent and their guardian.

The fall of water is a distant roar behind you, but you are still damp from its spray. The first part of the cave was coated in slick, green lichen. Now it has given way to bare rock. A little bit of light filters in behind you to show the glint of metal ahead. As you light a torch and get closer, you see a pair of large gates block the entire passageway. The gates seem to be made out of silver, and the swirling decorative bars are adorned with stars.

To the left side of the gate is a statute of some creature that looks like a wingless eagle but has four legs, no wings, and has two ram's horns curving out from the top of its head. The front legs are vaguely human looking but have powerful long claws. The back legs are those of a cat. As you look more closely at it, you notice that its eyes are closed. It is sitting on a two-foot

pedestal but is squatting down, making its face about the same height as yours.

You step back as its eyes open, revealing pupilless orbs that glow softly. "You have not been summoned," it says in a deep and grating voice.

To pass the gate, the PCs must get permission from the Guardian to enter or break down the gates. The Guardian first speaks Flan and then switches to Common.

If the PCs ask for permission to enter, the Guardian tells them that since they have not been summoned, they have to bargain with him to receive "the gift of passage." The Guardian states that he will grant the gift of passage to each PC who can show him something new. This item must be an original creation from the PC, otherwise the Guardian has heard or seen it and rejects their offer. An original creation could be a new song, a picture, a sketch, something involving a craft skill, other creative ideas, as long as it is impromptu and made up on the spot. You have complete discretion in this. Anything that you think qualifies as original satisfies the Guardian.

As each PC show the Guardian something new, the Guardian says "that is something new to me. You may pass." He then opens the gates for that PC.

When all the PCs pass the gates, the Guardian welcomes them to the Caves of Twilight Resplendent and advises them to stay on the path, as it leads them to the Queen's court.

The gates completely block the tunnel and cannot be jumped or climbed over. If the party decides to break down the gates, the Guardian attacks them if they do so. Once he is dealt with, the party can force the gates with a successful Strength check (DC 30). The Guardian also fights to defend himself.

Should it come to combat, the Guardian does everything in its power to defeat the PCs. He positions himself in a corner so that he cannot be flanked. He tries to concentrate on the most dangerous PC first and get them to withdraw and then turns his attention to the next PC. The guardian does not follow the PCs beyond the immediate vicinity of the gates (about 20 feet). However, if the party tries to use range weapons, the Guardian hides in the darkness, which grants him from 1/4 to 9/10 concealment (depending on the light sources the party is using), and behind his pedestal, which gives him 1/2 cover.

All Tiers

Guardian of the Gates: CR 3; Medium-Size Magical Beast; HD 4d10+16; hp 45; Init +2 (dex); Spd 45 ft.; AC 4 (+2 Dex, +4 natural); Atks +10 melee (1d6+4, 2 claws), +7 melee (1d8+4 bite), or +7 melee (1d8+4 gore); SQ Last curse, damage reduction 10/+1, SQ Still as a statue; AL N; SV Fort +8, Ref +6, Will +1

Str 18, Dex 13, Con 18, Int 6, Wis 11, Chr 7

Skills: Hide +9, Listen +4, Spot +4; **Feats:** Multiattack, Weapon Focus (claws).

SA: Last Curse (Su)—As an automatic action when a guardian reaches –1 or lower hit points it curses the creature that delivered the damage. That creature must succeed at a Will save (DC 14) or suffer the effects of a *bestow curse* spell as cast by an 8th-level sorcerer. This curse bestows a –6 effective decrease to Charisma (minimum of 1) until the curse is removed by a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

SQ: Still as a Statue (Ex)—The guardian can hold itself so still it appears to be a statue. An observer must succeed at a Spot check (DC 20) to notice the Guardian is really alive.

If killed, the Guardian dissolves away into mist that quickly dissipates. He will reform in a few months.

As the party passes through the gates, all of their iron (including steel) is temporarily turned into silver. Everything still functions as normal, but it is no longer a threat to the powerful fey. The PCs can make a successful Spellcraft check (DC 10) to determine that the effect is magical. Some PCs (Spellcraft, DC 20) will know that this an effect of powerful fey magic, that only the most powerful of fey can command.

Encounter 7: When the Mask is the Face

(10 - 15 minutes)

After passing the gates, the party enters the Caves of Twilight Resplendent.

The cave descends into the earth, twisting and turning all the while. After a few hundred yards, small clumps of crystal start studding the rock faces of the walls, ceiling, and floor. These crystals glow with a light that waxes and wanes in a rhythmic pattern.

The party walks down the cave, going deeper into the fading land. The glowing crystals light the path, providing enough light to see. These crystals are present throughout the caves so that the party will not need light for the remainder of their time in the caves.

If a party member breaks off a piece of crystal, it continues to glow. However, it turns into near worthless coal upon leaving the fey lands.

The cave doesn't branch and leads the party straight to the Queen's Court. The party walks for a while. Perhaps an hour, perhaps less. It is hard to feel the passage of time here.

The cave you have been following passes through an elaborately carved arch and opens up into a grand hall. It might have been a natural cavern at one point, but the high vaulted ceilings and

fluted walls are sculpted to look like those of a palace. Smaller hallways connect with the grand hall on several different levels, and many balconies overlook the hall. The center of the hall is an elaborate mosaic that depicts a beautiful forest scene. The mosaic forms a path down the center of the hall. The crystals set into the ceiling and walls light the great open space. Their cyclic waxing and waning gives the appearance that they are twinkling like stars.

The great hall is not empty. Countless fey are here, and they move about in a hundred different directions. Pixies fly through the air, leaving trails of glittering dust in their wake, satyrs lope along, their hooves clicking on the stone floor, grigs hop across the intricately tiled floor, skillfully avoiding their larger fey kin, and nymphs gather on balconies, their laughter falling on you like a warm rain.

The fey effortlessly leap from one floor to another. Even those without wings are able to jump dozens of feet straight up. After watching intently you realize that there is some sort of pattern. The fey are all jumping from particular spots that have stylized frogs carved into the stone floor.

The great hall and the mosaic path leads directly through the caves and ends in the Queen's throne room. If the party leaves the main hallway, they wander around the caves for a while until they are deposited back onto the main hallway. It doesn't matter if the directions don't make sense. In the caves, direction matters very little.

The frog carvings in the floor are enchanted with the jump spell. Anyone standing on top of the carving gains the spell's benefit as long as he or she leaps from that space.

After a half an hour of walking, the party reaches the throne room.

The hall ends in a large rectangular chamber. It is vast with several levels of balconies and halls as large as the one you just left pierce the wall opposite you and the wall to your left. Living vines climb up the columns and pilasters that support ... nothing. There is no ceiling. Instead you are looking up at the night sky, dotted with thousands of stars. That can't be. You are deep underground.

A large throne sits on a raised dais at one end of the room to your right. Fruit trees rise from the floor on either side of it and their leafy branches combine to form a canopy overtop the throne. The throne itself is made of stone, but large flowers—a type of lily maybe—loom on it. A hummingbird merrily flutters around them.

In the very center of the throne room stands a faerie. He is wearing a long robe that is made out of live birds that are cooing contentedly. His hands are covered in gloves, and his face is hidden behind a porcelain mask. He turns to face your direction as you enter the hall.

The trees have apples, pears, figs, currants, oranges, and cherries.

The fey in the center of the room is the Queen's Chamberlain. He has no other name or role other than that. The Chamberlain listens to whatever the party has to say and answers to the best of his ability. When he speaks to the party, they hear him speak in their native tongue—whether it be Flan, Keolandish, or Common.

If asked about the Dyvan, the Chamberlain recommends that they speak to the Queen. If they ask to speak to the Queen, he says that he will pass on their request.

In a sudden rush to movement, the birds on his robe all take flight, revealing that there is nothing underneath. Two birds grab the gloves and one grabs the mask. The birds flap away down the many different hallways from this room, leaving nothing behind.

In a few minutes, the birds return and reform the Queen's Chamberlain. When the mask drops into place, he says that Queen Lhiannon sends her greetings and extends to them the gift of hospitality. They can meet with her tomorrow when she holds court. To fill their time until then, the Queen has invited them to attend the ball that is being held tonight. If the party accepts, the Queen's Chamberlain summons several pixies to show the party to rooms where they can rest and get a bite to eat.

Conclusion

(5 -15 minutes)

The pixies guide the party through the complicated maze of passages that is the Caves of Twilight Resplendent and show them to pleasant rooms where there is watered wine, food, and a warm fire.

The pixies also ask the party what costumes they would like for the ball. They insist that the party must wear a costume, and they can accommodate any character's request. If a party member refuses to wear a costume, the pixies relent and do not force him or her to wear one. When the party has rested and eaten, the pixies guide the party to the ballroom.

The pixies flutter in front of you. "This way, this way. The ball is already underway." They lead you down a passage lit by the glowing crystals, which ends in a ballroom. The ballroom is a cavern that would rival that richest of kings. Arcades surround a great open space with support balconies lining every wall. Music, haunting and enchanting, floats through the room. In the center of the room is a tiled floor where dozens of faeries are dancing. Large pools at each corner of the tiled floor are filled with water. Bubbles rise out of the top of the water, drifting upward.

A nymph and satyr start rising with the bubbles, dancing all the while.

You step out into the ballroom.

The Fey Ball is played as the Interactive at the premiere. If this is the premiere, skip the rest of the conclusion and end the round now.

Otherwise, if you have time, you can role play the party's interaction with the faeries. In the course of the conversation, sprinkle the information below in the conversation. If you are short on time, simply make a Gather Information check and give the appropriate information as listed below.

Gather Information (DC 10)

1. The Queen has extended her Gift of Hospitality to you.
2. Bells make such terribly awful sounds.
3. You are in the Seelie Court of the Caves of Twilight Resplendent.
4. Iron is a repulsive thing. It is nature tormented and changed.
5. The Fey can't die. Not here in the Caves at least.
6. The Queen is the ruler of all the Caves. She is kind and wise.
7. Don't you want to stay with us here forever and ever?
8. An abandoned mortal boy was brought to the court a few days ago.

Gather Information (DC 15)

1. The ambassador of the Unseelie Court was very interested in the boy for some reason.
2. The Queen gave the boy to the ambassador to repay a debt.
3. The caves stretch in all directions for miles and miles. They twist and turn and change position as it suits them.
4. The ambassador is the representative of the Unseelie Court at Glades of Shadows Lurking.
5. Passage is a gift. You must always seek the gift of passage before going somewhere.
6. Each fey land is also divided into two courts – the Seelie and the Unseelie.
7. Mortals should avoid the Unseelie Court. The Unseelie play too rough.
8. The Unseelie Court has been very secretive of late.

Gather Information (DC 20)

1. The Unseelie court has been communicating with mortals regularly lately.
2. The boy brought to the court is said to be the son of an important mortal leader.
3. The mortal Brenin of Gyruuff visited the Caves recently – how long ago? That's hard to say – time is tricky.
4. Followers of the Shalm have long had relations with the Unseelie Court, but then again, so have the Dark Druids of Nerull.

5. The leader of the mortal druids is very ill and could die soon. Death is so strange.
6. The most recent incarnation of the mortal Brenin was on good terms with the Queen. They spoke by messenger often.

After the party has talked and learned all they can, a faerie wanders the ballroom and sprinkles glitter on the PCs one by one, while saying "Sleep now, mortal. Perchance to dream." The PC falls asleep when the faerie dust is sprinkled on them. When all the PCs are asleep, the round ends.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter 2

Finding out the location of Dyvan from the Pixies
50 xp

Encounter 3

Defeating the Fey Apple Tree*: 50 xp

Encounter 3

Defeating the Nymph*: 50 xp

Encounter 4

Defeating the Hag*: 200 xp

Encounter 5

Defeating the Guardian to the Caves of Twilight Resplendent*: 150 xp

* There are many ways to defeat the creatures in this adventure. With the fey trees, not picking an apple is counted as successfully defeating the encounter. Having no one suffer the charms of the nymph and enlisting her aid is counted as defeating the nymph. Not attacking the hag will also defeat that particular encounter. Gaining entrance to the Caves of Twilight Resplendent defeats the guardian in Encounter 5. Defeating each encounter through combat will also yield the experience award.

Roleplaying Experience: 0-50 xp

Total Possible Experience: 500 xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1- The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.

2- Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.

3- Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it. The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Introduction

- 50 gps for delivering the message to the camp in the Dim Forest.

Encounter Three\

- *Scarf of Sesonya's Hair*: (800 gp, *, silken nymph hair, uncommon) There are two ways to gain this item. The first is if a character returns to Sesonya the Nymph and spends one month (4 Time Units—marked on the Character's Log), talking and laughing and having a great time. At the end of such time, she weaves the scarf for that character out of several locks of her own hair just before she sends that PC back to the mortal realm. The second is if a character holds Sesonya the Nymph's brush hostage, the nymph will give them several locks of her hair which are

magical and woven by a skilled weaver (10 or more ranks) will be enough to make a scarf. The PC given the locks of hair must find someone capable of weaving the delicate fibers (spend two time unit and 100 gp—mark on the Character's Log), in order for the scarf to be made. If a scarf is worn, it grants the wearer a +1 enhancement bonus to Charisma when worn. The PC must wear the scarf for a full day for the bonus to be applied, and the PC loses the bonus as soon as he or she takes off the scarf. The scarf is very fragile, and when worn into battle there is a 25% chance that it will be destroyed each time the PC wearing it suffers a critical hit.

800 gp