

GEO1-07

SHADOWS OF A FALLEN STAR

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

Version 1

by Jesse Willis

Shadows flit from tree to tree and a new giant plot rises in the Dim Forest. Those once killed stand to walk again, and the White Stag leads you on a perilous path beneath the branches of the ancient wood. This is an adventure for characters level 1-6.

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

PREPARATION

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

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

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

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

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

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

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

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

SCORING

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

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

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

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

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will 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, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

DETERMINING AVERAGE PARTY LEVEL (APL)

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 PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely 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 following 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.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) 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 an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the

adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old APLs, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

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 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 courAPL'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

ADVENTURE SUMMARY AND BACKGROUND

The giants are aware that the humans might outnumber them. So to increase their numbers they are recycling their fallen army and animating them. They are having assistance with their allies the clergy of Nerull, which is opposed to Pelor and the living. Due to the Shadow Rift in the Dim Wood Forest they decide to corrupt a shrine of Beory and to tap into the negative energy there in attempts to create the model of super undead.

When the shrine was corrupted it awakened the spirit of Alexander Stonehouse (Legacy of Valor, Lord of the Dimwood forest and druid) against this evil act, the fallen star from the sky a days ago was an omen of his return. Alexander has manifested himself as a whirlpool in the northern part of the Javan river due. He has become a positive portal for the river and is trying to counteract the evil of the shrine. He is also acting as a portal to various oceans drawing his powers from them (This is where the

Sea horse that was found near Hochoch came from). The evil priest realizes this and is trying everything to corrupt the portal, so he is dumping oil, unholy water, and foul things into it. Also, the church of St. Cuthbert from Veluna has sent two of their members to investigate the falling star as divinations reveal that the cudgel will be needed. They discovered the encampment and were heading to Fort Resolve to warn the fort and get help.

On their journey the PCs are encounter by a Shadow Dragon that wants to learn again what has been going on in the outside world. He troubles the PC's for their names and a personal effect so that he may be able to scry them at a later date and see what has been happening outside the Dimwood over the last eight years. Shortly after the PCs interaction with a Shadow Dragon the PC's encounter a ranger. The only survivor of the St Cuthbert group, he tells the adventurers of the evil undead encampment. As the adventurers continue to the ford they encounter a group of nixes, which are upset that their water is becoming corrupted and just want the adventurers to find out what is wrong. So the nixies want the adventurers to promise to help them. After making it to the shrine, the adventurers will discover a book, about the location of a ceremony and the time, and rush to the area were it will take place. The main ritual is composed of a death touch on the nixie and then an animate dead on it while it is tossed into the whirlpool forever damning the spirit of Sir Alexander Stonehouse.

INTRODUCTION

A dark winter shall set in soon. With the return of the Duke much preparations seems to be going on around Hochoch in preparation for the spring season. With all of the work available, it is not difficult to get a good night's sleep. That was until a couple of days ago when a star fell in the northern sky to the west of Hochoch. Different religious factions are having their own interpretations of this omen as it has happen right before winter. Alas, you have been troubled as of late of strange dreams last night.

Ask any of the players if they are playing legacy characters from Legacy of Valor played at Patriot Games 2000. If there is more than one, ask if their legacy character was in the Dimwood Forest for Legacy of Valor. If there is still more than one ask if their character was from nobility. You need to give this to an individual that meets the most contempt in the eyes of Alexander Stonehouse, he did not care for the nobility nor does he care for those that fled from the Dimwood Forest. If someone meets this criterion make sure they get Dream Sequence #3.

Hand out Player Handout #1 to the players.

Give each player at least one of the sequences, if there are any left over make sure all six distributed.

When the players are finished reading their handouts.

After waking up and finishing your morning chores, you remember your strange dream last night. When you look up at the sky you see the sun beginning to rise and realize that the gates will be opening soon.

The players should realize now that they need to be at the gate. They have one hour to get there before the white stag shows up.

Players can introduce themselves to each other once they all arrive. If they search for tracks only those that had the dream should find tracks of a stag appearing out of nowhere right on the road DC 10. After an hour the white stag will become visible to those that had the dream and begin leading the player toward Fort Resolve.

If players do not decide to continue, that is their choice. They will hear four days later that an undead force assaulted a border keep on the Dimwood forest. By then it will be too late to save Alexander Stonehouse's spirit. Have the players fill out vote sheets and log sheets.

ENCOUNTER 1

The players have 20 miles to cover it will take almost all day walking or a half days ride following the white stag as it leads them to Fort Resolve.

Following the white stag for what seems like a short time you begin to see the Dimwood forest. Arriving at Fort Resolve, built to oversee the Dimwood and the territory east of the Javan something is amiss. The forest is quiet, and no noise of wild life is to be heard. The suddenly, breaking the silence, a loud thundering noise is heard to the northwest.

At this point if the players wish they can make Spot and Listen checks. Spot check DC 25 they will spot the reflection of metal coming from the west. Listen Check DC 5 players begin to hear a loud horn sound, DC 30 they will hear

"Giants coming from the West"

In just a few seconds you see the gates open and a contingent from the Army of Retribution led by five men with the insignia of the Knights of the Dispatch coming out waving your group inside.

At this point the players should be 60 feet from the main gate. Get intentions from the party. The players have four rounds before the gate is shut, barred, and braced.

Once inside the walls a cry is heard out from above,

"Giants from the west, shut the gate, man the walls, load the ballista."

Quickly as you run up the wall to help out you look to the west and see several giants and enormous wolves coming out of the tree line. In a strange an eerie procession you see scores of soldiers marching across the battlefield as well with tattered pennants.

The adventurers can make a spot check at DC 25, DC 20 with spyglass to spot that the giants and wolves are actually skeletons. They also can make a Knowledge (nobility and royalty), Profession (military) or Knowledge (military) to realize the humanoid troops have the emblem of the 11th Battle of Gran March, you also know they had taken severe losses at the Battle of Green Ridge (also known as Bloody ridge). Use DM Aid 1 if the players decide to assault the undead army. Only engage them with 4 winter wolves for round one and keep increasing the number by four every round until all of them are attacking. Also at round three feel free to start throwing rocks at the players from the giants.

A Gran March sergeant points at the lot of you and yell "Get down below, and guard the horses and the supplies"

If the players do not go they will be forcibly thrown below.

Down below there are two wagons each with two horses hitched to them. The horses are becoming agitated and spooked and look like they could try to bolt at any minute. Since they have nowhere to bolt to that means they would run recklessly about the fort, possibly hurting others and breaking goods. Animal Handling checks (DC 20) are required to calm each horse or opposed strength checks can be used to hold the horses in place. If a PC gets on the wagon and the horses bolt ride checks can be used to keep the wagon from doing damage around the garrison.

If they PCs attack the garrison they will be subdued unless lethal damage is done. If lethal damage is done once subdued the guards will then strip them of their gear and put the players on trial for treason. They will be found guilty and sentenced to work the walls for (two weeks 2 TU's).

It seems as though an hour has passed you have seen many boulders hurled. Troops fall from the walls caked in ice and shattering as they crash upon the ground. Just as soon as the battle began the sign for all clear is heard from the trumpets.

ENCOUNTER 2

Screams of the wounded and dying can be heard and tormented soldiers are laid in triage. Leading the group of healers appears to be an elderly priest attending a severely frost bitten man. Knowledge (religion) DC 10 to recognize the holy symbol of Pelor. He notices your efforts at helping the wounded and hobbles toward you with support of his staff.

"Tis, evil from the north that is behind this. Naught but a fortnight ago a group of fifty orcs were discovered. And they were zombies arisen from the battlefield to fight again for their masters. This is not good news if the giants are amassing an army. It would be a dark day if our forces were attacked from the north by an undead army.

I've been having dreams of the Dimwood. It's an omen I tell you. The dreams started when that star fell from the sky. No

one will listen to me, though. I fear for the safety of this fort, these men, and our country. If you decide to venture into the wood I warn you that there are shadows about deep in the woods and you will need magic to defeat them, fire is also effective but you must be careful ere the woods catch fire. I suggest that you rest here before setting out again. If you have any questions feel free to ask them from me, I may not have all of the answers you are asking for."

Gerwyn ap Hennin is not offering payment or reward for the players. If they are looking for such he will remind them that greed will be their downfall and to be careful of what you ask for.

At this point the players might have questions as what is in the Dimwood Forest, and what to look for.

He knows that shadows reside deep in the woods near Derelion on the other side of the Javan river. The undead have some sort of unnatural magic abilities as though magic comes from them and they are impossible to turn. If asked for suggested places to look he would suggest the players to go west to the Javan river and proceed northward into the woods as the undead may be coming from the north somewhere on the other side of the river perhaps.

If the players wish to speak with the knights currently assigned to this fort refer to Appendix A. They currently are more concerned with defense of the fort and are planning on sending a messenger to Hochoch for further orders concerning the situation. If there are squires or knights they will task them with finding out what they can; if they should be overwhelmed they will be told that they should retreat and report back with the information that they have found in the woods.

ENCOUNTER 3

As, you head out of Fort Resolve you see chain gangs pulverizing the remains of the undead attack and building a funeral pyre for the dead and undead. You also see that the soldiers are greatly disturbed that they have had to fight the remains of their own men and wish vengeance upon the cause of this malady.

If the players wish to follow the tracks of the giants they can make a search check DC 15 to follow the tracks or if they have the tracking feat Wilderness Lore DC 5. With success they will find the tracks will lead west – north – west to the Javan river. There the players can make a spot check of DC 30 (-5 for every 100' north they go) to spot the shattered skeleton of a winter wolf stuck on some debris 500' (in the beginning – movement north) north of where they are located.

Based off of the information provided by Gerwyn ap Hennin and the obvious tracks leading the Javan, you head north to find the encampment that must have sent these monsters down the river. It is strangely dark and one cannot see far in the Dimwood Forest. Sight is limited to perhaps only a spears throw away in the deep shadows of the forest. You feel strangely ill and at unease amongst the plants. Any moment now something might come from thistle or thicket and you would never know it was there.

Refer to DM Aid 2 for statistics of the shadow dragon. Unknown to the players they are being watched right now by the Shadow Dragon, it is curious as to why they are here in its forest. It is also assessing their abilities by casting *detect magic* to find out if they have spells cast on them and if they have magic weapons. If the players have magic or familiars on the look out tell them that the means they are using detects something. Get player intentions on what they plan on doing.

Next round the Shadow Dragon will appear have everyone who is not immune to fear (e.g. 2nd level or higher paladins) make a Will save DC 23, if they fail they are shaken for 4d6 rounds. When the party recollects themselves, have the Shadow Dragon hovering 15 ft. above them staring down at the party. If they charge, the Shadow Dragon will grab them and fling them back. If they attack, remember it has *stoneskin* cast at 13th level giving it 10/+5 damage reduction for a total of 130 points of damage. If the party does not talk to the dragon and continues to attack and the dragon takes twenty or more points of damage it will grab one of the party members and then force a negotiation. If they continue to attack it will show no mercy it will leave when it gets down to sixty hit points and no longer has its contingency.

When the party speaks to the dragon or it has a hostage read the following.

Hovering above you in the air at the height of as high as a giant could reach is a dark lizard of night itself with wings. (In your best evil serpentine voice impression) ***"You must pay tribute before me for passage,"*** (If the players ask what the dragon wants continue, if they refuse say the following) ***"refuse and your lives will be forfeit fools.."*** (if they choose to ask what it wants or reconsiders) ***"I want a personal item be it a button, a letter, or a lock of hair, so long as it was once yours and for you to tell me your name"***

If the players have not tried to fight the dragon and give up both the item and their name honestly then he will be content to take those and leave

If any players try to bluff the dragon with someone else's item or lie to the dragon its Sense Motive is +29. If he senses their bluff he will demand them to lay down their most valuable magic item for insulting him.

If it has gotten to the point where the dragon has a hostage, then it will also demand the most valuable item of each offending player that has attacked it.

The dragon already knows what is the most valuable item each member of the party has as it has been watching them for 15 minutes, unless the item is in a bag of holding or extra-dimensional space. If there is a bag of holding it will take that as top choice otherwise most valuable item.

When they have dropped the items on the ground and it is satisfied. After placing your items on the ground the creature begins to speak again ***"you are very wise, go now away from my sight."*** Then the creature begins to take in a deep breath. If the players do not

leave in three rounds it will breathe on them. Once they leave it will pick up their items and fly away.

ENCOUNTER 4

It is coming close to what you believe is nightfall when you hear the sounds of battle to the North. Rushing for what seems like minutes you spot a lone individual, in the middle of a meadow, being assaulted by large unnatural forms. Off to the side is a goblin devouring what looks like a corpse.

Refer to Appendix B for statistics of Vurnger and DM Aid 3 for monsters and APLing.

The players are entering a combat situation aware so they will all begin initiative one higher than the current combat participant with the highest initiative. Break ties between the PC's in the normal way.

NPC NOTES FOR COMBAT

Vurnger has the following spells cast on him at eighth level:

protection from evil - this gives him a +2 deflection bonus to AC and prevents him from being charmed by the Barghest

magic weapon - on both of his weapons giving him a +1 bonus to hit and damage,

greater magic weapon - on his arrows giving him a +2 bonus to hit and damage with arrows.

When Vurnger sees the players arrive he will toss his club and light mace at them and yell to them they need magic to hurt the goblin. If the PC's seem overmatched by the encounter, have Vurnger play a larger role in the combat otherwise let the PC's be the heroes. If the PC's are handling themselves well, then have him fall into the background aiding/stabilizing injured PC's. He has a healing balm that he can use on any PC that acts like a cure minor wounds. He will pull any PC's that fall away from the barghest immediately if able.

For the duration of the combat he has enough to stabilize the entire party. If half of the party goes down he will begin to fire his bow at the barghest.

Tactics: Round 1, the barghest will take a full-round action to consume the corpse of Jornian.

If the barghest is able to consume the body he will gain 1 Hit Die giving him 6 additional hp, an additional +1 to the barghest's attack rolls, and an additional +1 bonus to all saves.

If the players save Vurnger read the following:

With the shadows vanquished, you appraise the battlefield see that the ranger was not alone in the initial fight. Off to the left is the remains of a robed figure tore asunder lying and left in the frozen mud. "Indeed Praise be given to St. Cuthbert for providing yee for coming to my aid. Yee may calleth me Vurnger, and whom prayeth tell me what are your names and why yee are so far in the wood."

If the players ask what he is doing here he will not tell them until they answer his question first, for they may have been

sent to save him and passed a test of courage. Now they must pass a test of trust and honesty. If they refuse he will take his dead comrade's remains and depart southeast toward Hochoch. Once they tell him they are looking for the undead he will continue.

"Aye, indeed my friend Jornian and I have been scouting this area ever since the star fell to the north. Two nights ago we spotted some movement on the other side of the river north of an old shrine to Beory. I masked my life force and scouted ahead and discovered strange rituals going on. Knowing that it was just the two of us Jornian and I began to head south across the ford and notify the garrison at Fort Resolve. Now I will have to take Jornian back home,"

Vurnger proceeds to take something out of his pack and hands it to an individual with the following criteria, Wearing a lawful good\neutral holy symbol (If the god has evil tendencies they are excluded), if none then player with highest Charisma.

"Here take this map, it shows our travels just across the Javan River we skirted around the shrine and saw the encampment it was about a day's journey from there and you should make it by next nightfall. I suggest we rest here before you head out next morning. I would also recommend you to make sure that you not leave your fallen comrades as a priest of Nerull can do the same thing as that goblin over there."

If the players ask Vurnger about the shadow dragon, or mention it at all then relate the following information to the players.

"Aye, indeed I have seen glimpses of the dark beastie. Alas, I fear though that it is much smaller than the shadow dragon that took the elves. I fear that now it may have a brood of its own."

Else, read this instead

With the shadows vanquished, you appraise the battlefield see that the ranger dead in the middle of the battlefield. If only time were on your side perhaps he might have been saved. However the ranger was not alone in the initial fight. Off to the left is the remains of a robed figure tore asunder lying and left in the frozen mud. Searching the remains you discover a map showing across the Javan river, a shrine of Beory and some sort of markings just north of it. Also you discover two Holy symbols of St Cuthbert on each of the bodies. The weapons are broken save for two simple cudgels at their sides.

ENCOUNTER 5

After resting for the evening you follow the map to the Javan river where you discover a small ford that widens around a small rocky island. The late morning sun glistens off the light snow on either side of the banks and maybe a four feet wide gravelly path as part of the ford.

Refer to DM Aid 4 for Nixie Statistics. If the players have a familiar or somehow of looking on the other side of the island they can make a spot check DC 10 and they will see small greenish forms moving in the water.

As you are halfway to the island from the sides you see at least a half dozen forms on both sides coming up quickly soon a form emerges.

At this point get intentions from the party. If one of the players mentions a hostile action listen to the other intents and then have initiative dice rolled. Go through one round of actions if combat does not ensue you may go into free action talking and stop the combat round.

“Welcome mortals to our land. It seems you have the smell of Father Winter upon you. Why is that so mortal?”

The Nixie is curious as to why the mortals are here. If they ask what they mean about the smell they will mention that their breath looks funny (the fact they can see it in the cold). They also mention the fact that they have the smell of darkness on them. Knowledge (Fey) or Knowledge (Religion) DC 15 to realize they are mentioning Nerull and that the connection might be due to the fight with the undead. Also someone or something began poisoning the Javan river last night and they are concerned by the presence of undead. The Nixies know that the adventurers have recently fought the undead so they wish to make sure they are against the things that are not of nature and allied with Nerull. Once the players have told the nixies the truth of their quests the Nixies will continue.

“Indeed the things that are not of the land should be destroyed, however we wish to ask you a favor to find out what is dumping the nasty mire into the river and killing all the fish. If you agree then you may pass.”

If the players agree they will allow them to cross the ford. Remember this as they will have to come back through the ford and have given their word, they will need to have the gift of passage to return back to the other side of the river.

At this point the players may decide to head to the shrine of Beory first in which case go to encounter six. If they decide to deal with the nixies problem first by heading upriver then go to encounter seven.

ENCOUNTER 6

Note: The combat in this encounter is optional. It should only be provided for groups that have more than an hour of time available in the slot for this combat and haven't been adequately challenged yet. If this is the case for the group you are running then have the ghost rider attack the party. Use DM Aid #5 for stats)

As the PC's near the shrine, have them make spot checks (DC 15). Those that succeed in the spot check will notice a

trail of fire in the sky. The direction seems to be coming from the directly over the shrine.

If you intend to use this combat then read the following:

Following the trail of fire soon you see smoke and flames coming from the shrine. Looking to the sky you see the cause of this some sort of strange ghost rider upon the back of a beast of night itself, a jet black horse with hooves of fire. The ghost rider, spotting your group, turns to engage.

Tactics: Galakar has been told by his superiors to keep a look out for survivors from the shrine of Beory. The mount will go on the rider's initiative. Set encounter distance at 100 ft. away as the party has just entered the clearing. Galakar is on the ground mounted and he will do a ride by attack charge on the nearest person (Remember he has 10 ft. reach and ride by attack). Next round he will take flight assessing the situation if he has been damaged he will retreat and report back. At the higher APLs he will have take full advantage of his mounts ability to make them both ethereal. If Galakar is killed the mount will fly off back to its stables.

Surveying the desecrated shrine, you find it to be covered in hideous markings in blood. The shrine is burnt and unstable. (Religion check DC 15 to recognize them as ritualistic markings of Nerull) Searching inside you discover a steel box.

The box is not trapped but it is locked. Open locks (DC 20) or a strength check (DC 25) will get it open.

Inside you discover a diary containing the notes of experimentation with a portal to the plane of shadow and making stronger undead. The last couple of pages talk about a source of positive energy just north of here on the river. It also goes into curses how it is foiling his attempts and that a ceremony will take place to corrupt it and turn it to negative energy. On the last page it curses and individual named the Count, and that a creature of the land will be sacrificed at the portal to forever condemn him when the moon is at its exactly at its highest point in the sky on winter solstice night.

If the players came to the shrine first, they will realize that the ceremony will take place tomorrow night. It will be nightfall before they get to the encampment through the snow drifts and rough terrain.

If the players had gone to the encampment first they will realize they have prevented the ceremony that would have taken place.

ENCOUNTER 7

If the PC's have come here before going to the shrine

Then the Crai-Mochyndyn will be constructing the pier under the supervision of the cleric and they will have no warning the PC's are coming so won't have his pre-casts. As the PCs approach, Morack and Yarlog are

moving bodies up on the pier and bloodletting them into the whirlpool.

During the combat, the cleric will not use his death touch ability because he needs to use it at midnight as part of the sacrifice ritual. The nixie will be unconscious and tied up among the piles of dead bodies. At the conclusion of combat the quickling will arrive and seeing what happened will flee. He won't leave before having made his comment from a generous distance away.

After traveling upriver for several hours with no indication of any problem dusk begins to settle. Following a bend in the river you hear the sound of a cursing and screaming coming from somewhere up ahead.

Investigating the source of the sound the first thing you notice are piles of dead bodies stacked six to seven feet high. Looking to the source of the sound, you spot a human standing over a second humanoid figure that looks to be constructing some sort of a pier.

Give Morack and Yarlog a spot check to notice the PC's. If the PC's attempt to sneak up on the two of them they should get a second spot check. If they notice the PC's or the PC's make themselves known they will attack.

If the PC's went to the shrine first and then came here

They will know what is going on. Let them know it is close to midnight but they won't know exactly. In fact they are arriving 15 rounds prior to midnight so keep track of the rounds. At exactly midnight the cleric will rush up the pier to coup de gras the nixie using his death touch and toss her into the whirlpool. He won't use his death touch during combat because he knows he has to save it for the nixie during the ritual. The PC's will have been spotted as they approach by the quickling guard so the cleric will have had time to precast the spells listed and giving Yarlog time to hide among the bodies.

Arriving as fast as you can you see piles of dead soldiers stacked 3 feet high and dead giants in piles at least as high as a mans height. It appears that there is some sort of strange platform over the water with an altar at the end of it. Looking at the altar you see a nixie dangling above a strange churning vortex in the water. In front of the nixie a man with a curved silver dagger in his hand points at you and says "You shall also join in the sacrifice,"

Refer to DM aid #6 for statistics of Yarlog and Morack. See appendix C for information regarding the Crai-Mochyndyn (Du). See appendix D and DM Aid #7 for information regarding Malandra the quickling.

After the conclusion of the battle or if the players run away without stopping the sacrifice, read the following.

While some of your party members are freeing the nixie from her bounds you all hear a voice across the river in the darkness "Oh silly puppets, playing your little trumpets, how little you know, even in the snow, you think you freed the olve, but now have released Hocholve, I leave you this bait, as I do not want you to be late."

If the party is successful in stopping Morack and Yarlog they will prevent the river from getting polluted. This is what is required for the gift of passage. If the players try to cross the river they will slip into the fey lands and get lost for 4 TU's, or they will have to spend 4 TU's going around the river.

If the rescued nixie is asked any questions she only knows she was captured by an unseelie and knocked out. She has no idea what the intentions were but is happy to be rescued.

CONCLUSION

If the players are successful they will be rewarded with the wands from Gerwyn ap Hennin. They will be given the Tome of Common Sense and Truth from Vurnger. Read the following if the players successfully stopped the ritual and saved Vurnger.

Returning to Fort Resolve after rescuing the nixie and putting a stop to the foul necromancy in the Dimwood forest. After telling your story to Ever Alert Wolverine Watcher Vilina Lea, you are greeted by the sight of the Gerwyn ap Hennin and Vurnger. Vurnger thanks you for your help and hands you a book bound in leather, "This was Jornian's, and I believe he would want you to use this. Remain ever truthful and it will serve you faithfully, if you lie it shall break." Gerwyn ap Hennin will then hobble forward and produce a cedar box and hand it to (Most charismatic character) "and use these as well with the blessings of the sky father. The one made of darkwood shall heal you when you are hurt and the other made of ironwood will protect you from the harsh elements."

If the players are successful at stopping the ritual, but did not rescue Vurnger, they will be rewarded with the wands from Gerwyn ap Hennin.

Returning to Fort Resolve after rescuing the nixie and putting a stop to the foul necromancy in the Dimwood forest. After telling your story to Ever Alert Wolverine Watcher Vilina Lea, you are greeted by the sight of the Gerwyn ap Hennin. Gerwyn ap Hennin will then hobble forward and produce a cedar box and hand it to (Most charismatic character)

"Use these as well with the blessings of the sky father. The one made of darkwood shall heal you when you are hurt and the other made of ironwood will protect you from the harsh elements."

If the players failed to stop the ritual read the following.

Returning to Fort Resolve after your harrowing journey in the Dim Wood forest. You are brought before Ever Alert Wolverine Watcher Vilina Lea. After explaining your last few weeks, Watcher Lea informs you that the undead attacks have increased within the past two weeks and for your safety kindly asks you to leave the fort.

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 3

Surviving the shadows dragon	50 xp
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Encounter 4

Defeating the shadows and barghest	100 xp
Rescuing Vurnger	50 xp

Encounter 5

Helping the nixies	100 xp
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Encounter 7

Defeating the priest of Nerull	50 xp
Defeating Yarlog	50 xp
Stopping the sacrifice	50 xp

Total experience for objectives	450 xp
Discretionary roleplaying award	0-50 xp

Total possible experience	500 xp
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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 certed and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certed.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than [insert campaign value] 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, such as Infamy. 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.

Encounter Four

- 1 per player, Attention of the Shadow Dragon [certed] (N/A, none, none, Unusual, Not Trade able): The above name character has given to the Shadow Dragon of the Dimwood Forest the following. Character's name please right name given. A personal item of the character.

Encounter Seven

- 1 large steel shield, 10 gp
- 1 suit of scale mail, 25gp
- 4 javelins, .5 gp each
- 1 silver dagger of Nerull [certed] (10 gp, 1 lb, silver, Unusual): This silver dagger was recovered from a former cleric of Nerull. The blade is curved and has the holy symbol of Nerull on it. The design of the dagger is primarily for sacrifices but can be used in defense as well.
- 1 spiked chain, 12.5 gp
- 1 masterwork chain shirt [certed] (250 gp, 25lb, steel, Unusual): This strange shirt of chain mail reflects a bluish tint in good light conditions and greenish in poor light conditions. Recovered from the remains of an unknown new humanoid in the Dim Wood Forest.
- 4 Smoke Sticks [certed] (20 gp, no weight, material, Common)
- 10 boxes of Tindertwigs (10 gp, no weight, material, Common) Each of these small boxes contains inside it, 10 tinder twigs each.

Conclusion

- 1 wand of cure light wounds (150 gp, weight, Darkwood, Unusual) This partially used wand of cure light wounds has a caster level of 1 and only 10 charges remaining.
- 1 wand of endure elements (150 gp, weight, Ironwood, Unusual) This partially used wand of endure elements has a caster level of 1 and only 10 charges remaining.

- Tome of Common Sense and Truth (200 gp, 2 lb, leather bound hide and vellum, Unusual): This leather bound Hide book is embossed with the holy symbol of St. Cuthbert and has 20 vellum pages. Common sense and truth have gone into the creation of this spell book giving it more room to scribe spells upon it. When a spell is inscribed on the spell book it only takes one page per level of spell, however 0th level spells still require 1 page. When a spell is inscribed into this book, it must be written on this cert and cannot be erased from it save *limited wish*, *miracle*, or *wish* spell. As long as the player does not tell a lie the magic that protects the tome will hold it together, if the player ever lies the tome will crumble to dust and the cert shall be marked void. The tome also has a +4 resistance bonus for save purposes.

APPENDIX A: ROSTER OF KNIGHTS ASSIGNED TO FORT RESOLVE

☞ **Dispatcher Orlin Highlimb, Most Silent Leopard, male half-elf Rng7:** Medium-size humanoid (elf); HD 7d10+7; hp 53; Init +3 (Dex); Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atks +9/+4 melee (1d8+2/19-20, +1 longsword) or +10/+10/+5 ranged (1d8+3/x3, mighty composite longbow [+2]); SQ Spells, species enemy (orcs +2, beasts +1), Immune to sleep, +2 to saves vs. enchantment spells or effects, low-light vision; AL NG; SV Fort +6, Ref +5, Will +4; Str 12, Dex 16, Con 12, Int 12, Wis 14, Cha 10.

Skills and Feats: Craft (bowmaking) +6, Hide +13, Knowledge (nature) +4, Listen +9, Move Silently +23, Spot +9, Wilderness Lore +12; Point Blank Shot, Precise Shot, Rapid Shot, Track.

Possessions: Masterwork studded leather, masterwork buckler, mighty composite longbow [+2], 20 masterwork arrows, +1 longsword, boots of elvenkind, potion of hiding, potion of cure moderate wounds.

Spells Prepared (2; base DC = 12 + spell level): 1st—delay poison, entangle.

Dispatcher Highlimb is assigned to the border fort, Fort Resolve. He is responsible for Dispatcher patrols that investigate the Dimwood Forest from this post. He typically leads groups of 4-7 dispatchers for patrols that last 2-7 days. When not on patrol, he is typically completing reports on his discoveries to send to his superiors.

Dispatcher Highlimb is 5 foot 5 inches and weighs around 150 lbs. He has dirty blond hair and fair skin. His elven features are most pronounced in his lack of facial hair and a slight pointing of his ears. In civilized areas, he is very quiet, though he always looks confident. If encountered in a more wild setting, however, Dispatcher Highlimb is much more extroverted and has been known to play practical jokes on new squires (attaching rattle snake tails to a companion's shoes in his sleep, putting itching powder in a lass' soap, etc.). None of his jokes are ever harmful, and he never targets the same person more than once.

☞ **Watcher Vilina Lea, Ever Alert Wolverine, female human Pal7:** Medium-size humanoid (human); HD 7d10+14; hp 60; Init +0; Spd 20 ft./50 ft. mounted; AC 22 (flat-footed 22, touch 10); Atks +10/+5 melee (1d8+2/x3, heavy lance) or +11/+6 (1d10+4/19-20, +2 bastard sword) or +7 ranged (1d10/19-20, heavy crossbow); SA Turn Undead; SQ Paladin Abilities, Spells; AL LG; SV Fort +9, Ref +4, Will +5; Str 14, Dex 10, Con 14, Int 12, Wis 13, Cha 14.

Skills and Feats: Craft (armorsmithing) +6, Craft (weaponsmithing) +6, Handle Animal +12, Knowledge (history, Knights of the Watch) +3, Knowledge (nobility, heraldry) +4, Ride +12; Mounted Combat,

Ride by Attack, Spirited Charge, Exotic Weapon Proficiency (bastard sword).

Possessions: +1 full plate armor, +1 large steel shield, +2 bastard sword, masterwork heavy lance, heavy crossbow, silver holy symbol of Mayaheine.

Spells Prepared (2; base DC = 11 + spell level): 1st—bless weapon, cure light wounds.

Watcher Lea is a distant cousin of Darlon Lea. She has been assigned to her current post at Fort Resolve at her request. Initially, her superiors were wary of her motives, but she has convinced them that she intends to find her traitorous cousin and bring him to justice. She honestly believes that Darlon Lea has committed no wrong, but she will bring him in if given the chance.

Watcher Lea is very dedicated to her position. As a follower of Mayaheine, she strives to restore honor to her family name by either proving Darlon's innocence or having him serve an appropriate sentence for his crimes. She has proven herself extremely valorous in battle. She is no-nonsense, almost to an extreme.

☞ **Watcher Almrak Matoni, Indispensible Stallion, male human Ftr6.**

Watcher Matoni is in charge of Fourth Watch, Dispatch A, Group Python. This group is assigned to Fort Resolve.

☞ **Watcher Zlin Bathach, Vigil, male human Ftr4.**

☞ **Watcher Elna Bathach, Vigil, female human Ftr3.**

☞ **Dispatcher Lopel Fallenstar, Vigil, female half-elf Rng1/Rog3.**

☞ **Dispatcher Roffel Granch, Vigil, male human Rng3.**

☞ **Squire Darlon Farent, Junior Obedient Master, male human Ftr2:** Squire to Watcher Zlin Bathach.

☞ **Dispatcher Redira Carlot, Most Cunning Fox, female human Wiz3/Rng3.**

Dispatcher Carlot is in charge of Fourth Watch, Dispatch A, Group Rattler. This group is assigned to Fort Resolve.

☞ **Watcher Harfan Stonefist, Vigil, male dwarf Brb1/Ftr3.**

☞ Dispatcher Torstre Greenbeard, Vigil, male dwarf
Rng4.

☞ Dispatcher Corent Oxet, Vigil, male human Rog4.

☞ Dispatcher Quinlenne Allst, Vigil, female human
Rng3.

☞ Squire Barduck Vistan, Junior Obedient Master, male
human Pal2: Squire to Watcher Stonefist.

APPENDIX B: NPC STATISTICS

☠ **Vurnger, male human Rgr8:** CR 8; Medium-size humanoid (human); HD 8d10+16; hp 68; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +9/+4 melee (1d8+2, morning star, +1 enhancement from *magic weapon*), +9/4 melee (1d8+2, club), or +12/+7 ranged (1d6+2/x3, shortbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA Spells; SQ Favored Enemy (demons +2, fey +1); AL LG; SV Fort +9, Ref +4, Will +4; Str 12, Dex 14, Con 14, Int 14, Wis 14, Cha 10.

Skills and Feats: Animal Empathy +5, Concentration +10, Handle Animal +5, Knowledge (Nature) +7, Knowledge (Planes) +5, Knowledge (Undead) +7, Listen +12, Search +13, Spot +12; Ambidexterity (virtual) Blind Fighting, Dodge, Expertise, Mobility, Two-Weapon Fighting (virtual) Track.

Spells prepared (2/1; base DC= 12 + spell level): 1st—*magic fang* x2; 2nd—*cure light wounds*.

Possessions: morningstar, club, 16 arrows, quiver, chain shirt, holy symbol of St. Cuthbert.

APPENDIX C: NEW MONSTERS

CRAI-MOCHYNDYN (DU) (KRY-MOCK-EN-DIN-DAH)

Medium Sized Humanoid

Hit Dice: 3d8+6 (22)

Initiative: +2 (Dex)

Speed: 30 ft.

AC: 16 (+2 Dex, +1 natural, +3 studded leather)

Attacks: Longsword +4 melee or Longbow +4 range

Damage: Longsword 1d8+3 or Longbow 1d8

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft., Camouflage

Saves: Fort +3, Ref +5, Will +2

Abilities: Str 15, Con 14, Dex 14, Int 12, Wis 12, Cha 8

Skills: Hide +4, Listen +4, Move Silently +4, Search +4, Spot +4,

Feats: Alertness

Climate/Terrain: Any

Organization: Solitary, Pair, Squad (2-4), Platoon (20-30), and company (90-100)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually Lawful Evil

Advancement: by character class

The crai-mochyndyn is a magical hybrid of ordinary orcs, ogres, and other creatures. Tall and muscular, with large hooded eyes, tough leathery skin, and snouted bestial faces, crai-mochyndyn seem to embody the worst aspects of the creatures that went into their creation.

Two breeds of crai-mochyndyn, coch and du, are warrior creatures, loyal and skillful, who live for battle. Their only weakness is their slow rate of reproduction.

Du Crai-Mochyndyn

The du crai-mochyndyn were bred to act as scouts, archers, and infiltrators for their armies.

They are very lean, 7 feet tall, and their skin ranges from dark green to deep, sooty black. Their facial features are slightly less bestial and their eyes are smaller and completely black. Du crai-mochyndyn favored class is ranger.

COMBAT

Skills: Camouflage masters, du crai-mochyndyn hide so effectively they gain a +4 racial bonus to hide checks.

SPRITE, QUICKLING

Tiny Fey

Hit Dice: 3d6 (10 hp)

Initiative: +8

Speed: 180 ft.

AC: 18 (touch 16, flat-footed 14)

Attacks: Dagger +7 melee

Damage: Dagger 1d4-4/19-20/x2

Face/Reach: 2.5 ft. by 2.5 ft./0 ft.

Special Attacks: Spell-like abilities

Special Qualities: Darkvision 60 ft.

Saves: Fort +1, Ref +7, Will +5

Abilities: Str 3, Dex 18, Con 11, Int 12, Wis 14, Cha 17

Skills: Balance +10, Climb +2, Hide +18, Listen +8, Move Silently +10, Sense Motive +6, Spot +8

Feats: Improved Initiative, Weapon Finesse (Dagger)

Climate/Terrain: Temperate forest

Organization: Ride (5-20)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic Evil

Advancement: By character class

These sprites began as brownies, but sought darker paths to power. Their search corrupted them, creating the first quicklings, from which all others descended. Rides of quicklings infest forests, claiming them as their own and exacting tolls from all who pass.

Quicklings look like tiny elves with sharp, feral features. Their ears are unusually large and rise to points above their heads. Quickling eyes are cold and cruel with a tiny spark of yellow light. Their skin is a pale blue to blue-white and their hair is often silver or snowy white. They dress in fine clothes of bright colors.

Quicklings speak Common and Sylvan.

COMBAT

Quicklings make full use of their *invisibility* to plant *fire seeds* and to strike flat-footed and flanked foes. They often coat their daggers with poison from small centipedes or medium-sized spiders. Their leaders may use bloodroot, or even large scorpion venom (see "Poison" in Chapter 3: Running the Game in *DUNGEON MASTER's Guide*).

Spell-like Abilities (Sp): At will - *invisibility*, once per day - *color spray*, *fire seeds*, *hypnotism*, *levitate*, *shatter*, *ventriloquism*. Casts all spells as an 8th-level sorcerer (save DCs 13 + spell level) except *fire seeds* which they cast as 11th-level clerics (Reflex save, DC 18).

Darkvision: Quicklings can see in the dark as though in normal daylight.

QUICKLING CHARACTERS

Quicklings preferred class is rogue. The leader of a ride is always the highest-level rogue. Every ride has at least one cleric of Erythnul (or other evil deity).

APPENDIX D: SHADOW CREATURES TEMPLATE

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

Creating a Shadow Creature

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

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

- Cold resistance of $5 + 1$ per HD, to a maximum of 20.
- Darkvision of 60 feet.
- Low-light vision.
- *Shadow Blend* (Su): In any conditions other than daylight, a shadow creature can disappear into the shadows, giving it nine-tenths concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

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

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

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

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

Feats: Same as the base creature.

Climate/Terrain: Same as the base creature.

Organization: Same as the base creature.

Challenge Rating: Same as the base creature +1

Treasure: Same as the base creature.

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

Advancement: Same as the base creature.

ALL APLS EL 12

☛ **Skeletal winter wolves, Large skeletons** (16): hp 20 each; see *Monster Manual* page 165.

☛ **Skeletal ogres, Large skeletons** (12): hp 18 each; Atks +3 melee (2d6+3, Huge great club); see *Monster Manual* page 165.

☛ **Zombie Hill Giants, Large zombies** (8): hp 29 each; see *Monster Manual* page 192.

☛ **Stone Giant Mummies, advanced mummies 18 HD** (4); CR 7; Large Undead; HD 18d12+3; hp 150 each; Init -2 (Dex); Spd 30 ft.; AC 17 (touch 7, flat-footed 17); Atks +16 melee (1d8+7, slam), SA Despair, Mummy Rot SQ Undead, resistant to Blows, damage reduction 5/+1, fire vulnerability; AL N; SV Fort +5, Ref +3, Will +11; Str 25, Dex 6, Con —, Int 6, Wis 14, Cha 15.

Skills and Feats: Hide +4, Listen +10, Move Silently +8, Sense Motive +12, Spot +10; Alertness, Cleave, Power Attack, Toughness.

Despair (Su): At the mere sight of a mummy, the viewer must succeed at a Will save (DC 15) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that mummy's despair ability for one day.

Mummy Rot (Su): Supernatural disease—slam, Fortitude save (DC 20), incubation period 1 day; damage 1d6 temporary Constitution. Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic. An afflicted creature that dies shrivels away into sand and dust that blows away into nothing at the first wind unless both a *remove disease* and *raise dead* are cast on the remains within 6 rounds.

Undead: Immune to mind influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Resistant to Blows (Ex): Physical attacks deal only half damage to mummies. Apply this effect before damage reduction.

Fire Vulnerability (Ex): A mummy takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and failure doubles it.

ALL APLS (EL 12)

☛ **Adult Shadow Dragon:** CR 12; Large Dragon; HD 19d12+63; hp 180 each; Init +4 (Improved Init); Spd 80 ft., fly 150 ft.; AC 31 (-1 size, +22 natural); Atks +22 melee (2d6+4 [crit 19-20], bite), +17 melee (1d8+2, 2 claws); +17 melee (1d6+2, 2 wings); +17 melee (1d8+2, tail slap) SA Breath Weapon, Frightful Presence, Spell-like abilities, Spells SQ Damage Reduction 5/+1, Immunities, SR 22, shadow blend, blind sight, keen senses; AL LE; SV Fort +14, Ref +11, Will +16; Str 19, Dex 10, Con 17, Int 20, Wis 20, Cha 21.

Skills and Feats: Bluff +25, Concentration +25, Diplomacy +25, Escape Artist +20, Knowledge (arcana) +14, Knowledge (Planar) +14, Listen +30, Scry +20, Search +30, Sense Motive +29, Spellcraft +24, Spot +30; Fly by Attack, Hover, Improved Initiative, Power Attack, Quicken Spell Like Ability.

Spells Known (6/7/5; DC = 15 + spell level): 0—dancing lights, daze, detect magic, ghost sound, mage hand, ray of frost; 1st—chill touch, cure light wounds, magic missile, shield; 2nd—darkness, ghoul touch. These spells are cast as a fifth level sorcerer.

Breath Weapon (Su): A shadow dragon's breath weapon is a cone of billowing, smoky shadows with an energy drain effect. Creatures within the cone gain three negative levels. A successful Reflex save of DC 24 reduces the number of negative levels by half (round down)

Spell-Like Abilities: 3/day mirror image; 1/day dimension door. These abilities are as the spells cast by a sorcerer whose of sixth level (save DC 15 + spell level)

Frightful Presence (Ex): An adult dragon can unsettle foes with its mere presence. This ability takes affect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 180 ft. are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds against a Will save of DC 23 remains immune to the dragon's frightful presence for one day. On a failure, creatures become shaken for 4d6 rounds. Panicked creatures suffer a -2 morale penalty to saving throws and must flee. Shaken creatures suffer a -2 morale penalty on attack rolls, checks, and saving throws. Dragons ignore the frightful presence of other dragons.

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

Immunities (Ex): A shadow dragon is immune to sleep, paralysis, and energy drain effects.

Blindsight (Ex): A shadow dragon can ascertain creatures by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues) with a range of 180 ft.

Keen Sense (Ex): A shadow dragon sees four times as well as a normal human in low light conditions and twice as well in normal light. It also has darkvision with a range of 600 ft.

Pre Cast spells:

Contingency when the shadow dragon reaches 50 hp or less Heal at 13th level,

Protection from Elements (acid) (130pts) at 13th level with 30 minutes remaining,

Protection from Elements (cold) (130pts) at 13th level with 100 minutes remaining,

Protection from Elements (electricity) (130pts) at 13th level with 100 minutes remaining,

Protection from Elements (fire) (130pts) at 13th level with 100 minutes remaining,

Protection from Elements (sonic) (130pts) at 13th level with 100 minutes remaining,

Rary's Telepathic Bond permanent (used to control Simulacrum),

Stone Skin (130pts) at 13th level with 30 minutes remaining,.

APL 2 (EL 5)

🔥 **Barghest:** hp 33; see *Monster Manual* page 22.

APL 4 (EL 7)

🔥 **Greater Barghest:** hp 58; see *Monster Manual* page 22.

APL 6 EL 9

🔥 **Greater Barghest:** hp 58; see *Monster Manual* page 22.

🔥 **Medium Shadow Wights (3):** CR 4; Medium-size magical beast; HD 4d12; hp 26 each; Init +1; Spd 45 ft.; AC 15 (touch 11, flat-footed 14); Atks +3 melee (1d4+1 + energy drain, slam); SA Energy drain, create spawn; SQ Cold Resistance 9, Undead Immunities, Damage Reduction 5/+1, Evasion, low-light vision, shadow blend; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15.

Skills and Feats: Climb +5, Hide +8, Listen +8, Move Silently +16, Search +7, Spot +8; Blind Fight.

Energy Drain (Su): Living creatures hit by a shadow wight's slam attack receive one negative level. The Fortitude save to remove the negative level is DC 14.

Create Spawn (Su): Any humanoid slain by a shadow wight in 1d4 rounds. Spawn are under the command of the shadow wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life;

Undead: Immune to mind influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

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

Skills: Shadow wights receive a +8 racial bonus on Move Silently checks.

ALL APLS (EL 9)

☛ **Nixie Leader, advanced 3 HD:** CR 3; Small Fey (4ft tall),; HD 3d6; hp 14; Init +7; Spd 20 ft. or 30 ft. swim; AC 14 (touch 14, flat-footed 11); Atks +5 melee (1d4-2/19-20, dagger), or + 5 ranged (1d8/19-20, light crossbow) SA Water breathing, charm person SQ SR 16; AL N; SV Fort +1, Ref +6, Will +4; Str 7, Dex 16, Con 11, Int 12, Wis 13, Cha 18.

Skills and Feats: Animal Empathy +7, Bluff +10, Craft (any one) + 5, Escape Artist +6, Handle Animal +8, Hide +10*, Listen + 9, Perform (dance, melody, oratory) +7, Search +3, Sense Motive +7, Spot +9; Dodge, Improved Initiative, Weapon Finesse (dagger).

Water Breathing (Sp): Once per day a nixie can use *water breathing* as the spell cast by a 6th-level sorcerer.

Charm Person (Sp): A nixie can *charm person* three times per day as the spell cast by a 4th-level sorcerer. Those affected must succeed at a Will Save (DC 15) or be charmed for 24 hours.

Skills: Nixies receive a +5 racial bonus to Hide checks when in the water.

☛ **Nixies, advanced 2 HD (10):** CR 2; Small Fey (4ft tall),; HD 2d6; hp 8 each; Init +7 (Dex, improved Init); Spd 20 ft. or 30 ft. swim; AC 14 (+1 size, +3 Dex); Atks +5 melee (1d4-2/19-20, dagger), or + 5 ranged (1d8/19-20, light crossbow) SA Water breathing, charm person SQ SR 16; AL N; SV Fort +0, Ref +6, Will +4; Str 7, Dex 16, Con 11, Int 12, Wis 13, Cha 18.

Skills and Feats: Animal Empathy +7, Bluff +8, Craft +5, Escape Artist +6, Handle Animal +8, Hide +10*, Listen + 9, Perform (dance, melody) +7, Search +5, Sense Motive +5, Spot +9; Dodge, Improved Initiative, Weapon Finesse (Dagger).

Water Breathing (Sp): Once per day a nixie can use *water breathing* as th spell cast by a 6th-level sorcerer.

Charm Person (Sp): A nixie can *charm person* three times per day as the spell cast by a 4th level sorcerer. Those affected must succeed at a Will Save (DC 15) or be charmed for 24 hours.

Skills: Nixies receive a +5 racial bonus to Hide checks when in the water.

APL 2 (EL 4)

☛ **Half-Fiend Horse, Light:** CR 3; Large Outsider; HD 3d8+12; hp 25; Init +7; Spd 60 ft., fly 60 ft.; AC 17 (touch -1 size, +5 natural, +3 Dex); Atks +6 melee (1d6+5, 2 hooves), +2 melee (1d8+2, bite) SA None SQ Dark vision, immunities, scent; AL NE; SV Fort +7, Ref +6, Will +2; Str 20, Dex 17, Con 19, Int 6, Wis 13, Cha 8.

Skills and Feats: Intuit Direction +4, Listen +7, Spot +7; Improved Initiative.

Immunities: Immune to poison and have acid, cold, electricity, and fire resistance 20.

☛ **Galakar, male human Ftr:** CR 1; Medium-size humanoid (human); HD 1d10+2; hp 12; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +3 melee (1d8+2/x3, heavy lance), +3 melee (1d8+2/19–20, long sword), or + 3 ranged (1d6/x3, shortbow); Reach 10 ft. with heavy lance; SA None; SQ None; AL LE; SV Fort +4, Ref +2, Will +2; Str 14, Dex 14, Con 14, Int 12, Wis 14, Cha 8.

Skills and Feats: Handle Animal +3, Knowledge (Nobility) +3, Knowledge (Sheldomar Military)+3, Ride +6; Improved Initiative, Mounted Combat, Ride by Attack.

Possessions: heavy lance, long sword, short bow, 12 arrows, quiver, buckler, studded leather armor.

APL 4 (EL 6)

☛ **Nightmare:** hp 45; see *Monster Manual* page 140.

☛ **Lornius, male human Sword Wraith Ftr:** CR 3; Medium-size Undead; HD 1d12; hp 12; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atks +3 melee (1d8+2/x3, heavy lance), +3 melee (1d8+2/19–20, long sword), or + 3 ranged (1d6/x3, shortbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA Strength Damage; SQ Damage Reduction 10/+2, undead, +2 turn resistance; AL LE; SV Fort +2, Ref +2, Will +4; Str 15, Dex 14, Con —, Int 14, Wis 14, Cha 8.

Skills and Feats: Handle Animal +3, Hide +4, Knowledge (Nobility) +3, Knowledge (Sheldomar Military)+3, Listen +5, Move Silently +4, Ride +6, Spot +5; Alertness, Improved Initiative, Iron Will, Mounted Combat, Ride by Attack.

Strength damage (Su): A creature struck by a sword wraith's melee weapon takes 1 point of temporary damage.

Undead: Immune to mind influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: heavy lance, long sword, short bow, 12 arrows, quiver, buckler, studded leather armor.

APL 6 (EL 8)

☛ **Nightmare, advanced 9 HD:** CR 6; Large Outsider; HD 9d8+27; hp 67; Init +6 (Dex, improved Init); Spd 40 ft., fly 90 ft.; AC 24 (touch 11, flat-footed 22); Atks +12 melee (1d8+4 + 1d4 fire, 2 hooves), +7 melee (1d8+2, bite) SA Flaming hooves, smoke SQ Astral projection, etherealness; AL NE; SV Fort +9, Ref +8, Will +7; Str 18, Dex 15, Con 16, Int 13, Wis 13, Cha 12.

Skills and Feats: Concentration +9, Intuit Direction +13, Listen +13, Move Silently +14, Sense Motive +13, Spot +13, Tumble +14; Alertness, Improved Initiative.

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

Smoke (Su): During the excitement of battle, a nightmare often snorts and neighs with rage. This fills a 15-foot cone with a hot, sulfurous smoke that chokes and blinds opponents. Anyone in the cone must succeed at a Fortitude save (DC 16) or suffer a –2 morale penalty to all attack and damage rolls until 1d6 minutes after they leave the cone. The nightmare gains one-half concealment against creatures 5 feet away and total concealment against creatures 10 feet away. The smoke does not obscure the nightmare's vision at all. The nightmare can suppress the smoke as a free action.

Astral Projection (Su): Functions as the spell cast by a 20th level sorcerer

Etherealness (Su): Functions as the spell cast by a 20th level sorcerer.

☛ **Lornius, male human Sword Wraith Ftr\Rgr:** CR 6; Medium-size undead; HD 4d12; hp 33; Init +6; Spd 30 ft.; AC 16 (+3 studded leather, +1 buckler, +2 Dex); Atks +7 melee (1d8+3/x3, heavy lance), +7 melee (1d8+3/19–20, long sword), or + 6 ranged (1d6/x3, shortbow); Face/Reach 5 ft. x 5 ft./5 ft.; SA Strength Damage; SQ Damage Reduction 10/+2, undead, +2 turn resistance Favored Enemy Orcs +1, Ambidexterity, Two-Weapon Fighting; AL LE; SV Fort +5, Ref +3, Will +4; Str 16, Dex 14, Con —, Int 14, Wis 14, Cha 8.

Skills and Feats: Handle Animal +4, Hide +4, Jump +6, Knowledge (Nobility) +4, Knowledge (Sheldomar Military)+4, Listen +7, Move Silently +4, Ride +11, Spot +7. *Feats:* Alertness, Combat Reflexes, Improved Initiative, Iron Will, Mounted Combat, Ride by Attack, Spirited Charge, Track.

Strength Damage (Su): A creature struck by a sword wraith's melee weapon takes 1 point of temporary damage.

Undead: Immune to mind influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Possessions: heavy lance, long sword, short bow, 12 arrows, quiver, buckler, studded leather armor.

Tactics: Round 1, Have the Nightmare and Lornius make spot checks to see if the party has bows and if there are half-orcs in higher APLs. Remember in higher APLs the Nightmare has knowledge of Sheldomar Military units and will make decisions based off of what it sees. Lornius will charge the first half-orc warrior he spots remember if you wish to have the nightmare and Lornius attack Lornius must make a ride check DC 15 to attack as well. Also for purposes of the combat they will go on the same initiative for attack purposes, roll 1d20 for initiative for APLs 2 and 3 for APL 4 roll 2 d20s and take the lower.

APL 2 (EL 4)

☛**Morack, male human Clr3:** CR 3, Medium-size humanoid (human); HD 3d8+6; hp 24; Init +5; Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atks +3 melee (1d4/19-20, silver dagger), or +4 ranged (1d6, javelin); Reach 5 ft; AL NE; SV Fort +6, Ref +2, Will +7; Str 10, Dex 12, Con 14, Int 12, Wis 15, Cha 12.

Skills and Feats: Concentration +12, Knowledge (Arcana) +4, Knowledge (Religion) +4, Knowledge (Undead) +4, Spellcraft +7; Blind Fighting, Combat Casting, Improved Initiative.

Possessions: Silver dagger, 4 javelins, scale mail, large steel shield, holy symbol of Nerull, spell component pouch, 5 boxes of tinder twigs.

Spells Prepared (4/3+1/2+1; DC= 12 + spell level): o—cure minor wounds x 3, guidance, resistance; 1st—cause fear*, cure light wounds, ~~endure elements~~ (pre-cast for fire), protection from good; 2nd—~~desecrate~~ (pre-cast), hold person, invisibility*.

*Domain Spell; Deity: Nerull; Domains: death domain (death touch); trickery domain (Bluff, Disguise and Hide are class skills)

☛**Yarlog, male crai-mochyndyn (du):** CR 2; Medium-size humanoid (crai-mochyndyn); HD 3d8+6; hp 22; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atks +4 melee (2d4+3, spiked chain); Face/Reach 5 ft. x 5 ft./10 ft.; SQ Camouflage, darkvision 60 ft.; AL NE; SV Fort +3, Ref +5, Will +2; Str 15, Dex 14, Con 14, Int 12, Wis 12, Cha 8.

Skills and Feats: Hide +4, Listen +4, Move Silently +4, Search +4, Spot +4; Alertness, Exotic weapon (spiked chain).

Equipment: Spiked chain, masterwork chain shirt, 4 smoke sticks, 5 boxes of tinder twigs.

APL 4 (EL 6)

☛**Morack, male human Clr4:** CR 4, Medium Humanoid (human); HD 4d8+8; hp 31; Init +5; Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atks +3 melee (1d4/19-20, silver dagger), or +4 ranged (1d6, javelin); Reach 5 ft; AL NE; SV Fort +6, Ref +2, Will +7; Str 10, Dex 12, Con 14, Int 12, Wis 16, Cha 12.

Skills and Feats: Concentration +13, Knowledge (Arcana) +4, Knowledge (Religion) +6, Knowledge (Undead) +4, Spellcraft +8. **Feats:** Blind Fighting, Combat Casting, Improved Initiative.

Possessions: Silver dagger, 4 javelins, scale mail, large steel shield, holy symbol of Nerull, spell component pouch, 5 boxes of tinder twigs.

Spells Prepared (4/4+1/3+1; DC= 13 + spell level): o—cure minor wounds x 3, guidance, resistance; 1st—cause fear*, cure light wounds, ~~endure elements~~ (pre-cast for fire), obscuring mist, protection from good; 2nd—death's knell, ~~desecrate~~ (pre-cast), hold person, invisibility*.

*Domain Spell; Deity: Nerull; Domains: death domain (death touch); trickery domain (Bluff, Disguise and Hide are class skills)

☛**Yarlog, male crai-mochyndyn (du) Ftr1/Rog1:** CR 4; Medium-size humanoid (crai-mochyndyn); HD 3d8+6 + 1d10+2 + 1d6+2; hp 38; Init +2; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atks +5 melee (2d4+3, spiked chain); Face/Reach 5 ft. x 5 ft./10 ft.; SA Rog sneak attack +1d6; SQ Camouflage, darkvision 60 ft.; AL NE; SV Fort +5, Ref +7, Will +2; Str 15, Dex 14, Con 14, Int 12, Wis 12, Cha 8.

Skills and Feats: Balance +5, Bluff +3, Escape Artist +5, Hide +6, Jump +6, Listen +8, Move Silently +6, Search +6, Sense motive +5, Spot +8, Tumble +7; Alertness, Blind Fighting, Exotic weapon (Spiked Chain).

Possessions: Spiked chain, masterwork chain shirt, 4 smoke sticks, 5 boxes of tinder twigs.

APL 6 (EL 8)

☛**Morack, male human Clr6:** CR 6, Medium-size humanoid (human); HD 6d8+24; hp 57; Init +5; Spd 20 ft.; AC 19 (touch 11, flat-footed 18—includes enhancement from *magical vestment*) +4 scale mail, +2 large steel shield, +2 enhancement from *magic vestment*, +1 Dex; Atks +4 melee (1d4/19-20, silver dagger), or +5 ranged (1d6, javelin); Reach 5 ft; AL NE; SV Fort +7(+9 with *endurance*), Ref +5, Will +8; Str 10, Dex 12, Con 14(18 with *endurance*), Int 12, Wis 16, Cha 12.

Skills and Feats: Concentration +17, Knowledge (Arcana) +5, Knowledge (Religion) +6, Knowledge (Undead) +5, Scry +2, Spellcraft +10; Blind Fighting, Combat Casting, Improved Initiative, Lightning Reflexes.

Possessions: Silver dagger, 4 javelins, scale mail, large steel shield, holy symbol of Nerull, spell component pouch, 5 boxes of tinder twigs.

Spells Prepared (5/4+1/4+1/3+1; base DC= 13 + spell level): o—cure minor wounds x 3, guidance, resistance; 1st—cause fear*, cure light wounds, ~~endure elements~~ (pre-cast for fire), obscuring mist, protection from good; 2nd—death's knell, ~~desecrate~~ (pre-cast), ~~endurance~~ (pre-cast), hold person, invisibility*; 3rd—animate dead*, dispel magic, ~~magic vestment~~ (pre-cast), wind wall.

*Domain Spell; Deity: Nerull; Domains: death domain (death touch); trickery domain (Bluff, Disguise and Hide are class skills)

☛**Yarlog, male crai-mochyndyn (du) Ftr2/Rog2:** CR 6; Medium-size humanoid (crai-mochyndyn); HD 3d8+6 + 2d10+4 + 2d6+4; hp 52; Init +1; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atks +10 melee (2d4+4, spiked chain); Face/Reach 5 ft. x 5 ft./10 ft.; SA Rog sneak attack +1d6; SQ Darkvision 60 ft., Rog evasion;

AL NE; SV Fort +6, Ref +8, Will +4; Str 16, Dex 14, Con 14, Int 12, Wis 12, Cha 8.

Skills and Feats: Balance +8, Bluff +4, Escape Artist +6, Hide +7, Jump +9, Listen +9, Move Silently +7, Search +6, Sense Motive +6, Spot +9, Tumble +8. *Feats:* Alertness, Blind Fighting, Combat Reflexes, Exotic weapon (Spiked Chain), Iron Will.

Possessions: Spiked chain, masterwork chain shirt, 4 smoke sticks, 5 boxes of tinder twigs.

ALL APLS (EL 9)

☛ **Malandra, female quickling Rog8:** CR 9; Tiny fey; HD 3d6+8d6; hp 45; Init +9; Spd 180 ft.; AC 19 (touch 17, flat-footed 19); Atks +11/+6 melee (1d4-4/19-20, dagger), or +11/+6 ranged (1d4-4/x3], Small shortbow); SA Spell-like abilities, Rog sneak attack +4d6; SQ Darkvision 60 ft., Evasion, Uncanny Dodge; AL CE; SV Fort +3, Ref +14, Will +7; Str 3, Dex 20, Con 11, Int 12, Wis 14, Cha 17.

Skills and Feats: Balance +17, Climb +9, Hide +25, Listen +15, Jump +6 Move Silently +17, Pick Pocket +17, Sense Motive +15, Spot +15; *Feats:* Dodge, Improved Initiative, Point Blank Shot, Rapid Shot, Weapon Finesse (dagger).

Possession: silvered dagger, Small shortbow, 20 Fine silvered arrows.

Spell-Like Abilities: at will—*invisibility*; once per day—*color spray*, *fire seeds*, *hypnotism*, *levitate*, *shatter*, *ventriloquism*. Casts all spells as an 8th-level sorcerer (save DCs 13 + spell level) except *fire seeds*, which they cast as 11th-level clerics (Reflex save, DC 18).

Tactics: Malandra will not involve herself in combat. She is there to watch and has fulfilled her requirement of capturing a nixie and keeping a lookout for interlopers.

PLAYER HANDOUT #1

Dream Sequence #1

You are standing in a crowd of myriad of individuals. Taking a few moments of assessing the room it appears you are in a audience chamber of a stone building with various banners adorning the walls. It is a strange sensation that you feel, great anxiety yet curiosity as well, when you see Brenin Owen giving a toast then you see a strange man with green skin heading to the center of the crowd.... Just as the dream fades out your attention is drawn to what appears to be the west gate of Hochoch. Outside the gate you see a group of people and a white stag with them, the sun is rising and the gates of Hochoch are just opening, the group appears to be waiting for one more person.

Dream Sequence #2

You find yourself amongst a group of experienced individuals worn torn and haggard.

It is strange that you have never seen so many wood elves in one area. Looking about you find yourself in an elegantly carved ballroom made of wood that appears to be alive with and opening in the roof to a tranquil starry sky. Suddenly a monstrous creature of night itself emerges at the roof....

Just as the dream fades out your attention is drawn to what appears to be the west gate of Hochoch. Outside the gate you see a group of people and a white stag with them, the sun is rising and the gates of Hochoch are just opening, the group appears to be waiting for one more person. You then feel an unearthly chill upon you and you wake with sweat dripping from you and shivers down your spine.

Dream Sequence #3

You see several adventurers going off into the night chasing a creature. Another group states that they are leaving, your fellow friend calls for your attention. You turn your head from the group of cowards leaving your city to protect their own worthless hides, while your people lie on the streets dying from the giant armies assault. A human in Chain mail armor with an Owl argent surcoat and a long spear catches confronts you and begins speaking "I must head to Gorna and notify the Watch of what fate has dealt us, I shall try to come back with reinforcements", you see your friend then disappears into the sky upon a giant fly made of night itself.... Just as the dream fades out your attention is drawn to what appears to be the west gate of Hochoch. Outside the gate you see a group of people and a white stag with them, the sun is rising and the gates of Hochoch are just opening, the group appears to be waiting for one more person.

Dream Sequence #4

You are gathering the few brave men and women left to form up a Phalanx. You feel a pressing need to search for the survivors of your city. As you begin searching you know you are heading to the center of the town where the rest of the council was last seen at, just as you arrive you feel night itself swallowing your body whole and feel the icy flow of death through your body.... Just as the dream fades out your attention is drawn to what appears to be the west gate of Hochoch. Outside the gate you see a group of people and a white stag with them, the sun is rising and the gates of Hochoch are just opening, the group appears to be waiting for one more person.

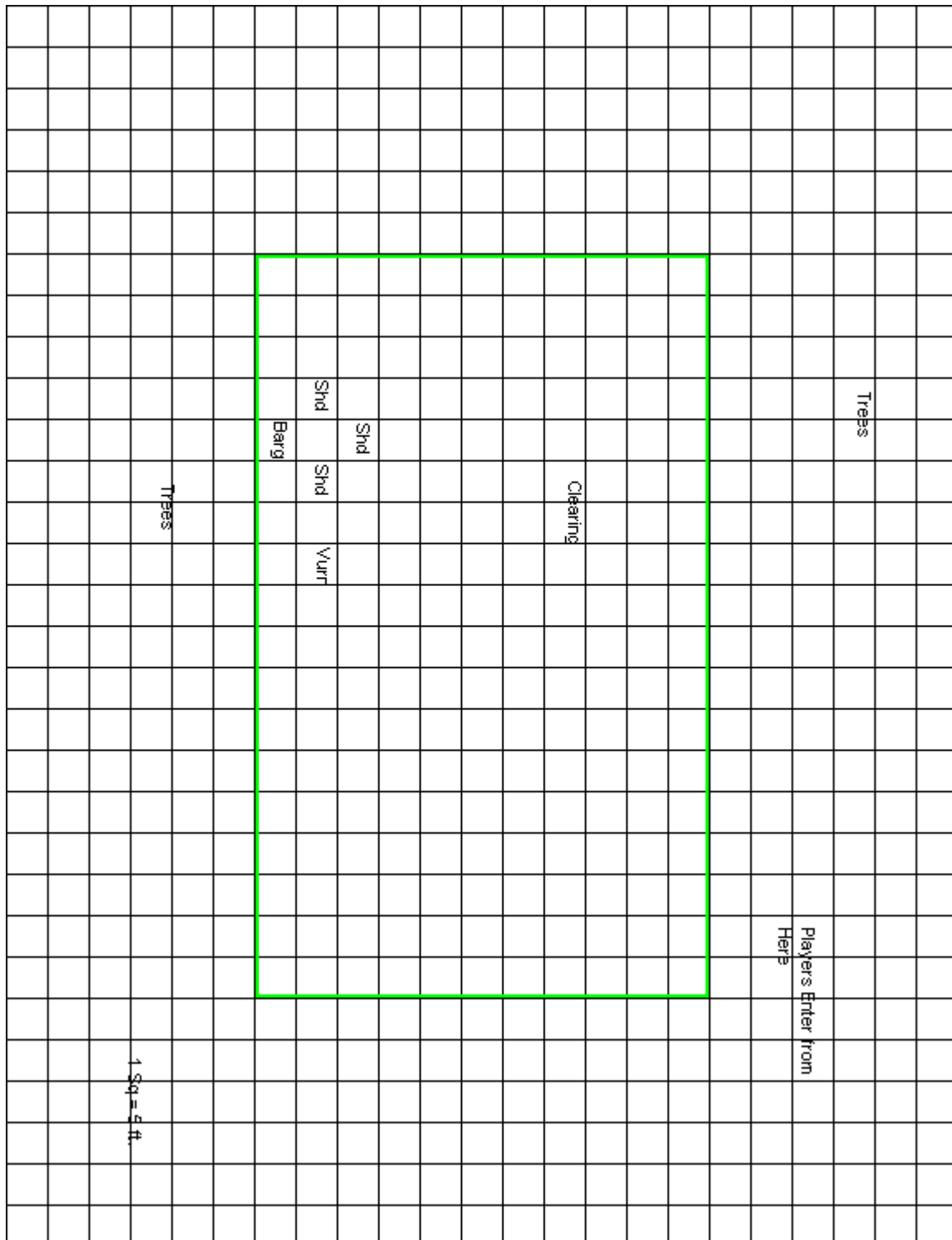
Dream Sequence #5

You are looking down upon the earth itself. With your eye you spot a clearing with the ruins of an ancient shrine of the Oerth mother. You see carts of filled with dead bodies dumping their grisly cargo. A man in black armor begins tossing about black liquids and chanting dark phrases, you then feel yourself be pulled from the sky and you see a star falling into the shadows of night.... Just as the dream fades out your attention is drawn to what appears to be the west gate of Hochoch. Outside the gate you see a group of people and a white stag with them, the sun is rising and the gates of Hochoch are just opening, the group appears to be waiting for one more person.

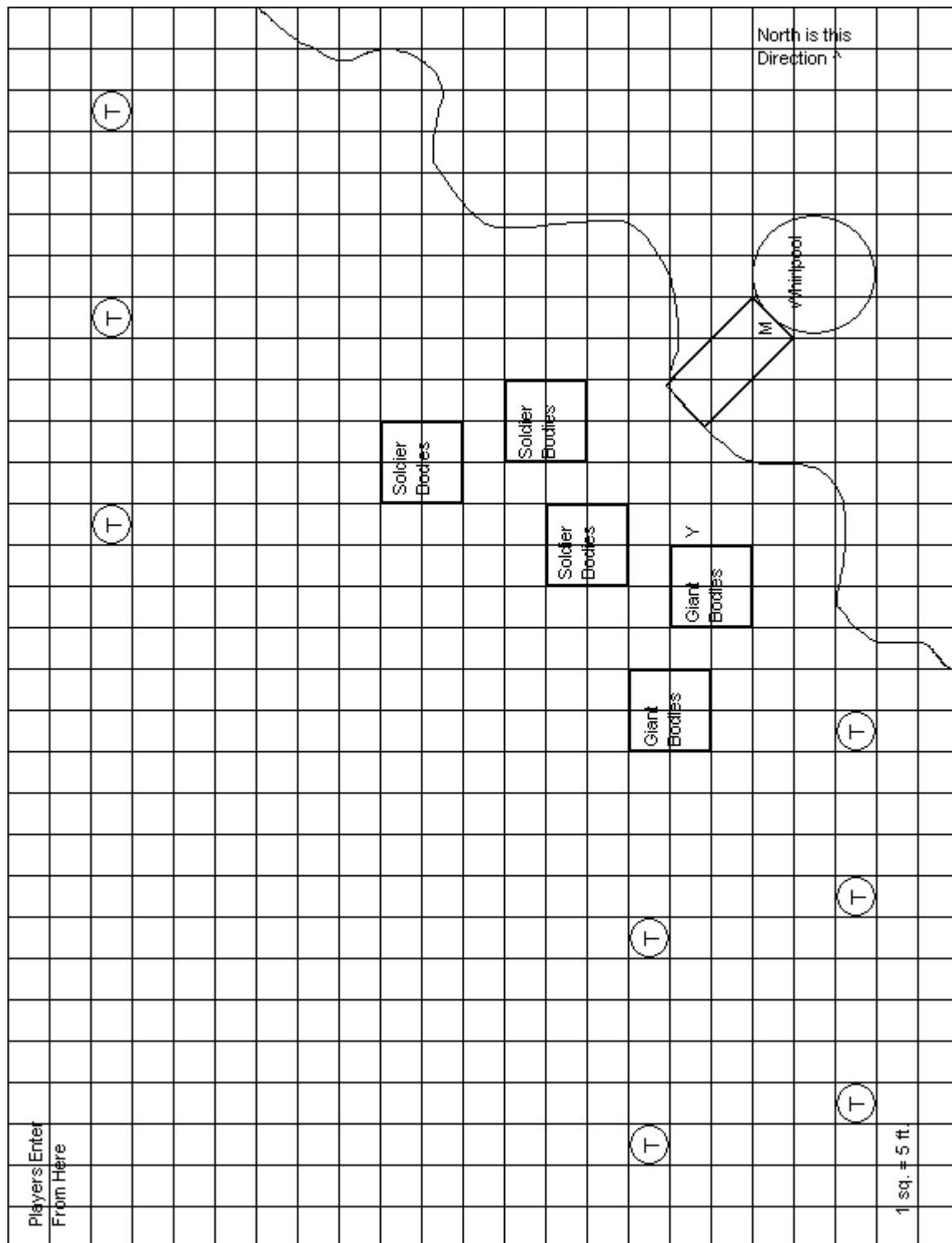
Dream Sequence #6

You once more awaken you are in a forest and can see the moon is almost full. Listening you hear loud movement hiding in the shadows you see the lumbering forms of giants and humans marching. Following this group you glide across a river and know their destination, you see the sun coming up and see their target a wooden fort at the edge of the Dimwood.... Just as the dream fades out your attention is drawn to what appears to be the west gate of Hochoch. Outside the gate you see a group of people and a white stag with them, the sun is rising and the gates of Hochoch are just opening, the group appears to be waiting for one more person.

MAP FOR ENCOUNTER FIVE



MAP FOR ENCOUNTER SEVEN



ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—daze, ray of frost, read magic; 1st—mage armor, sleep.

Spellbook: 0—all of them; 1st—charm person, mage armor, magic missile, sleep, summon monster I.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—detect poison, guidance, read magic; 1st—bless, protection from evil*, shield of faith.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.