

GEOIntro-01

Gifts of the Fey

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

Version 1.0

Round 1

by Eric Menge

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? An introductory LG adventure set in the Grand Duchy of Geoff. Being the First Verse of the Song of Gifts and Glamer.

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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 rule books during certain times of play. For example, the players are

not free to consult the Dungeon Master's Guide when confronted with a trap or hazard, or the Monster Manual when confronted with a monster.

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

Scoring

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

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

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

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

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the 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 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	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 the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Introductory Adventures

Welcome to Living Greyhawk and the Grand Duchy of Geoff. This document is an introductory adventure designed to introduce characters and players to Living Greyhawk in general and the Geoff campaign in particular. As such, it can only be played by 1st level characters. Higher level

characters must play standard regional, meta-regional, or core adventures. This adventure is only playable at APL 2.

Time Units and Upkeep

This is a one-round Introductory Regional adventure, set in the Grand Duchy of Geoff. Characters native to Geoff pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per round. Rich Upkeep costs 50 gp per round. Luxury Upkeep costs 100 gp per round.

Adventure Background

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.

The action centers around a small boy who happens to be the son of Darlon Lea, an outlawed ranger lord who is hiding in the Dim Forest. The boy, Dyvan, has stumbled into a fading land, where meets a group of pixies who take him to Queen Lhiannon of the nearby Seelie Court at the Caves of Twilight Resplendent.

The Queen assumed 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, recognized the boy. He asks the Queen to give him the boy as settlement for a debt the Queen owes to King Liir. The Queen does so. 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 party must get the boy back or Gaunt and his lord, King Liir, will use him as a way to cause all sorts of mayhem. 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 Summary

In the Introduction, the PCs are returning from deep inside the Dim Forest after delivering supplies and messages for the Geoff Army of Liberation. While they are on their way back, a nanny who is supposed to be watching the youngest son of Darlon Lea falls asleep beneath a tree. Upon awaking, she finds that the boy has wandered off into the woods and entered the fading land where the fey live.

In Encounter One, the party must outwit the pixies to learn that the pixies took the boy to the fey queen of the Caves of Twilight Resplendent.

In Encounter Two, the party journeys to the caves and along the way they must handle a hag who tries to lure them off the path.

In Encounter Three, the party arrives at the gates to the Caves of Twilight Resplendent and must bribe the Gatekeeper to gain entrance to the Fey Court.

In Encounter Four, the party enters the Caves of Twilight Resplendent and meet the Chamberlain of the Queen, who escorts them to the throneroom of Queen Lhiannon.

In Encounter Five, the PCs meet with Queen Lhiannon, who tests them by giving the party a glamored stick. If the PCs see through her deception, she agrees to return the boy to them.

In Encounter Six, Queen Lhiannon summons the Unseelie sidhe Gaunt and demands that he return the boy to the PCs. He agrees to do so but then insists that the PCs must defeat the Rings of Perception or he will get to keep the boy.

In Encounter Seven, the PCs must hunt and slay Gaunt and rescue Dyvan before he is taken to the Unseelie lands. Of course, Gaunt has a few tricks awaiting the party.

In Encounter Eight, the PCs return to Queen Lhiannon and receive their reward. They can then leave Faerie with Dyvan.

The adventure concludes with Darlon Lea sending a reward to the party for rescuing his son.

Introduction: The Woe of a Negligent Nanny

Alter the boxed text as needed to fit the group. If the characters know each other, then they get hired as a group. Otherwise, the Army hires them individually (or as smaller groups) and puts them together to form an escort. The Army of Liberation pays each PC 50 gps.

For a map of the Cantrev of Arweth (the southeastern province of Geoff), see **DM's Aid #1**.

An officer in the Army of Liberation has asked your group to carry a message and escort some civilians and supplies from Hochoch to the wood elven village of Dûrlas 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 crush of poor and hungry people in Hochoch could drag down the highest of spirits. 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 in the brown landscape.

It is not yet midday, and you are on the outskirts of the Dim Forest, when 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 trying to comfort her.

The young woman, whose name is Alys (AHL-less), is a 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 by and heard Alys, and has been trying to comfort her. Unfortunately, she has important businesses elsewhere and cannot take too much time here.

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 in 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 a little confused on how old Dyvan is. She thinks he is somewhere between 5 and 7. Alys refuses to say who the father is, as 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.

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 Spot 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. Alys offers to stay at the bank of the creak and watch any horses or other animals.

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 party can make a Track check (DC 10) to find Dyvan's tracks going up the other bank. Since the DC is 10, the party can use a Search check to find the tracks. Once the PCs find the trail, they can follow it deeper into the fey woods, until they reach **Encounter 1**.

Encounter One: The Games Pixies Play

About an hour after crossing the Laughing Brook, the party encounters a group of pixies. 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. 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, who 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. Come up with a variety of silly pranks to harass the PCs, but 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. If the PCs start 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 the party 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 party 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 good at Common. 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 party how to get to the Queen's Court, but they first 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 party wins, 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 2**. The boy's tracks lead in the same direction.

APL 2

Pixies (3): see *Monster Manual* p. 172.

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 it takes.

After you leave the pixies, you walk through the forest for about half an hour and come upon a stream. On the other bank is a gnarled oak that has many knobs from old branches on it. There are several knot holes in the trunk that look something like a face.

The stream is the path Quenth was referring to. The PCs need to take the stream upstream "toward its source". If the PCs go the other direction, they walk for hours and hours and never come across anything.

The stream is only a few inches deep, but is moving quite fast and is a little chilly. The stream bed is composed of thousands of pebbles worn smooth. 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 also leads to the stream.

To all appearances, the tree is a normal tree. Nothing the party can do makes the tree do anything other than act like a normal tree.

When the PCs go upstream, they will eventually come to **Encounter Two**.

Encounter Two: Don't Leave the Path

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

The further you walk the more like spring it feels. The air is warmer, 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 party make a Listen check (DC 15). Those that make it hear human voices off in the

distance on the right bank. If the party approaches (either by walking up the stream or by climbing the bank), read the following. If the party fails the Listen check, they still see the following scene when they get that spot in the stream.

Up on top of the bank to your right, you can 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 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 looks exactly like the description of Dyvan. If the party leaves the stream, climbs the bank, and goes up to the cottage and the woman, read the following.

You walk out from under the trees and past the cottage to the garden where the woman stands. She turns around to face you. The boy is nowhere to be seen. The woman's plump, round face dissolves to wrinkled green skin. Her lips pull back in a grotesque way that shows a mouth full of sharp teeth. Her red eyes sparkle with malice. "You shouldn't have left the path," she cackles and then attacks.

The hag goes after the physically strongest-looking PC and attempts use her *Weakness* ability. If she gets it off, she shifts her attention to the next strongest PC and tries to repeat the process. When all the PCs with above-average strength are weakened, she will then try to pound the party black and blue. The hag only strikes for subdual damage.

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.

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 rise more than 100 feet from the stream with a lot of trees around, preventing any effective missile fire from the stream (give the hag 3/4 cover and 3/4 concealment).

If the party does 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 it 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 them off the path. If the party follows the boy, he transforms into the hag.

The boy's features change radically. 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 – Yes definitely her – red eyes sparkle with malice. "You shouldn't have left the path," she cackles and then attacks.

If the party calls to the boy instead of following him, the hag asks them to come up and get him, because he is scared. If the party asks about going to the faerie queen, the hag, as the boy, says that the queen was scary and he ran away.

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.

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 boy is attacked by the beast. 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.

Important Note: The green hag only does subdual damage. Since she is striking with her hands (claws) she does not suffer the -4 penalty because of this.

APL 2

Green Hag: see *Monster Manual*, p. 115.

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

Encounter Three: Of Gates and Guardians

Perhaps 15 minutes of walking after the encounter with the hag, the party hears the sound 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 sound of the falls make it difficult to hear anything else.

If the party climbs the falls, they discover that the streams 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.

If the party approaches the waterfall and looks carefully, they find a small path behind the waterfall. Players 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.

The path leads to a small cave behind the waterfall. The cave is narrow and winds directly into the hillside. After 100 feet, the party 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.

When you get closer, you see a pair of large gates that 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 four-legged wingless eagle with 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 the statue, you notice that its eyes are closed. Without warning, the eyes open, revealing pupil less orbs that glow softly. "You have not been summoned," it says in a deep grately voice.

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

If the party asks for permission to enter, the Guardian tells the party 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 act from the PC, otherwise the Guardian has heard or seen it and rejects their offer. An original act 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 have passed 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.

Guardian of the Gates: as per the Gargoyle entry, *Monster Manual*, p. 95.

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

Important Note: When the PCs pass the gates, they enter Faerie. When they do so, they have left the Prime Material Plane, and several important changes occur.

First, all iron or steel carried by the PCs becomes silver. This does not change its performance, weight, or damage. However, faeries that are harmed by iron are no longer harmed by the PCs' equipment. The PCs notice the change with a Spot Check (DC 15). Repeat this check every hour until the PCs notice the change. When the PCs leave Faerie, their equipment reverts back to normal.

Second, the PCs immediately notice the light gravity, as described in **Appendix 1**.

Third, all spells cast on Faerie are maximized, empowered, and extended, as described in **Appendix 1**. The PCs won't discover this until they cast an appropriate spell or with a successful Knowledge (Planes) check (DC 20), with a successful Knowledge (Fey) roll (DC 15), or a successful Bardic Knowledge check (DC 25).

Fourth, the flowing time of Faerie affects the PCs, even though they won't notice it. At this particular incursion into Faerie, time is vastly slowed down. For each day the PCs spend in Faerie, an hour passes on Oerth. PCs are aware of the flowing time of Faerie with a successful Knowledge (Planes) check (DC 20), a successful Knowledge (Fey) roll (DC 15), or a successful Bardic Knowledge check (DC 25).

Fifth, if a character casts *True Seeing* in Faerie, they see through the veil that the fey create to mask their true nature. The character must make a Will save (DC 20). If successful, the character is stunned for a round and the spell is lost. If the character fails the Will save, she loses the spell, is unconscious for 2d4 rounds, then blinded for 1d4 rounds, and then stunned for 1 round. Either way, the character only has vague recollections of what she saw. She mostly remembers spindles of light constantly changing shape.

When the PCs pass the gates, go to **Encounter Four**.

Encounter Four: When the Mask Is the Face

After passing the gates, 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. 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. After some time, read the following.

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 passageways connect with the grand hall on several different levels, and many balconies overlook 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.

In the middle of the cavern before you 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 pass through the arch.

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 "Queen Lhiannon sends her greetings and extends to you the gift of hospitality. She grants you the gift of an audience. If you would please follow me."

The Chamberlain leads the PCs deeper into the Caverns of Twilight Resplendent. Assuming the PCs follow, read the following.

The cavern 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 frog carvings in the floor are enchanted with the Jump spell. Anyone standing on top of the carving gains the spell's benefit for a leap from that space.

After a half an hour of walking, the party reaches the throne room and **Encounter 5**.

Encounter Five: A Queen Sits in Judgment

The mosaic path ends in a large rectangular chamber. It is vast with several levels of balconies. 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 sprout from the floor on both sides of it and their branches form a canopy overtop the throne. The throne itself is made of stone, but large flowers bloom on it. A hummingbird merrily flutters around them.

Faeries line the balconies and fill the floor below. As you enter, the conversation quiets down, and all eyes are on you. The chamberlain steps to one side and motions for you to approach the throne.

The fey move aside to let you through. The Queen sits before you – the quintessence of queenly grace. She is tall and slender and has elven-like features, but the back edges of her ears resemble a fish's fins. Her eyes are the black of the darkest night, and she has no pupils. Instead, multiple pinpoints of light shine like stars from her eyes. Her hair is like spun moonlight. She is dressed in the finest silk in a cut that accentuates her beauty. It is dyed a deep and dark midnight blue. She wears a thin cord of silver around her head that holds an enormous star sapphire against her forehead.

The Chamberlain motions for you to kneel.

The PCs must make a Will save (DC 23) or stand there gaping at her in awe. After a round, the PCs recover enough to act. The Queen sits patiently with her hands draped on the arms of the throne until the mortals recover.

Queen Lhiannon waits for the PCs to give her a gift in return for the gift of the audience. If the PCs do not think of it, the Chamberlain tells them that it is custom to give a gift to Her Fey Grace for the audience. Almost any gift will do, as long as it is

intriguing and unusual. She particularly likes objects made by one of the PCs.

Once the PCs have given her a gift, Queen Lhiannon asks them what it is that would cause them to journey so far from the mortal world to speak with her. She listens to the PCs as they make their case for the boy's return. She then states that the boy was abandoned and unwanted when her minions found him. She demands proof that the child was not abandoned.

Allow the PCs to offer any reasons they can think of as to why the boy is wanted. Queen Lhiannon reacts very favorably to a statement that the party was sent after the boy and that shows the boy was wanted. Regardless of the reasons offered, once the party finishes making their case, the Queen puts them to a test.

The Queen's Test

Queen Lhiannon tells the party that she has heard enough and that they can take this boy. She pulls her skirts aside to allow Dyvan to crawl out from under the throne, where he was hiding. She looks down at this boy and tells him that the party has come to take him home and he is to go with them. The boy nods in understanding. He then walks over to the party and take the closest PC's hands.

PCs can make an opposed Sense Motive check (the Queen isn't trying very hard so she only has a +6 to her Bluff roll) to tell that the Queen is waiting or expecting the party to do something and that she will judge them because of it. The party can make a Spot check (DC 20) to notice that the boy walks a little funny. In addition, Dyvan cannot speak. He can nod his head for yes or shake it for no.

This is not Dyvan. It is a glamered stick. If the party accepts the illusion, the Queen sighs and grants them permission to take this boy and leave the caves at this time. If the PCs leave, the glamered stick follows them. While they are walking down the great hall inside the caves, they see a group of fey looking down at them laughing and singing a rhyme (it has the same rhythm as Hey Diddle Diddle):

***Hey silly mortal,
we laugh and we chortle
to see you so taken in.
Your eyes you believe,
but in truth they deceive***

as you will learn to your chagrin

The fey then laugh some more. They refuse to answer any questions from the party.

If the party recognizes Dyvan for what he is either at this point or before they cross the Laughing Brook, they can return to the Queen's Court, and you can pick up with the Queen praising them for passing her test, as detailed below.

Once across the Laughing Brook, the boy reverts to a normal stick. If the party returns to the waterfall, they are not able to find the cave and the Gates. For them, the adventure is over, the boy is lost to the fey, and the party returns home empty-handed. Go to **Conclusion A**.

If the party tell Queen Lhiannon that this is not the boy and is simply an illusion, Queen Lhiannon smiles, dispels the illusion, and tells them that they are wise not to accept her gift of passage so easily. She then adds that she believes that they are indeed telling the truth that the boy is wanted. She tells them that she accepts their petition, and the boy belongs to them. She turns to the Chamberlain and asks him to summon the Ambassador. The Chamberlain breaks into the individual birds and takes flight.

You have been waiting for a few minutes when the birds of the Chamberlain fly back into the Court and reform. "The Ambassador will be here presently, Your Fey Grace," he says. Less than a minute later, the Ambassador arrives. The Seelie fey edge away from him, as he strides into the room. He is tall and emaciated. All of his features seem to be sharp edges and points. His eyes are glittering rubies, and there is an aura of malice about him. His gaze sweeps past the Queen and onto you. You feel your blood run cold as he considers you the way a butcher looks at a side of meat.

In a commanding tone, the Queen states that Gaunt must return the mortal boy that was given to him. Gaunt refuses, saying "it" was given to him as settlement for her debt to King Liir. The Queen replies that the boy was not hers to give and the boy must be returned. Gaunt starts to protest again, but then suddenly changes his mind.

Encounter Six: The Rings of Perception

The Unseelie Ambassador smiles – a terrible wicked smile that stretches his mouth grotesquely wide and shows far too many teeth. “By giving me a gift that was not yours to give, you have wronged me. I demand a favor in compensation.” Queen Lhiannon slowly nods her head “Your understanding of our Court’s Etiquette is correct. You have that right.”

“As my favor, I demand the right to challenge your guests. I challenge them for possession of the boy.” Queen Lhiannon stares at the Ambassador for several moments. “I can see no way around it. That is your right. However, they are my guests, and you may not harm them, for they have received my gift of hospitality. To harm them is to harm me.”

“A puzzle then,” the Ambassador says. “I will pose a puzzle.”

The Queen agrees and tells the party that they must stand ready to answer the challenge. If the party refuses to answer the challenge, then Gaunt wins by default. Go to the events listed under Resolution: Failure. Start with the sentence where Gaunt says, “You lose, mortal...”

If a subset of the party wishes to go, they are put through the challenge. The others sit out and receive no experience for this encounter.

“You must overcome the Rings of Perception,” Gaunt says, and Queen Lhiannon nods. “Please stand before me,” she says. When you do so, she raises her hands and mist flows from the fingertips, forming tendrils that snake toward you. The tendrils swirl around each of you, but do not actually touch you. In a few moments, you are completely surrounded by thick mist that obscures all sight.

The mist then dissipates, and you find yourselves in a curving hallway. The wall is solid stone and the floor is as well. Above you, there is no ceiling, and you can see the faeries. Only now they are hundreds of feet tall and standing on top of the wall, which is the floor of the Queen’s Chamber. The fey are

looking down on you, as if you were tiny little ants in a crevice of the floor.

Gaunt chuckles. “Welcome to the Rings of Perception, you hapless mortals. Your senses will deceive you, but one will always be true and show you the way. Now, sweetlings, find the center.”

The Queen produces a large hourglass from out of nowhere. She turns it over and sets it down on the lip of the crevice. “This is the time you have.” And the sands start to fall.

Don’t tell the party, but they have about an hour’s time to solve the riddle. Since time is flexible in Faerie, it is not important that you keep exact track of time. It must be reasonably close, however. If the party uses the Search skill often, they can eat up that hour in a hurry.

The party is inside the Rings of Perception. It is five concentric rings. In each of the five rings, four of the five senses will mislead the party, but one of the senses will let the PCs find their way to the next ring and finally to the center. See **DM’s Aid #2** for a conceptual layout of the rings.

If a PC climbs the wall, they will not be able to reach the inner rings. Instead, it is solid stone. PCs that climb the wall can see the outer rings where the party has already been.

Ring 1 – Hearing

The curving hallway is featureless. The walls and floors are all the same gray stone. There is no door or other obvious means leading inward. Your footsteps echo loudly as your walk.

One part of the wall is not real, and the party can walk through it. The illusion of the wall is flawless (even to the touch) except that when struck it will make no sound. The party can find the passage by tapping on the wall. PCs can cover 50 feet per minute by tapping on the walls.

If the party does not tap, but uses the Search skill, they find the door automatically when they reach the door’s location on the ring. However, it takes time to search (1 minute per 5 feet). Keep track of the time. You may want to encourage the party to use other means by telling them how long it will take and that the sand is running quickly.

Once the PCs find the section of the wall that makes no noise, they can push their way through. The illusion won't move or disappear, but the PCs can step through it.

If the party needs a hint, (1) mention how loud their footsteps sound, and if they need another, (2) have one of the PCs bump into the wall and it echoes like a drum.

Ring 2 – Seeing

You pass through the wall and find yourself in a place that is dark and cold. All you can see is a single glowing torch by a doorway some distance away. In the darkness you can hear the sounds of things moving in the dark, whispering, hissing, clicking their claws together. The stench of rotting garbage rises from the ground to fill your nose.

The party never sees anything in this room except for the stone floor or wall near them and the door by the torch. The door is the way out.

If the party lights a light, they don't see any creatures, just a bare stone floor. Those with darkvision will see the same thing. However, try to make the PCs believe that there is something in the room. Try to play it up as the creatures are too fast and lurking just out of sight or mention that the creatures might be invisible. Play up the sounds and start threatening the PCs in a hissing whisper. Talk about hunting them, stalking them, eating them, getting them in the dark.

If the party advances while bringing a light source, the creatures seemingly fall back. If the PCs leave the area of a light source, they can feel slimy tentacles wrapping around their feet. If the PCs attack the creatures while they are in the dark, the PCs feel their weapons connecting with something solid and hear squishy sounds of icky things being wounded. However, the PCs must make a Fortitude save (DC 16) every round or pass out from the terrible sensations of tentacles wrapping around their neck, stingers piercing their flesh, and other less-than-pleasant sensations. PCs who pass out can be rescued by other PCs with light or they will reappear unharmed before the Queen when the time runs out.

If the party ignores all of this, they can walk straight to the door and open it. All the way, the PCs can feel creatures in the darkness and hear them taunt them.

If the party needs a hint: (1) tell them they can't see the creatures at all, and if they need another, (2) the torch burning fitfully by the door attracts their attention.

Ring 3 – Smelling

You walk through the door and find yourself in what looks like a dusty wine cellar. There are racks upon racks of wine bottles lining the walls that curve away in each direction. This ring has a ceiling that is hard, packed earth. Roots hang through. The air is thick with mold and mildew, and it is hard to breathe in here.

The wine racks line the walls on both sides of the ring and there are thousands of bottles in total. There is no obvious way to the next ring. The party can start searching for a secret door, but it takes one minute to search a 5-foot section. A Search roll (DC 15) will reveal the secret door, when the party reaches the appropriate location.

If the party stops and tries to smell the air, they can smell vinegar coming from one particular direction. The smell leads them to one section of the wall. One of the bottles on the wine rack covering the door is cracked and the smell of wine turned to vinegar is coming from it. The bottle will not move. If the PC's pull the cork, the wine rack swings open to reveal the passage to the next ring.

If the party needs a hint, (1) comment that the air is thick with mold, earth, and mildew but they don't smell anything, and if they need another, (2) they catch a faint smell of vinegar from somewhere.

Ring 4 – Tasting

As soon as you are through, the door shuts behind you. You are in another curving stone hallway without a ceiling. You can see the faeries above you looking down. Most of the sand has run through the hourglass.

Pools of water dot the hallway. Each one looks exactly the same. They are filled to the brim with water and are large enough for you to swim down. Other than the pools, the hallway is featureless.

There are dozens of identical pools that all go down about 10 feet and then curve toward the inner ring wall. In all but one pool, the tunnels then stop. The party is welcome to make Swim checks to explore the pools. It takes a minute to

explore each well. Since the water in the wells is not real, there is no fear of truly drowning. Instead, if they “drown” they fall unconscious and reappear before the Queen when the Challenge is complete.

In the pool that leads to the next ring, the water has no taste. The well in this one twists and turns and goes under the wall. The water in this pool is breathable.

If the party needs hints, (1) comment on how the water looks cool and refreshing, and if they need another, (2) have a swimming PC get a gulp of water and comment on how delicious it is.

Ring 5 – Feeling

You emerge from a pool of water. Strangely, you are not wet, but you are immediately hit with waves of heat rolling over you. There is no inner wall separating this ring from the center. Instead, there is a trench of lava that is too wide to leap across it. There is no obvious way across, and the lava bubbles and spews forth flame.

One part of the lava is really a narrow walkway. The party must find the path by “feeling” the heat. If they do so, they find a place where the heat is barely noticeable and seems to be coming from the sides of them instead of in front of them.

A PC trying to cross at this point must make a Balance check (DC 15) to avoid stumbling out of the walkway into the heat. If a PC fails a check, they take 1d6 points of damage from heat exhaustion and are driven back outside the lava ring. If a PC has a rope or other way to help guide them, give a +2 or a +4 circumstance bonus, depending on the situation.

The lava is far too hot to cross elsewhere. If the PCs try, warn them once about how hot it is. If they still persist, they fall unconscious from the heat. If they are pulled back, they recover shortly. If they fall into the lava or are left to burn, they reappear before the Queen after the puzzle.

The lava is wide. Even with a successful Jump skill check with the spell *Expeditious Retreat* cast, the party member cannot make it across. If a PC tries to fly across, the heat rises like a curtain above the lava. No matter how far the PC goes up, they must try to make it through the heat wave, requiring saves as described above.

If the party needs a hint, (1) comment on how their skin is getting red from the intense heat radiating out from the lava, and if they need another, (2) comment that they can actually feel the heat pressing them back.

The Center

The center is a plain stone circle. When the party reaches this point, skip down to Resolution: Success below to tell them what happens next.

Resolution: Failure

After one hour, the hourglass runs out. If the party has not reached the center, read the following. Be a little flexible with the time. The Queen is willing to adjust time a little for the party, but she can only do so much and stay within the rules of Court Etiquette.

Queen Lhiannon stretches out her hands and again the tendrils of mist envelop the party. When it dissolves, you are normal size and before the Queen’s throne. Gaunt is laughing. “You lose, mortal,” he sneers. “You lose more than you can know.” Gaunt turns and walks away, still chuckling at your failure.

If the party attacks Gaunt, he tells them that they are fools and he will punish them for their insolence, but not now. He then melts away into snow. After Gaunt leaves the throne room or melts into snow, Queen Lhiannon says that she had hoped for better. She then asks the party what else they wish of her. If the party is wise, they should ask for permission to head back to the mortal lands. If they do so, she grants it. She does not grant them any other boons.

If the party does not ask for permission to leave, Queen Lhiannon then dismisses her court and retires. The PCs are not able to find the path back to the Gates. They have to request another audience with Queen Lhiannon and ask for permission to leave. If the party is particularly dense, a friendly fey tells them what to do. When the party goes back, the Queen will state that passage is a gift and want to know what they can offer her in return. Give great latitude in what she will accept as a gift. Fey treasure items that are a “part of you.” Something that a PC makes, builds, creates, or a physical part of the PC (like a lock of hair) are all acceptable. The party’s equipment will return to normal (become unsilvered) when they pass back through the Gates.

Go to Conclusion B.

Resolution: Success

Queen Lhiannon stretches out her hands and again the tendrils of mist envelops you. When it dissolves, you are normal size and before the Queen's throne. The Queen looks triumphant, while the Gaunt looks severely annoyed. "They have bested your challenge, Ambassador," the Queen says. "My debt is paid. Now, you must relinquish the mortal boy to them."

Gaunt snarls. "The boy is a find without parallel. I will not give up my prize."

"You try my patience, Ambassador. Produce the boy or face my justice."

"The boy is too important to surrender and your justice might mean something if I were actually here." Gaunt then collapses into a heap of dirty snow.

Encounter Seven: Hunters for a Fey Queen

The Queen stands. Her face is dark and full of anger. "Gaunt has defied my will and broken our Court's Etiquette. For that, his life is forfeit." Her attention focuses on you. "He has wronged you as well. Will you be my hunters?"

Make it painfully obvious that there is a right answer to this question. If the party refuses, the Queen asks them if they are cowards. If they continue to refuse, she will curse them and turn their legs into those of a chicken (Fortitude save; DC 26 to resist). If they demand payment, she is downright insulted and curses them and turns their ears into those of a donkey (Fortitude save; DC 26 to resist). The curse can be removed or dispelled normally. If the PCs agree, the Queen lifts the curses.

When the party agrees to hunt Gaunt, read the following.

She claps her hands and two hounds bound out from one of the archways. "My hounds will lead the way, but you will need to keep up with

them." The Queen gestures and casts a spell on you and then turns to the dogs. "Gaunt, the Unseelie Ambassador. Hunt him." The hounds are off like arrows from a string.

Queen Lhiannon has just cast *expeditious retreat* on the party so that they can keep up with the dogs. PCs can identify the spell with a successful Spellcraft check. She casts it as a 20th level caster so it will last for 20 minutes. With the spell in effect, the party can easily keep up with the hounds. The hounds, also known as *cooshee*, run through the halls until the worked stone of the Court is left behind and the caverns are natural once again. The PCs catch up with Gaunt, who is fleeing with the boy, on a natural stone bridge that arcs through the center of the Cavern of Stars. About 10 minutes of spell has lapsed.

The hounds of the Queen are leading you ever onward. Their sleek bodies are relentless motion. Running, ever running. If it were not for the Queen's magic, you would have been left far behind. Occasionally, they howl at the air – a howl that fills you with fear. You are thankful that they are not hunting you.

You leave the tunnel and enter an enormous cavern. The path is a narrow stone bridge that arcs across a chasm that drops away beneath you. Several other bridges arc through the vast reaches of the cavern, stretching in different directions. Crystals twinkle in the walls and the ceiling, above you and below you, making it feel like you are running through a starry sky.

Ahead of you, near the middle of the bridge, stands Gaunt. He has the boy by the hand. The hounds are racing toward him.

See **DM's Aid #3** for the Cavern of Stars. The bridges are lettered. Each lettered bridge is 10 feet higher than the next letter. So bridge A is 10 feet higher than bridge B. Note that there are two Cs and two Ds. PCs can jump down where the bridges cross. If they make a successful Jump check (DC 15) or a successful Tumble check (DC 15), they take no damage. Otherwise, they take 1d6 points from the fall.

Also, there are several spots on the bridges that are enchanted with the Jump spell. A large carving of a frog in the floor marks them. These are marked on **DM's Aid #3**. Also, where the

bridges crossover on another, PCs can leap down without damage (with a successful Jump check) or jump up (with a successful Jump Check magnified by the *Expeditious Retreat* and the Jump pads). Finally, the PCs can use the Jump pads to jump across to another bridge. The possible Jumps are marked on **DM's Aid #3**.

The cave mouths at the end of the bridges lead to tunnels that twist about and then exit through another cave onto another bridge over the chasm.

See **DM's Aid #3** for which cave mouth leads to which other cave mouth. Cave mouths that have the same number lead to each other.

Queen Lhiannon has changed the caves that lead away from the Cavern of Stars. Until Gaunt is "slain" (brought to 0 hit points), the caves that lead away from the Cavern of Stars loop around and lead back to the same cave mouth.

The chasm below narrows to a smooth flume in the rock, which will turn into a shallow slide. The slide empties out onto the top bridge in the cavern. A PC who falls drops down the flume banks into the slide. The PC then skids out unharmed from one the cave mouths at the end of the bridges two rounds after disappearing.

To determine which cave mouth, roll a d12 and count clockwise from the cave mouth that leads back to the Queen's throne room. Skip the cave mouth that leads to the Glades of Shadow's Lurking. The slide only exists when the PC is sliding down. PCs cannot run back up the slide. If two PCs fall at the same time, roll separately for each PC.

Gaunt heard the cooshee before the party caught up with him. He has glamered Dyvan to look like him, and he glamered himself to look like the boy (using his *alter self* and *major image* abilities). If the party is not careful, they will kill Dyvan. If so, Gaunt will do his best to act like the boy and come back with the party to the human lands. He will then have great fun with the hapless mortals around him.

The cooshee are not fooled and run forward to point at Gaunt, regardless of his shape and whether or not he is invisible. If the party is smart, they watch to see whom the dogs point at. The dogs do not attack Gaunt. That would ruin the sport for the hunters.

Cooshee, as per a celestial dog in *Monster Manual*, page 195 and 211.

While running toward Gaunt and Dyvan, have the party make a Spot check (DC 24 – which is Gaunt's disguise ability with the bonus for the *alter self*). If successful, the party can also tell that something is strange about the way they are standing. If a PC slows down enough to make a Sense Motive check (DC 15), he or she notices that the boy is the one in charge of the two, not Gaunt.

Dyvan, Commoner 1, hp. 6.

If Gaunt is uncovered but after the party kills Dyvan, read the text below. Gaunt immediately retakes his normal form. He was readying an action to do this, so he breaks into initiative at this point.

Gaunt reforms into his normal gem-eyed fey shape. "I congratulate you for killing the son of Darlon Lea. You can record it with your other grand and noble deeds. His mortal father will thank you for it, I am sure. Now, I have a gift for you. The gift of death!"

If Gaunt is uncovered and the party did not kill the boy, read the text below. Gaunt immediately retakes his normal form. He was readying an action to do this, so he breaks into initiative at this point.

"I admire your persistence, but the son of Darlon Lea is coming with me. Now, I have a gift for you. The gift of death!"

Assuming the party does not back off, Gaunt leaps off the bridge and disappears down the chasm below. See **Gaunt's Strategy** below for details on how he fights the PCs.

Gaunt's Strategy

Gaunt is a highly intelligent Unseelie. He is ruthless and resourceful. He responds to threats and changes his strategy as needed to counter that party.

Before the PCs enter the Cavern of Stars, Gaunt has precast his *Mage Armor* spell and read his *Protection from Good* and *Expeditious Retreat* scrolls.

Gaunt does not fight toe to toe with the PCs. Instead, he flees and attempts to engage them at a distance. He makes liberal use of falling down the chasm to slide out one of the cave mouths. He runs from melee combat, even if it provokes an attack of opportunity. In addition, Gaunt can turn invisible as a standard action at will. He makes constant use of this ability.

Important Note: Gaunt remains invisible unless he makes a direct attack on a PC. Summoning wolves does not count as a direct attack. Casting *grease* on bridge does not count as a direct attack. If he casts *grease* on a weapon, then it would count as a direct attack. Using his Wand of Magic Missiles counts as a direct attack.

Gaunt tries to break the party up and engage them separately. He does this by summoning unseelie wolves using his scrolls. (See **Appendix 2** for information about summoning unseelie monsters.)

He sets the wolves on the PCs, while he casts *grease* on the areas of the bridge where most of the PCs are located. If a PC fails a save, they slip and fall off the bridge. If a wolf succeeds at a trip attack, the wolf trips the PC off the bridge.

Summoned Unseelie Wolf, CR 1; Medium Animal; HD 2d8+4; hp 13; Init +2; Spd 50; AC 14; Atk +2 base melee (1d6+1, Bite); SA: Trip (Ex), Smite Good; SQ: Scent (Ex), Darkvision (60 ft.), Cold Resistance 5, Fire Resistance 5, SR 4; AL N (NE); SV Fort +2, Ref +2, Will +1; Str 13, Dex 15, Con 14, Int 3, Wis 12, Cha 6. Skills: Hide +3, Listen +6, Move Silently +4, Spot +4. Weapon Finesse (bite)

Important Note: summoned wolves cannot attack anyone warding by a *protection from evil* spell (or the related protection spells).

Once he has summoned his wolves and greased a few bridges, Gaunt starts casting *sleep* on the PCs. He likes to get a PC alone so that no one can wake them up if they fail their save. Gaunt ignores any PC who feels asleep.

Only as a last resort does Gaunt pull out his Wand of *Magic Missiles*. He considers it crude and brutish. He would much rather torment them with summoned monsters, sleep spells, and falls down the chasm. However, his wand is very powerful, since it is arcane magic and is maximized, empowered and extended, as per the rules for Faerie in **Appendix 1**.

Once Gaunt attacks, he does not flee. He fights to the "death". Since he can't really die in Faerie, this is one great, big sadistic game for him. He constantly mocks the PCs and belittles them. He calls them ducklings and sweetlings. After he has removed any threat, he gathers Dyvan and departs for the Glades of Shadows Lurking. Queen Lhiannon cannot hold him here and so the he slips away.

Other Matters of Importance

The party still has the Queen's Expeditious Retreat spell in effect. This doubles their jumping distance and, with the Jump pads, allows the party to leap after Gaunt.

Should the party grab Dyvan and try to run back to the Court with him, the tunnel back curves around and leads back to the Cavern of Stars. The party has agreed to hunt Gaunt and they cannot leave until their task is done. Gaunt knows of this property of the Cavern and does not hunt down people leaving with the boy.

The cooshee undermine Gaunt's invisibility. On their action, they move until they are able to point directly at the square that Gaunt is in. Gaunt ignores the cooshee and does not attack them.

The Cavern of Stars is in Faerie so all the planar traits of the Plane of Faerie apply. Please see **Appendix 1** for a summary of the planar traits of Faerie.

Finally, this particular part of Faerie has the minor positive-dominant trait as described on page 12 of the *Manual of the Planes*. The practical effect of this is all mortals and seelie fey gain Fast Healing 2. Unseelie faeries do not gain Fast Healing while in the Cavern of Stars. The Fast Healing will automatically stabilize all PCs who drop below 0 hit points.

Defeating Gaunt

When the PCs drive Gaunt to 0 hit points, he stops regenerating. Instead, read the following.

As the final blow is struck, Gaunt begins to melt into a black steaming ichor. "I am not so easily destroyed, mortals! I will return and pay you in spades for what you have done this

day!” With his last statement Gaunt finishes melting and begins to evaporate.

However, once the ichor is fully evaporated, they find the treasure that Gaunt carries with him. No piece of Gaunt can be saved as he completely evaporates no matter what the ichor is placed into.

APL 2 (CR 4)

See Gaunt's statistics in **Appendix 3**.

If reduced to 0 hit points, Gaunt dissolves away into an ichor that quickly evaporates. He reforms over the next year.

Encounter Eight: To Look Upon Mortal Lands Once More

The hounds lead you back through the winding caves to Queen Lhiannon's court. She smiles as you approach. Her smile fills you with joy and you feel like dancing on clouds.

If any of the party is grievously wounded, the Queen tells the Chamberlain to see to their wounds. The Chamberlain reaches inside his chest and pulls out an egg. He cracks it open and either pours it down the throat of an unconscious PC or feeds it to a wounded PC. The chamberlain repeats the process for each greatly wounded PCs. Each egg acts as a Potion of Cure Moderate Wounds.

“Thank you for ridding me of the nuisance that was the Ambassador and upholding the Etiquette of my Court. For your service, you may request a gift.”

Unless the party asks for passage, they are in big trouble. Any gift of passage given earlier to the PCs was turned down when they didn't accept it and leave right away. Remind the PCs of this, if necessary.

If the party asks for money and magic as their gift, the Queen smiles sadly and gives them whatever money and magic they ask for (even if it is ridiculous things – like a Staff of Power or a chest of 10,000 gold coins). Queen Lhiannon then dismisses her Court and retires. The PCs are not able to find the path back to the Gates and are

trapped in the Caves. They have to request another audience with Queen Lhiannon and ask for permission to leave. If the party is particularly dense, a friendly fey tells them what to do.

When the party goes back, Queen Lhiannon says that passage is a gift and wants to know what they can offer her in return. If they offer the Queen's own gifts back to her, she is deeply offended and considers the party very rude. She curses them and turns their ears into those of a donkey (Fortitude save; DC 26 to resist). The curse can be removed or dispelled normally.

Give great latitude in what she will accept as a gift.

Fey treasure items that are a part of a person or something that a person made. Something that a PC makes, builds, created, or a physical part of the PC (like a lock of hair) are all acceptable. If the party does this, the Queen grants them passage, but all those fine magic items and gold she gave the party will turn to sticks and stones and leaves upon leaving the fey lands.

If the party asks for passage to begin with, Queen Lhiannon compliments them for their wisdom. She then gives the party a “token of her esteem” – a beautiful sapphire ring, which can be sold. Each PC receives 100 gp after the adventure.

The Queen then grants permission for them to leave, and the party can depart the Caves of Twilight Resplendent without incident. Nothing attacks them on their way out, as they have the Queen's permission. Their equipment returns to normal (becomes unsilvered) when they pass back through the Gates.

If the PCs manage to rescue Dyvan and keep him alive, go to **Conclusion C**. If the PCs recovered Dyvan's body, go to **Conclusion D**.

Conclusion

Conclusion A

The PCs left with the fake Dyvan.

Once you cross the Laughing Brook, you find Alys where she has been waiting nervously nearby. As soon as he crossing the water, Dyvan suddenly stiffens and falls over. His image fades away, leaving nothing but a rather large stick.

Alys screams and faints dead away.

The glamer on the stick faded as soon as the PCs leave the Fading land. If the party returns to the waterfall, they are not able to find the cave and the Gates. The adventure is over and Dyvan is lost to the fey.

If asked how long she has been waiting, Alys replies that the PCs have only been gone a little over an hour. Alys is quite distraught and returns to her village alone.

Alys discourages the party from following her. If they do so, after an hour's worth of walking they come to a small wood elven village built on flets (large platforms) in the trees. Rangers, druids, and wood elves refuse to allow the party closer to the village.

The PCs receive no reward.

Conclusion B

The PCs failed at the Rings of perception.

Once you cross the Laughing Brook, you find Alys where she has been waiting nervously nearby. She becomes frantic when she does not see young Dyvan with you.

If the party returns to the waterfall, they are not able to find the cave and the Gates. The adventure is over and Dyvan is lost to the fey.

If asked how long she has been waiting, Alys replies that the PCs have only been gone a little over an hour. Alys is quite distraught and returns to her village alone.

Alys discourages the party from following her. If they do so, after an hour's worth of walking they come to a small wood elven village built on flets (large platforms) in the trees. Rangers, druids, and wood elves refuse to allow the party closer to the village.

The PCs receive no reward.

Conclusion C

The PCs succeeded in rescuing Dyvan alive.

Once you cross the Laughing Brook, you find Alys where she has been waiting nervously

nearby. She becomes ecstatic when she sees young Dyvan in your company.

If asked and then pressed, she admits that the boy is the son of Darlon Lea. She is thankful for the party's help, but she has nothing to offer them and cannot tell Darlon or she would be in serious trouble.

If asked how long she has been waiting, she replies that they have only been gone a little over an hour.

Alys discourages the party from following her. If they do so, after an hour's worth of walking they come to a small wood elven village built on flets (large platforms) in the trees. Rangers, druids, and wood elves refuse to allow the party closer to the village.

The party returns to Hochoch without further incident. A week later, a woodsman approaches each of you. He tells you that he has a package for you and gives you a small bundle. There is a folded note tucked in at the top. The note is written in a hand not used to writing often and says "My way of saying thank you." It is unsigned.

Each bundle holds several fox and beaver pelts that can be sold. Each PC receives 50 gp after the adventure.

Conclusion D

The PCs succeeded in returning with Dyvan's body.

Once you cross the Laughing Brook, you find Alys where she has been waiting nervously nearby. She becomes frantic when she sees young Dyvan's body.

If asked and then pressed, she admits that the boy is the son of Darlon Lea. She is thankful for all the party tried to do to rescue the boy. She has nothing to offer them and must now return to tell Darlon what has befallen his son.

If asked how long she has been waiting, she replies that they have only been gone a little over an hour.

Alys discourages the party from following her. If they do so, after an hour's worth of walking they come to a small wood elven village built on flets

(large platforms) in the trees. Rangers, druids, and wood elves refuse to allow the party closer to the village.

You return to Hochoch without further incident. A week later, a woodsman approaches you. He gives you a small note. The note is written in a hand not used to writing often and says "Thank you for your efforts to save my son." It is unsigned.

There are no furs with the note.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Two

Avoiding, defeating, or otherwise getting past the Hag.
APL2 120 xp.

Encounter Six

Solving the Rings of Perception
APL2 120 xp.

Encounter Seven

Defeating Gaunt
APL2 120 xp.

Story Award

Returning to the Mortal world with Dyvan (whether he is alive or not).
APL2 90 xp.

Total possible experience:

APL2 450 xp.

Treasure Summary

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

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

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

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

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

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

Encounter One: Introduction

APL A: L: 0 gp; C: 50 gp; M: 0 gp

Encounter Seven: Hunters for a Fey Queen

APL 2: L: Masterwork Rapier (Value 32 gp per character), Tanglefoot Bags (2) (Value 5 gps per character for each one) ; C: 0 gp; M: 0 gp; M: Potion of Cure Light Wounds (2) (Value 5 gps per character for each one), Scrolls: Expeditious Retreat (2) (Value 3 gps per character of each one), Mage Armor (Value 3 gps per character),

Protection from Good (Value 3 gps per character),
Summon Unseelie Monster II (3) (Value 15 gps
per character for each one), Wand of Magic
Missiles (1st-level caster) (Value 75 gps per
character).

**Encounter Eight: To Look Upon Mortal
Lands Once More**

APL 2: L: 100 gp; C: 0 gp; M: 0 gp

Conclusion

APL 2: L: 50 gp; C: 0 gp; M: 0 gp

Total Possible Treasure

APL 2: 384 gp per character

Appendix 1

The Plane of Faerie

Faerie has the following traits as defined by the *Manual of the Planes*, p. 210-211.

Light Gravity: The gravity of this plane is less intense than on the Material Plane. Characters suffer -2 circumstance penalty on attack rolls, and Balance, Ride, Swim, and Tumble checks. All items weigh half as much. Weapon ranges double, and characters gain a +2 circumstance bonus on Climb and Jump checks. Falling characters take 1d4 points of damage for each 10 feet of the fall, to a maximum of 20d4 points of damage.

Infinite Size: At the very least, the Plane of Faerie is as large as the Material Plane.

Alterable Morphic: Objects remain where they are unless affected by physical force or magic.

No Elemental or Energy Traits: Sections of the plane may have minor positive-dominant or minor negative dominant trait, but Faerie as a whole does not.

Mildly Neutral-Aligned: A mildly neutral aligned plane does not apply a circumstance penalty to anyone.

Enhanced Magic: The Plane of Faerie is highly magical and all arcane spells cast there are maximized, empowered, and extended (as if prepared or cast with the appropriate feats). The fair folk do not care much for the pious of any faith, so divine magic is unaffected.

Flowing Time: For every day spent on the Plane of Faerie, a week passes on the Material Plane.

The Plane of Faerie is coexistent with the Material Plane and can be reached without passing through the Astral Plane. It is a separate plane from the Transitive, Inner, and Outer Planes.

Portals to the Plane of Faerie only appear at certain times, such as during a new moon, at equinoxes, or once every ninety days. Such portals often exist within standing stones or pools on the Material Plane.

Because the Plane of Faerie doesn't connect to the Astral Plane, the Ethereal Plane, or the Plane of Shadow, spells that use those planes do not function on the Plane of Faerie. These spells include, but are not limited to: *astral projection*, *blink*, *dimensional anchor*, *dimension door*, *ethereal jaunt*, *etherealness*, *greater shadow conjuration*, *greater shadow evocation*, *leomund's secret chest*, *shades*, *shadow conjuration*, *shadow evocation*, *shadow walk*, *summon monster (i-ix)*, *teleport*, *teleportation circle*, *teleport without error*, and *vanish*.

Appendix 2

New Rules

New Monsters

Sidhe

Medium-Size Fey

Hit Dice: 1d6-1 (3 hps)

Initiative: +2 (Dex)

Speed: 30 ft.

AC: 12 (+2 Dex)

Attacks: Longsword +0 melee; or longbow +2

Damage: Longsword 1d8; or longbow 1d8

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

Special Attacks: Spell-like abilities

Special Qualities: Sidhe Traits, Alter self, Regeneration 5

Saves: Fort +1, Ref +2, Will +2

Abilities: Str 10, Dex 15, Con 8, Int 16, Wis 10, Cha 18

Skills: Knowledge (arcana) +1, Spellcraft +3, Search +3 Spot +2

Feats: Spell Focus (Enchantment)

Climate/Terrain: Temperate Forest and Mountains

Organization: Solitary, or small troop (2-4).

Challenge Rating: 2 plus character class.

Treasure: Standard

Alignment: Usually Neutral Evil or Chaotic Good.

Advancement: By character class.

Sidhe (pronounced *shee*) are the nobles of the fey. They dwell in the lands of Faerie, which is a demi-plane that connects to the Prime Material plane and Greyhawk in many locations.

Sidhe come in many, many forms, but are generally humanlike beings that are over 6 feet tall. Their skin is a light green, while their hair is a dark green. Male sidhe have rams horns. Both genders have large ears that are shaped like a fish's fins. Eye color varies widely.

Sidhe love to feast and live for the moment. Like most faeries, they are easily distracted. They enjoy games, riddles, and competitions. They also have a weak understanding of time. Sidhe are effectively immortal and nearly impossible to kill in Faerie. As a consequence, age and death have little meaning to them. Fey speak Sylvan, and most know Common and Elven.

Most sidhe are sorcerers, but they are occasionally druids or bards. The information in the statistic block is for one who is a 1st level sorcerer. See page 49 in the Player's Handbook for more about the sorcerer class.

COMBAT

Sidhe are faeries and weak in melee combat but strong in spell casting. Sidhe prefer to use spells and their special abilities to confuse and baffle mortals they run across. If the sidhe is in mortal danger of dying, it will flee without hesitation.

Spell-like abilities: At will – *Invisibility* (self only), *Major Image*

Sidhe Traits (Ex): Sidhe benefit from a number of racial traits.

- Sidhe gain a +2 racial bonus to Dexterity, Intelligence, and Charisma, but receive a -2 racial bonus to Strength and Constitution.
- Proficient with longsword, rapier, longbow, composite longbow, shortbow, and composite shortbow, regardless of character class.
- Immunity to magic sleep spells and effects.
- +2 racial bonus to Will saves against enchantment spells or effects.
- Low-light Vision: Sidhe can see twice as far as a human in starlight, moonlight, torchlight, etc.
- +2 racial bonus to Bluff, Disguise, Listen, and Spot checks.
- Spell Resistance 11+ class level.

Alter Self (Su): A sidhe can assume other forms at will. The ability functions as an *alter self* spell cast by a 12th-level sorcerer.

Regeneration (Ex): Sidhe take normal damage from iron (and steel).

SIDHE SOCIETY

The sidhe are the nobles of Faerie. Only the fey kings and queens are more powerful and have more influence. However, rulership in Faerie is a tricky thing. There are no strict lines of authority as in human lands. Instead, the other faeries just naturally defer to the sidhe, and the sidhe assumes that all the other faeries will defer to him.

Sidhe are incapable of begetting children. Instead, they steal mortal children, carry them back to faerie and raise them as their own. In the place of the mortal child, the sidhe leave changelings, faeries glamered to look like a human child.

Like Faerie itself, the sidhe are divided into two courts, the Seelie and the Unseelie. These courts are not places but philosophies and physiologies. The sidhe naturally align themselves into these two courts as their very nature determines the court in which they fall. Many confuse Seelie and Unseelie with good and evil, but this is not strictly true. Fey are nature spirits and have no soul, and the concepts of good and evil are for the souled mortals. Instead, it is best to think of the Seelie and Unseelie as pleasant and unpleasant. The Seelie are beautiful to behold and charming to deal with, but they can be as cruel and capricious as a demon if the mood takes them. The Unseelie are ugly, misshapen, and repulsive. Dealings with them are decidedly unpleasant, but they can be gentle or kind when it is their fancy.

Also, while the Seelie and the Unseelie are opposed to one another and often have acrimonious relations, they are not truly enemies. The fey recognize that both Seelie and Unseelie are faeries and that common bond binds them together. It is best to think of them as a feuding family that will close ranks in the face of outsiders.

New Spells

Summon Unseelie Monster

Summoning

Level: Brd 2, Sor/Wiz 2

Components: V, S, F

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft. / 2 levels)

Effect: One summoned creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell acts in all ways like the *Summon Monster* spell from the *Player's Handbook*, except that it summons unseelie monsters. Unseelie monsters are normal animals with a fiendish template upon them.

Arcane Focus: A tiny bad and a small (not necessarily lit) candle.

Appendix 3

NPCs

Gaunt: Male Unseelie Sidhe Sor2; CR 4; Medium Fey; HD 2d4+2; hp 9; Init +7; Spd 30 ft.; AC 17 (+3 Dex, +4 Mage Armor); Atk +0 One-handed (1d6-1, 18-20/x2, Rapier); SA Spell-like Abilities, SQ: Sidhe Traits, Alter Self, Regeneration; SR 13; SV Fort +0, Ref +0, Will +3 (+5 vs. enchantment); AL NE; Str 8 (-1), Dex 14 (+2), Con 12 (+1), Int 14 (+2), Wis 10 (+0), Cha 16 (+3).

Skills & Feats: Bluff +7, Concentration +5, Disguise +4, Knowledge (arcana) +4, Knowledge (Fey) +6, Listen +2, Spellcraft +6, Spot +2. Spell Focus (Enchantment).

Possessions: Masterwork Rapier, Tanglefoot Bags (2), Potion of Cure Light Wounds (2), Scrolls: Expeditious Retreat (2), Mage Armor, Protection from Good, Summon Unseelie Monster II (3), Wand of Magic Missiles (1st-level caster).

Spells Known: (6/5); base DC = 13 (spell level): 0—Dancing Lights, Daze, Detect Magic, Prestidigitation, Read Magic; 1st—Grease, Sleep.

Spell-like abilities: At will – *Invisibility* (self only), *Major Image*

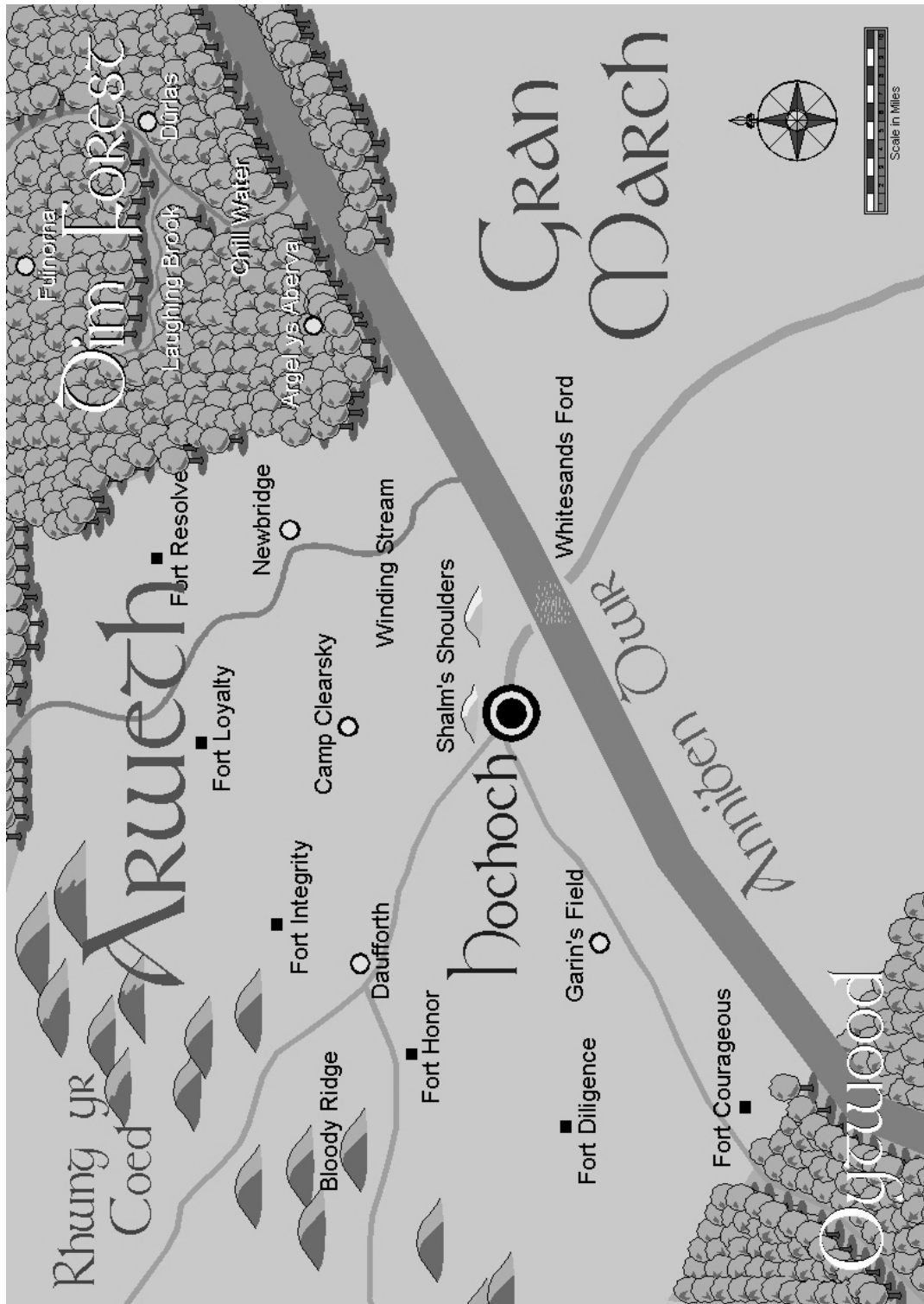
Sidhe Traits (Ex): Sidhe benefit from a number of racial traits.

- Sidhe gain a +2 racial bonus to Dexterity, Intelligence, and Charisma, but receive a -2 racial bonus to Strength and Constitution.
- Proficient with longsword, rapier, longbow, composite longbow, shortbow, and composite shortbow, regardless of character class.
- Immunity to magic sleep spells and effects.
- +2 racial bonus to Will saves against enchantment spells or effects.
- Low-light Vision: Sidhe can see twice as far as a human in starlight, moonlight, torchlight, etc.
- +2 racial bonus to Bluff, Disguise, Listen, and Spot checks.
- Spell Resistance 11+ class level.

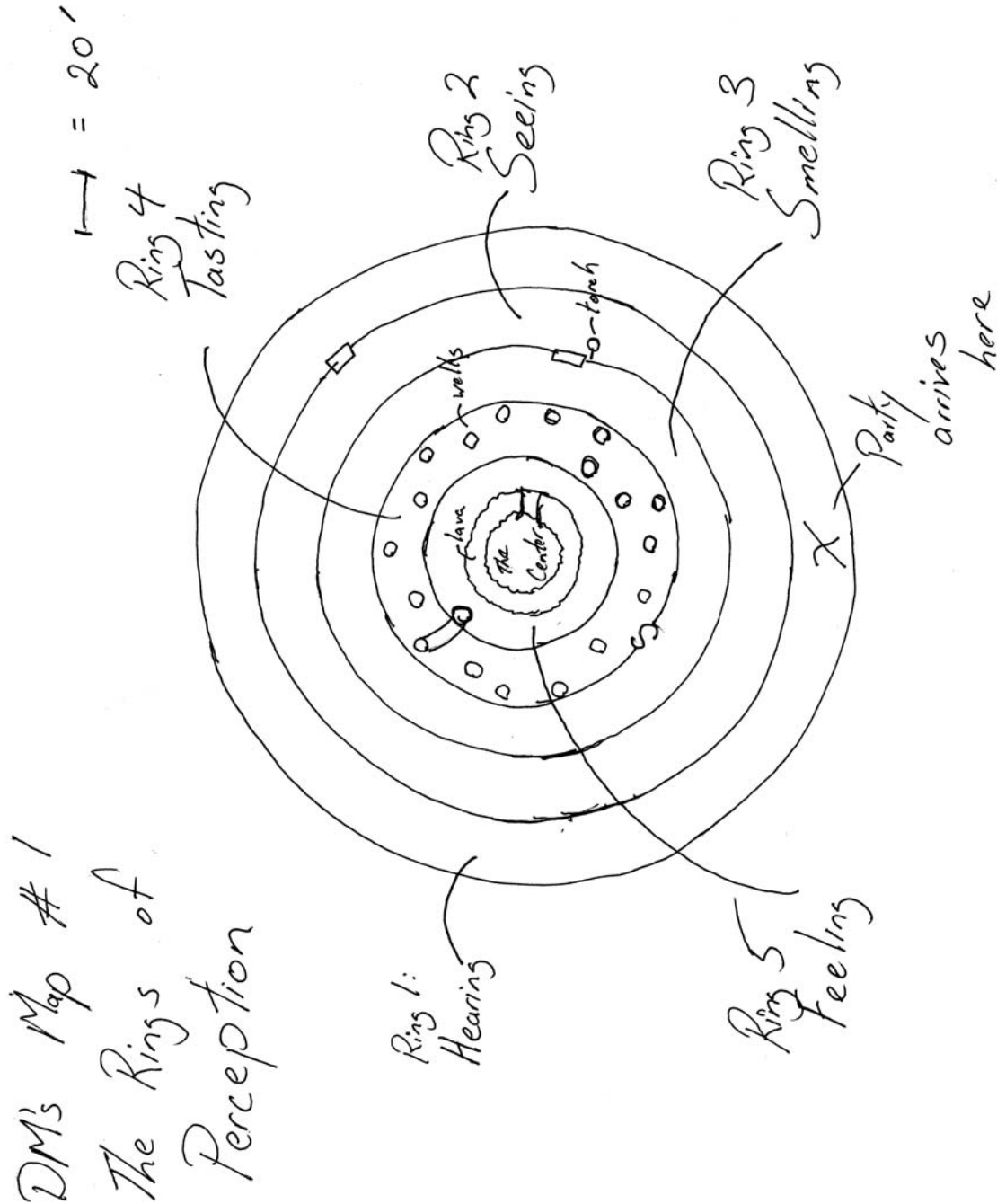
Alter Self (Su): A sidhe can assume other forms at will as a standard action. The ability functions as an *Alter Self* spell cast by a 12th-level sorcerer.

Regeneration (Ex): Sidhe take normal damage from iron (and steel).

Appendix 4 DM's Aid #1



DM Aid #2



DM's Aid #3

DM's Map #2

Each bridge is 10' wide.

