

SHL2-02



THE MOON GATHERER

A One-Round D&D[®] LIVING GREYHAWK[®]
Shield Lands Regional Adventure

Version 1

by Jon Cazares

RPGA HQ reviewer: Christopher Lindsay and Stephen Radney-MacFarland

Milky white moonlight bathes the gathered, breathless, delighted fey. Breathlessly, they watch the coming gathering with delight. Delighted they watch as breathless moonlight comes before those gathered. The moonlight arrives, gathering those without breath, coming. An adventure for characters levels 1-6.

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time being around three hours. The rest of the time is spent in preparation before game play, reward distribution 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, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event. Take time to review 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's 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 described in the introduction.

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually 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.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and non-player character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at

the end of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

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 DMs 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. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Website (www.wizards.com/rpga), 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.

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 character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character 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 characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters 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. Characters 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 usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) 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.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Shield Lands. All characters pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp.

ADVENTURE SUMMARY AND BACKGROUND

In the distant past, long before the Suel and Oeridian migrations, a powerful and flourishing civilization of elves and fey folk thrived in the land that would one day become the Shield Lands. They called themselves the Sidhee (pronounced "she") and were a nation unto themselves. Sadly, several factors led to the fall of that civilization. The most important of which were internal strife and encroaching humans (mostly Ur-Flanae).

Under pressure from growing human contact the Sidhee Nation split into three factions. The factions included those who wanted to kill the humans, those who wanted to live in peace with them and those who wanted to move to different lands and avoid them entirely.

Sadly, decades of arguments erupted into civil war and thousands of elven and fey folk died in the ensuing conflict, doing far more damage to the nation than the

humans had up to that point. In their weakened state, the Sidhee were unable to stop the barbarian tribes from taking their land. When they came, the humans brought with them cold steel, bizarre necromantic magic and strange diseases.

The fey folk, not used to such atrocities all but fled and abandoned the Sidhee Nation to its own devices. Continued political strife broke what remained of the Sidhee apart even further as some thought a pact with the underdark elves was the only way to stop the humans. This led to betrayal and woeful times as the dark elves brought new gods to the Sidhee. Foul gods.

The dark elves were eventually banished from the Sidhee Nation but the damage was already done. The once great Sidhee Nation had been corrupted from the inside. The last great leaders of the nation were assassinated or fled into hiding. The proud Sidhee Nation, which lived in such harmony with the lands for uncounted generations, had nearly become undone in a matter of decades.

The Sidhee fled their homelands to search for greener pastures but were never as successful at finding a place where they could be 'one' with nature as they had been in their homeland. Remaining secluded from humans and demi-humans, including other elven tribes and unwilling to change and grow with the rest of Oerth, they died off. Those who stayed behind in the old homeland were few in numbers and were slaughtered to the last by the human invaders.

Though the Sidhee had great structures, all were made from natural materials and have long since disintegrated. The early Ur-Flanae who had contact (and conflict) with them were savage and had little need for the written word, nor did they pass many credible legends down to their children. Once the "creatures of the otherealm" had been driven from the land, the Ur-Flanae tribes claimed it as their own and told their children it had always been so.

As oceans of time have passed, the Sidhee Nation truly has become a lost civilization, unknown to history books, scholars and bards alike. However, there were those in the fey community that remembered the glorious Sidhee. For some fey live to see a thousand years and more and their memories are long. They have not forgotten the unparalleled beauty and nobility of the Sidhee and they have waited too long to remind others.

Lonllarcán, a half celestial unicorn was told of the Sidhee nation by his father, a celestial being of nature and beauty. Lonllarcán vowed to find those with Sidhee blood and return them to their homeland so they may return the once proud Nation to its former glory.

For the last two decades Lonllarcán has gathered both elves and fey creatures to his side until they numbered enough to defend themselves if need be. Now, nearly three hundred in number, after nearly a thousand years, the Sidhee Nation has returned to homeland.

Those in Critwall find out about the Sidhee Nation when a representative comes before the council of lords and tells them the Sidhee have returned to reclaim lost land. The representative is hostile and has no wish to ally

with the Shield Lands, he is simply telling them out of courtesy.

The representative says that there are guides come to the city to take any elf that wishes to come before the Sidhee and join its cause. They must gather together in a pilgrimage of eleven and then they can be brought to the Sidhee.

Then the representative leaves Critwall. The guides arrive in the form of animals and begin to take elves off to the north, into occupied territory.

Seemingly unrelated, the Seekers contact the pathfinders again and deliver another prophecy to them. The pathfinders ponder its meaning and then are summoned back to their units.

The council of Lords gathers a group of pathfinders, with several soldiers and sends them off with one of the guides to offer gifts of peace and negotiate a treaty with the Sidhee.

The pathfinders are led to the north by a fox guide, who brings them to a recently dug mine. The pathfinders get tangled up with some of the Free Reavers and end up capturing prisoners.

When the pathfinders get to the Sidhee Nation they arrive at a forest that is not on any map. They also realize they are less than two days north of Delcomben.

The forest of the Sidhee is strange, wonderful and terrible. They are taunted and teased and stalked throughout but never injured.

They are brought before Lonllarcán who simply listens to whatever they have to say, accepts their gifts and is prepared to bid them farewell but then three fey step forward. All would like to test the merit and sincerity of these "pathfinders". If they truly are "pathfinders" they should be able to handle the test with no problem.

Lonllarcán agrees and leads them to a cave where they are tested with a small riddle and three dilemmas.

Once they pass they are escorted out where a few elves insult them as stingingly as possible to see how they will react. Then they are asked not to return, only elves may come.

Upon the return home they have the feeling they are being watched and followed yet they never see anything. They have dreams of elves and human armies fighting and killing each other and then the armies of Iuz marching over both of them if they do not cooperate. They wake up and find strange gifts have been left for them in their camp of elven make.

They return Critwall and report.

GENERAL SHIELD LANDS INFORMATION

Because of the desperate conditions in the Shield Lands, all that enter the lands must contribute to the welfare of the Shield Lands in some way.

Those with the rather specialized abilities of the player characters are placed in what is basically a reserve unit of the Shield Lands army called the Pathfinders. The Pathfinders are used when the regular army is not equipped to deal with the problem or whenever the army

needs help. Even foreigners are drafted into the Pathfinders.

Half-orcs are disliked immensely in the Shield Lands. Many businesses won't serve them and many people won't talk to them.

INTRODUCTION

Characters are not on duty in the Pathfinders right now and are doing daily activities, whatever they might be. Find out what each character is doing, as the following should be slightly modified to where they are. The figure that speaks to each of them comes from a variety of places no matter where they are. If they are helping reclaim fields, it simply walks in from across the distance and fades out, if they are in a tavern, it steps through the crowds, or whatever is appropriate.

A cloaked figure in red moves through the crowd towards you, calling your name as it nears. The crowd parts like water at its passing, yet none seem to notice its presence.

You cannot see any of its skin or facial features and as it gets closer where its face should be is only inky blackness.

Suddenly, a strong voice echoes out from the figure. Oddly it sounds both male and female.

"I have a message for you from the Seekers listen carefully for it is this. Milky white moonlight bathes the gathered, breathless, delighted fey. Breathlessly, they watch the coming gathering with delight. Delighted they watch as breathless moonlight comes before those gathered. The moonlight arrives, gathering those without breath, coming."

Without waiting for a response, it turns and moves away, an oddly warm wind gathers around it and whips the red cloak high into the air, in seconds the red cloth is gone from view. Not surprisingly, nothing was underneath it.

The Seekers have appeared to pathfinders before in SHL1-02 Temple of the Burning Man but not since then. Some characters have information regarding them from the previous module, if not, they are only able to uncover a bit of information on a group called "The Seekers". Anyone asking around can eventually uncover the following information, no DC required.

The Seekers of Knowledge are a group of sages and scholars, mainly in Greyhawk, who study lore of all kinds.

If characters do not think this sounds like a group who would send enigmatic prophets to far away places, they would be right. This magical prophet is not in the "Seekers of Knowledge" but a different "Seekers". More information on the Seekers is forthcoming in future modules.

Characters may ponder the strange prophecy but won't understand it for some time. Later, as characters are heading to tell someone of their visit, or wandering home or whatever they all end up (for various reasons) in tent town.

ENCOUNTER 1: RED LUNA DRINKER

As you head towards your destination a large gathering of people in tent town catches your eye. Several soldiers are guarding an elf male as he preaches to the crowd.

The elf is as beautiful as his race often is. He seems nearly androgynous and is dressed in forest greens and oak browns. He has a battle-axe on his weapon belt and his silver linked chain shirt is magnificent. In fact, it looks too thin to be protective; perhaps it's ceremonial.

He has golden hair and odd, sharp red eyes. You spot several pathfinders in the gathering listening to the elf.

"I am Cucullin Red Luna Drinker, descendent of the ancient Sidhee Nation of elven spirits and fey. Once the Sidhee flourished across most of the area you call the Shield Lands. However, ignorance shattered our great nation. Our two great crimes destroyed our people and forced them to flee the homeland and hide, secluded from others, until the ravages of time took its toll on our people and we dreamt our final dream. Those who stayed behind to guard our precious homelands were slaughtered by encroaching barbarian humans. These humans thought nothing of our people, delighting in taking our homes and killing our families.

An ocean of time has passed and we have returned. The blood of our people is thin in our veins but their spirits guide us in dream. We are a nation of equals for all elven and fey kind.

We will reclaim our lost lands starting with our first new home, the Moon Forest. We have shown your leaders where it is on their maps. Anything else reclaimed by the Sidhee shall be grown into the Rising Forest of the East.

Do not worry, we are not here to displace your people from currently populated cities; however, most of your land is not your own but occupied by the blighted demi-demon Iuz. The land we take from him will belong to the Sidhee Nation. Do not try to invade our forests. Do not try to reclaim land from us that you arrogantly assume is yours just because you have it declared so on papers or writs. Do not send envoys to annoy us with worthless human promises and inarticulate peace treaties and negotiators. There is no civilized conversation with your race. We invite all elves and fey to our borders to join the Sidhee. For the next year and a day we will have guides left at your northern wall. Pilgrims may gather in groups of eleven. There a guide will bring them to our border. We will rejoice at the return of our kindred. Our terms are not negotiable."

Once Cucullin finishes his speech he speaks to three elves in the crowd. On a successful Listen check (DC 10), characters can hear some of the information. He speaks in elven only. He generally reiterates how welcome the elf would be and how much Lonllarc and the others wish all elves would join the Sidhee, and then he mentions something about changing names. He also mentions something about an ancient form of elven called Nahuhk. It is the common tongue used in the Sidhee Nation.

That's all anyone listening in gets. If one of the characters is an elf and is with the other pathfinders that are watching then all can hear the following, assuming they speak elven:

The redeyed elf called Cucullin approaches, with hardly a glance at anyone around you he speaks (in elven), "Welcome my friend. Lonllarcan and the others wish for you to return to us. The blood of the Sidhee is in you; I can feel it. Our names are proper Sidhee and we speak only in the ancient tongue of our ancestors. Our birth name is placed in front of our ancestor name, the name that connects us to nature or our spirit guides. It should reflect you and how you dream, thus Lonllarcan the Moon Gatherer and I, Cuculin Red Luna Drinker. Choose a name my friend and return to us.

When he walks off out of Tent Town (towards the East) he puts up his brown hood. When he stops to talk with someone, he always takes it off, replacing again as soon as he moves on. Oddly, he keeps his hood down if he walks west. Particularly observant characters may notice this oddity (see Appendix A) with a successful Spot check (DC 20).

Creatures:

☛ **Cucullin Red Luna Drinker:** Male elf Rgr7/Drd8.

ENCOUNTER 2: ELEVEN SPIRITS

The next morning it is as Cucullin said, the guides come from the north. Led by an enormous brown dire bear, the rest of the group of animals seems like tiny stuffed toys in comparison. A red fox; a lean gray wolf; an eagle; a wolverine; a falcon; a badger; a raven; a raccoon; a skunk and an owl.

Fearless of man or demi-human, the animals head straight towards Critwall, ignoring all attempts at communication from rangers, bards and curiously, druids as well. When they reach the north wall they begin digging out dens for themselves, heedless of shouting soldiers from the walls.

Those that get too close to the animals receive the full sounding wrath of the dire bear as it rears up and roars. The threat is clear and both druid and ranger warn against encroaching upon the dens.

Talk filters through tent town. "Do them elven druids mean us harm?" "Are they friend or foe?" "Mommy, are them animals gonna kill someone?" "Those animals are a blessing from The Shalm."

Rumors, accusations, innuendo and out right lies spread across Critwall and tent town like wildfire. Some would have folk believe that the elven guides are simply an advance scout or a precursor to yet another invasion. Most believe that to be an idiotic and distrustful notion.

In essence, not everyone heard the decree of the elven emissary, Cucullin. Most of the city isn't sure what to make of the animals. For some reason, the rumors have already spread out of control and everyone now knows the animals are not friendly companions to Pathfinder druids but instead are allies to the elven Sidhee nation, but if they are friend or foe to the Shield Lands, no one seems to know.

Allow characters a few days to roleplay out what they will be doing during this new development in Critwall. The town talks about nothing but the animals and the Sidhee, except or course for the rumors of spies and assassins, but there are always rumors of spies and assassins.

Allow them to do what ever they want. If there are druids in the party, or anyone else who wants to attempt communication with the animal guides the following few points can be used for the Judge to run the encounter (as there are a variety of things/spells the character may attempt, use your best discretion when applying the character's solution to the following).

Two of the animals are druids in wild form. They used several spells to help dig the dens deeper than they need be. Down below they cast *create food and water* spells to feed the animals. Which is why none of the animals are ever seen hunting. Any appropriate way of detecting magic, or the wild form of a druid can be used to detect them. The druids normally remain in the form of a falcon and a badger when above grounds. They do not communicate with anyone, even if discovered to be druids.

The dire bear is there because he volunteered for this mission. He is a fairly intelligent bear and is immune to *animal friendship* spells. He is the only animal who will talk to non-elven folk who approach the den. First he growls at anyone who comes within twenty feet of the den, then he stands and roars at them (this is equivalent to an Intimidation roll of 20). He physically bars the single entrance into the den. Sneaking past him requires a successful Move Silently check (DC 25). The badger (druid with see invisible) spots anyone who does so and alerts the bear, who then attacks. While the bear is deadly, he does not try to maul an opponent, merely stun them and bat them to the side (subdual damage). If anyone can communicate with him, they don't get much. He tells the druid (or whoever) is talking to him, "The elves helped cubs, now I help them and that is all there is." He gives no other information.

The other animals are animal companions to the two druids and refuse to talk to any non-elf.

Any animal will tell Elven druids who speak to them, "Please listen to the followings of Red Luna Drinker, only pilgrims may come to the Sidhee nation." Although the animal is polite, they repeat only that sentence.

Elves (non druids) who have some way of communicating with them are told to, "Return when you have elven with spirit."

If characters continue to attempt entrance into the den of the guides the entire people of the Shield Lands are cast under suspicion by the Sidhee nation. The Sidhee nation assumes a single such entrance attempt is curiosity, which is acceptable. More than a single attempt is an unwanted incursion, which is not tolerated. Make sure it is reflected on the critical event summary.

Otherwise, if no attempt at communication happens then two days after the animal guides arrive read this:

The morning rises on the second day since the Shield Lands received its animal visitors. Word spreads fast of a group of eleven elven pilgrims that have gathered at the north wall, breaking their fast in front of the dens with the falcon. It seems as if they will be leaving for the elven nation.

Before you decide what to do for the morning you are summoned by a runner to report to your duty officer.

When you arrive at the keep you are ushered into a small meeting chamber where the duty officer explains your mission.

"Well, we're not sure what to expect with this nation of elves. We don't think they mean any harm but they are laying claim to our lands and our cities.

Despite their warnings not to send any emissaries to their borders, we feel it is most urgent to determine exactly how hostile these renegade elves are going to be towards uninvited visitors.

We have decided to follow their rules to an extent. We will send a group of eleven; unfortunately we only have two elven soldiers to go with. The group will be mixed with pathfinders and members of the regular Shield Lands army.

You are to go to the animal guides; hopefully one of them will lead you to the Sidhee nation. We hope things will go smoothly, but follow the guide, no matter where it takes you; even into the heart of occupied territory. Good luck. You leave tomorrow at dawn."

He gives the characters eight gifts to bring to the Sidhee nation. Each is a small, hand sized wooden carving of various woodland creatures, thought at first glance they look rather simple in design a trained artist, an elf (or Bardic Lore DC 15) can determine their worth to be extremely high.

They are ancient carvings of an elven poet who stopped writing the day his sister was killed in battle; he carved these eight figurines to honor her favorite creatures of fey kind. He had little skill at carving, thus the simple designs; yet, his mystery remains even today as, upon the completion of the figurines, he disappeared from his home, taking every last belonging and every thing he ever wrote, but leaving the eight figurines on his bed. In the three hundred years since, there has been no trace of him or his writings. He is something of a legend for writers of the day who claim that his love for his sister was so great and his writings so perfect; he was ascended by divine beings to create poetry for them. His name was Loriethal Fellorian. Members of the Bardic College of Argidagh Cuach will know of him and his story, though he was never a member of the College.

He gives all eight of them to a single character in this order, paladin, bard, cleric of Heironeous, cleric of Pholtus, druid, or elf. If no one in the party is one of these, he gives it to the character with the highest charisma.

Allow the characters one day to prepare for the journey. Then meet the soldiers they are traveling with:

Creatures:

☛ Ilart Fip: Male human Ftr2; LG.

Ilart is an older man (mid-40's) who joined the army for revenge. His family lived in Law's Forge and was killed in the invasion by Iuz.

☛ Argourel of Axeport: Male human Ftr2; LN.

Argourel is a superstitious fisherman turned soldier from Axeport. He thinks his family escaped before Axeport was destroyed but is unsure, he has heard nothing of them since before the invasion.

☛ Jusell: Male human Ftr1; LG.

Native of Critwall, Jusell is young and eager to serve his country. His eagerness to please superiors sometimes clouds his better judgment (low wisdom).

☛ Tuatha of the Oak Eye: Male elf Rgr2/Rog2, NG.

A young elf from the Faerie Kingdom of Celene, Tuatha is primarily a scout for the Shield Lands army. He is very cautious and quiet, and never smiles. Does not really believe the "Sidhee Nation" ever existed.

☛ Aisline: Male elf Ftr3/Rog2; NG.

Believes in the legends of the Sidhee Nation but is fearful that this is some ruse of Iuz and not the true calling of an ancient nation of elves.

All human soldiers wear leather armor and carry short swords, spears and daggers. The two elf soldiers have leather armor, long bows and short swords.

They have two packhorses to carry food & equipment. If one of the characters does not place themselves in charge of the horses, then Tuatha takes care of them.

This group assumes the characters number six, if they are less than that, throw in a few more generic soldier types (human) until their number is eleven.

During combat encounters in the module, there is no need to die roll what that NPCs do. The development section explains what the NPCs are doing and what happens to them.

Allow a few minutes to role play with the soldiers and then head to the dens and read the following:

At first the dire bear is apprehensive to let you get close, he growls and stands up and roars and growls some more.

You all wait a comfortable distance away from the animals. Your packhorses are being difficult and (insert name of animal handler) are having a hard time controlling them. They don't want to be around the enraged bear.

After a few minutes pass, the bear has quit roaring and is now growling and pacing back in front of the cave when the red tailed fox pads out. He sniffs the ground for a few seconds before trotting to your side. He barks a bit at you and then heads off to the north.

If anyone talks to the fox he is generally agreeable, with a sharp sense of humor and sharper curiosity. He does not offer any sort of information about their destination, nor about the elves.

ENCOUNTER 3: THE FREE REAVER'S MINE

The journey so far has been uneventful. The fox has lead you in a side winding pattern across the Shield Lands to Torkeep, where you stop for the night to re-supply.

Word in Torkeep is of dire, recent events. A few patrols have gone missing and rumors of hunter-killer squadrons are filtering through the keep. Many soldiers give you sympathetic glances as you head out in the morning light, they are sure no one will ever hear from you again. Not a very heartening thought.

The fox leads you farther north into occupied territory. It is a fell place. There things not wholly definable that happen in the territory of Iuz. Sounds echo across the plains, both whispers and screams, yet nothing is in sight. Occasionally you come across a razed town, and with heavy hearts you force yourselves to search for survivors, even when you are sure there will be none.

Then you spot something dark that rolls across the land like liquid, even the sharp-eyed elves cannot make out exactly what it is as it's too far away. The fox avoids it and so do you.

On your third day in occupied territory half of the food is found rotted from an unknown cause and has to be thrown (unless a purify food & water is cast).

This causes a great deal of stress for Zach who is determined it is an omen of death. He talks about nothing else for the rest of the day.

On the fourth day you find a destroyed, burned out watchtower, though none of you think it was of Shield Lands origin. The architecture looks foreign and there are faded bloodstains and blackened, burned rocks everywhere.

The tower looks as if it exploded from the inside. A conversation arises to the placement of the tower, it's guarding nothing of significance, it's over looking nothing out of the ordinary, and it seems to be in a worthless place for a tower.

After a few hours of investigation, you find nothing salvageable. Everything is wasted. The fox is getting impatient and eventually you leave the mysterious, destroyed tower behind.

On your fifth day, around noon, the fox stops. He leads you to small, recently dug mine. There are tracks everywhere, leading in all direction. You need not be a ranger to determine that whatever happened here was recent and is now over. The large set of tracks lead off towards the Northwest.

The fox pads around, sniffing everything, then trots a dozen feet away, turns once, and lays down, his tail covers his nose and his eyes close.

Apparently this is it. The great return of the elven Sidhee Nation takes place right here... in this tiny abandoned mine?

This is not the home of the Sidhee; the fox simply smelled something that was not here when he passed this area before. Being a curious sort he trotted over to investigate smelled around and noticed something he didn't like.

The place smells evil.

So he sits down and waits for the elves to take care of the problem, as he would do if he were anywhere else. He sniffs out the evil, and lets the elves take care of it.

So the fox waits until the characters solve the dilemma of the mine. If anyone talks to him about the mine he gets excited and sniffs around a lot and keeps

repeating, "It smells not of home" or "It smells not of the forest", which to him is what evil smells like.

There are several things of interest that can be found in or near the mine. No Search check is required; as long as characters spend some time searching the surrounding area they find the following:

The mine is empty and not deep at all. There are only two branches off the main shafts both head about fifteen feet down then stop. The entire mine takes no less than five minutes to check. There are no trace elements of any kind to be found. It looks as if the miners were searching for...nothing.

Two bodies are found about fifty feet from mines lying in a shallow ditch; there has been no attempt to cover them. Both male, executed with a single slash across the throat. They are both stripped bear. They appear to have been killed recently (within the last 24 hours. A speak with dead spell reveals that they were executed to keep the other miners in line) and have the look of serfs or slaves as opposed to fighting men.

The tracks head to a dirt road that leads further northwest. There are more than a dozen tracks and they have horses with carts. (A successful Tracking check (DC 15) can tell there are between 15-20, probably human booted or shod tracks and the horses are draft horse pulling full carts and that they left the area at dawn, perhaps several hours ago).

It's pretty easy to follow the tracks as they lead to the road and then follow it. If characters pursue they eventually catch up with the miners near sunset. The miners are just setting up camp off the road. They have two wagon/carts and are unloading supplies and setting up tents. Several of them are armed; most are not. They have neither identifiable markings nor banners. They are all human. Unless characters are attempting a stealthy approach, which would be difficult since the lands are flat and there is nowhere to hide.

If characters are spotted sneaking up on them the Reavers attack. If characters approach them the Reavers are hostile but don't attack right away. Eventually it comes to a fight unless the characters surrender to the Reavers (which probably won't happen).

The Reavers are aggressive and threatening during any sort of "talks". Should someone sneak in undetected, they don't discover any useful information. The Reavers are just soldiers, the miners are just miners who have performed their task and now want to get home alive.

Creatures:

APL 2 (EL4)

For the Shield Land soldiers:

➤ **Free Reavers (5):** Male human Ftr1; hp 12 each; see Appendix I.

For the characters:

➤ **Free Reavers (2):** Male human Ftr1; hp 12 each; see Appendix I: NPCs.

✚ **Free Reaver Sergeant (Jorman):** Male human Ftr2; hp 20; see Appendix I.

APL 4 (EL6)

For the Shield Land soldiers:

✚ **Free Reavers (5):** Male human Ftr1; hp 12 each; see Appendix I.

For the characters:

✚ **Free Reavers (2):** Male human Ftr2; hp 20 each; see Appendix I.

✚ **Free Reaver Sergeant (Jorman):** Male human Ftr4; hp 35; see Appendix I.

APL 6 (EL8)

For the Shield Land soldiers:

✚ **Free Reavers (5):** Male human Ftr1; hp 12 each; see Appendix I.

For the characters:

✚ **Free Reavers (2):** Male human Ftr4; hp 35 each; see Appendix I.

✚ **Free Reaver Sergeant (Jorman):** Male human Ftr6; hp 51; see Appendix I.

Tactics: The Reavers launch a full out assault against the Shield Landers. There are eight total Free Reavers. The NPC soldiers each face one 1st-level fighter Free Reavers (at all APLs) and the characters face the remaining three Free Reavers. The leader has a keen understanding of tactics and calls out maneuvers to maximize the Reavers fighting potential.

Describe what is happening in the combat between the soldiers and the Reavers but don't bother making die rolls and such. The main focus should be on the characters. The Shield Lands soldiers are better trained and fiercer, they'll win, unless steps are taken, one of the soldiers is killed (see below).

Treasure: All the weapons and armor are in decent condition. See the Treasure Summary for a breakdown of gear and gold at each APL.

Development: If characters don't follow the Reavers then the fox sleeps at the mine for the night. During the night, three of the Reavers come back to cover tracks and collapse the mine. They notice the characters and attempt to sneak up and gather information; however, one of them accidentally makes noise and the Shield Lands soldier on guard alerts the characters.

The Reavers try and escape if possible or they'll fight. None of them have much information except that they were digging up "pure earth". They don't know why, nor do they know how to tell "pure earth" from regular dirt.

By morning it is too late to follow the Reavers as the fox heads off to the north again and barks for the characters to follow. The fox assumes the elves took care

of the evil in the area and now he continues his way to the forest of the Sidhee.

If characters follow the Reavers and kill or capture them then the problem arises, what to do with the miners?

The Free Reaver Sergeant hired out all of the miners, so they are not being forced to work and none of them are evil. All the characters find in the carts are food and cloth bags, stuffed with dirt, "Pure earth" as the miners call it.

The only person who knows how to identify "pure earth" from regular earth is the Sergeant; all the others are just diggers or soldiers. The Sergeant will not talk if captured. If he is killed and someone casts speak with dead on him, the methods used to find "pure earth" is too complicated for the spirit to explain.

Characters are left with 22 bags of "pure earth", 2 carts with 2 horses each, 2 (more) draft horses and 10 diggers.

The men are all likeable enough, though they are poor and needed the coin. They were paid in advance; they gave the coin to their families and went on the digging mission that they knew was going to be dangerous. None of them are evil. They are all from the Bandit Kingdoms. They just want to get home. They probably do not make it home alive if they are set free. If captured, they go along with the characters and soldiers and don't make any trouble. Nor do they try to escape. They understand they are much safer with the Shield Lands soldiers than they ever were with the Free Reavers.

During any combat with the Free Reavers, Argourel is killed in some way. Unless a player character saves him (healing spells) he takes a fatal wound.

No matter what happens, the fox is up at dawn and sniffs and licks the faces of all sleeping soldiers and pathfinders, eager to be on his way. He heads off towards the north, NO MATTER WHAT. If characters are split up or for some reason do not follow him, he leaves them. The fox does not even look back to see if they are following. If characters wait longer than fifteen minutes to follow the fox, he is untraceable.

Should characters be stranded in occupied territory without the fox. Attempt to persuade them that traveling further north without knowing where they are going is folly; they would most likely never be heard from again. Try and convince them the best solution would be to go back to Torkeep. The Judge can feel free allow them to travel back to Torkeep unmolested. The adventure is over for them. They have failed in their mission.

ENCOUNTER 4: THE RISING FOREST OF THE EAST

On your seventh day into occupied territory you see a forest in the distance. There is a discussion within the group about the forest and all conclude it is not on any map they had ever seen. What makes this even more odd is that you are only about two days northeast of Delcomben. One would think you would remember a sizable forest in the area.

Of course, it is possible the forest is simply too small to be geographically noticed by mapmakers. Though for some reason that seems to ring false and you might swear this forest is new to the lands.

As you near, an agreeable aroma of exotic scents drifts over you. Closer still and you hear faint music from deep inside the woods, strange calls, cries and other noises from animals and who knows what else. This seems like any other forest you have wandered into, yet there is something magical about it, something you cannot quite place, something both enchanting and terrible.

A gentle breeze is blowing the leaves to and fro as you approach. Emerald green leaves are drifting down, blown free from hearty oak branches.

Even before you enter the forest you can see wonderful exotic flowers: pink alstrameria lilies, yellow tulips, white snapdragons, red heather, white and pink stargazer lilies.

The fox stops you before you enter the forest. He barks out a few times into the forest (if anyone understands him he simply calls out a greeting and says, "There are home") then turns and heads off to the south, toward Critwall.

He leaves you standing in front of the unknown forest.

There are eight Green Warders patrolling the forest with their area effect confusion which could be the characters down fall should they become aggressive or threatening to any fey folk in the forest.

There are several overlapping effects through the forest, which may plague the characters.

They are:

The Green Warders confusion. In any situation where the characters are aggressive, threatening or hostile towards any fey or animal in the forest, three Green Warders enter the area. They do not attack, but they use their confusion ability on the characters.

The forest is under the control of the Sidhee Nation and the treants. The forest changes and shifts behind the characters as they pass through. They become lost in minutes not knowing which way they are turning or going. Any skill, feat or spell that gives absolute direction sense fails 50% of the time.

There is an obscuring mist thirty feet above the characters once they enter the forest, it seems to blanket the entire woods. This creates a grayish over cast with spotted shadows everywhere. It also prevents direct observation of the sun, making time telling nearly impossible (however; Hide and Move Silently checks gain a +3 circumstance bonus). The mist also extinguishes any flame or fire that burns longer than 30 seconds.

All fey folk in the forest are aware of the non-elven visitors. They assume the non-elven visitors have brought gifts from their leaders because that seems to be what humans do. So each time a character encounters a fey folk, the faerie asks for a gift. If the gift is not presented to the faerie, they become disappointed. When they become disappointed, then the pixies hit a few people with memory loss arrows and sleep arrows. That should get the characters to cough up some more gifts.

Characters are shadowed at all times by six pixies that were asked to keep a special eye on the non-elven folk.

The pixies are constantly laughing, snickering, tripping, and dropping acorns on characters. They do not resort to using arrows unless as noted above.

Characters must pass through three fey encounters and the fruit field before the forest opens up and they enter into the heart of the forest where they meet Lonllarcan. Unless otherwise noted, all creatures speak in elven. If no one understands elven they resort to common, though the fey are loathe speaking such a crude language.

As characters enter the forest read the following:

The forest is warm: surprisingly warm for this time of year. Shadows bounce everywhere and in places a light drizzle washes the flowers and foliage. The drizzle seems to come from the obscuring mist that, as far as you can see, blankets the entire forest about thirty feet up in the tree line.

You can no longer hear any sort of music after several seconds in the forest someone in the back of the group notes, almost without surprise, that the trees seem to be shifting and closing behind you.

High pitched snickering and giggling comes from all around you with occasionally an insulting comment or two about random members of your group.

Then the forest opens up to a small clearing...

Allow the characters to react at this point. If needed, have the pixies taunt and jeer them. The pixies do not enter the clearing of the Nymph.

Once characters exit the Nymph clearing, the pixies catch up with them on the other side.

When characters enter the clearing, read ...

THE NYMPH

A small crystal clear pond dominates the clearing. A bed of beautiful purple iris and white gerbera daisies are on the far side of the pond. A sliver of light cuts through the obscuring mist above, bouncing off the water, illuminating the entire clearing with a holy unearthly light.

The giggling is left behind.

A woman of unearthly beauty rises from the pond; the water is hardly disturbed. She is clothed in the lightest and thinnest of cloth, which clings alluringly to her sleek figure. Her wet luxuriant golden hair drips down her back as she walks barefoot across the leaf-covered ground towards you.

"Hello," she says in perfect elven, "I am Lameria, have you brought me gifts?"

Creatures:

☞ **Lameria:** Nymph; hp 12, see *Monster Manual*.

Lameria is charming and quick-witted, and does not mind bantering with any attractive males in the group. She is not really interested in talking about the Sidhee, she prefers to discuss more intimate matters such as her gifts (she asks for 1-4 gifts).

Her unearthly beauty, which blinds, is not painful, yet surprisingly pleasant. Anyone blinded by her experiences their eyes tearing up and then see a soft white light before

it fades to the blackness of blindness. When she receives her gifts she bids them farewell and beckons them towards a path on the far side of the pond. As the characters leave she returns to swim in her pond.

The giggling returns within seconds of characters exiting the clearing. The pixies taking particular delight in taunting blinded characters, the Judge should feel free to use rambunctious imagination in taunting.

Allow a few moments of role-playing before the next encounter.

THE SATYR

Suddenly a slurred drunken voice calls out from above, whatever is said is unclear and then the giggling and snickering burst out louder than ever.

"Wandering the forest I say!" Calls the voice in slurred elven. You look up and see a handsome human with thick hair, and spiraling rams horns. His dangling feet are those of a goat.

His chest is bare and he sloshes around a large tankard of wine. He knocks something off the branch he is sitting on. It hits the ground in front of you. It's a set of pipes.

"Whooooops!" He belches. The giggling around you bursts into hearty, high-pitched laughter.

"A song! Sing me a song my friends! Gifts and songs for Beltrum the beautiful; wine, gifts, and song! I assume you brought gifts like your kind is wont to do, so pass 'em on!" He is laughing delightfully at this point and hops down to join you.

Creatures:

🔮 **Beltrum the beautiful:** Satyr; hp 30, see *Monster Manual*.

Beltrum is drunk and very, very happy. He offers many drinks from his tankard. Anyone drinking the fey wine must make a successful Will save (DC 15) or become confused as per the spell as if cast by a 20th level sorcerer. The effect does not take place immediately, but about fifteen minutes after the character drinks. Beltrum is drunk enough that characters could just give him some more wine and sing a happy song for him and he'll forget about the gifts. If they don't offer him any more to drink, he remembers to ask for the gifts (1-4 of them) but he still demands a song. He cares not how well it is sung, he just wants to someone to sing with. He follows along to whatever song is performed, attempting to say the lyrics immediately after the performer, belting them out at the top of his lungs.

When he receives his gifts he admits tries to get the characters to stay, drink more and sing more songs. It matters not how long the characters stay with him. He keeps doing the same things over and over. Eventually if they spend more than an hour with him he picks up his pipes and plays, forgetting about his magical abilities. Anyone failing a Will save (DC 14) falls asleep and has pleasant dreams of elves and satyrs (and nymphs of course). He is quite sad to see them go. Any character that sings, earn the respect of the pixies, which join in. Despite the baritone of Beltrum and the high falsettos of

the pixies and the characters, the tune manages to be rollicking.

When characters leave Beltrum behind. The pixies chatter among themselves for a bit and leave the characters alone.

Allow a few more minutes of roleplaying then...

THE TREANT

You were about to walk past a large, gnarly oak when a large branch snakes out and bars your way.

Agonizingly slow the tree itself turns around to face you. It is difficult to see but the tree itself seems to have facial features ... of a sort.

"WELCOME!" A deep, slow, rooty voice beckons. Well, it has a voice it must have a mouth, though you can't see it. Leaves and branches, that's all it looks like to you.

"LEAVE YOUR GIFTS AT THE BASE OF MY TRUNK. LET THE SQUIRRELS HAVE IT, I AM NOT INTERESTED."

With that the tree starts to turn away ... or perhaps you were looking at it's back all along ... who can say?

Creatures:

🔮 **Treant:** hp 66, see *Monster Manual*.

The treant does not care at all what the characters leave as long as it's something.

Characters continue on their way through the forest. The pixies return in full force, taunting the characters by pretending to be the treant and saying things like, "Now I'll squash you, you horrid squirrel. Squash you like a human wearing (then describe one of the characters)" and then they throw red, splattering berries at the character in question.

Then suddenly the forest opens up into...

FRUIT GARDEN

The forest opens and you are standing at the edge of a large field of vines. The vines are wrapped up and down intricate fences. The fences don't appear to be wooden, nor metal, you can't quite tell what they are.

Growing from the vines are varieties of ripe, luscious fruit of all colors and sizes, most of which you have never seen before.

Working the fruit gardens are giants made from glittering emerald. Literally, they are humanoid made from green emerald stone; dozens of them, none an inch shorter than nine feet.

A few wave out to you as you pass, while most stare stoically. The madden cackling of your invisible friends exclaims in delight, "FRUUUIT!"

Suddenly one of the nearby vines rustles and bends under unknown weight. Juicy, yellow fruit starts disappearing.

Several of them fall off the vines and land at your feet.

If anyone eats the fruit the taste is wonderfully juicy, sweet and delicious. Yet, as with the Satyrs wine is causes confusion in all but elves and fey folk unless a successful Will save (DC 15) is made. The confusion is as a 20th-level sorcerer. The confusion does not take place immediately but approximately fifteen minutes after eating the fruit.

Once characters pass through the fruit gardens (they don't have to give any gifts here) they move through the woods for a few more minutes before coming into the heart of the forest.

Creatures:

ALL APLS:

☛ **Pixies** (6): hp 4 each, see Monster Manual page 172.

☛ **Green Warder** (8): hp 29 each; see Appendix 3: Green Warder.

ENCOUNTER 5: LONLLARCAN, THE MOON GATHERER

The forest opens into a large clearing where you can see that a gathering of armed elves waits. There are at least a hundred of them.

They are a wonder to behold, all in golden and silver finely woven linked armor, beautiful oaken bows and spears, rainbow reds and blues on silks, and scarves.

A strong breeze blows through the clearing, whipping hunter green cloaks and long elven hair back and forth, snapping the cloaks with a harsh crack.

Filtered throughout the elven warriors are powerful looking men with the body of horses; dozens of them.

There are also two enchanting, snow-white horses with radiant feathered wings that neigh and beat hooves impatiently.

A few mounted elves in brown, silk clothing are sitting atop enormous griffons that paw eagerly at the ground with razor sharp talons.

No one speaks. They watch you enter the clearing. None of them are smiling.

One of the griffons screams out a roaring cry and is immediately calmed by its rider. A voice as brilliant as a sunbeam calls from the gathering. "Welcome, to the Sidhee Nation. Present yourself to Lonllarcán."

The voice is neutral in tone, you can't tell where it came from, somewhere in the middle?

Allow characters to react. None of the elves will speak to them, nor do any of them show emotion of any sort. Let the silence drag on for a few moments occasionally broken by the neighing of one of the pegasi or cries of the griffons. Then read: The elves slowly part, and despite the fine, chain armors they wear, hardly a sound is heard.

They present an elven male, with silver hair and sparkling white chain that clings to his body like water.

He has a magnificent spear and wears yellow and green silks. A brown band ties his hair behind his ears. Piercing emerald eyes stare at you.

To the right of the elf is a creature of horror. The sheer ugliness of the beast destroys the harmony of everything you have seen.

It is stooped, but would probably stand nine feet tall, and four feet broad. Its hairless skin is a uniform dull gray, and its sloped forehead bears six small, yellowish eyes. Its mouth is wide

and no doubt powerful, filled with black teeth. It seems to be a mass of dense muscle and bone.

To the left of the elf is a creature of sheer pleasure, an antithesis of the beast to his right; a regal, snow-white horse with deep sea-blue eyes. Long silky hair hangs from its mane and forelock. An ivory colored horn grows from the center of its forehead.

No one says anything; everyone seems to be waiting for you.

Presumably, everyone will assume that Lonllarcán is the elven male in the middle. Characters probably introduce themselves and give any remaining gifts to the elf and talk to the elf as if he is the leader. No one corrects the characters until they hear faint snickering all around. At first they'll think it's the pixies but then they'll notice it's the elves.

The elf they are talking to will gesture to his left at the Unicorn and say, "May I present, Lonllarcán, the Moon Gatherer."

Characters probably apologize and start over. The Unicorn speaks in its animal tongue with head movements, hoof stomps and body shifts. The characters are probably not even aware the unicorn is speaking. To them it may look as if he is getting restless. If anyone can speak with animals they can tell the unicorn is talking to the Sidhee telling them, "They are unwise and they smell poorly yet they brought gifts and we must reciprocate lest we be in their debt. Who will walk the chimera with them?"

Allow a few minutes of role-playing but it really doesn't matter what they say, Lonllarcán has already made up his mind, the characters will walk the chimera.

If characters were unable to understand what Lonllarcán was saying then they are probably surprised when he turns and heads away from them, even if they are in mid speech. Both the male elf with him and the Gray Render follow Lonllarcán away.

Suddenly, all the elves around them burst into chatter amongst themselves to decide who will walk the chimera with the characters. Nothing at this point is explained to the characters. Characters do not understand a word of it unless they use magic, as it is in Nahuhk, not elven.

For more on the Sidhee Nation fey and elves see Appendix A.

Allow characters a few minutes to roleplay while the elves discuss and then move to the next encounter.

ENCOUNTER 6: WALKING THE CHIMERA

A dozen of the armed elves surround you, pull green hoods up, and lead you out of the clearing. They don't speak.

Soon you stop at a large cave entrance. A deep moaning can be heard from inside the cave, a sad moaning.

One of the elves speaks to you in common, not hiding his displeasure at the language, "You are to walk the chimera as spoken by the cantrips and glamours of Jak Jak from Jak.

The elf gestures toward the ground in front of you and a tiny form materialize. It looks like an elf but is clearly not. It stands two and half feet tall with gossamer wings. He (you think it's male) is wearing bright orange and red clothing, including a velvet blue hat and shoes with pointed toes. His voice is as tiny as his frame.

"Ummmm, I get to glamour you into the chimera so I ummm.... I've never really done this before see. Ummmm, how about three and three may eight and eight?"

He nods and smiles. "Yeah that's good." Then you hear whispers and murmurs from all around him. He occasionally answers them, "Ok that's a good idea." / "Hah! I like that that's funny!" / "What?!! No way that's disgusting!"

Finally he seems to decide. "Ok, here we go. From three and three you may eight and eight but two and two and two must one and one and one."

With that he tips his hat towards you and grins sheepishly. He pauses for a few seconds and ads, "I'm done. You may now show your appreciation."

(When characters obviously still have no idea what to do...) He throws up his hands in defeat. "Argh! Cursed to be unappreciated by the taller folk of the lands. Fine!" (From this point on he speaks to the characters as if he is explaining something to a half blind, deaf and completely dumb carrot). "You! Go! Enter Cave! Ugh, ugh! You bring Sidhee gifts! Ugh! Sidhee give you gifts back! IF! IF you worthy! Three caves! Only two people enter per cave! Enter same time! I am stupid human! Don't understand normal talk!"

The diminutive elf dances around and does a little jig while singing an, "I'm a stupid human who smells funnies and shoots runnies" song.

Then he stops dancing and says, "One you solve with reason. One you solve with entertainment. One you solve with strength."

He glares at you. "As if all that wasn't perfectly obvious the first time I told you what to do. I hate repeating myself. I hate repeating myself!!!"

He disappears.

The pixie is being allowed to test the characters merit to see if they are worthy of dream gifts of fey.

Though they were uninvited (this does not bother the Sidhee but Lonllarcan is not Sidhee and he usually does not like uninvited guests), Lonllarcan was impressed with the gifts they brought to the Sidhee. He asked if any in the Sidhee wanted to test them for their worth (which they call, "Walking the Chimera") and the pixie was the first to say yes, so it was his responsibility to come up with a worthy test.

This is what he has chosen.

Three tests, all must be performed at the same time, each in a different cave. Each test must have no more than two people in the cave.

Two out of three must be successfully passed in order for the group to become worthy.

He has left a little clue in front of each cave for the characters to solve.

Only the characters are asked to walk the chimera, the soldiers are not asked to enter, but no explanation is given to the characters for this.

It's mainly because Lonllarcan and many others can tell the difference between a soldier, trained too obey orders and the unique individuality of the pathfinders who, while they also may follow orders, are much more than soldiers.

When characters enter the cave mouth read:

As soon as you enter the cave mouth, the deep moaning immediately stops. The cave is simple, rounded and well lit with glowing rocks that litter the floor.

There are three tunnels that lead into darkness. In front of one is a dead cat, in front of another is a sleeping wolf, in front of the last is a wild dog chewing on a bone.

Characters must enter each of the caves at the same time, at least one person must enter each cave, and no more than two people can enter any one cave

CAVE OF THE DEAD CAT

This cave must be solved by entertainment. When characters enter read:

You step into the cave and it fades around you into darkness. Then, light slowly builds until you can see you are standing near an underground river in a darkened cave.

You see a small elven girl, cradling a soaking, dead cat. The girl is sobbing uncontrollably.

The little girl is grieving over her dead cat, "Mr. Tasty Muffins." She believes her cat drowned while running away from a bad human that was chasing him to put him in a cat stew.

Any reasonable plan to get the little elven girl to laugh will probably work. Unless the characters are all scary looking humans (Cha or 12 or less) then the Judge may choose to increase the difficulty (DC 15 or higher) on a Performance check to bring the girl out of her misery.

Any thing that involves dunking a human in the water to drown would really improve her mood (or drop the DC to 10 if a roll is required).

As soon as the elven girl laughs they characters are back in the main cave. If she has not laughed in about five minutes, they fail and appear back in the main cave.

CAVE OF THE WILD DOG

This cave must be solved by strength. When characters enter the cave read:

You step into the cave and it fades around you into darkness. Then light slowly builds until you can see you are standing near an underground river in a darkened cave.

A bear rears up on its hind legs and attacks you.

Creatures:

APL 2 (EL 2)

➤ **Black Bear:** hp 19; see *Monster Manual*.

APL 4 (EL 4)

➤ **Brown Bear:** hp 51; see *Monster Manual*.

APL 6 (EL 6)

➤ **Polar Bear, advanced:** hp 106; see Appendix I.

The bear has been given specific instructions to not kill anyone. If the bear does any amount of damage that reduces a character to a negative number, he will leave that character alone on focus his attacks on someone else. Any character reduced to negative hit points, automatically stabilizes at -9.

The only time the bear deviates from this is if he is really hurt by a single blow that does 10 or more points of damage, then he gets real mad and on the bears next attack, he retaliates in full. If on this attack round the bear knocks someone into negative totals then the character is at that total. The bear recovers its anger after one round of rage but if he is struck again for a blow that deals 10 or more damage; he gets angry and retaliates again. Assume at the beginning of combat that all characters are within 5 feet of the bear. Should the bear ever drop to fewer than 1/4 of his starting hp, the cave fades from sight and the characters hear the bear bellowing behind them in frustration and then suddenly they appear back in the main cave.

The bear is immune to *animal friendship* and similar spells while in the Sidhee forest.

CAVE OF THE SLEEPING WOLF

This cave must be solved by reason. When characters enter read:

You step into the tunnel and are suddenly standing in a fine log cabin warmed by a blazing fireplace. Thick wool rugs line the floors and are tacked to the walls to keep in the heat.

Children's games are scattered across the floor. By the fireplace sits an old elf woman. She has a decanter on a small table in front of her. She has two glasses, as you enter she fills them.

She gestures you closer to the fire. When she speaks, for some reason, you believe her words to have the consequences she describes.

"I am fate." She gestures to the gold-rimmed glass. "Drink from me and I will end this plague of magic. One day it will overrun the world, only those with magic will rule. Only they will be free to live, those without will be slaves, forced to serve, worth nothing, used as currency. If you drink from me, I will end the plague, ensuring magic falls from the land, all will be equal, all will prosper; truth, light and joy will prevail after a time. Yet, all those who taste magic now, will die painfully."

She gestures to the silver rimmed glass. "I am nourishment. Drink from me and I will end the thirst of babes in the desert. I will feed the starving in broken cities. Where crops cannot grow they will now flourish. Water will be cleansed. Blights will end; the sun will shine down on fertile lands... after a time. Yet, all those who are well fed now, will die painfully."

Which will you drink?"

She gestures a delicate hand over the two glasses. Gold-rimmed fate, or silver rimmed nourishment.

Characters really must out think the pixie here (the pixie created all of this). The key in each phrase is "...after a time". The meaning there is so vague as to a nearly immortal fey that could mean a thousand years.

Yet the pixie wants a choice to be made but as he is both well fed and filled with magic, he would not like either of them chosen.

The pixie wants the characters to think outside the box here, to reason. If they reason that the pixie is behind the question, they would assume he does not want either of them chosen; however, choosing neither is not really a choice at all but cowardice in disguise. For just because one doesn't make this choice, doesn't mean that someone else won't come along and make the choice.

So the best possible choice would be to choose neither and also to dump all the juice onto the ground so no one can make the choice as well.

If characters drink either or both read the following:

The elven woman watches impassively as you drink. The juice is sweet nectar, although you cannot place the fruit.

She nods her head. "Interesting choice but not thought out... well enough."

The cabin fades from view and you are standing in the main cave.

If characters choose to drink neither then read this:

At your refusal to drink from either glass she nods, picks up the decanter and unscrews the top, she places it back upon the table.

"Is that your choice? Not a very brave choice is it? Well I suppose you must make do with what you have."

She once again picks up the decanter, and she holds it in a slender, gloved hand. "Is that all your choice amounts too, a refusal to drink? What If I told you it was just a simple juice? What then?"

Here she pauses to see what characters have to say. If they try and take the decanter from her she does not resist, nor does she try and stop them from dumping out the juice.

If characters still do not take the juice from her or only dump out the juice in the glasses, she sips (thus making the characters lose) from the decanter and watches them. They fade away back to the main cave.

If the characters dump out all the juice they win, though she shakes her head and says:

"Pity, it was a fine tasting juice. And now, it is no ones choice to drink."

Characters fade back into the main cave.

All characters arrive back in the main cave at the same time. When they exit back out into the forest, only Lonllarcan, the Grey Render and the elf they mistook as Lonllarcan are waiting for them as well as any surviving human soldiers, the elven soldiers are no where to be seen.

The elf speaks to them in common if they passed two out of the three test but if they failed 2 out of 3 then he speaks in elven. If they don't understand elven, that's too bad for them.

If they passed two out of three or all three read:

"We will have you guided back to your lands. We asked you not to send emissaries and you came anyway but at least you brought gifts."

We do not wish anger to your people, only to claim what is rightfully ours. It would be folly to interfere with the Sidhee Nation.

Do not mistake, we do not part as allies, nor as enemies, merely separate. Your elven companions have chosen to stay with us.

You have walked the chimera and brought eight now eight will come from three and three.

We will send an emissary to your lands to better communicate. Good journey home."

With that several wild elven males appear from out of the woods and escort you away.

(If any characters are elven then they are asked if they would like to stay and repopulate the Sidhee, if any of them show interest make sure they understand all the points as defined in Appendix A).

If characters failed two out of three or all three of the tests then the elf says (in elven).

"You have failed to walk the chimera. Your gifts were received freely, for that we thank you. For your failure, your greedy hearts will not receive in kind."

Good journey home. Do not disturb us again. We will send an emissary to your lands so you are made aware of our achievements.

With that several wild looking elven males appear from out of the woods and escort you away.

The characters are escorted out of the woods. The human soldiers tell how Lonllarcan came and talked to the two elven soldiers and after a few minutes, both of them agreed to stay and help the Sidhee. None of the humans think the elves were magically coerced, although they claim they probably wouldn't be able to tell the difference.

Besides, they didn't really understand the conversation anyway, they just assumed since there was no flashy spell casting that no spells were cast.

The wild elves that escort the characters out of the woods are belligerent and hostile toward all humans, gnomes, halflings and half elves.

They will insult them in common, calling half elves, "Sons (or daughters) of humans and raped elves." They shove paladins and clerics and throw splattering red berries at others.

They are trying to get a reaction out of the characters; they want to see how far they can push them before the characters strike back.

If characters react violently in any way the elves back off and disappear into the woods and characters easily find their way out of the forest on their own.

Surprisingly, the wild elves are gentle to any half orc. To them they say:

"Brother. Our borders are not open to you yet but perhaps one day it shall be. We do not have antipathy for you because of your orcish heritage. The orcs came and slaughtered the humans and conquered their lands and now they hate you for it. We do not see it that way. The orcs they hate for killing them, are the very same as the humans were to us so long ago."

To us there is no difference between them. We know you are in conflict, you do not feel as if you belong anywhere. One day, perhaps you can belong with us. One day."

Any soldiers, captives and/or equipment the characters left outside the forest, are waiting for them when they exit the woods.

ENCOUNTER 7: EIGHT AND EIGHT MAKE THREE AND THREE

You were told, as you exited the forest to "follow the brightest star in the sky and a safe journey home will be yours".

So that's what you did. You followed the shining star south across the occupied territory, which is not less loathsome, or terrible as when you came, and yet, your journey is uneventful.

Despite a nagging feeling that you are being followed and watched, you never spot anything. You pass by the burned out, mysterious watchtower and once again find no clue as to what its purpose was.

You arrive at Torkeep, and after staying there for a few days, return home to Critwall. Your first night home in Critwall you have strange dreams.

You are standing on a battlefield, between three clashing armies. One a great army of elves and fey folk, another a large army of human knights and soldiers and the last, a few pitiful, mangy orcs and goblins.

It looks as if the orcs and goblins will be wiped out but the elves and humans begin bickering and soon they are warring against each other.

Then, when the battle ends the joyous humanoids remain victorious and hang their banners across all cities and forests of the Shield Lands.

If characters were successful in passing two of the three tests of the pixie, add the following (if they were not successful in passing two of the three simply add, "then you wake up").

You watch as the humanoids begin picking over the bodies, looting them of weapons, treasures and magic.

One of the dead elven soldiers calls to you, "Here...don't let them take this. It is of dream you know. Dream. Eight and eight were three and three and must become eight and eight. Take them."

You look down at your feet and see two tiny items. One is a small box of articulate design that couldn't hold anything larger than a coin and the other is a ruby amulet with wrought silver talons clinging to it dangling on a necklace of twine.

"They are dream you know, more powerful when they are eight. With them you can —"

You wake up.

CONCLUSION

After your return from the Sidhee nation you find out that several groups of elves have gathered in pilgrimages of eleven and have left Critwall.

The Open Spirit has been the first religious movement to praise the actions of the Sidhee Nation calling their purpose both, "essential and righteous". Words that have not set well with the followers of Heironeous who have claimed the elven Sidhee Nation better, "...be prepared to reap the whirlwind if their path crosses that of the Archpaladin or the faithful of the Shield Lands.

Most consider this elven "nation" to be foolhardy, a further division of the forces of the Shield Lands for the enemy to exploit.

This stand by the Open Spirit to support the Sidhee Nation is an odd political movement. Word on the street is that it was a political movement orchestrated personally by the Open Spirits elven leader, Markuth.

To strain matters further, the Open Spirit has opened its first permanent temples in Tent Town outside Critwall.

Each is called, "A temple of spirit." however, what has unsettled those in the churches of Heironeous, Trithereon, Pholtus, Mayaheine and St. Cuthbert is the sub name of each temple which pronounces it as "the one true temple in the Shield Lands".

Each temple is simple in design and poorly constructed which only fuels the preachers of the Open Spirit who claim, "yes, other temples of traditional gods are filled with glamour and richness but obviously lacking in spirit. We do not need to impress you with gold, we are here to serve the laws of nature and of the way."

The Open Spirit claims they do not serve Beory, the Oearth Mother but still do not name the god they serve, which enrages the Shield Lands priests even further.

Still, no one can deny the fortune and benevolence the Open Spirit has brought to the poor, the sick and the hungry, which is why they were granted permission to build their temples.

Who is their god who grants them, seemingly no divine spells? Who is their mysterious leader who has only had one public appearance, this Markuth, the "raven of desire"?

They are very influential with the people, despite their current politically damaging acts. In fact, it is very common to hear their blessing from the peasants, "bless you in the spirit, you are now beyond the pale."

Oddly, Markuth still remains unseen.

If the characters captured any Free Reavers they can (if they ask) find out that all the Free Reavers were tried and executed.

If the characters captured any of the diggers and brought them back to the Shield Lands they can (if they ask) find out that all the diggers were tried and found

guilty of conspiring with enemies of the Shield Lands, sentenced to 30 days hard labor in Gensal to help rebuild and deported back to the Bandit Kingdoms.

All confiscated horses, wagons and tack must be turned over to the army. The characters can divide all gold and gear taken from the Free Reavers.

If any character manages to keep a pouch of the "Pure Earth" give him a cert.

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 to each character.

Encounter 3: The Free Reaver's Mine

Defeat the Free Reavers.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP

Encounter 4: The Rising Forest of the East

Good roleplaying through encounters with the Fey.

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP

Encounter 6: Walking the Chimera

Successfully defeating two out of three challenges.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP

Total Possible Experience

APL 2	210 XP
APL 4	360 XP
APL 6	510 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 treasurer.

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 minute 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 (that is., 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 piece 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 treasures from each encounter add it up and that is 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.

TREASURE KEY:

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

Encounter 3: The Free Reaver's Mine

Defeat the Free Reavers and loot them for their equipment.

APL 2: L: 45 gp; C: 0 gp; M: 0
APL 4: L: 82 gp; C: 0 gp; M: 0
APL 6: L: 146 gp; C: 0 gp; M: 0

Encounter 7: Eight and Eight make Three and Three

Have the dream. The amulet is only available for purchase at APLs 4 and 6.

APL 2: L: 0 gp; 0 C: gp; M: The Moon Box (Value 20 gp per character)

APL 4: L: 0 gp; 0 C: gp; M: The Moon Box (Value 20 gp per character); The Nightmare Amulet (Value 300 gp per character)

APL 6: L: 0 gp; 0 C: gp; M: The Moon Box (Value 20 gp per character); The Nightmare Amulet (Value 300 gp per character)

Total Possible Treasure

APL 2: 65 gp
APL 4: 402 gp
APL 6: 466 gp

Introduction – The Seeker Prophecy

Cert - Seeker Prophecy. The prophecy of the Seeker burns through your mind whenever you attempt to recall it. The red cloaked Seeker approached you and said, "I have a message for you from the Seekers listen carefully for it is this. Milky white moonlight bathes the gathered, breathless, delighted fey. Breathlessly they watch the coming gathering with delight. Delighted they watch as breathless moonlight comes before those gathered. The moonlight arrives, gathering those without breath, coming."

New Magic Items:

Encounter Seven – The Dream Gifts

The Moon Box

Elven runes and sigils cover the entirety of this tiny, oaken box, which is no larger than coin sized. When opened, soft moonlight fills a 20-foot radius around the box. The light remains for 30 minutes before fading gradually over one round. The light produced is identical to that produced by the *light* spell cast at 3rd level. Before the box can be used again, it must be refilled. To refill the box you must leave it open overnight, out under the moon.

Caster Level: 3rd; *Prerequisites:* Craft Wonderous Item, light; *Market Price:* 200 gp; *Weight:* -.

The Nightmare Amulet

A ruby amulet with wrought silver talons clinging around it dangling on a necklace of twine. When the moonlight catches it, a tiny flame of light appears inside the gem.

When worn over night, the amulet gives nightmares and horrible visions of elven soldiers getting slaughtered by hundreds by orc and barbarian humans.

In the morning, the wearer is mentally distressed until they get a restful night's sleep (eight uninterrupted hours). While under the effects of the amulet, you are incapable of taking "10" or taking "20" on any given check. You are also filled with seething rage that lasts for the same duration. Once during that day you may rage as a 1st level barbarian (see Player's Handbood page 25). However, you receive a -3 to your AC during the rage, rather than the normal -2.

If you wish to attempt it, you may sacrifice one time unit (in the presence of a Shield Lands Triad member at a regional con) and wear the amulet for seven straight days. At the end of that time, you need to successfully make a Will saving throw (DC 30). If you succeed you receive a soul shattering prophetic nightmare, in which it is revealed that...

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, Rage (Madness Domain, 3rd level spell, Defenders of the Faith, page 88); *Market Price:* 3000 gp; *Weight:* ½ lb.

APPENDIX I: NPCS

APL 2 (EL4)

✚**Free Reavers (2):** Male human Ftr1; CR 1; Medium-size humanoid; HD 1d10+2; hp 12 each; Init +1 (Dex); Spd 30 ft; AC 13 (touch 11, flat-footed 12); Atks +3 melee (1d8+2/19-20, longsword) or +2 ranged (1d6/x3, shortbow); AL NE; SV Fort +4, Ref +1, Will -1; Str 15, Dex 13, Con 14, Int 11, Wis 9, Cha 12

Skills and Feats: Climb +3, Jump +3, Swim +3, Bluff +2, Intimidate +2, Ride +2, Spot +0, Listen +0; Cleave, Combat Reflexes, Power Attack.

Possessions: leather armor, long sword, shortbow, 20 arrows.

✚**Free Reaver Sergeant (Jorman):** Male human Ftr2; CR 2; Medium-size humanoid; HD 2d10+4; hp 20; Init +1 (Dex); Spd 30 ft; AC 13 (touch 11, flat-footed 12); Atks +5 melee (1d8+3/19-20, longsword) or +3 ranged (1d6/x3, shortbow); AL NE; SV Fort +5, Ref +1, Will +2; Str 16, Dex 13, Con 14, Int 13, Wis 11, Cha 12

Skills and Feats: Climb +4, Jump +4, Swim +4, Bluff +2, Intimidate +3, Ride +4, Spot +1, Listen +1; Cleave, Combat Reflexes, Iron Will, Power Attack.

Possessions: leather armor, long sword, shortbow, 20 arrows.

APL 4 (EL6)

✚**Free Reavers (2):** Male human Ftr2; CR 2; Medium-size humanoid; HD 2d10+4; hp 20 each; Init +1 (Dex); Spd 30 ft; AC 15 (touch 11, flat-footed 14); Atks +5 melee (1d8+3/19-20, longsword) or +3 ranged (1d6/x3, shortbow); AL NE; SV Fort +5, Ref +1, Will +2; Str 16, Dex 13, Con 14, Int 13, Wis 11, Cha 12

Skills and Feats: Climb +4, Jump +4, Swim +4, Bluff +2, Intimidate +3, Ride +4, Spot +1, Listen +1; Cleave, Combat Reflexes, Iron Will, Power Attack.

Possessions: chain shirt, long sword, shortbow, 20 arrows.

✚**Free Reaver Sergeant (Jorman):** Male human Ftr4; CR 4; Medium-size humanoid; HD 4d10+8; hp 35; Init +2 (Dex); Spd 20 ft; AC 17 (touch 12, flat-footed 15); Atks +7 melee (1d8+3/19-20, longsword) or +6 ranged (1d6/x3, shortbow); AL NE; SV Fort +6, Ref +3, Will +3; Str 16, Dex 14, Con 14, Int 13, Wis 11, Cha 12

Skills and Feats: Climb +5, Jump +5, Swim +5, Bluff +3, Intimidate +3, Ride +5, Spot +1, Listen +1; Cleave, Combat Reflexes, Dodge, Iron Will, Mobility, Power Attack.

Possessions: chainmail, long sword, shortbow, 20 arrows.

APL 6 (EL8)

✚**Free Reavers (2):** Male human Ftr4; CR 4; Medium-size humanoid; HD 4d10+8; hp 35 each; Init +2 (Dex); Spd 20 ft; AC 17 (touch 12, flat-footed 15); Atks +7 melee (1d8+3/19-20, longsword) or +6 ranged (1d6/x3,

shortbow); AL NE; SV Fort +6, Ref +3, Will +3; Str 16, Dex 14, Con 14, Int 13, Wis 11, Cha 12

Skills and Feats: Climb +5, Jump +5, Swim +5, Bluff +3, Intimidate +3, Ride +5, Spot +1, Listen +1; Cleave, Combat Reflexes, Dodge, Iron Will, Mobility, Power Attack.

Possessions: chainmail, long sword, shortbow, 20 arrows.

✚**Free Reaver Sergeant (Jorman):** Male human Ftr6; CR 6; Medium-size humanoid; HD 6d10+12; hp 51; Init +2 (Dex); Spd 20 ft; AC 17 (touch 12, flat-footed 15); Atks +9/+4 melee (1d8+3/19-20, longsword) or +8/+3 ranged (1d6/x3, shortbow); AL NE; SV Fort +7, Ref +4, Will +4; Str 16, Dex 14, Con 14, Int 13, Wis 11, Cha 12

Skills and Feats: Climb +5, Jump +5, Swim +5, Bluff +3, Intimidate +3, Ride +5, Spot +3, Listen +3; Cleave, Combat Reflexes, Dodge, Expertise, Iron Will, Mobility, Power Attack, Spring Attack.

Possessions: chainmail, long sword, shortbow, 20 arrows.

✚**Polar Bear, advanced:** CR 6; Large animal; HD 12d8+48; hp 106; Init +1 (Dex); Spd 40 ft., swim 30 ft.; AC 15 (touch 10, flat-footed 14); Atks +17 melee (2d8+4, 2 claws) and +12 melee (1d8+8, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Improved grab; SQ Scent; SV Fort +12, Ref +9, Will +5; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6

Skills: Hide +2*, Listen +4, Spot +7.

APPENDIX 2: THE SIDHEE NATION

For a general history of the Sidhee Nation, see the Introduction. The current workings of the Sidhee Nation are as they claimed; they want a portion of the land they believe was their home back. Through ritual and powerful druidic magic they are transforming portions of the land into forest. About two days journey north east of Delcomben they entered a small forest and have already expanded it to thrice its size.

The Sidhee are led by a half celestial unicorn named Lonllarcán, although “led” is not quite an accurate term. They have neither leaders nor followers in the Sidhee Nation. All are considered equal and follow those that are wiser out of respect and belief in their common cause, not out of a sense of lawful leadership.

The smallest pixie has as much say as the most powerful of elven druid. Despite their seeming wrath at the humans, they harbor little hate in their hearts towards the people of the Shield Lands. They threaten so that they may be left alone, although it is quite true that they don't trust humans in the least bit. With the short life span of the humans they have found them to be greedy, power hungry and jealous, all traits that are dangerous when combined with the numbers of the human armies. There are a few in the Sidhee who do openly despise humans and their opinion is debated but not condemned.

Most Sidhee are elven ranger/druids. While some are pure druids and only a few are paladins, clerics or bards. Warriors and rogues are as yet, almost non-existent in the Sidhee. As yet they number close to three hundred. Along with their number they count many of the fey creatures and folk including (but not limited to) centaur, sprites, nymphs, pegasi, unicorn and satyr. The Grey Render has attached himself to Lonllarcán and the Sidhee have allied themselves with several elementals, lycanthropes, gemstone golems and a grove of green warders and even a song dragon. The gods that the Sidhee follow are: Obad-Hai (they refer to him as “The Shalm”), Sehanine Moonbow, Ehlonna and Beory.

Those in the Sidhee nation respect but do not believe that Queen Yolande is the Rhalta of all Elvenkind as she claims (she rules Celene, a.k.a.: The Faerie Kingdom of Celene). Most in the Sidhee feel that the elves of Celene have grown soft in their decadent ways of court life and royal house politics. Although Lonllarcán did confess that the Sidhee and the elves of Celene were never on friendly terms. The elves of Celene once held sway over all elvenkind from the Volverdyva to the Wild Coast except for the elves in the Sidhee Nation.

Now, if the any of the elves of Celene remember the Sidhee Nation, none have offered assistance. So once again, Celene and the Sidhee shun each other.

The People of the Testing however, have taken notice of the Sidhee. They have contacted the Sidhee nation and are prepared to offer assistance in whatever possible way. The court of Celene has received word of this and is disturbed for the People of the Testing have not officially contacted any group in the last several hundred years.

The elves of the Sidhee should be played as aloof, arrogant and morally superior in every way. Despite their lack of conventional leadership and rigid laws there are several unbreakable rules the Sidhee follow due to ancient custom as well as some mysterious dream-like ways of Faerie. These rules are the way of life for the Sidhee and under no circumstance would they think of disobeying them. They are viewed more as holy rules than laws and are therefore revered freely. These rules are not discussed with outsiders, although the Sidhee would still perform every one no matter where he/she was. One thing of note, these rules are meant for the ELVES of the Sidhee nation, no one else. Any non-elf ally or fey friend may freely ignore one or all of these rules. Though out of general respect, they attempt to follow as much as possible, unless they don't want too.

The elves of the Sidhee do not eat meat of any kind (including divine, conjured meat), out of respect for all life in the kingdom of nature, unless the animal freely offers its body to the elf. This does happen on occasion, during dire need for the elf or personal honor or sacrifice of the noble beast, the creature may offer itself to the elf to be eaten and thus, live eternal in the spirit of the elf. They in fact would choose to eat human flesh before eating animal flesh.

The elves of the Sidhee may never burn a fire in a forest for any trivial reason as they are aware that the trees, plants and abundance of life in the forest are terrified of fire.

The elves of the Sidhee only drink water at night and only eat food during the day as water is a spirit cleanser and more in tuned with Faerie at night. When the body is cleansed, food can be taken during the day. Many of the “juicier” fruits are used to quench thirst during the day and during meals.

The elves of the Sidhee do not lie to other elves or fey kind, even evil ones, under any circumstance. They may choose not to speak if they feel their words could betray others.

The elves of the Sidhee must never, under any circumstance harm the natural environment, nor by action or inaction, cause or allow it to be harmed. They may repair the environment to its natural state if already damaged.

The elves of the Sidhee, during the first rainfall of the New Year do not eat, or sleep and will only drink rainwater until the rain ends, even if it lasts for days.

The elves of the Sidhee nation do not use cold iron.

The elves of the Sidhee nation, when walking East always wear a hood. When walking West they are always hoodless.

The elves of the Sidhee nation refuse invitations of any sort. In the Sidhee Nation all is free, all come and go as they please to any location, any house, any settlement, any structure. Invitations are considered unnecessary, clumsy and rude and therefore must be denied.

Any player character who chooses to join the Sidhee Nation must fully believe in the cause of the Nation and not just join, "because it sounds cool" or because they are looking for new feats or skills or so they can min-max and become a prestige class, and they can especially not just make up a new first level elf to join, "just to see the benefits".

The player character must convince a Shield Lands triad member they would be both fully dedicated to the cause of and fully believe in the Sidhee Nation. The character in question must be fully elven and willing to adhere to the tenants of the Sidhee (above) as a way of life, not as something "I might break if they become inconvenient).

If the Triad member is convinced then the player must be made fully aware that he/she may not play their character any longer unless:

Such a time as when the Shield Lands and the Sidhee Nation form a treaty of peace and/or alliance.

The character is playing at a table where all players are in the Sidhee Nation and the module does not take place inside a city and is conveniently logical that the Sidhee Nation elves be involved (Triad discretion).

Special missions are allowed for characters in the Sidhee Nation.

Any character joining the Sidhee Nation receives the full benefits and disadvantages therein. A full description of both will be provided to the character in question. Contact Shield Lands Triad for more information.

APPENDIX 3: GREEN WARDER

GREEN WARDER

Medium-size Plant

Hit Dice: 4d8+11 (29 hp)

Initiative: +0

Speed: 20 ft.

AC: 16 (+6 natural)

Attacks: 2 claws +5 melee

Damage: Claw 1d4+2

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

Special Attacks: Spell-like abilities

Special Qualities: Plant, spell-like abilities

Saves: Fort +6, Ref +1, Will +4

Abilities: Str 15, Dex 10, Con 14, Int 7, Wis 16, Cha 11

Skills: Hide +4*, Intuit Direction +7, Listen +7, Move Silently +7, Spot +5, Wilderness Lore +9

Feats: Toughness

Climate/Terrain: Temperate forest and underground

Organization: Solitary, stand (2), or grove (8)

Challenge Rating: 4

Treasure: None

Alignment: Chaotic Good

Advancement: 5–6 HD (Medium-size)

Green warders guard the secrets of the elven woods, sending intruders stumbling randomly through the forest until the warders' masters can deal with them as they please.

Green warders look like 7-foot-tall elves made of bushes and leaves. They are quite light, weighing only 70 or 80 pounds despite their height. Their limbs are of solid wood, and their arms are lined with large thorns that function as claws. When well maintained, green warders are pruned to resemble specific elven personages, or else they wear fanciful headdresses. When left to their own devices, green warders grow bushy and scraggly, a state they prefer, though they would not admit this. They have limited personalities and speak Elvish and at least a few words of Common.

COMBAT

Green warders attempt to avoid combat, using their abilities to raise alarms for other defenders while confusing intruders and causing them to sleep. If trapped, they will defend themselves with their sharp-edged arms, but will flee at the first opportunity. Under normal circumstances, they will not harm sleeping foes or attack confused creatures. Firm orders from a master who wanted a warder to kill a helpless foe might convince one to vary from its usual programming, but most warders are too placid to take such orders seriously, leaving bloodshed for other creatures.

Sleep (Sp): Every 1d3 rounds, a green warder may create a *sleep* effect like the spell as cast by a 4th-level sorcerer, requiring a Will save (DC 11). Any being who successfully saves against a green warder's sleep ability gains a cumulative +2 bonus on saves against that ability for the next 24 hours.

Confusion (Sp): Every 1d6 rounds, a green warder may generate a *confusion* effect similar to the spell as cast by an 8th-level sorcerer (DC 14). Any being who successfully saves against a green warder's confusion ability gains a cumulative +2 bonus on saves against that ability for the next 24 hours.

Alarm (Sp): Twice per day, in a natural setting such as a forest or underground, as a full-round action, a green warder may set up an *alarm* area similar to the spell as cast by a 3rd-level sorcerer. The alarm sound is audible, not mental, and sounds like a long, mournful bird call instead of a bell.

Skills: A green warder acquires skills as would a fey creature of the same number of Hit Dice. *Green warders gain a +12 racial bonus on Hide checks while in a forest.

Feats: A green warder acquires feats as would a fey creature of the same number of Hit Dice.

EVENT SUMMARY (PLEASE RETURN TO SHIELD LANDS TRIAD)

Did characters attempt to enter the den of the animal guides and druids more than once?

Yes / No

Were characters able to save Argourel of Axeport?

Yes / No

Did characters capture any of the Free Reavers?

Yes / No

Did characters bring the miners back to Critwall?

Yes / No

Did any characters retain possession of any "pure earth"?

Yes / No

If so, who:

Were any characters hit by the pixies memory loss arrows (and thus lost their memories)?

Yes / No

If so, who:

Did characters successfully "Walk the Chimera"?

Yes / No

How many elven player characters were at your table?

Please name them by character name and player name:

Are any of them attempting to join the Sidhee Nation?

Yes / No

Anything else out of the ordinary and/or please list any hostile actions that characters performed towards the Sidhee Nation:

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.