

LOST TEMPLE OF THE FEY GODS

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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Faeries, sprites, nymphs, and dryads – the fey creatures of Faerûn's wild places are often dismissed as nuisances and pranksters. Those who truly understand the fey know that as with all things natural, there is a darker side to these creatures of fancy. Could a rash of stolen food and sleep dust traps point to a more sinister threat lurking on the wild side of reality? A *Living Forgotten Realms* adventure set in Aglarond for characters levels 1-4.

Based on the original Dungeons & Dragons® rules created by E. Gary Gygax and Dave Arneson and the new Dungeons & Dragons game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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This adventure retires from RPGA-sanctioned play on December 31, 2011.

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PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your Senior GM directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster*

Manual. Attacks have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played within 3.5 - 4 hours; try to be very aware of running long or short. Adjust the pacing accordingly.
- **Give the players appropriate hints so they can make informed choices about how to interact**

with their environment. Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following every word on the page; it's about creating a fun, challenging game environment for the players. A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 1-4. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the first two levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the last two levels of the adventure's level spread.

A group may decide to play riskier and play the high level when their levels are more suited to the low level if everyone in the group is in agreement to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group is in agreement to do so; however, some of the rewards may be less than what they'd ideally want from the adventure.

Reading the Numbers: Each encounter will have a level and other values (such as XP or sometimes skill checks) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter – that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success – they are only

awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later on and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return back to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly amongst the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there's still more of the adventure remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return back to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. Encounters that do not give out experience points do not count for purposes of reaching a milestone. Make certain to mention this information to the players when applicable, as it gives each PC another

action point and affects how some magic item powers are used.

ADVENTURE BACKGROUND

Millennia ago, the Yuirwood of Aglarond was home to a nation of Star Elves. Long ago the nation fell into ruin and the land became the home to many elves and humans. Some consider the introduction of humans and other non-fey races an affront to the Yuirwood and battle against those invaders. The Cult of Voldini is one such group.

Recently, the cultists discovered an ancient fey text called the *Tome of Twilight Boughs*. They were able to decipher only a portion of it. The text described a ritual that would allow a lost temple of the ancient Yuir gods to be brought from the Feywild back to Faerun. The Cult is using this ritual to help them bring back Relkath, one of the old gods. The ritual is not yet powerful enough to permanently relocate the temple from the Feywild to the world; instead, the temple appears and disappears, never remaining in the world for more than a single night.

Unfortunately, the ritual has the side effect of corrupting nature, and fey creatures especially, whenever the temple is called forth from the Feywild. Now the normally docile fey and wildlife of the area are causing no end of problems for the farmers, hunters, and woodsmen that make their home near the forest.

PLAYER'S INTRODUCTION

Read or paraphrase the following to the players:

The rustic nature of the village of Halendos contrasts sharply with Aglarond's bustling capital, Veltalar, less than a day's journey away. Everything is laid back and the locals seem to care about the environment they live in. The quaint wooden buildings are all painted in bright forest colors. It seems everyone has a garden, and many buildings have sod roofs from which flowers and vines grow.

It is almost dusk when you finally arrive. Fortunately, the rumors of adventuring work here appear to be true. A few questions to friendly locals quickly lead you to the village's market square, where you are told to look for a trio of half-elf farmers who are looking for help.

DM'S INTRODUCTION

This adventure takes place on the edge of the northern Yuirwood in Aglarond. Covering most of Aglarond, the Yuirwood is an ancient, foreboding forest with a strong connection to the Feywild. The PCs are recruited by local farmers to help with problems they are having with fey creatures in the area. The farmers direct the PCs to a meadow on the edge of the woods where faeries are known to hang out at night.

At the meadow, the PCs are required to pass a test before the pixies will help them. They must choose between entertaining the pixies (a skill challenge) or entertaining their friend Little Boy (a combat challenge). Regardless of the PCs' success or failure, the encounter ends when midnight arrives and the ancient temple of the Yuir gods, a magically transformed copse of trees, appears on a nearby hill. When the PCs go to investigate, they are attacked by a pack of animals guarding the entrance to the temple.

Once past the guardians, the PCs must navigate a natural trap to gain access to the inner temple. There, they encounter Nimiwi, a dying dryad. She came to investigate the temple during one of its appearances, but became trapped. Nimiwi gives the PCs a crystal with the last of her life essence in it and tells them to use it to reverse the effects of the cult's ritual.

In the altar room of the temple, the PCs confront the Cult of Voldini as they perform the ritual and have the opportunity to set things right after defeating them.

SPECIAL NOTE

Before beginning play, you should note which PCs belong to fey races, such as elves, half-elves, eladrin, and gnomes. Certain locations and creatures in this adventure react differently toward fey creatures than to non-fey creatures. You should try to play up these differences for best effect as you run the adventure.

ENCOUNTER 1: FARMERS

SETUP

Aldritch, Thelgood, and Grear, half-elf farmers:
Diplomacy +5, Insight +3

The market square is easily the village's busiest spot. Here, local craftsmen, farmers, hunters, and woodsmen mingle with merchants from the capital. Vendors offer such things as fine wools from the Moonshaes, ornate genasi pottery from Akanûl, and potent dwarven ales from the East Rift. It doesn't take long before you spy the three half-elves you were told were looking to hire some adventurers. They don't look like much, just typical farmers.

When the PCs approach the three farmers, they can find out the following information:

- They are local farmers who have been sent to town as representatives of many other farmers, hunters, and woodsmen who work near the Yuirwood.
- They are having problems with the local fey. The fey have been playing unusually mean-spirited pranks, stealing food, and being destructive.
- In the past, the local farmers did not usually bother the local fey, because the fey seldom bothered them. They fey seemed content to be left alone. This seems to have changed for no apparent reason.
- The farmers are not wealthy, but they have managed to gather up enough gold to pay the PCs 25 gp each if they can stop the problem. They are naïve about adventurers and think all of them are the heroic type, so it is fairly easy for the PCs to convince them to pay up front.
- The farmers suggest that the PCs look for some of the local faerie-folk tonight near an ancient oak in the center of a meadow just within the borders of the forest. Fey creatures are often seen there playing at night.
- Faeries are very skittish and are easily frightened off. They are very hard to catch, so they should be approached with caution.

The PCs may also attempt to gather information on their own by using the following skills. Characters who are natives of Aglarond would know the historical information without needing to make skill checks.

History (DC 10): The Yuirwood has long had a strong connection to the Feywild and has grown wilder over the last century since the Spellplague.

History (DC 15): The area around Halendos Village is particularly well-known for its concentration of fey, and this affects all aspects of the village and its citizenry.

Nature (DC 12): Fey creatures often pull pranks, but they are seldom malicious about it unless something provokes them.

Streetwise (DC 12): A local woodsman claims the woods in the area seem to have taken on a darker, more sinister tone. He half expects something to jump out and attack him each time he goes to gather wood.

CAMPAIGN NOTE: QUEST CARD OPPORTUNITY

If they haggle over a pot with the genasi pottery merchant, then tell him, "A storm is coming, you should really close up for the day," he takes on a dour expression, thanks his "brother" or "sister" for the advice, quickly packs up his shop, and leaves town. The player may note on his or her logsheet that Task 1 for the *Zhentarim Infiltration* quest card is completed. Any PC in the party can benefit if they have the appropriate card in their stack (they do not need to approach the merchant individually).

ENDING THE ENCOUNTER

As the PCs leave town, read or paraphrase the following:

Night falls as you prepare to leave Halendos. A hunched, hooded figure with a cane hobbles past. The figure's head jerks up suddenly in your direction and you can see the face of a beautiful elven woman, her eyes piercing you like silver fire.

"Find the thrice-twined tree," she intones in a voice that sounds strangely distant. "Only the heart of light can quench the heart of darkness."

With that, the woman bows her head and continues on her way.

The woman is nothing more than a passing local who was possessed briefly by the spirit of Nimiwi (the dryad who is trapped in the temple). Nimiwi is trying to give the PCs some information to help them in their quest. If the PCs confront the old woman, they find an old crone rather than the beautiful woman they just saw under the hood. She remembers nothing about what happened when she was possessed and thinks the PCs are crazy if they tell her what happened.

TREASURE

The PCs receive 25 gp each from the three farmers if they convince the farmers to pay them up front.

ENCOUNTER 2: A FAERIE TEST

ENCOUNTER LEVEL 2/4 (250/350 XP)

SETUP

There are two approaches that the PCs can take to this encounter. They can engage in a skill challenge or a test of combat to make the faeries more cooperative.

When the PCs arrive at the faerie meadow, they encounter a group of about a dozen pixies cavorting.

It is well into the night when you finally arrive at the tree-surrounded meadow described by the farmers. The sky is clear and the moon and stars shine brightly, but a faint taint of darkness and corruption seems to hang from each tree branch. An ancient oak, apparently near death, stands in the center of the meadow. Several tiny fey creatures with gossamer wings flit, giggle, and chortle as they play in the air, dancing and cavorting around the massive tree.

The pixies are skittish and withdraw to hiding places in and around the glade when the PCs arrive, but they quickly come back out if the PCs make an effort to present themselves in a non-hostile manner.

Nature (DC 15): These creatures are pixies. They are free-spirited, fun-loving pranksters of the forest. Their pranks are usually harmless, but if angered or cornered they can call upon surprisingly powerful magic to defend themselves.

Running the Pixies: Play the pixies in a classic impish style; half charming and half annoying. They are energetic pranksters and lovers of fun, though the corruption creeping into the forest from the temple is starting to give their behavior a more sinister streak. The pixies often repeat what they say, repeat what other pixies say, and even finish other pixies' sentences. Those not speaking are usually flittering about, giggling, snickering, and doing small annoying things to the PCs such as tugging on their hair or peeking in their pockets. The pixies jokingly taunt the PCs, making fun of their appearance and demeanor.

Once the PCs have persuaded the pixies to talk, the pixies ask the PCs why they have come. If the PCs ask about the pranks, the pixies say that they know something, but they won't tell the PCs what they know. The pixies tell the PCs they will only help them with their quest if the PCs can pass a test first.

The test is either for the PCs to use their skills and intellect to entertain the pixies, or to use their brawn and battle talent to entertain their friend, "Little Boy."

If the PCs ask about Little Boy or accept the test of entertaining Little Boy, read the following:

One of the pixies puckers his lips tighter than one would imagine possible, then lets out an ear piercing whistle. Moments later, you can hear the sound of something large crashing through the trees. A towering bestial-looking humanoid stomps into the clearing. His features are brutish, with bulging muscles, up-curved fangs, and a broad, flat forehead and nose.

But this is where his brutishness stops, for he is very strangely clad for one of such proportions. He wears an outfit one size too small for him. Its design appears more suited to a young castle page than a wilderness monster. He carries a club that looks more useful for playing a ball game than bashing in heads. And his hair has been styled into curly, if greasy, locks.

"This is Little Boy," says one of the faeries. "He likes to play the game, 'Smash.' The rules are easy: the winner is the last one left standing."

The PCs can gain some additional information with a skill check.

Nature (DC 15): Little Boy is an ogre. Ogres are normally aggressive, strong, and savage brutes. One would not expect to find one hanging around a bunch of pixies as one of their friends.

- If the PCs accept the test to entertain the pixies, go to the skill challenge below.
- If they accept the test to entertain Little Boy, go to the combat challenge below.
- If they accept neither test, the pixies attempt to taunt and shame them into doing something, but eventually they get bored and leave.
- If the PCs attack the pixies at any time, they disappear and hide while hurling taunts at the PCs. Little Boy comes crashing out of the trees to protect his friends and fights to the death.

OPTION 1: SKILL CHALLENGE (COMPLEXITY 2)

The PCs engage in a skill challenge to make the pixies friendlier and more cooperative.

Number of Successes: 6

Number of Failures: 3

Primary Skills: Acrobatics, Athletics, Bluff, Diplomacy, Endurance, Nature, Thievery

The pixies twitter and whirl about in the air like a swarm of gnats. They seem elated that you are going to play with them.

“So,” says their leader, “how were you going to entertain us? Or should we just figure out some way of entertaining ourselves with you?”

Acrobatics (DC 15 / 16): Tumble, juggle, balance, and perform other feats of acrobatic skill. If the check fails by more than 5, the PC strains an arm or a leg trying too hard and loses a healing surge. If a PC succeeds by more than 5 he was especially entertaining to the pixies. The next PC to make a check has it easier, gaining a +2 bonus.

Bluff (DC 15 / 16): Tell an entertaining tall tale, convince the pixies a joke is funnier than it really is, and otherwise confuse them into being entertained. If the check fails by more than 5, the pixies are decidedly not entertained. The next PC to make a check has it harder and suffers a -2 penalty. If a PC succeeds by more than 5 the pixies are set up for an especially entertaining joke. The PC may attempt an immediate DC 18 / 19 Diplomacy check to score an additional success, or to cancel one failure that another PC suffered, with no penalty for failure on this extra check.

Diplomacy (DC 15 / 16): Tell an entertaining story, engage the pixies in jovial conversation, or convince them you really don't need to take this test. If the check fails by more than 5, the pixies are decidedly not entertained. The next PC to make a check has it harder, suffering a -2 penalty. If a PC succeeds by more than 5 the PC was especially entertaining to the pixies. The next PC to make a check has it easier, gaining a +2 bonus.

Endurance (DC 15 / 16): Endure the pixies as they braid the PC's hair, dress the PC in decidedly inappropriate clothing and make the PC taste test their special “pixie surprise” pudding. If the check fails by more than 5, the PC loses patience and snaps at the pixies. They decide this game is no longer fun and no other players may choose Endurance as an option for this skill challenge. If a PC succeeds by more than 5 the PC was especially entertaining to the pixies. The next PC to make a check has it easier, gaining a +2 bonus.

Nature (DC 15 / 16): Use knowledge of the fey folk to find out what is the most entertaining thing that can be done at the moment. If the check fails by more than 5, the pixies become highly insulted. The PC must make an immediate DC 18 / 19 Diplomacy check or suffer an

additional failure. If a PC succeeds by more than 5 the PC was especially entertaining to the pixies. The next PC to make a check has it easier, gaining a +2 bonus.

Thievery (DC 15 / 16): Use sleight of hand and feats of legerdemain to amaze the pixies. If the check fails by more than 5, the PC manages to strain something trying too fancy a trick, and loses a healing surge. If the PC succeeds by more than 5 the PC can actually steal one of the “toys” the pixies are playing with. The party gains access to the treasure bundle from this encounter even if they fail the overall skill challenge.

OPTION 2: COMBAT CHALLENGE

The PCs must fight Little Boy to win this challenge. Just before the fight starts the pixies warn the PCs not to kill their big friend. If the PCs kill Little Boy, they lose the challenge.

This encounter includes the following creature at the low tier:

Little Boy, Ogre Savage (Level 6) (O)

This encounter includes the following creature at the high tier:

Little Boy, Ogre Savage (Level 8) (O)

Little Boy lifts his club high above his head and with a toothy grin cries, “Smash!”

FEATURES OF THE AREA

Illumination: There are a few scattered clouds but the moon is near full and the stars are bright. The illumination here is dim. Note that Little Boy does not have low-light vision.

Nimiwi's Tree: The hill near the center of the map is Nimiwi's tree. It is 60 feet high, requires a DC 13 Athletics check to climb and counts as blocking terrain.

Bushes and Rocks: The bushes and rocks marked as difficult terrain cost 2 squares to move into. They can provide cover.

Trees: The trees are 40 feet high. Their lowest branches are 10 feet off the ground. The center trunk in the middle of each tree provides cover. A DC 15 Athletics check is required to climb the trunk, but the branches only require a DC 5.

Mud Puddle and Log: The mud puddle and log are difficult terrain.

TACTICS

Little Boy charges the toughest looking PC, then uses *angry smash* as much as possible. His tactics are

straightforward and simple. If he reduces a PC to 0 or fewer hit points he chooses to knock the PC unconscious rather than kill. He likes violence, but isn't vicious. He laughs, hoots, and hollers with every blow he takes and gives.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Reduce Little Boy's hit points by 10 and reduce his defenses and attacks by 1.

Six PCs: Increase Little Boy's hit points by 10 and increase his defenses and attacks by 1.

ENDING THE ENCOUNTER

Success: If the PCs succeed at either the skill challenge or the combat challenge, the pixies become helpful and answer questions. They can impart the following information:

- They rescued Little Boy when he was very young and raised him here. (That's why he speaks Elven instead of Giant.) He is much friendlier than others of his kind but he still likes to smash things a lot. They made the clothes for him and did his hair up. He is so much cuter that way.
- Over the past several months, a magical temple that looks like a grove of trees has been appearing on a nearby hilltop. It appears at midnight on certain nights of the month. Tonight is one of them.
- The temple always disappears again with the coming of dawn's first light. The pixies don't know where it goes or what would happen to someone who was still inside when the temple vanished, but they can imagine all sorts of horrible possibilities.
- There is also a faerie circle on the hill that can make magic stronger.
- Ever since the temple started appearing, the local weaker fey and wildlife have grown more aggressive and malicious. So far the pixies have managed to shake off most of this corruption, but they still feel its presence. They are worried it is just a matter of time before they too succumb.
- The dying tree in the center of the meadow is the home of Nimiwi, a dryad. She was the strongest of the local fey and left to investigate the temple more than tenday ago.
- The tree and the dryad are inexorably linked. The longer they are parted, the sicker they both become, and when one dies, so does the other. There is but a single leaf remaining on Nimiwi's tree. Both will likely be dead by dawn.

- Only Nimiwi was brave enough to enter the temple. None of the other fey dare go inside.
- The pixies would be grateful to anyone who stops whatever is causing the corruption.
- If the PCs are willing to investigate the temple, the pixies have something that may aid them.

Failure: The PCs either failed the skill challenge or killed Little Boy (it is incredibly unlikely that Little Boy can defeat the entire party, but if this does somehow happen, he only knocked them unconscious, so the pixies revive them by tickling them). The pixies depart, hurling nasty epitaphs and insults at the PCs. The PCs get nothing from them.

THE TEMPLE APPEARS

Regardless of the success or failure of the adventurers, it is almost midnight when the encounter is complete, and the cultists' ritual causes the temple to appear. Read or paraphrase the following:

It is nearly midnight. The moon breaks from behind a small cloud, illuminating a bald hilltop about half a mile away. Materializing as if the moonlight itself were making it solid is what looks like a dense copse of trees. But the more you look, the more you realize the copse is actually some type of structure. It is constructed of living trees whose trunks have grown so close together they form solid walls while their branches intertwine to form a roof. The structure is shadowy and foreboding. Even from this distance, something just doesn't seem right about it.

The PCs must hurry to the temple before it disappears back to wherever it came from.

EXPERIENCE POINTS

The PCs receive 50 / 70 experience points each if they succeeded at either challenge, or if they defeated Little Boy after angering the pixies.

TREASURE

The pixies give the PCs a magic item if either challenge was successful and if the PCs agree to investigate the temple. The item is either *sylvan armor* +1 (low-level version only) or an *elven cloak* +2 (high-level version only). The PCs do not get this item if they failed the skill challenge (unless a PC stole it; see the Thievery skill entry), if Little Boy defeated them in the combat challenge, or if they angered the pixies and killed Little Boy.

ENCOUNTER 2: “A FAERIE TEST” STATISTICS (LOW LEVEL)

Little Boy, Ogre Savage (Level 6)		Level 6 Brute
Large natural humanoid		XP 250
Initiative +3	Senses Perception +3	
HP 91; Bloodied 45		
AC 17; Fortitude 19, Reflex 14, Will 14		
Speed 8		
m Greatclub (standard; at-will) • Weapon		
Reach 2; +9 vs. AC; 1d10 + 4 damage.		
M Angry Smash (standard; recharge 6) • Weapon		
The ogre savage makes a greatclub attack, but gets two attack rolls and takes the better result.		
Alignment Unaligned	Languages Elven	
Str 21 (+8)	Dex 11 (+3)	Wis 11 (+3)
Con 21 (+8)	Int 4 (+0)	Cha 6 (+1)
Equipment hide armor, greatclub		

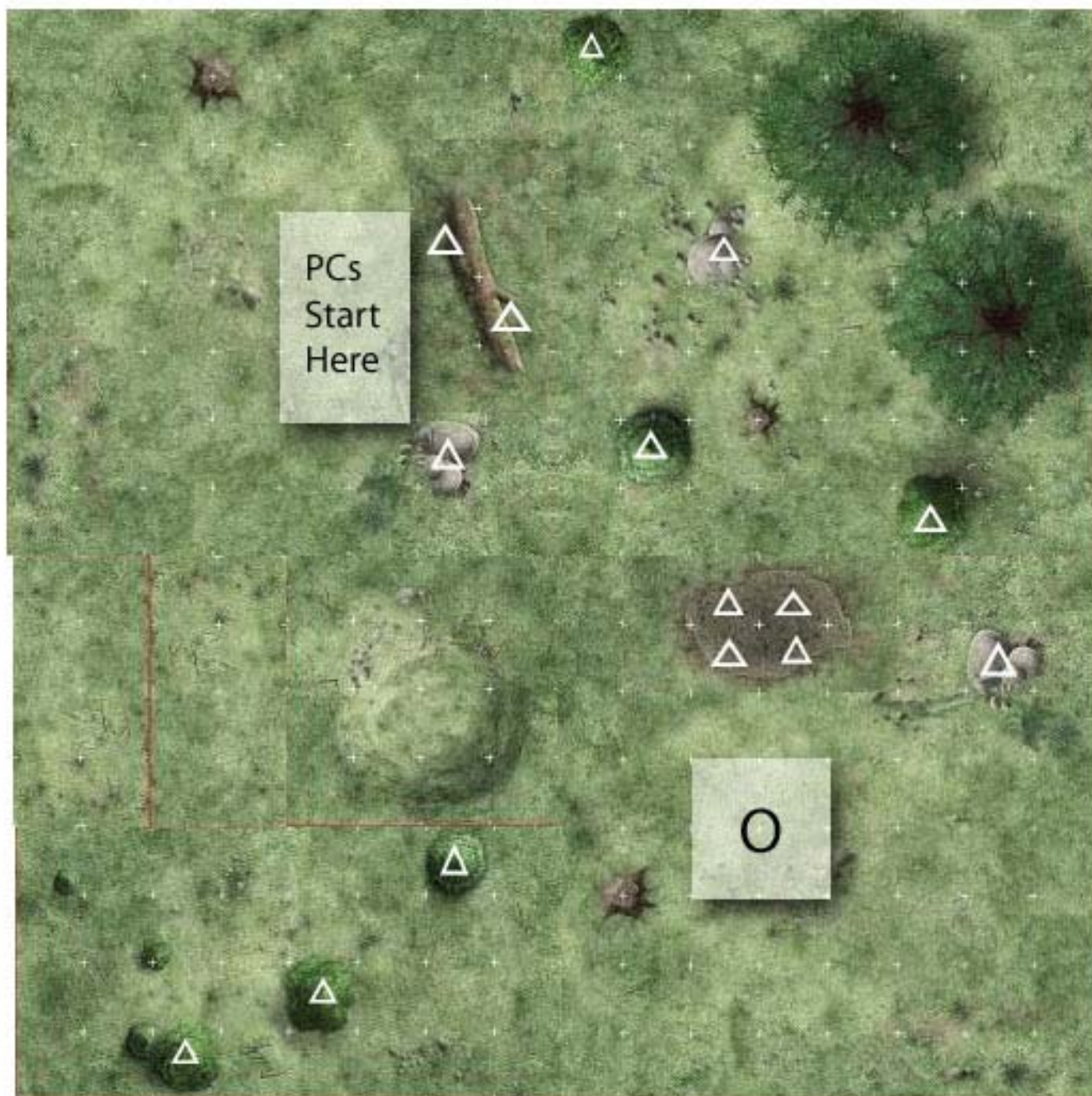
ENCOUNTER 2: “A FAERIE TEST” STATISTICS (HIGH LEVEL)

Little Boy, Ogre Savage (Level 8)		Level 8 Brute
Large natural humanoid		XP 350
Initiative +4	Senses Perception +4	
HP 111; Bloodied 55		
AC 19; Fortitude 21, Reflex 16, Will 16		
Speed 8		
m Greatclub (standard; at-will) ♦ Weapon		
Reach 2; +11 vs. AC; 1d10 + 5 damage.		
M Angry Smash (standard; recharge 6) ♦ Weapon		
The ogre savage makes a greatclub attack, but gets two attack rolls and takes the better result.		
Alignment Unaligned		Languages Elven
Str 21 (+9)	Dex 11 (+4)	Wis 11 (+4)
Con 21 (+9)	Int 4 (+1)	Cha 6 (+2)
Equipment hide armor, greatclub		

ENCOUNTER 2: “A FAERIE TEST” MAP

RUINS OF THE WILD

Camp / Field	8x8	x2
Ruined Tower / Field w/Trees	8x8	x1
Field / Skeleton	4x8	x1
Mound / Hobbit Hole	4x4	x1
Covered Wagon / Field w/Log	4x2	x1
Field w/Statue / Muddy Pond	4x2	x1
Field / Rocky Outcropping	4x2	x2



ENCOUNTER 3: NATURE'S WRATH

ENCOUNTER LEVEL 2/4 (525/800 XP)

SETUP

This encounter includes the following creatures at the low tier:

- 1 dire boar (Level 4) (B)**
- 2 gray wolves (W)**
- 4 giant polecats (Level 1) (P)**

This encounter includes the following creatures at the high tier:

- 1 dire boar (B)**
- 2 gray wolves (Level 4) (W)**
- 4 giant polecats (Level 5) (P)**

Note that from this point, the PCs have until dawn, about 6 hours, before the temple returns to the Feywild and strands them. (The PCs can estimate how much time they have until dawn with a DC 10 Nature check.) This time limit also means that the PCs cannot take an extended rest while they are inside the temple.

The dense copse that makes up the temple rises ahead of you on the hill. Its entryway is open and lights twinkle within like stars, but still there is something foreboding about it. To your right rises the mound with the faerie ring on it. Unlike the rest of this place, the mound seems soothing.

You have been fortunate not to run into trouble so far, but that luck is at an end. An enormous boar, as tall as a man, steps forth from the entrance to the temple, several wolves creep out from behind bushes, and smaller weasel-like creatures scamper from the trees. All glare at you with glowing red eyes. The guardians of the temple are upon you!

FEATURES OF THE AREA

Illumination: There are a few scattered clouds but the moon is near full and the stars are bright. The illumination here is dim.

Grass: All terrain with green grass on the map contains grab grass. Grab grass is a thick, tough grass that grows in deep forests of the Feywild or in areas where the Feywild's magic filters into the material world. A creature that falls prone in a square with grab grass must make a DC 11 / 12 Strength check to stand up. If the check fails then the move action is wasted and the character remains prone. Any character who makes a DC 15 Nature check can identify the grab grass and its

properties. The temple guardians are unaffected by the grab grass. The grass is not otherwise considered difficult terrain.

Rocks and Bushes: There are several low rocks and bushes marked as difficult terrain on the map. They provide cover.

Large Pile of Boulders: The large pile of boulders is blocking terrain. It stands 10 feet tall and requires a DC 15 Athletics check to climb.

Standing Stones: The dark squares around the faerie mound are vertical stones supporting a stone cross-piece. The stones are 10 feet high and provide cover. A DC 20 Athletics check is required to climb them.

Faerie Mound: The magic of the mound has allowed it to resist the taint of the temple. There is no grab grass on the mound. Anyone standing in any of the 4 squares of the faerie ring at the top gains a +2 bonus to all attacks using the Arcane power source. A character can identify the faerie ring and surmise its properties with a DC 20 Arcana check.

Pond: The pond is clear and shallow. It counts as difficult terrain.

Trees: The trees are 40 feet high. Their lowest branches are 10 feet off the ground. The center trunk in the middle of each tree provides cover. A DC 15 Athletics check is required to climb the trunk, but the branches only require a DC 5.

TACTICS

The animal guardians are bound here by magic, so animals of different types do not attack each other, but they don't cooperate either. Only animals of the same type coordinate their attacks. All of the animal guardians fight to the death unless calmed (see below).

The dire boar charges the nearest PC. If it knocks a target down, it continues to attack that target until the target stops moving. If its opponent is standing it backs up, possibly provoking opportunity attacks, and charges again.

The gray wolves team up on the most isolated member of the party. They move into flanking positions to gain combat advantage.

The polecats try to mob whatever PC is closest to them.

Calming the Animals: A PC may attempt to calm one animal as a standard action. To do this, the PC must be adjacent to the animal and must succeed on a DC 20 / 21 Nature check. The PC must remain adjacent to the animal and use a minor action to maintain the calm state each turn. Any attack on a calm animal immediately breaks the effect. Each PC may attempt to

calm each animal only once. A calm animal takes no actions.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one gray wolf.

Six PCs: Add one gray wolf.

ENDING THE ENCOUNTER

The encounter ends when all of the animal guardians are either dead or calm. (If the PCs make an effort to knock all the animals unconscious rather than kill them, the animals scamper away into the forest when they wake up later - they don't attack again when the adventurers exit the temple.)

EXPERIENCE POINTS

The adventurers receive 105 / 160 experience points each for defeating the guardians.

TREASURE

The animal guardians carry no treasure.

ENCOUNTER 3: “NATURE’S WRATH” STATISTICS (LOW LEVEL)

Dire Boar (Level 4)		Level 4 Brute
Large natural beast (mount)		XP 175
Initiative +2 Senses Perception +1		
HP 65; Bloodied 32; see also <i>death strike</i>		
AC 15; Fortitude 19, Reflex 15, Will 14		
Speed 8		
m Gore (standard; at-will)		
+7 vs. AC; 1d10 + 3 damage, or 1d10 + 8 damage against a prone target.		
M Death Strike (when reduced to 0 hit points)		
The dire boar makes a gore attack.		
M Rabid Charger (while mounted by a friendly rider of 6 th level or higher; at-will) ♦ Mount		
When it charges, the dire boar makes a gore attack in addition to its rider’s charge attack, see also <i>furious charge</i> .		
Furious Charge		
When a dire boar charges, its gore deals an extra 5 damage, pushes the target 2 squares, and knocks the target prone on a hit.		
Alignment Unaligned	Languages -	
Str 19 (+6)	Dex 10 (+2)	Wis 9 (+1)
Con 15 (+4)	Int 2 (–2)	Cha 8 (+1)

Gray Wolf		Level 2 Skirmisher
Medium natural beast		XP 125
Initiative +5 Senses Perception +7; low-light vision		
HP 38; Bloodied 19		
AC 16; Fortitude 14, Reflex 14, Will 13		
Speed 8		
m Bite (standard; at-will)		
+7 vs. AC; 1d6 + 2 damage, or 2d6 + 2 damage against a prone target.		
Combat Advantage		
If the gray wolf has combat advantage against the target, the target is also knocked prone on a hit.		
Alignment Unaligned	Languages -	
Str 13 (+2)	Dex 14 (+3)	Wis 13 (+2)
Con 14 (+3)	Int 2 (–3)	Cha 10 (+1)

Giant Polecat (Level 1)		Level 1 Minion
Small natural beast		XP 25
Initiative +3 Senses Perception +5; low-light vision		
HP 1; a missed attack never damages a minion.		
AC 15; Fortitude 13, Reflex 15, Will 12		
Speed 6, climb 3		
m Bite (standard; at-will)		
+6 vs. AC; 3 damage.		
Alignment Unaligned	Languages –	
Str 12 (+1)	Dex 17 (+3)	Wis 10 (+0)
Con 12 (+1)	Int 2 (–4)	Cha 6 (–2)

ENCOUNTER 3: “NATURE’S WRATH” STATISTICS (HIGH LEVEL)

Dire Boar		Level 6 Brute
Large natural beast (mount)		XP 250
Initiative +3	Senses Perception +2	
HP 85; Bloodied 42; see also <i>death strike</i>		
AC 17; Fortitude 21, Reflex 17, Will 16		
Speed 8		
m Gore (standard; at-will)		
+9 vs. AC; 1d10 + 4 damage, or 1d10 + 9 damage against a prone target.		
M Death Strike (when reduced to 0 hit points)		
The dire boar makes a gore attack.		
M Rabid Charger (while mounted by a friendly rider of 6 th level or higher; at-will) ♦ Mount		
When it charges, the dire boar makes a gore attack in addition to its rider's charge attack, see also <i>furious charge</i> .		
Furious Charge		
When a dire boar charges, its gore deals an extra 5 damage, pushes the target 2 squares, and knocks the target prone on a hit.		
Alignment Unaligned		Languages -
Str 19 (+7)	Dex 10 (+3)	Wis 9 (+2)
Con 15 (+5)	Int 2 (-1)	Cha 8 (+2)

Gray Wolf (Level 4)		Level 4 Skirmisher
Medium natural beast		XP 175
Initiative +6	Senses Perception +8; low-light vision	
HP 54; Bloodied 27		
AC 18; Fortitude 16, Reflex 16, Will 15		
Speed 8		
m Bite (standard; at-will)		
+9 vs. AC; 1d6 + 3 damage, or 2d6 + 3 damage against a prone target.		
Combat Advantage		
If the gray wolf has combat advantage against the target, the target is also knocked prone on a hit.		
Alignment Unaligned		Languages -
Str 13 (+3)	Dex 14 (+4)	Wis 13 (+3)
Con 14 (+4)	Int 2 (-2)	Cha 10 (+2)

Giant Polecat (Level 5)		Level 5 Minion
Small natural beast		XP 50
Initiative +5	Senses Perception +7; low-light vision	
HP 1; a missed attack never damages a minion.		
AC 19; Fortitude 17, Reflex 19, Will 16		
Speed 6, climb 3		
m Bite (standard; at-will)		
+10 vs. AC; 5 damage.		
Alignment Unaligned		Languages –
Str 12 (+3)	Dex 17 (+5)	Wis 10 (+2)
Con 12 (+3)	Int 2 (–2)	Cha 6 (+0)

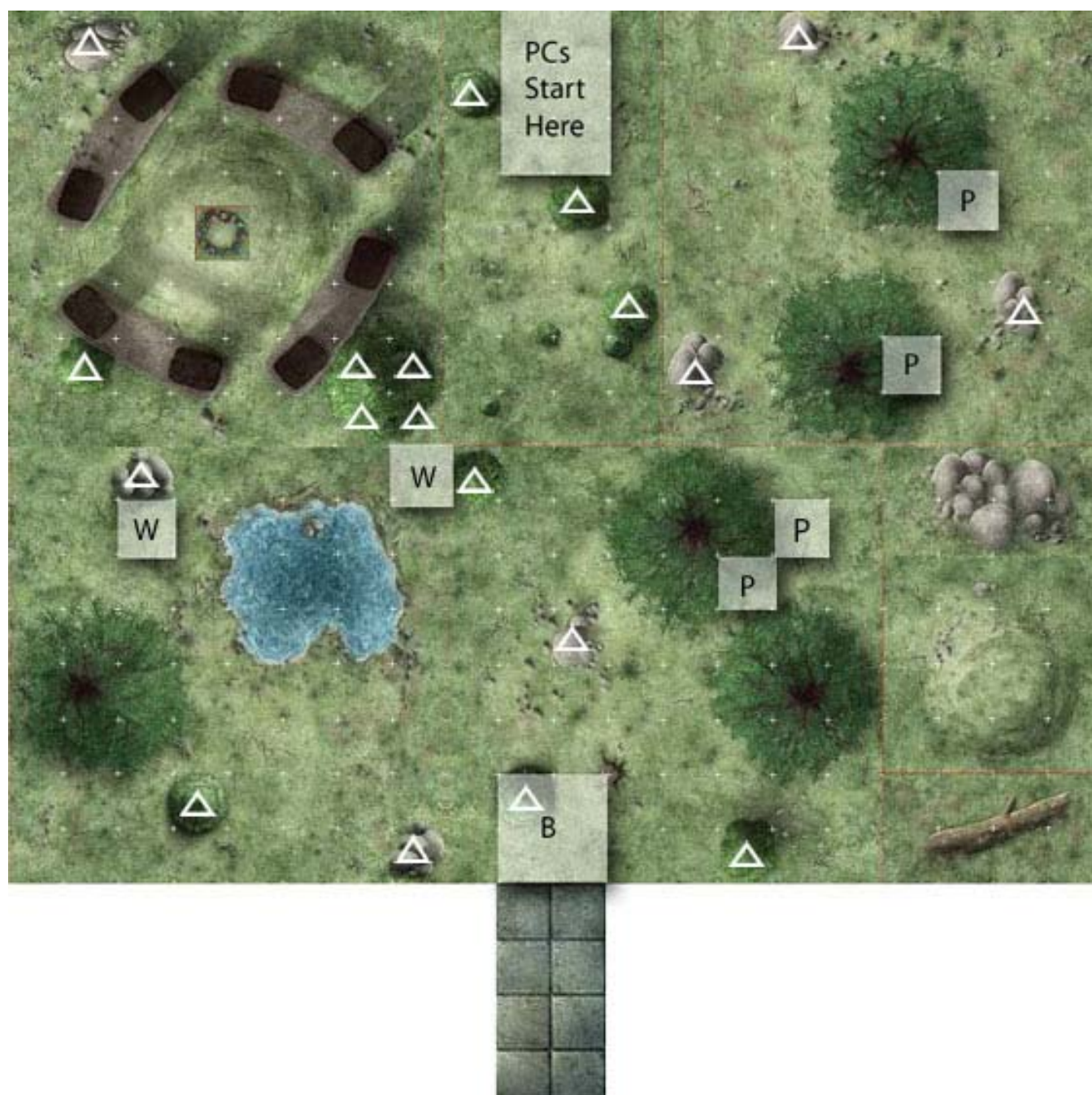
ENCOUNTER 3: “NATURE’S WRATH” MAP

RUINS OF THE WILD

Cabin / Field w/Trees	8x8	x1
Stonehenge / Field w/Pond	8x8	x2
Ruined Tower / Field w/Trees	8x8	x1
Field / Skeleton	4x8	x1
Mound / Hobbit Hole	4x4	x1
Mushroom Circle / Campfire	1x1	x1
Covered Wagon / Field w/Log	4x2	x1
Field / Rock Outcropping	4x2	x1

ARCANE CORRIDORS

Broken Doors / Floor	4x2	x1
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ENCOUNTER 4: NATURE'S LEGION

ENCOUNTER LEVEL 1/2 (400/550 XP)

SETUP

This encounter includes the following creatures and traps at the low tier:

1 feyborn ant swarm (S)

1 false-floor pit (P)

This encounter includes the following creatures and traps at the high tier:

1 feyborn ant swarm (Level 4) (S)

1 elite false-floor pit (P)

When the adventurers enter the temple, read:

The hallway of this temple seems to have been grown rather than built. Trees whose trunks have fused together form solid walls. Dense intertwining branches and vines form the ceiling. Interwoven roots create a solid and surprisingly even floor.

A myriad of twinkling lights, as if from some sort of ethereal fireflies, illuminate the hall as brightly as any clear summer evening. But you still can't shake the feeling that things are not quite right.

Is it just an occasional trick of the light that makes you think you see a root or vine move out of the corner of your eye?

Unless the PCs are actively looking, they can only spot the trap if at least one character's Passive Perception score is high enough (20 / 22). When a non-fey PC enters the squares marked for the trap on the map, the trap activates. The roots magically recognize fey and temporarily strengthen to allow fey creatures to walk across them safely. (If the entire party consists of fey, then the pit opens immediately after the last PC crosses over the trap squares. It's important for the pit to open so that the PCs have a chance to find the treasure. The ant swarm can get out of the pit and attack even if the PCs disable the pit entirely by making the floor safe with a high-DC Thievery check.)

When the trap is activated in any manner or disabled, or if the walls of the pit are disturbed (including someone jumping over the pit or other vibrations within 10 feet of the pit), read the following:

As you peer into the pit, all seems deathly still for a moment. Then a slight acrid tang reaches your nose as

thousands of inch-long, iridescent green ants boil out of numerous small holes along the sides of the pit.

FEATURES OF THE AREA

Illumination: The motes of ethereal light provide dim illumination throughout the entire temple.

Terrain Feature: Though naturally grown, the terrain here is normal. The plant portions of the temple all have resist fire 20. Unless otherwise stated, the ceiling is fifteen feet high.

TACTICS

The ant swarm starts the encounter 5 feet off the ground on the wall of the indicated square. The ant swarm is not intelligent, but it is voracious, and it knows how to use its powers to defend itself and capture prey. The swarm attacks any creature in the pit first, using its action point once it has engaged with a target. If there are no opponents in the pit, the swarm uses *lure of the wild* to pull a creature into the pit. If this fails, it uses *step through the mist* to teleport into the midst of the PCs. The swarm always uses its *undeniable beauty* to try and avoid the first attack made against it each round. Remember that a creature can use only one immediate action per round.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Reduce the feyborn ant swarm's hit points by 16. Reduce all its attacks and defenses by 1.

Six PCs: Increase the feyborn ant swarm's hit points by 16. Increase all its attacks and defenses by 1.

ENDING THE ENCOUNTER

The encounter ends when both the ants and the pit trap have been defeated or disabled.

EXPERIENCE POINTS

The PCs receive 80 / 110 experience points each for defeating this encounter.

TREASURE

The remains of a long-dead interloper lie at the bottom of the pit. Adventurers rooting through the remains find a pair of *catstep boots*.

ENCOUNTER 4: “NATURE’S LEGION” STATISTICS (LOW LEVEL)

Feyborn Ant Swarm		Level 3 Elite Skirmisher
Medium fey beast (swarm)		XP 300
Initiative +10 Senses Perception +6; low-light vision		
Swarm Attack aura 1; the ant swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.		
HP 88; Bloodied 44		
AC 18; Fortitude 15, Reflex 19, Will 16		
Resist half damage from melee and ranged attacks; Vulnerable 5 against close and area attacks		
Saving Throws +2		
Speed 4, climb 4; see also <i>step through the mist</i>		
Action Point 1		
m Swarm of Mandibles (standard; at-will)		
+8 vs. AC; 1d6 + 3 damage, and ongoing 3 damage (save ends).		
Step Through the Mist (move; encounter)		
The feyborn creature teleports up to 3 squares.		
M Undeniable Beauty (immediate interrupt, when feyborn creature is targeted by a melee attack; at-will)		
+5 vs. Will against the attacker; the attacker must target a different creature or end its attack.		
R Lure of the Wild (standard; recharge 6)		
Ranged 10; +5 vs. Will. The target is pulled 5 squares and is dazed (save ends).		
Alignment Unaligned Languages -		
Str 12 (+2)	Dex 17 (+4)	Wis 10 (+1)
Con 12 (+2)	Int 1 (–1)	Cha 9 (–0)

False-Floor Pit		Level 1 Warder
Trap		XP 100
<i>A covered pit is hidden near the center of the room. Weak roots collapse when a creature walks on it, dropping the creature into a 10-foot-deep pit.</i>		
Trap: A 2-by-2 section of the floor hides a 10-foot-deep pit.		
Perception		
♦ DC 20: The character notices the weak roots.		
Trigger		
The trap attacks when a non-fey creature enters one of the trap’s four squares.		
Attack		
Immediate Reaction		Melee
Targets: The creature that triggered the trap.		
Attack: +4 vs. Reflex		
Hit: Target falls into pit, takes 1d10 damage, and falls prone.		
Miss: Target returns to the last square it occupied and its move action ends immediately.		
Effect: The false floor opens and the pit is no longer hidden.		
Countermeasures		
♦ An adjacent character can trigger the trap with a DC 10 Thievery check (standard action). The floor falls into the pit.		
♦ An adjacent character can disable the trap with a DC 25 Thievery check (standard action). The floor becomes safe.		
♦ A character who makes an Athletics check (DC 11, or DC 21 without a running start) can jump over the pit.		
♦ A character can climb out with a DC 15 Athletics check.		

ENCOUNTER 4: “NATURE’S LEGION” STATISTICS (HIGH LEVEL)

Feyborn Ant Swarm (Level 4)		Level 4 Elite Skirmisher
Medium fey beast (swarm)		XP 350
Initiative +11 Senses Perception +7; low-light vision Swarm Attack aura 1; the ant swarm makes a basic attack as a free action against each enemy that begins its turn in the aura. HP 104; Bloodied 52 AC 19; Fortitude 16, Reflex 20, Will 17 Resist half damage from melee and ranged attacks; Vulnerable 5 against close and area attacks Saving Throws +2 Speed 4, climb 4; see also <i>step through the mist</i> Action Point 1		
m Swarm of Mandibles (standard; at-will) +9 vs. AC; 1d6 + 4 damage, and ongoing 4 damage (save ends).		
Step Through the Mist (move; encounter) The feyborn creature teleports up to 3 squares.		
M Undeniable Beauty (immediate interrupt, when feyborn creature is targeted by a melee attack; at will) +6 vs. Will against the attacker; the attacker must target a different creature or end its attack.		
R Lure of the Wild (standard; recharge 6) Ranged 10; +6 vs. Will. The target is pulled 5 squares and is dazed (save ends).		
Alignment Unaligned Languages - Str 12 (+3) Dex 17 (+5) Wis 10 (+2) Con 12 (+3) Int 1 (+0) Cha 9 (+1)		

Elite False-Floor Pit	Level 1 Elite Warder
Trap	XP 200
<i>A covered pit is hidden near the center of the room. Weak roots collapse when a creature walks on it, dropping the creature into a 20-foot-deep pit filled with poisoned spikes.</i>	
Trap: A 2-by-2 section of the floor hides a 20-foot-deep pit filled with poisoned spikes.	
Perception • DC 22: The character notices the weak roots.	
Trigger The trap attacks when a non-fey creature enters one of the trap's four squares.	
Attack Immediate Reaction Melee Targets: The creature that triggered the trap. Attack: +4 vs. Reflex Hit: Target falls into pit, takes 3d10 damage plus ongoing 5 poison damage (save ends), and falls prone. Miss: Target returns to the last square it occupied and its move action ends immediately. Effect: The false floor opens and the pit is no longer hidden.	
Countermeasures • An adjacent character can trigger the trap with a DC 12 Thievery check (standard action). The floor falls into the pit. • An adjacent character can disable the trap with a DC 27 Thievery check (standard action). The floor becomes safe. • A character who makes an Athletics check (DC 11, or DC 21 without a running start) can jump over the pit. • A character can climb out with a DC 15 Athletics check.	

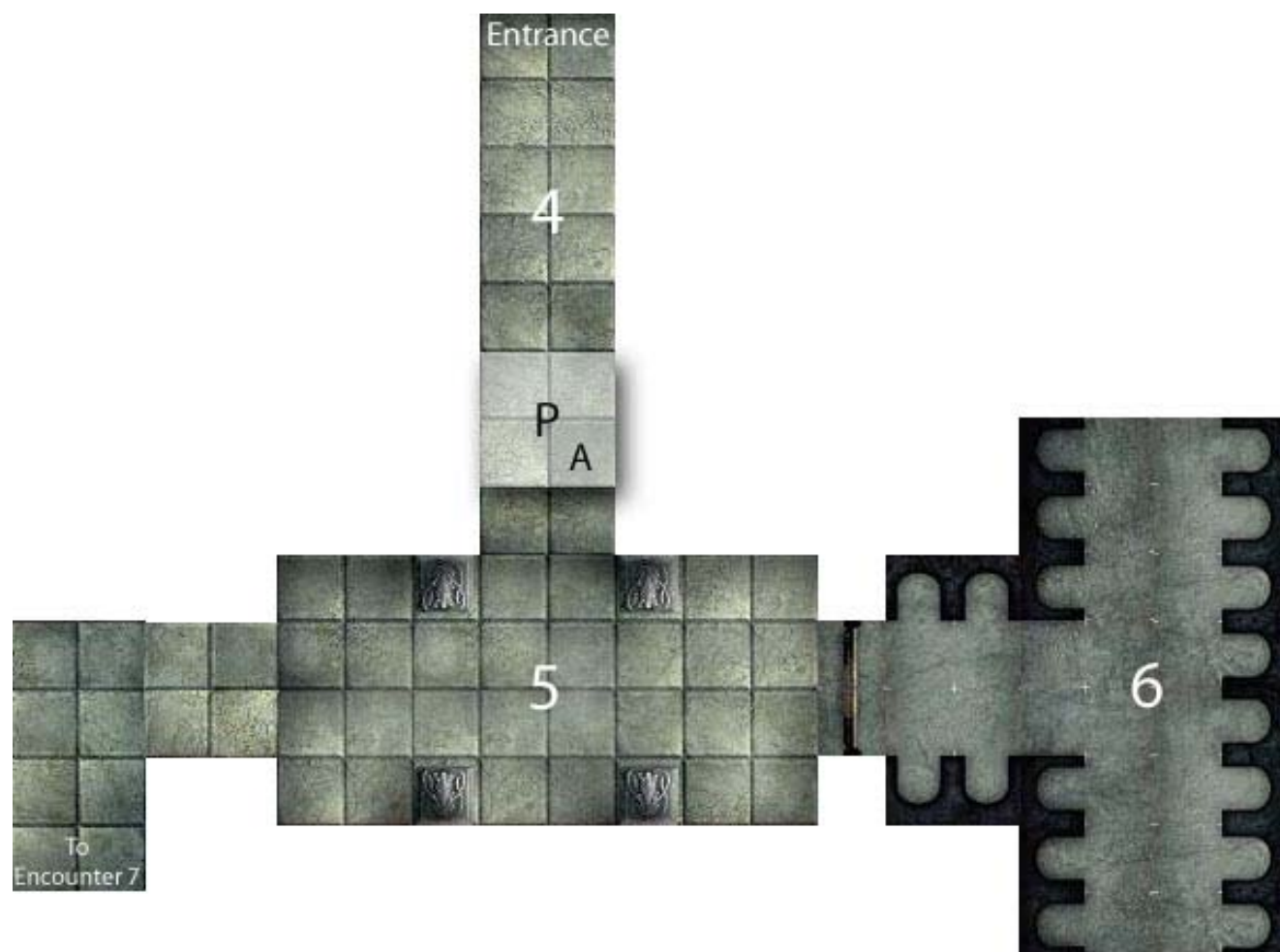
ENCOUNTER 4: “NATURE’S LEGION” MAP

ARCANE CORRIDORS

Couches / Floor	8x2	x1
Fire Bowl / Floor	2x2	x1
Flame Blast / Floor	4x2	x1
Pool / Hall w/ Statues	4x8	x1

HIDDEN CRYPTS

Alcoves / Floor	8x2	x1
Alcoves - Hall / Floor	4x2	x2
Alcoves - Wall / Floor	2x4	x2
Stairs / Floor	8x2	x1
Wooden Double Doors / Floor	2x1	x1



ENCOUNTER 5: STATUARY

See the map for Encounter 4, which shows this portion of the temple. This is a simple entrance hall.

This wide room holds four statues that, like everything else here, seem to have been grown rather than built. The wood forming the statues bends into the graceful images of fey-like beings. To the right is another hallway. To the left is an archway covered by a curtain made of interwoven vines.

The statues are images of four ancient Yuir gods. A PC can identify each statue separately with a DC 20 Religion check. They represent Relkath of the Infinite Branches, Magnar the Bear, Elikarashae, and Zandilar the Dancer.

The curtain of vines is treated as a normal curtain, though it blocks sound as a door.

ENCOUNTER 6: OSSUARY

See the map for Encounter 4, which shows this portion of the temple. This room holds a macabre shrine dedicated to the ancient Yuir gods.

The trees forming the walls here have large hollow boles open to the room. Each bole contains a small pile of bones, polished to a gleaming shine. A skull sits atop each pile. The bones are bundled together with a thin silver chain. Some of the skulls have a silver holy symbol wrapped around them.

The bones are remains of elves and eladrin treated with a technique called maceration. The silver chains and symbols are cheap, decorative jewelry with no value other than symbolic. Should a PC disturb the remains they risk the wrath of the Yuir gods. Make a note on the player's logsheet that the character disturbed the bones. There is no effect at this time, but the curse of the Yuir may manifest itself in future adventures.

The holy symbols represent the same four Yuir gods honored with statues in Encounter 5.

ENCOUNTER 7: A LIGHT IN THE DARKNESS

See the map for Encounter 8, which shows this portion of the temple.

The pool in this room is shallow, only a foot deep. Its waters are magical. Any creature standing in the pool may spend a standard action to use a healing surge (characters who have no healing surges remaining cannot benefit from the pool's magic). A DC 15 Arcana check can determine this magical property. This may come in handy during Encounter 8 as wounded PCs can retreat here to heal up.

Nimiwi the dryad is lying at the edge of the pool (at the location marked "D" on the map) trying to conserve what little life force she has left.

The floor of this room is mostly covered with a shallow wading pool of crystal clear water. Lying in the far corner is a young elven woman clad in a garment of leaves and flowers. She lifts her head weakly when you enter and you realize you have seen her face before. It is the same haunting face you saw when leaving Halendos.

Nimiwi is counting on the PCs to do what needs to be done to stop the corruption of the temple. She has the following information to impart:

- Nimiwi entered the temple in an attempt to stop the corruption it was causing, but she became trapped when the temple returned to the Feywild at dawn. Nimiwi has been separated from her tree for too long and her life force has all but faded. It is too late to save her and she refuses any attempt to do so.
- The corruption here is caused by a ritual being performed by fey calling themselves the Cult of Voldini. She believes they are trying to bring the old Yuir gods back.
- The ritual has corrupted the heart of the temple and that is the only place the corruption can be stopped. The heart of the temple is a tree with three trunks wrapping around each other.
- Nimiwi will place the last of her life force into a crystal. Placing the crystal within the corrupted heart of the temple will purify it and return things to normal.

ENDING THE ENCOUNTER

Once Nimiwi places the last of her life force in the crystal, she dies, reverting to her normal woodland form.

ENCOUNTER 8: ROOTS OF EVIL

ENCOUNTER LEVEL 2/4 (700/950 XP)

SETUP

This encounter includes the following creatures at the low tier:

Berrian Truescourage (B)
1 guard drake (Level 1) (G)
2 Voldini archers (A)
6 Voldini cultists (C)

This encounter includes the following creatures at the high tier:

Berrian Truescourage (Level 8) (B)
1 guard drake (Level 3) (G)
2 Voldini archers (Level 3) (A)
6 Voldini cultists (C)

This is the grand finale of the adventure. The PCs enter while the ritual is going on. If they detect the cultists before entering the room and the cultists do not detect them, they can gain surprise. The reverse is also true.

As the adventurers enter the area, read:

Beyond the curtain of vines is a large room. On the far side of the room you can see a large, black tree twisting some twenty feet up into the roof. The path leading up to the tree is flanked by thorny bushes. The tree appears to have three separate trunks that twist around each other as they rise. The tree's roots writhe and move as if in agony. A small hollow in the center of the tree is filled with motes of dark energy.

There are a half-dozen eladrin here wearing green robes and participating in some ritual. The ritual is being led by another eladrin, clad in colorful robes with forest designs. A dark aura seems to shimmer about him. A two-legged lizard the size of a dog stands guard nearby, as do a pair of elves armed with bows.

FEATURES OF THE AREA

Illumination: The energy motes provide dim illumination.

The Thrice-Twined Tree: The web symbol on the map represents the thrice-twined tree, the heart of the temple. The tree is blocking terrain. It resists climbing. Anyone attempting to do so must make a DC 25 Athletics check.

The Roots of Evil: The red area around the thrice-twined tree represents the roots. The roots are treated as hindering terrain by non-fey creatures. It costs 2 squares

of movement for non-fey creatures to move through these squares. Furthermore, a non-fey that enters or begins its turn in one of these squares is also subjected to an attack (+6 / +8 vs. AC). On a hit, the target is immobilized (save ends), as the roots wrap around the victim's feet and bind them into place.

Thorn Bushes: These hedges are about chest height and provide cover. These squares are hindering terrain. It costs 2 squares of movement to enter a thorn hedge square and for each square entered or moved through, the character is also subject to an attack (+6 / +8 vs. AC; 1d6 + 1 damage).

Curtain: The doors shown on the map represent a curtain of intertwined vines. The curtain blocks line of sight but not line of effect. It blocks sound as a door.

TACTICS

Berrian prefers to fight at a distance, keeping near the tree in hopes of ensnaring enemies in the roots. He uses *binding bolt* and *teleporting bolt* to keep the PCs back, and *dazzling blast* once they get close. He prefers to target enemy fey, feeling that they are traitors to the cause. During the battle he hurls invectives at the "traitorous" fey and "impure" non-fey.

The guard drake stays near Berrian at all times, looking to intercept any enemy that gets too close. It has learned not to enter the squares containing roots.

The archers stay out of melee and move around as much as possible to gain advantage from the terrain and benefit from their *archer's mobility*.

The eladrin cultists move forward to block the PCs while the archers and Berrian attack from a distance.

All of the cultists are irate at this intrusion by the impure and the undeserving. They fight to the death.

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one archer and one cultist.

Six PCs: Add one guard drake and one cultist.

ENDING THE ENCOUNTER

Placing the crystal Nimiwi gave the PCs into the dark bole in the thrice-twined tree removes the corruption from the temple in a burst of radiance. Though it is possible to do so before slaying all the cultists, doing this does not end the encounter. The cultists continue fighting to the bitter end.

Lying within the hollow at the heart of the temple is the *Tome of Twilight Boughs*. The book has had only a small portion translated and that portion was mostly

destroyed by Nimiwi's crystal. Only enough remains to know that it was the source of the ritual that caused the corruption. The rest of the book is protected by strong magic and cannot be translated at this time.

The PCs also find a letter in the pocket of Berrian Truescourage. Give them Player Handout 1.

EXPERIENCE POINTS

The adventurers receive 140 / 190 experience points each for defeating the cultists.

TREASURE

The cultists have amassed a tidy pile of valuables. There is gold (50 / 75 gp per PC) and some magic items. The items include a *bag of holding*, a *magic weapon +2*, a *wand of vampiric embrace +1*, and a ritual book containing either *Animal Messenger* (low-level) or *Endure Elements* (high-level).

CONCLUDING THE ADVENTURE

Although the PCs have removed the corruption, the temple is still going to return to the Feywild at dawn and there is nothing that the PCs can do to stop it. They would be wise to leave as soon as they can. Feel free to play this up with an exciting description of the temple starting to fade away while the PCs scramble for the exit. Once the PCs depart the temple, choose the appropriate ending.

Ending A: If the PCs made friends with the pixies and purified the temple, read the following:

You managed to escape the Temple of the Yuir Gods just in time. As you look back, the rays of the dawning sun touch it and it fades from view. Already the area seems more peaceful and full of natural vitality. The land is becoming pure again.

As you pass through the faerie meadow on your way back to Halendos, Nimiwi's dead tree is a grim reminder of the price that was paid for that purity.

The pixies suddenly appear, laughing with joy and chirping with excitement that the corruption has left the land.

"Thank you for saving our forest," they say in unison. "We have a special present for you."

Chortling, the pixies fly in circles above you sprinkling a glittery dust that cascades down on your heads in a rainbow of colors.

With that, the pixies disappear and all that remains is to report back to the farmers who hired you. Everyone in Halendos is very relieved to hear that the

"fey problems" have been dealt with and things should return to normal.

There are still a few unanswered questions, though. Are the ancient Yuir gods truly returning? Who sent the letter to Berrian Truescourage? Where did the mysterious Tomb of Twilight Boughs come from and what other secrets does it hold?

The PCs receive the *Pixie Dusted* story award for this adventure. They also gain 25 / 30 experience points each as a minor quest reward.

Ending B: If the PCs did not make friends with the pixies but still purified the temple, read the following:

You managed to escape the Temple of the Yuir Gods just in time. As you look back, the rays of the dawning sun touch it and it fades from view. Already the area seems more peaceful and full of natural vitality. The land is becoming pure again.

There are a few unanswered questions. Are the ancient Yuir gods truly returning? Who sent the letter to Berrian Truescourage? Where did the mysterious Tomb of Twilight Boughs come from and what other secrets does it hold?

The PCs gain 25 / 30 experience points each as a minor quest reward. They do not receive the *Pixie Dusted* story object.

Ending C: If the PCs failed to purify the temple, read the following:

You managed to escape the Temple of the Yuir Gods just in time. As you look back, the rays of the dawning sun touch it and it fades from view. But the morning sun provides little joy. You have failed in your task. The corruption will continue to spread and only the future can tell what will become of Halendos and its people.

The PCs do not gain the minor quest reward, nor do they receive the *Pixie Dusted* story object (even if they befriended the pixies - their failure to purify the temple far outweighs their earlier actions).

Ending D: If any of the PCs spent too long in the temple, such as taking an extended rest, and failed to escape the temple before dawn, read the following:

Dawn arrived earlier than expected and the Temple of the Yuir Gods returned to the Feywild with you in it. By fate or chance you survived several harrowing days in

the Feywild before discovering an exit portal. Unfortunately, the portal expelled you several yards above a filthy, stinking bog at the edge of the Yuirwood. As you clamber out of the muck, you hear the faint sound of tinkling bells, like pixies laughing.

This ending can also occur in conjunction with one of the first three, in which case you should adjust the text appropriately. If the PCs took an extended rest before they defeated the cultists and purified the temple, then the cultists' ritual succeeded and the PCs were forcibly ejected from the temple by powerful dark energies before landing lost in the Feywild. (In other words, they failed.)

ENCOUNTER 8: “ROOTS OF EVIL” STATISTICS (LOW LEVEL)

Berrian Truescourage	Level 6 Controller
Medium fey humanoid	XP 250
Initiative +6 Senses Perception +4; low-light vision	
HP 66; Bloodied 33	
AC 20; Fortitude 17, Reflex 19, Will 19	
Saving Throws +5 against charm effects	
Speed 6; see also <i>fey step</i>	
m Spear (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d8 damage, and the target is slowed until the end of Berrian's next turn.	
R Binding Bolt (standard; at-will)	
Ranged 10; +10 vs. Reflex; 1d8 + 2 damage, and the target is immobilized until the end of Berrian's next turn.	
R Teleporting Bolt (standard; at-will) ♦ Teleportation	
Ranged 10; +10 vs. Reflex; 1d8 + 1 damage, and the target is teleported up to 3 squares. The target cannot be teleported into an unsafe space.	
C Dazzling Blast (standard; recharge 5 6) ♦ Radiant	
Close blast 3; +7 vs. Will; 2d6 + 2 radiant damage, and the target is blinded until the end of Berrian's next turn.	
Fey Step (standard; encounter) ♦ Teleportation	
Berrian can teleport 5 squares.	
Alignment Chaotic Evil	Languages Common, Elven
Skills Arcana +15, History +15, Nature +9	
Str 12 (+4)	Dex 16 (+6) Wis 12 (+4)
Con 10 (+3)	Int 20 (+8) Cha 16 (+6)
Equipment robes, spear	

Guard Drake (Level 1)	Level 1 Brute
Small natural beast (reptile)	XP 100
Initiative +2 Senses Perception +6	
HP 38; Bloodied 19	
AC 14; Fortitude 14, Reflex 12, Will 11	
Immune fear (while within 2 squares of an ally)	
Speed 6	
m Bite (standard; at-will)	
+5 vs. AC; 1d10 + 2 damage, or 1d10 + 8 damage while within 2 squares of an ally.	
Alignment Unaligned	Languages -
Str 16 (+3)	Dex 15 (+2) Wis 12 (+1)
Con 18 (+4)	Int 3 (-4) Cha 12 (+1)

Voldini Archer	Level 1 Artillery
Medium fey humanoid	XP 100
Initiative +4 Senses Perception +10; low-light vision	
HP 26; Bloodied 13	
AC 14; Fortitude 10, Reflex 12, Will 11	
Speed 7; see also <i>wild step</i>	
m Short Sword (standard; at-will) ♦ Weapon	
+4 vs. AC; 1d6 + 4 damage.	
r Longbow (standard; at-will) ♦ Weapon	
Ranged 20/40; +6 vs. AC; 1d10 + 4 damage; see also <i>archer's mobility</i> .	
Archer's Mobility	
If the archer moves at least 4 squares from its original position, it gains a +2 bonus to ranged attack rolls until the start of its next turn.	
Elven Accuracy (free; encounter)	
The archer can reroll an attack roll. It must use the second roll, even if it's lower.	
Not So Close (immediate reaction, when an enemy makes a melee attack against the archer; encounter)	
The archer shifts 1 square and makes a ranged attack against the enemy.	
Wild Step	
The archer ignores difficult terrain when it shifts.	
Alignment Chaotic Evil	Languages Common, Elven
Skills Nature +10, Stealth +9	
Str 13 (+1)	Dex 18 (+4) Wis 16 (+3)
Con 14 (+2)	Int 12 (+1) Cha 11 (+0)
Equipment leather armor, short sword, longbow, quiver of 30 arrows	

Voldini Cultist	Level 1 Minion
Medium fey humanoid	XP 25
Initiative +3 Senses Perception +1; low-light vision	
HP 1; a missed attack never damages a minion.	
AC 16; Fortitude 12, Reflex 13, Will 12	
Saving Throws +5 against charm effects	
Speed 6; see also <i>fey step</i> .	
m Longsword (standard; at-will) ♦ Weapon	
+5 vs. AC; 5 damage.	
Fey Step (standard; encounter) ♦ Teleportation	
The cultist can teleport 5 squares.	
Alignment Chaotic Evil	Languages Common, Elven
Skills Arcana +2, History +2, Nature +6	
Str 14 (+2)	Dex 16 (+3) Wis 12 (+1)
Con 12 (+1)	Int 10 (+0) Cha 10 (+0)
Equipment leather armor, light shield, longsword	

ENCOUNTER 8: “ROOTS OF EVIL” STATISTICS (HIGH LEVEL)

Berrian Truescourge (Level 8)	Level 8 Controller
Medium fey humanoid	XP 350
Initiative +7 Senses Perception +5; low-light vision	
HP 82; Bloodied 41	
AC 22; Fortitude 19, Reflex 21, Will 21	
Saving Throws +5 against charm effects	
Speed 6; see also <i>fey step</i>	
m Spear (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d8 + 1 damage, and the target is slowed until the end of Berrian's next turn.	
R Binding Bolt (standard; at-will)	
Ranged 10; +12 vs. Reflex; 1d8 + 3 damage, and the target is immobilized until the end of Berrian's next turn.	
R Teleporting Bolt (standard; at-will) ♦ Teleportation	
Ranged 10; +12 vs. Reflex; 1d8 + 2 damage, and the target is teleported up to 3 squares. The target cannot be teleported into an unsafe space.	
C Dazzling Blast (standard; recharge 5 6) ♦ Radiant	
Close blast 3; +9 vs. Will; 2d6 + 3 radiant damage, and the target is blinded until the end of Berrian's next turn.	
Fey Step (standard; encounter) ♦ Teleportation	
Berrian can teleport 5 squares.	
Alignment Chaotic Evil	Languages Common, Elven
Skills Arcana +16, History +16, Nature +10	
Str 12 (+5)	Dex 16 (+7) Wis 12 (+5)
Con 10 (+4)	Int 20 (+9) Cha 16 (+7)
Equipment robes, spear	

Guard Drake (Level 3)	Level 3 Brute
Small natural beast (reptile)	XP 150
Initiative +3 Senses Perception +7	
HP 58; Bloodied 29	
AC 16; Fortitude 16, Reflex 14, Will 13	
Immune fear (while within 2 squares of an ally)	
Speed 6	
m Bite (standard; at-will)	
+7 vs. AC; 1d10 + 3 damage, or 1d10 + 9 damage while within 2 squares of an ally.	
Alignment Unaligned	Languages -
Str 16 (+4)	Dex 15 (+3) Wis 12 (+2)
Con 18 (+5)	Int 3 (-3) Cha 12 (+2)

Voldini Archer (Level 3)	Level 3 Artillery
Medium fey humanoid	XP 150
Initiative +5 Senses Perception +11; low-light vision	
HP 38; Bloodied 19	
AC 16; Fortitude 12, Reflex 14, Will 13	
Speed 7; see also <i>wild step</i>	
m Short Sword (standard; at-will) ♦ Weapon	
+6 vs. AC; 1d6 + 4 damage.	
r Longbow (standard; at-will) ♦ Weapon	
Ranged 20/40; +8 vs. AC; 1d10 + 4 damage; see also <i>archer's mobility</i> .	
Archer's Mobility	
If the archer moves at least 4 squares from its original position, it gains a +2 bonus to ranged attack rolls until the start of its next turn.	
Elvin Accuracy (free; encounter)	
The archer can reroll an attack roll. It must use the second roll, even if it's lower.	
Not So Close (immediate reaction, when an enemy makes a melee attack against the elf archer; encounter)	
The archer shifts 1 square and makes a ranged attack against the enemy.	
Wild Step	
The archer ignores difficult terrain when it shifts.	
Alignment Chaotic Evil	Languages Common, Elven
Skills Nature +11, Stealth +10	
Str 13 (+2)	Dex 18 (+5) Wis 16 (+4)
Con 14 (+3)	Int 12 (+2) Cha 11 (+1)
Equipment leather armor, short sword, longbow, quiver of 30 arrows	

Voldini Cultist	Level 1 Minion
Medium fey humanoid	XP 25
Initiative +3 Senses Perception +1; low-light vision	
HP 1; a missed attack never damages a minion.	
AC 16; Fortitude 12, Reflex 13, Will 12	
Saving Throws +5 against charm effects	
Speed 6; see also <i>fey step</i> .	
m Longsword (standard; at-will) ♦ Weapon	
+5 vs. AC; 5 damage.	
Fey Step (standard; encounter) ♦ Teleportation	
The cultist can teleport 5 squares.	
Alignment Chaotic Evil	Languages Common, Elven
Skills Arcana +2, History +2, Nature +6	
Str 14 (+2)	Dex 16 (+3) Wis 12 (+1)
Con 12 (+1)	Int 10 (+0) Cha 10 (+0)
Equipment leather armor, light shield, longsword	

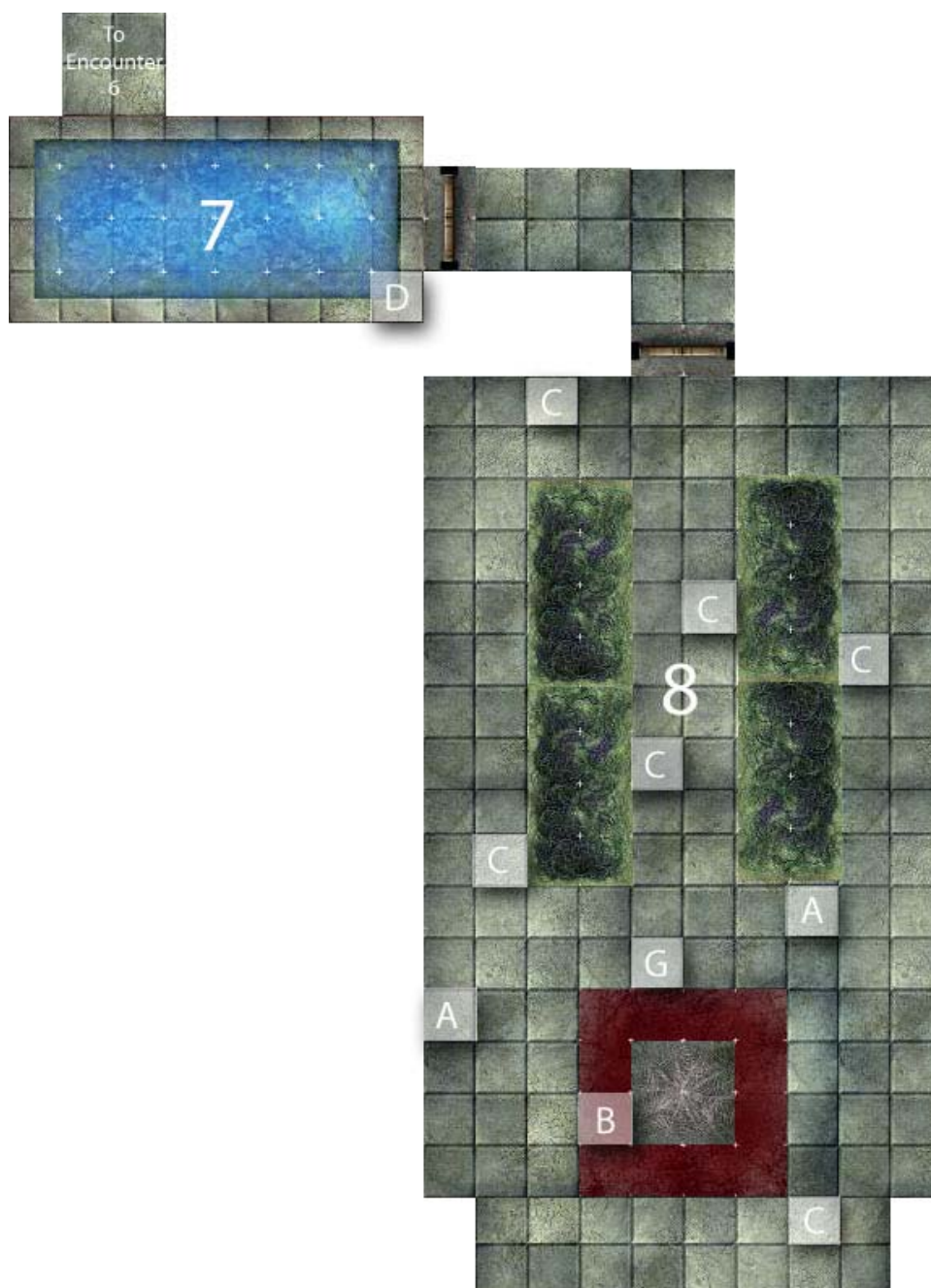
ENCOUNTER 8: "ROOTS OF EVIL" MAP

ARCANE CORRIDORS

Blood Mist / Floor	4x4	x1
Broken Doors / Floor	4x2	x2
Couches / Floor	8x2	x1
Double Doors / Floor	2x1	x2
Fire Bowl / Floor	2x2	x1
Pool / Hall w/ Statues	4x8	X1
Tower Base / Floor	8x10	x2
Web / Runes	2x2	x1

RUINS OF THE WILD

Graves / Briar	4x2	x2
Ruined Wagon / Briar	4x2	x2



REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players will be able to track their character's information on paper, the online information serves as an important backup and verification of play.

EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

Encounter 2: A Faerie Test

50 / 70 XP

Encounter 3: Nature's Wrath

105 / 160 XP

Encounter 4: Nature's Legion

80 / 110 XP

Encounter 8: Roots of Evil

140 / 190 XP

Minor Quest: Solving the Farmers' Problems

25 / 30 XP

Total Possible Experience

400 / 560 XP

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or some other item of value. Each player makes one selection for their character; players may choose the same treasure bundle.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. You can have a negative number and enter that negative online. PCs receive 20% of a magic item's purchase price for any item they sell.

If a player selects a magic weapon, shield, or suit of armor for their PC that is not specific on the type of item

listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

Gold per PC

75 / 100 gp

(Encounter 1: 25 / 25 gp, Encounter 8: 50 / 75 gp)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *sylvan armor +1* (low-level version only)

Found in Encounter 2

Bundle B: *catstep boots*

Found in Encounter 4

Bundle C: *wand of vampiric embrace +1*

Found in Encounter 8

Bundle D: *magic weapon +2*

Found in Encounter 8

Bundle E: *bag of holding*

Found in Encounter 8

Bundle F: *elven cloak +2* (high-level version only)

Found in Encounter 2

Bundle G: ritual book containing Animal Messenger (low-level version only)

Found in Encounter 8

Bundle H: ritual book containing Endure Elements (high-level version only)

Found in Encounter 8

Potion plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of healing* plus 0 / 25 gp to their total gold. The player should write the potion gained on their adventure log.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 50 / 75 gp to their total gold.

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards.

AGLA01 *Pixie Dust*

The pixies of Halendos rewarded you for saving their home by sprinkling an item with magic pixie dust. You may infuse one magic weapon, implement, armor, or shield with the pixie dust. The infused item scintillates as though flecked with sparkling jewels, giving off light equivalent to a candle. You choose the color of the light when you choose the item to infuse. You may not change either choice once made.

AGLA02 *Tome of Twilight Boughs*

You have recovered the *Tome of Twilight Boughs*, a mysterious book containing untranslatable rituals that were somehow involved in the corruption of the Temple of the Yuir Gods. The mystery of this book was furthered when the cleansing of the temple also destroyed the small portion of the text that actually had been translated. This is the beginning of a Major Quest that will be resolved in future Aglarond regional adventures. To complete this quest, you must find out where the book came from, what its fell secrets are, and what all this has to do with the Cult of Voldini.

ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

1. Did the party succeed in cleansing the temple?

- a. Yes
- b. No

2. How did the party deal with the pixies (Encounter 2)?

- a. The PCs entertained the pixies with their skills.
- b. The PCs entertained the pixies by playing “Smash” with Little Boy.
- c. The PCs attacked the pixies, killed Little Boy, or otherwise failed to befriend the fey creatures.

3. How do you (the DM) rate this adventure? (Please also feel free to e-mail specific feedback to the author or the regional writing director.)

- a. Five stars (best possible rating)
- b. Four stars (very good)
- c. Three stars (average)
- d. Two stars (below average)
- e. One star (really awful)

4. How do the players rate this adventure? (You can average their individual ratings or come up with whatever other method works for everyone.)

- a. Five stars (best possible rating)
- b. Four stars (very good)
- c. Three stars (average)
- d. Two stars (below average)
- e. One star (really awful)

PLAYER HANDOUT 1

Berrian,

Your efforts make the Voldini proud. To think that you have acquired a copy of the legendary Tome of Twilight Shadows! This is truly a coup we could not have hoped for.

It will take time and effort, but when the tome's protective magic has been decoded and the text translated, nothing will stop us from bringing the old ones back and returning the land of Yuir to its rightful owners. You will have to tell me how you managed to acquire it one of these days.

V