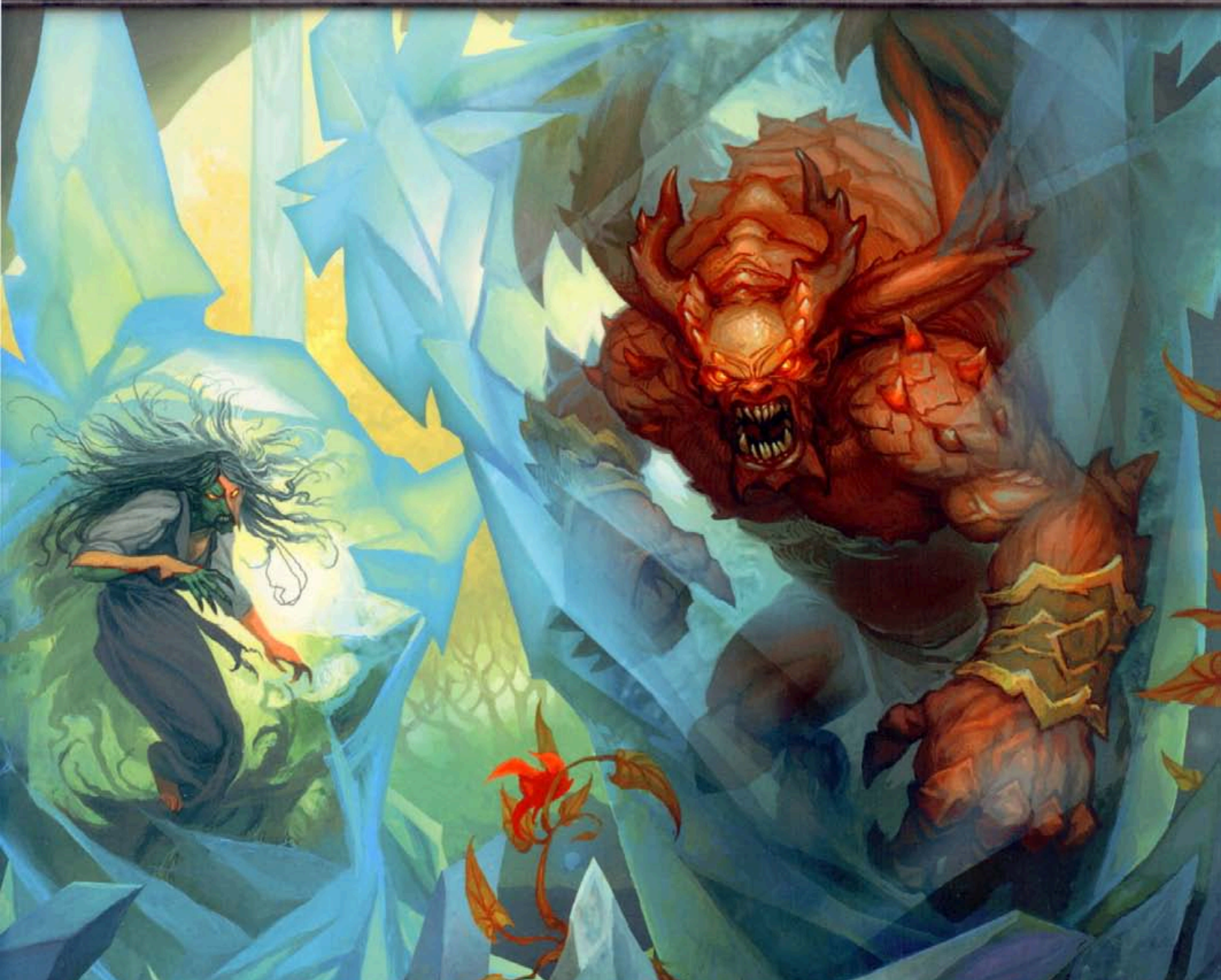


A HEROIC TIER ADVENTURE

DUNGEONS & DRAGONS ENCOUNTERS™

BEYOND THE CRYSTAL CAVE™



AN ADVENTURE FOR CHARACTERS OF 1ST – 3RD LEVEL
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INTRODUCTION

Welcome to **DUNGEONS & DRAGONS ENCOUNTERS™**, an exciting official **DUNGEONS & DRAGONS®** program. This adventure is a mini-campaign season designed to be played in one-encounter sessions once per week at your local Wizards Play Network location. Each week, players can earn in-game rewards for their characters and Renown Points toward special program-exclusive **DUNGEONS & DRAGONS FORTUNE CARDS™** that can be used in this and future seasons of **DUNGEONS & DRAGONS ENCOUNTERS** play.

PREPARING FOR PLAY

The **DUNGEONS & DRAGONS ENCOUNTERS** play kit provides all you need to DM this adventure, including poster maps of encounter areas and a sheet of tokens to represent monsters, adventurers, and battlefield effects. Follow the steps below to prepare for play.

Before you run Session 1:

- ◆ Read the **Adventure Background** and **Adventure Summary** for the flow of the story.
- ◆ Read **Session 1: The Call**, page 8, and **Gate Crashers**, page 10. If you are starting at another point, read the appropriate sections and what has come before.

At the table for Session 1:

- ◆ Ensure that each player has a character to play. Players can use one of the characters provided in the kit or can create their own personas using the **DUNGEONS & DRAGONS** rules.
- ◆ Give each player a **D&D ENCOUNTERS Play Tracker**. This sheet, found in the play kit, allows the players to track treasure, experience, and Renown Points earned for each play session.
- ◆ Acquire a session tracking sheet from the organizer. Record all the players' DCI®/RPGA® numbers on it, along with your DCI/RPGA number. If you or any of the players don't have a DCI/RPGA number, ask the organizer for a membership card.

During the session:

- ◆ Each session is one encounter. DM the encounter assigned for that week's session. Typical play time for a session is 90 minutes to 2 hours.
- ◆ Make decisions and adjudications that enhance the fun of the game. As the DM, you can adjust the adventure (see **A Changing Group** on the next page) to maximize the fun for the players.



At the end of your first session:

- ◆ Have the adventurers take a short rest if they want, but remind them to track their daily abilities. Healing surges used, daily powers expended, and other daily resources do not refresh in between sessions, only at the end of each chapter. Make sure your players track this information on their D&D ENCOUNTERS Play Trackers.
- ◆ Give out treasure and experience points. Make sure the players write down rewards on their D&D ENCOUNTERS Play Trackers.
- ◆ Turn in your session tracking sheet to the organizer. Make sure you've recorded all the DCI/RPGA numbers on it, along with names and the date of the event.
- ◆ Report Renown Point totals earned for each player to the organizer. The organizer fills out the Renown Point Tracker for the location and tells you if any players have earned DUNGEONS & DRAGONS FORTUNE Cards.
- ◆ Collect your special reward for providing your time as a DM to make the event happen. Your organizer has more details on this reward.

At the end of each chapter:

- ◆ The adventurers take an extended rest, regaining all their healing surges, hit points, and daily powers. Also, their action point total resets to 1.
- ◆ Once you've been the DM for a few sessions, it's easy to prepare for your next session. Read the next session's material, and you're ready to go.

A CHANGING GROUP

Since you can never tell who's going to show up to a DUNGEONS & DRAGONS ENCOUNTERS session, you might wind up with a different group of players from week to week. Some players might have missed a session or two, and others might have played sessions with a different DM. That's fine. Catch new players up with a summary of what has come before, and make sure that returning players have marked off resources they spent (healing surges, daily powers, and so on) since their last extended rest.

Majority Rules: If some element of the adventure plot hinges on the adventurers making a decision in a previous session, and the group is different during the current session, find out how the decision went down from the players. Go with the majority, and if it's an even split, side with the result that favors the adventuring party. For example, if three of five players' characters at your table slew the black dragon in a previous encounter and two didn't, the dragon is considered to be slain for your session this week.

RENOWN POINTS

One of the great rewards for playing in a DUNGEONS & DRAGONS ENCOUNTERS season is the accumulation of Renown Points (RP), which are given out for player accomplishments during, and sometimes between, sessions. These Renown Points are tracked at the Wizards Play Network location, and reaching certain thresholds garners the player a tangible reward—an exclusive D&D Fortune Card.

Players can use these cards during the current DUNGEONS & DRAGONS ENCOUNTERS season, during subsequent seasons, or possibly during both. Each card provides a benefit that is detailed on the card. Rules for using Fortune Cards are found in booster packs or online at www.DungeonsandDragons.com.

As the Dungeon Master, you award Renown Points at the end of a session of play, just like you grant the players treasure and experience. Unlike experience and treasure, Renown Point totals earned for each player must be reported to the organizer at the conclusion of the session when you turn in your session tracking sheet. The organizer can then tell you if any players have qualified for a card.

The Renown Point accomplishments, their frequency, and the point values of each are listed below.

RENOWN POINT AWARDS

Accomplishment	Frequency	RP
Complete an encounter	Session	3
Bring a new player	Session	2
Moment of greatness	1/chapter	2
Revive a dying adventurer ally	1/chapter	2
Deal 15+ damage to 1 enemy	1/chapter	2
Kill 3 minions with 1 attack	1/chapter	2
Take 50 enemy damage in 1 session	1/chapter	2
Create your own character	Season	5
Create a PC with Character Builder	Season	5
Create a character with a fey race	Season	2
Survive 8+ sessions without dying	Season	5

Bring a New Player: Current players can earn this award for bringing a player who is a new participant in the DUNGEONS & DRAGONS ENCOUNTERS program (current and past seasons included).

Moment of Greatness: When a player does something inventive, daring, or just plain cool during a session, the DM can grant this optional award or allow the other players to vote on whether it should be awarded.

RENOWN REWARDS

A player receives a DUNGEONS & DRAGONS FORTUNE Card called Cavern Oracle when he or she reaches 20 RP. A player receives Crystalbrook Blood Feud for 40 RP and Glittering Crystals for 60 RP. These cards are

awarded to the player immediately following the session in which the card is earned. Players can add these cards to their Fortune Card decks upon earning them. The organizer distributes these cards, and any questions regarding availability or quantities should be directed to the organizer.

FORTUNE CARDS

DUNGEONS & DRAGONS Fortune Cards are a new gameplay enhancement that showcases the chaotic and unpredictable nature of adventuring in a fantastic world of danger and magic. Every time players begin a session, they draw cards from their decks of Fortune Cards, activating the game benefit of the card at the appropriate time. Each card provides a game effect that enhances attacks, defenses, or provides some other sort of benefit to a character. Fortune Cards are featured in DUNGEONS & DRAGONS ENCOUNTERS seasons, and player rewards consist of exclusive promotional Fortune Cards. Although players don't have to purchase Fortune Cards to play in DUNGEONS & DRAGONS ENCOUNTERS sessions, they'll enjoy this new enhancement to their game experience.

Fortune Cards are available in eight-card booster packs with differing levels of rarity (common, uncommon, and rare). Players can crack open packs of cards just prior to participating in a game session or come to the game with prebuilt decks. For players who want to take advantage of this gameplay enhancement, we recommend purchasing two packs per play session or bringing a deck built according to the Fortune Card rules, available in the booster packs or online at www.DungeonsandDragons.com. The set available for purchase and use during this DUNGEONS & DRAGONS ENCOUNTERS season is called *Fury of the Feywild*[™].

TREASURE

As the characters progress, they have the opportunity to gain treasure in the form of gold pieces, valuables, and magic items. Whenever characters discover treasure, follow the instructions provided in the adventure. Use the following rules to divide treasure among the characters. The magic items in this adventure come from *Heroes of the Fallen Lands*[™], *Heroes of the Forgotten Kingdoms*[™], *Player's Option: Heroes of the Feywild*[™], and *Mordenkainen's Magnificent Emporium*[™].

Awarding Magic Items: When the characters find a nonconsumable magic item, the players can decide which character receives it. Usually, these decisions are easy, since certain items are better suited for certain characters. If this is not the case, then you should assign the new item to a character who has no nonconsumable magic items. If two or more characters lack nonconsumable magic items, have each of those players roll a d20. The character of the high roller receives the new item.

Selling Items: If none of the characters wants a particular magic item, the group can sell it at the end of the session, using the information on pages 277-278 of the *Rules Compendium*[™]. Divide the gold pieces received evenly among the party members.

When to Gear Up: Characters can buy equipment at the start of each chapter.

Random Items

Use the following table to determine unidentified magic items, or choose from it based on the adventuring group's needs. Numbers in parentheses indicate the source of the item, as noted below the table.

TREASURE TABLE

d20	Result
1	2 potions of healing (1, 2)
2	+1 magic armor (1, 2)
3	+1 magic weapon (1, 2)
4	+1 amulet of protection (1, 2)
5	+1 magic wand, orb, staff (1, 2)
6	+1 amulet of protection (1, 2)
7	+1 vicious weapon (1)
8	Shield of deflection (1)
9	Gauntlets of blood (1)
10	+1 magic rod (2) or +1 magic totem (3)
11	Bottled twilight (3)
12	Faerie field catalog (3)
13	Unseelie candle (3)
14	+1 wand of fear (4)
15	+1 weapon of accuracy (4)
16	+1 wintersnap armor (4)
17	Exceptional factotum helm, level 4 (4)
18	+1 weapon of speed (4)
19	+1 gloaming armor (4)
20	Roll twice more (reroll if 20 comes up again)

1. *Heroes of the Fallen Lands*
2. *Heroes of the Forgotten Kingdoms*
3. *Player's Option: Heroes of the Feywild*
4. *Mordenkainen's Magnificent Emporium*

TACTICAL PLACEMENT

This adventure provides a sample tactical setup for each encounter, including the location of the monsters and a start area for the characters. Tactical maps for each encounter present only one way to set up the encounter. If it doesn't make sense to place monster or adventurer tokens in the places indicated on the map, you can change the placement. The narrative of how your adventure is playing out should be the major mandate for character and creature placement. For example, if a character was sneaking around behind the monsters, then allow that player to place his or her token or miniature in an appropriate location.

ADVENTURE BACKGROUND

For a year, unnatural winds and mists have battered the area around the town of Crystalbrook. Worse, bizarre blue-skinned fey creatures have emerged from the fog to pillage and murder. Townsfolk blame these misfortunes on the fey of the nearby Sildaine Forest. The fey, who also suffer, claim innocence, faulting Crystalbrook's people for hidden black magic that has attracted the wrath of primal spirits.

Problems between the townsfolk and the fey continue to escalate. Crystalbrook's warriors trespass into the forest to hunt game and the mist monsters, but such intrusions lead inevitably to clashes with elf forest wardens. Townspeople have bullied and cheated fey visitors. Brash fey have stolen livestock from the town's outlying farms and played harmful pranks on the townies. Sildaine elves tax caravans on routes that pass through the forest. Travelers have been harassed along nearby roads, resulting in several deaths, countless injuries, and more accusations.

The course of events changed nearly two weeks ago, when Orlando—son of Lady Anya Tamora, ruler of Crystalbrook—went missing. On the same day, an elf maiden named Juliana vanished. She happens to be the daughter of Lord Carric, chief among the Sildaine elves. Lady Tamora and Lord Carric suspect that Orlando and Juliana are lovers, although the leaders disagree on the specifics.

The loss of and search for the missing youths has taken the fire out of Lady Tamora and Lord Carric. Both recently appealed to the ruler of Sybar, a nearby city, for mediation and aid. Count Varis Sybar sees this as an opportunity to head off growing tensions that might lead the Crystalbrook and Sildaine factions to war against one another. Hoping to maintain stability in the region, he sent out a call for adventurers.

The Feywild

Unknown to Lady Tamora and her people, the wall between the Feywild and the world is thin near Crystalbrook. Local lore speaks of an oracular cavern nearby, which townsfolk and the fey call the Crystal Cave. Only the fey suspect that this cave contains a doorway into the Feywild. Neither group knows the whole truth presented in this section.

Long ago, Caerwyn, a half-human daughter of the Green Lord, the archfey Oran, fell in love with a human mage named Porpherio. This mage was the adopted son of Tiandra, the archfey known as the Summer Queen. When Caerwyn and Porpherio married, Oran and Tiandra worked together to create a magical island for their children. Upon the isle, the archfey placed a magical spring—the Fountain All Heal—which has great

power. Oran and Tiandra also enchanted the island so that its beauty endures as long as their children remain true to each other.

Porpherio later linked the island to a worldly retreat in a crystal-filled cavern, the Crystal Cave. He augmented the oracle within this cave to share his bliss with the world. Then he spent his days with his wife, shaping his island's natural beauty. Caerwyn called their home Porpherio's Garden.

Despite his fey blood and the Fountain All Heal's magic, Caerwyn eventually died of old age. In grief, hoping to preserve his isle and his love, Porpherio seized his wife's soul before it could pass into shadow. With her permission, as well as that of the archfey, the mage built a tomb where his soul and Caerwyn's could sleep together forever. He then sent his soul from his body into the crypt, where his devotion to Caerwyn, and hers to him, could be quietly eternal. Through that love, the garden could remain.

Oran and Tiandra agreed to leave the island to its inhabitants. Together, they made the encircling seas treacherous. They filled the air bordering the isle with the swirling mist and cold wind of fey grief, leaving the isle itself in its endless summer. Both archfey placed wards to prevent anyone from disturbing the peace of Porpherio and Caerwyn. These wards also had the side effect of making time pass more quickly on the island than in the outside world—one day in Porpherio's Garden is one week in the world. The archfey never learned of the fey crossing in the Crystal Cave, so it remains open.

False Stewards

Soryth, a hag exiled from the eladrin city Astrazalian, recently came to Porpherio's Garden through the Crystal Cave. She brought her xivort (*Monster Manual*® 3) minions and her fiendish companion, Kalbon, with her. Once on the island, Soryth and Kalbon discovered its secrets. Upon finding the entombed souls of Porpherio and Caerwyn, Soryth sensed the ghosts' influence over the island. Hoping to use the isle's magic to exact revenge on her enemies, Soryth set about trying to take control. Eventually, she hit upon a diabolical scheme—she and Kalbon could absorb the sleeping souls without destroying them. In effect, Soryth and Kalbon intended to, as far as the laws of the island were concerned, become Porpherio and Caerwyn.

Soryth sensed the wards on the souls' tomb and knew she could not take both souls completely. To avoid setting off the strongest wards, she and Kalbon absorbed only a small part of each soul. Thus, the villains gained imperfect control over the isle. The hag learned that to complete her vile work, she needed the souls of two other lovers, one human and one fey. With such victims, Soryth could combine all four souls, absorbing enough of Caerwyn and Porpherio to

command the island, with enough left over to fill the tomb with sleeping souls to fool the archfey wards.

About two months ago, in island time, Soryth used her powers and the fey crossing in the Crystal Cave to send forth dreams into the minds of suitable lovers. The breach that Soryth opened between the planes has allowed the weather around Porpherio's Garden to leak into the world. This rampant magic has also attracted or created dangerous creatures within the Crystal Cave. Further, Soryth's xivorts have taken plenty of opportunities for mischief during their mistress's distraction.

Archfey Agents

Despite Soryth's subtlety, Oran and Tiandra have sensed their children's restless souls. Neither archfey is aware of the cause. Both dispatched agents to the island to discover what is going on. Oran sent Ragnar, a mighty verbeeg mercenary, with a contingent of Green Fey. Tiandra sent Uma, a briar witch dryad, with a coterie of Summer Fey.

Soryth and Kalbon used all their powers to sow discord between the archfey agents and throw them off the track. Nevertheless, just before the events of this adventure, Uma and Ragnar discovered the truth and attacked Soryth as she performed her ritual. The ritual's magic went wild, resulting in swapped souls, addled minds, and a curse. Orlando now carries part of Porpherio's soul, and Juliana part of Caerwyn's.

Uma, Ragnar, and their respective followers are now at odds. Each knows the other failed in a joint effort, creating friction between them. But this enmity is mixed with the hag's curse, which prevents the agents from easily taking action. Seeking a simple solution, Ragnar sent his cousin Basal to kill Orlando and unleash the souls he contains. Uma wanted no part of such a plan, so she broke her alliance with the giant. Now, only the heroics of capable newcomers can set the two archfey agents right.

ADVENTURE SUMMARY

The following is a summary of each session.

Chapter 1

Session 1: The characters arrive in Crystalbrook to find a group of xivorts has come out of the mist to trouble the town. After quelling the situation, the characters can talk to the leaders of each faction.

Session 2: The characters travel through the deep reaches of the Sildaine Forest to the Crystal Cave. The cave is not without its dangers.

Session 3: Feywild influences grow stronger as the characters venture on. The cave's magic lends life to the mud in one cavern. After overcoming mud monsters, the characters find the fey crossing.

Session 4: The characters arrive in Porpherio's Garden. When they explore the woods, they find

Juliana in a clearing. From the elf maiden, and leprechauns attempting to console her, the characters learn a little about the chaos that has transpired. Then Soryth attacks, curses the characters, and kidnaps Juliana.

Chapter 2

Session 5: To learn more and gain aid, the characters seek out one or both of the archfey agents. The party must undergo a test to gain the agent's favor.

Session 6: The characters go to find Orlando for the archfey agent they are championing. On the way, the characters encounter dangerous plants.

Session 7: When the characters find Orlando's supposed captor, the nymph reveals more of the truth of events on the island. Orlando is now safe within a palace at the center of a lake. One of Soryth's slaves attacks as the characters cross that lake.

Session 8: The characters find Orlando hidden within the palace discovered in the last session. As the characters make ready to leave the palace with Orlando, Ragnar's cousin Basal attacks.

Session 9: The characters return to discover Ragnar and Uma together. After revelations are shared, the agents reforge their alliance. They help the characters prepare for an assault on Soryth's lair. As the characters rest, the hag's lackeys attack.

Chapter 3

Session 10: The characters enter the maze that serves as the gateway to the Palace of Spires demiplane, Soryth's lair. The maze is dangerous, and Soryth's boggle allies try to thwart intruders.

Session 11: The characters enter the walled garden of the Palace of Spires only to face more of Soryth's slaves. After solving a puzzle, the characters open the way into the palace interior.

Session 12: The characters enter the Palace of Spires but find the way barred. To proceed, they have to solve the mysteries of the palace's grand hall and make it past Kalbon.

Session 13: The characters head up to the palace roof to finally confront Soryth and save Juliana. In the end, each character gains the favor of the fey in the form of a wish from the Fountain All Heal.

UNIQUE ITEMS

During this adventure, the characters discover a number of unique items that are tools for advancing the narrative. To enter the Palace of Spires, for example, the characters need four keys—a shamrock, an oak leaf, a sprig of mistletoe, and the leaf of a rose. These keys are the most important of the unique items in the adventure. Make sure the party at your table has all four when the time comes.

SESSION 0: CHARACTER CREATION

The initial session of this DUNGEONS & DRAGONS ENCOUNTERS season is intended to allow players to create characters. While they do, they should also learn the background of the mini-campaign, from the start of the **Adventure Background** up to but not including the Feywild section. Players can also gain access to campaign-specific backgrounds. Walk the players through the character creation process, using questions to help guide their decisions.

For this season, players can use materials from *Heroes of the Fallen Lands*, *Heroes of the Forgotten Kingdoms*, and *Player's Option: Heroes of the Feywild* to create their characters. In addition, players can use rules presented in *Dragon*® magazine in support of those products.

A player who misses this session can create a character elsewhere or use one of the pregenerated adventurers provided in the play kit. Each player is responsible for bringing his or her character to each play session.

Races

Player's Option: Heroes of the Feywild offers new character race options in addition to those in *Heroes of the Fallen Lands* and *Heroes of the Forgotten Kingdoms*. The race options for this season are dragonborn, drow, dryad, dwarf, eladrin, elf, gnome, half-elf, halfling, half-orc, human, pixie, satyr, and tiefling. If any players are unsure about what race to play, use the following questions to help guide their decisions.

1. Are you interested in playing a common fantasy race?

If yes, suggest human, dwarf, elf, or halfling.
If no, go to question 2.

2. This adventure is strongly tied to the Feywild. Do you care about playing a race with a connection to the Feywild?

If yes, go to question 3.
If no, suggest half-elf, half-orc, tiefling, or dragonborn.

3. Are you interested in playing a racial option that is new to D&D 4th Edition?

If yes, suggest pixie, satyr, or dryad from *Player's Option: Heroes of the Feywild*.
If no, suggest eladrin, drow, or gnome.

Classes

Player's Option: Heroes of the Feywild offers new character class options in addition to those presented in *Heroes*

of the *Fallen Lands* and *Heroes of the Forgotten Kingdoms*. These options include berserker barbarian, skald bard, protector druid, and witch wizard. If any players are unsure about what class to play, use the following questions to help guide their decisions.

1. Do you care about playing a new character class option or a class with a connection to the Feywild?

If yes, go to question 2.
If no, go to question 6.

2. Are you interested in playing a character who fights in the thick of battle, alternating between protecting allies and flying into a reckless fury?

If yes, suggest the berserker barbarian from *Player's Option: Heroes of the Feywild*.
If no, go to question 3.

3. Are you interested in playing a character who fights alongside your allies in melee, using arcane magic and your enchanting voice to augment your attacks and bolster your allies?

If yes, suggest the skald bard from *Player's Option: Heroes of the Feywild*.
If no, go to question 4.

4. Are you interested in playing a character who stays out of melee combat, instead using a powerful connection to nature to summon beasts, plants, and elemental forces to battle foes?

If yes, suggest the protector druid from *Player's Option: Heroes of the Feywild*.
If no, go to question 5.

5. Are you interested in playing a character that stays out of melee combat, instead staying in the back and using enchantment to beguile foes and transmutation to render enemies harmless?

If yes, suggest the witch wizard from *Player's Option: Heroes of the Feywild*.
If no, go to question 6.

6. Do you prefer to play a class with complexity?

If yes, suggest the warpiest cleric or the mage wizard from *Heroes of the Fallen Lands*, or the sentinel druid or the cavalier paladin from *Heroes of the Forgotten Kingdoms*.

If no, suggest the thief rogue, the knight fighter, the slayer fighter, the hunter ranger, the scout ranger, or the hexblade warlock.

Backgrounds

Players in this season of D&D Encounters gain access to one of the following three character backgrounds. Backgrounds were first introduced in *Player's Handbook 2*, and they confer a benefit based on the associated

skill. When a player creates a character using one of these backgrounds, he or she can select one of the following background benefits:

- ◆ Gain a +2 bonus to checks with one skill associated with the background.
- ◆ Add one skill associated with the background to that character's class skills list for the purpose of choosing trained skills.

Crystalbrooker

You grew up in Crystalbrook, a small agricultural community on the plains near the Sildaine Forest and the town's namesake, the stream known as the Crystalbrook. Familiar with the town and its troubles, you're also known as a capable individual there. You know the town's ruler, Lady Anya Tamora, and her son, Orlando, to some degree. Lady Tamora is fair but stern, sanctioning retaliation against fey incursions and doing her best to protect her people. Orlando is brave and honest, but he has shown no interest in rulership since his father died a decade ago. He has refused involvement in any action against the Sildaine fey.

Do you know the Tamora family well? What was your job in Crystalbrook before you answered Count Varis's call? What was your reputation beyond your known competence? Do you think badly of the fey in the nearby woods? Have you or your family had trouble with the Sildaine fey? What about others you know? Have you harmed the fey in some way?

Associated Skills: Endurance, Nature

Sildaine

You grew up in the ancient Sildaine Forest, maybe in the elven village that stands alongside the Crystalbrook as it runs through the woods. You know all too well of the area's recent troubles. The woodland realm usually provides for all, but recent events—weather, strange creatures, and incursions from the nearby town of Crystalbrook—have disturbed the tranquility of your home. Carric, Lord of the Sildaine, has established edicts to keep nonfey out of the forest and tax those passing through on the roads. But even his youngest daughter, Juliana, is among those reluctant to follow the decrees. You've always known her as determined, curious, and daring. Perhaps she knows something others don't.

How well do you know Lord Carric, his wife Myran, and his children, especially Juliana? What do you do in the Sildaine Forest? What do the other fey of the forest think of you? Why did you answer Count Varis's call? What do you think of the overbold townsfolk of Crystalbrook? Have you or any you care about had trouble with them? Did you act against the town in any way?

Associated Skills: History, Nature

Sybaran

You are a citizen of Count Varis's city of Sybar, a small but cosmopolitan place where several trade routes converge. The city offers countless challenges and opportunities, and you have availed yourself of several in your chosen career. You have heard of troubles on the frontier near Sybar, and when Count Varis called for aid, you answered. You know the count to be a fair man who loves his city and the region.

Why did you answer the count's call? What did you do before you answered? What district of the city did you grow up in—docks, farm, slum, trade, or noble? Do you hope to gain anything in this quest? How do other Sybarans think of you? Do you have relatives in the town of Crystalbrook or Sildaine Forest?

Associated Skills: History, Streetwise

Advancement

At the end of each session, you award experience points, treasure, and Renown Points. The Reward section at the end of each session indicates how many XP to award the characters. The point total includes the encounter reward plus exploration and story awards. Each character receives the same amount of XP. Players record their rewards on their D&D ENCOUNTERS Play Trackers, and you report the Renown Points each player earns to the organizer.

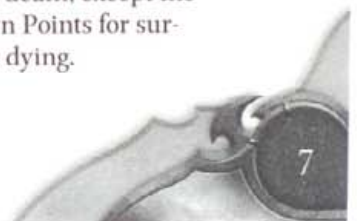
Leveling: DUNGEONS & DRAGONS ENCOUNTERS play uses an accelerated XP award system to allow players to experience their characters at a succession of levels. If a player attends every session, his or her character advances to level 2 at the start of Chapter 2 and to level 3 at the start of Chapter 3. A character might even be level 4 before the final confrontation with Soryth.

Changing Characters

Players can switch characters during the season. If a player wants to do so, he or she can bring a new character with experience points equal to those of the character he or she previously played in the season. However, the new character can keep neither treasure nor items from the previous character.

Character Death

If a character dies during a session, the player has two choices. He or she can bring the same character back at the beginning of the next session, with four fewer healing surges, or start a new level-appropriate character. If a character dies and has fewer than four healing surges remaining, that character loses all his or her remaining healing surges and can return next session with full hit points. No other penalty exists for death, except the potential of failing to gain the Renown Points for surviving eight or more sessions without dying.



CHAPTER 1

The characters heed Count Varis's call for skilled aid.

SESSION 1: THE CALL

The adventure begins in Sybar within Count Varis's palace. Despite their different backgrounds and loyalties, the characters have answered the count's summons. Players should know the gist of the problems on the frontier. If they don't, remind them of the facts from the first four paragraphs of the **Adventure Background**, page 4.

To start, read:

You have waited within the great hall of Count Varis's palace for a while since the nervous castellan left you with these other folk.

Prompt each player to introduce his or her character, giving the player a moment to describe the character's appearance and background. Allow the players to role-play character interactions if they wish.

When everyone is ready to continue, read:

After an hour, the castellan returns to the hall. He seems more at ease as he says, "The count can see you now."

He leads you into a small chamber where the count, a handsome young human with numerous smile lines on his tanned face, leans over a desk covered with papers. As you enter, the count writes on a document, imprints his seal on the paper, sprinkles dust on the ink, and sets the paper aside. The count dismisses the castellan with a gesture.

Smiling warmly, the count says, "Please sit down," indicating luxurious couches and chairs opposite the desk. "I apologize for the wait. I'll never catch up on matters of state, but I have a task for you that can lighten the burden for me and everyone in this region.

"I ask you to officially represent me in the matter of the problems between the town of Crystalbrook and the fey of the Sildaine Forest. In this, you must be impartial, as I am. Use your talents to keep the peace and find the missing youths, Juliana and Orlando.

"To help ensure your success, I offer each of you fifty pieces of gold on behalf of Lady Tamora and Lord Carric. I'll double the amount upon your return. Also, take this document, which marks you as agents of Sybar in these matters. I guarantee you more wealth and honor, tokens of my thanks and admiration, if you succeed.

"To do so, my friends, you must stop the sides from fighting and return both youths alive to their parents. Each faction is likely to blame the other if you fail, leading to the possibility of open hostilities. I recommend you begin by questioning the lady and the lord."

Count Varis cares deeply for the outcome of this task, and he is genuinely impartial. His document is intended only to show Lord Carric and Lady Tamora that the characters have his blessing to help in this situation. If needed, the count reiterates the nature of the problem. Once the characters finish speaking and asking questions, Varis excuses himself, explaining that he needs to return to his work.

When the characters set out, read:

Crystalbrook is on the way from Sybar to the Sildaine Forest. As you travel toward the town, despite the normal warmth of this season, the wind grows cold. Chilly mist billows around you, dampening spirits and clothing. Crystalbrook's walls come into view eventually, promising relief from the weather.

But something is amiss. Screams emerge from the town gates, which stand open in the mist.

Continue with **Gate Crashers**, page 10.

House Tamora

When the characters approach the manor, read:

When you approach the gates of Tamora Manor, two burly guards in chainmail cross halberds to stop you.

Wendig says, "These folksh're here to shее Lady Tamora, and you besh't let 'em pass. They killed that bunch of crittersh at the gate."

The guards look you over and relax. "Still need to know your business," says one.

When the characters introduce themselves, the guards react better to nonfey and town natives. Wendig's favorable report and the count's official document convince the guards to take the characters to see Lady Tamora in the manor's great hall. Despite Wendig's desires, the guards leave him behind at the manor gate unless the characters want him along.

Lady Tamora

Lady Anya Tamora is a strong, direct ruler who is accustomed to having her way. She is refined but fiery, and she is wary of fey characters in the party. But the lady is mostly worried about her son, and she is pleased the characters have come to find him and thwarted the xivort attack. Orlando is the last heir of the Tamora line. That fact and her motherly love mean that Lady Tamora sees his importance to Crystalbrook as beyond measure. In conversation, Lady Tamora reveals the following information.

- ◆ Orlando used to go out courting most nights. Lady Tamora could tell her son was in love.
- ◆ Orlando doesn't have a mean or vindictive bone in his body. He's a young dreamer with visions of adventure, rather than duty, in his head.

- ◆ Lady Tamora discovered a note in Orlando's room, which she gives to the characters. The note reads:

Dearest Orlando, do not fear. No matter what the trouble between our people, I am yours. We can go to a place in the forest my father once told me of—a cavern of crystal where it is said that wishes are granted to the purest of heart. There can be none purer than ours. Meet me tonight, and we shall go to the Crystal Cave and away from here forever. —J

- ◆ Lady Tamora is sure that "J" stands for Juliana. Despite her current accord with Lord Carric, the lady believes the fey used Juliana to lure Orlando into a trap. She thinks they plan to hold Orlando hostage for ransom or some worse nefarious purpose.
- ◆ Tamora has heard tales of the Crystal Cave. Once, the barbarians of this area traveled to the cave to use its oracular powers. Crystalbrookers now consider it a perilous place in fey territory. When she found the letter, though, the lady sent a party to search for Orlando near the Crystal Cave, but the searchers never returned. (She knows nothing of Soryth and her cohorts.)
- ◆ Tamora gives the party one *potion of healing* as a reward for volunteering to find Orlando.

When the characters are finished with Lady Tamora, they still need to see Lord Carric, the **Sildaine Lord**.

Sildaine Lord

As the characters head into the woods, read:

Even among the trees of the Sildaine Forest, cold wind and mist make travel uncomfortable. Suddenly, a dozen elves emerge from the woods, some with bows in hand, others with hands on sword hilts.

"What are you doing here?" asks an armored female elf.

Again, the characters have to explain themselves. These forest wardens react better to and prefer to speak with fey characters. They are forceful and severe toward nonfey. The count's document convinces the wardens to take the characters to Lord Carric. All the wardens escort the party.

When the characters arrive, read:

Eventually you arrive at an elegant village along a wide creek. Wind has been unkind to parts of the settlement, but it retains its fey beauty. Your escorts take you aloft among buildings built in the trees. From a graceful home slightly larger than others emerges a tall elf with long green robes and a dour expression. At the explanation from your guides, his expression softens.

"I am Carric, Lord of the Sildaine," says the elf. "How can I help you?"

Carric is traditional, polite, and gracious, but he has less patience for nonfey characters. Like Lady Tamora, he is grateful that Count Varis sent the characters to help find Juliana. In conversation, he reveals the following information.

- ◆ Weeks before the youths disappeared, Juliana was behaving strangely, making up reasons to travel in the woods alone. Her thoughts were far away.
- ◆ Forest wardens saw Orlando and Juliana together near the woodland verge. Carric questioned his daughter, but she remained silent and defiant.
- ◆ Carric thought Juliana was warming to him when she asked him to recount legends of the Crystal Cave he used to tell her when she was younger. Now Carric believes Juliana might have gone to the cave in search of fairy tales. If the characters show him the note to Orlando, Carric realizes that Juliana might have a different purpose in mind.
- ◆ Fey of the Sildaine use the oracular powers of the cave from time to time, but the oracle is cryptic and the experience more of a novelty than anything useful. Recently, wardens and travelers have spotted dangerous creatures near the cave. No one has gone there recently. (Carric knows nothing of Soryth, Kolban, and the xivorts.)
- ◆ Carric intends to offer the characters a map showing a trail to the Crystal Cave, but he quickly discovers that his personal copy is missing. Now all but certain that Juliana has gone to the cave, he procures an older copy of the map from his scribe.
- ◆ He warns the party that he suspects the cave contains a fey crossing. Although he doesn't know where the crossing is or where it might lead, he fearfully acknowledges that Juliana might be looking for it. He suggests that the characters head for the Crystal Cave, offering one *potion of healing* as a token of assistance.

Ending the Session

When the characters prepare to head for the Crystal Cave, this session ends.

Reward

At the end of the session, each of the characters gains 200 XP.

Treasure: The characters acquired 50 gp each, as well as *potions of healing* from Lady Tamora and Lord Carric.



GATE CRASHERS

Encounter Level 2

Setup

- 3 xivort slashers (S)
- 2 xivort darters (D)
- 2 xivort net casters (N)
- 3 wounded townsfolk (T)
- Wendig, local drunk (W)

When the characters reach Crystalbrook, read: *Mist pours through the town's open gate and flows over the walls. Through gaps in the fog, you see small creatures that have dark blue skin and large, orange eyes. From the bodies scattered around the plaza, it looks like the town guards held their own, but the tide turned against them.*

As a bell starts to ring deeper inside the town, one of the creatures drags a net-bound citizen toward the opening in the wall. Sounds of activity come from nearby shops. Then the little monsters spot you.

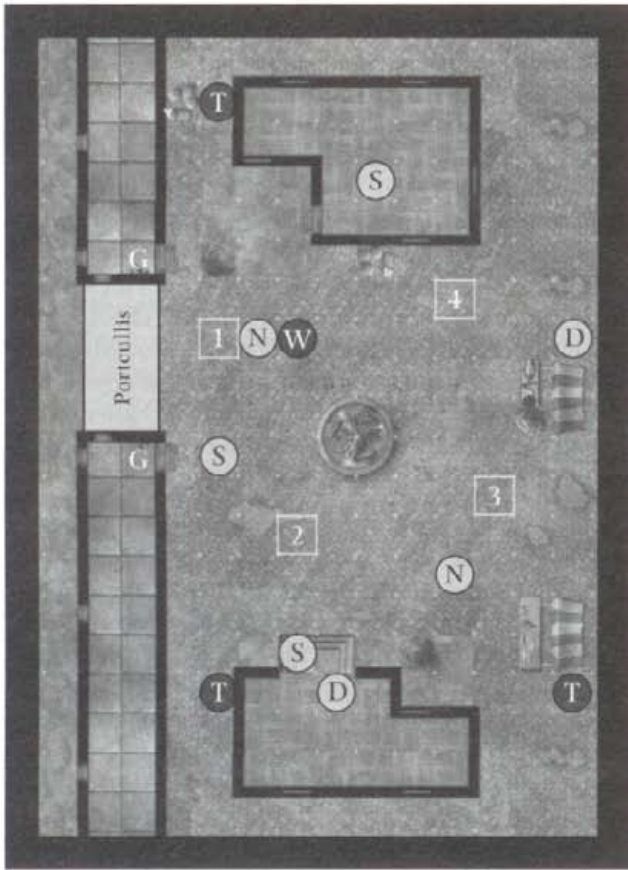
Characters from Crystalbrook or Sildaine recognize the creatures as those that have been troubling the area for months. This attack shows unusual boldness.

Characters can start outside the town along the edge of the map or in the first row of squares inside the opening. Place only the xivorts the characters can see, bringing in others as they attack. The net caster nearest the gate is bloodied and has only two nets. The darter inside the building is bloodied, and its *dream venom dart* is expended.

3 Xivort Slashers (S)		Level 1 Skirmisher
Small fey humanoid		
HP 26; Bloodied 13		Initiative +4
AC 15, Fortitude 12, Reflex 13, Will 13		Perception +1
Speed 5		Darkvision
STANDARD ACTIONS		
⚔ Short Sword (weapon) ✦ At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d6 + 5 damage.		
🗡 Dagger (weapon) ✦ At-Will		
Attack: Ranged 5/10 (one creature); +6 vs. AC		
Hit: 1d4 + 3 damage.		
TRIGGERED ACTIONS		
Cunning Step ✦ At-Will		
Trigger: An enemy adjacent to the slasher is hit by an attack.		
Effect (Free Action): The slasher shifts 1 square.		
Shadow Step (teleportation) ✦ At-Will		
Trigger: An enemy adjacent to the slasher hits it.		
Effect (Immediate Reaction): The slasher teleports to another square adjacent to the triggering enemy.		
Skills Bluff +5, Stealth +7		
Str 13 (+1)	Dex 14 (+2)	Wis 12 (+1)
Con 10 (+0)	Int 10 (+0)	Cha 11 (+0)
Alignment evil		
Languages Common, Elven		
Equipment leather armor, short sword, 4 daggers		

2 Xivort Darters (D)		Level 1 Artillery
Small fey humanoid		
HP 22; Bloodied 11		Initiative +2
AC 15, Fortitude 12, Reflex 13, Will 13		Perception +1
Speed 5		Darkvision
STANDARD ACTIONS		
⚔ Dagger (weapon) ✦ At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d4 + 3 damage.		
🎯 Dart (weapon) ✦ At-Will		
Attack: Ranged 5/10 (one creature); +6 vs. Reflex		
Hit: 1d4 + 3 damage.		
🏹 Dart Volley (weapon) ✦ At-Will		
Effect: The darter uses <i>dart</i> twice.		
🏹 Dream Venom Dart (poison, weapon) ✦ Encounter		
Attack: Ranged 5/10 (one creature); +6 vs. Reflex		
Hit: 1d4 + 3 damage, and the target is dazed (save ends).		
TRIGGERED ACTIONS		
Darter's Step (teleportation) ✦ At-Will		
Trigger: An enemy adjacent to the darter hits it.		
Effect (Immediate Reaction): The darter teleports 2 squares.		
Str 13 (+1)	Dex 14 (+2)	Wis 12 (+1)
Con 10 (+0)	Int 10 (+0)	Cha 11 (+0)
Alignment evil		
Languages Common, Elven		
Equipment dagger, 4 darts		

2 Xivort Net Casters (N)		Level 1 Controller
Small fey humanoid		
HP 26; Bloodied 13		Initiative +3
AC 15, Fortitude 12, Reflex 13, Will 13		Perception +1
Speed 5		Darkvision
TRAITS		
Cruel Slasher		
The net caster gains a +2 bonus to damage rolls against prone, immobilized, slowed, or restrained enemies.		
STANDARD ACTIONS		
⚔ Short Sword (weapon) ✦ At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d6 + 5 damage.		
🕸 Net (weapon) ✦ At-Will		
Attack: Area burst 1 within 5 (creatures in burst); +5 vs. Reflex		
Hit: The target is restrained (save ends).		
MINOR ACTIONS		
🏹 Bolas (weapon) ✦ At-Will		
Attack: Ranged 5 (one creature); +5 vs. Reflex		
Hit: The target falls prone and cannot stand up until the end of the net caster's next turn.		
TRIGGERED ACTIONS		
Shadow Step (teleportation) ✦ At-Will		
Trigger: An enemy adjacent to the net caster hits it.		
Effect (Immediate Reaction): The net caster teleports to another square adjacent to the triggering enemy.		
Str 13 (+1)	Dex 16 (+3)	Wis 12 (+1)
Con 10 (+0)	Int 10 (+0)	Cha 11 (+0)
Alignment evil		
Languages Common, Elven		
Equipment leather armor, short sword, 2 bolas, 4 nets		



Tactics

The xivorts' cruelty forces them to test their new foes. If four xivorts fall, however, the rest try to withdraw.

Xivort Slashers: These xivorts attack the largest or tallest character in the party. They also like to slash those whom net casters have brought down or tied up.

Xivort Net Casters: The bloodied net caster gives up his prize once battle begins—dragging the full net slows him too much. Both net casters try to bind enemies in nets so that all xivorts have more freedom of movement and better targets.

Xivort Darters: These creatures attack and move, focusing on characters who attack from a distance rather than in melee.

Wounded Townsfolk: As combat starts, the wounded townsfolk crawl for cover. Use them for role-playing, as well as to help the characters with shouted warnings and suggestions to close the gate.

DEAD AND WOUNDED

Characters from Crystalbrook might recognize the dead and wounded here—Alek (wounded guard), Benn (dead farmer), Cassi (wounded food vendor), Mark (dead clerk), Simon (dead guard), and Willam (wounded halfling guard). Encourage the players to decide whom they know. All Crystalbrookers recognize the townie in the net as the local drunk, Wendig.

Mist

At the start of each round, roll 1d4. Until the start of the next round, mist lightly obscures an area in a burst 3 centered on the square that matches your result. Mark each area or the center of each area.

Features of the Area

Illumination: Bright daylight.

Fountain, Goods, and Stalls: Squares containing these features are difficult terrain.

Walls: These stone fortifications are 20 feet high (Athletics DC 20 to climb), topped with crenellated walkways. The crenellations are 3 feet high. Ladders lead up to both walkways on either side of the gate opening.

Gate: The gate is a wooden portcullis (see *Rules Compendium*, page 175), presently locked in the up position 10 feet off the ground. A creature in a gate mechanism square (marked G on the map) can unlock the mechanism by succeeding on an Athletics check or a Thievery check (DC 8 as a standard action, DC 19 as a minor action).

When both mechanisms are unlocked, the portcullis crashes down in the center of the gate opening. It can be raised again by repeating the process.

A creature that makes a successful DC 21 Strength check as a standard action can raise the portcullis with brute force, but it stays up only as long as the creature holding it continues to make successful Strength checks each round.

Buildings: The structures to the north and south of the plaza are enclosed (the walls of the buildings are blocking terrain). The wall of a building can be climbed with a DC 20 Athletics check (the roofs are 10 feet above the ground). Mist does not extend inside the buildings.

Conclusion

When the battle is over, read:

Surviving townsfolk cheer or relax with groans of pain.

Wendig struggles free, tripping over the net as he stands.

"Thanksh!" he says, stumbling forward with alcohol-tinged breath preceding him. "We're lucky you came. I bet those crittersh were going to eat me!"

Xivorts: If the characters capture any xivorts, the creatures can be cajoled (Intimidate DC 12) into revealing that their mistress let them run free after she went "beyond the Crystal Cave." They call their mistress "Soryth, the Dream Queen." Other xivorts went with her and "Kalbon, the Horned King."

Guards: Soldiers arrive from farther inside the town. They begin to clean up and finish off any living xivorts. One of them, Sheriff Brandis, tells Wendig to lead the characters to **House Tamora**, page 8.

SESSION 2: ECHO CAVE

In the last session, the characters learned that the lovers likely fled to the legendary Crystal Cave. The pursuit begins with travel to the cave.

When you are ready to begin, read:

Following the Sildaine map, you trek through the woods for a few hours until you arrive at the location where the cave was marked on the map. The moss-hung cavern huddles beneath a long, high slope. Flowers and undergrowth are lush here.

Arcana (DC 12): A strong magical presence pervades this area, growing stronger the nearer you come to the cave.

Nature (DC 8): Some of the plants here are out of season, and all the plants seem far healthier than those in the rest of the forest.

If the characters look for tracks, a successful DC 12 Perception check uncovers that numerous humanoids have passed through here over the past few days. Most of the tracks are of small, clawed humanoids (xivorts). A successful DC 19 check reveals the hard-to-find tracks of two Medium humanoids, in shoes or boots, walking close together.

When the characters enter the cave, continue with the **Entrance Cavern** section.

Entrance Cavern

These caves are dark. Base what the characters can see on the party's light sources. The descriptions assume that the characters have torches.

When the characters make it in, read:

Beyond the hanging moss draped over the cave entrance, the passageway veers to the right a short distance before opening up into a high cavern. This cavern has an uneven floor littered with chunks of splintered rock. Stalactites, some sheared off like broken fangs, hang down from high above. Two natural halls lead out of the larger cave—one to the east and the other south.

Every sound lingers here and reverberates. As you proceed, the echoing grows stronger.

Arcana (DC 12): The echoes are a magical effect of this cave.

Dungeoneering or Nature (DC 12): You can feel air moving from the southern passage in your direction, but the opening to the east is still. The southern passage probably continues on. To the east is likely a dead end.

Dungeoneering (DC 19): The echoes behave very abnormally for the shape of the chamber.

Life-giving magic from the fey crossing preserved the spiritual remains of those who have died here over the ages, but Soryth's recent corruption of the area has

awakened one of these remnants as an angry undead creature. This echo spirit lingers near the main cavern since it was attracted to the sounds of the original Crystalbrook search party fleeing the ooze that resides within. The undead creature appears almost as soon as any intruders enter, but it gibbers and moans in a way that sounds like the echoes the cavern might naturally produce.

If the characters want to stifle the echoes they produce, each character can attempt a Stealth check (DC 12). If at least half the party succeeds, the sounds are muted and the Perception check to hear the approach of the monsters in the tactical encounter is easier.

Proceed with the **Cavern Dwellers** tactical encounter, page 14.

The Oracle

A character who moves close enough to see the southern wall clearly can attempt a DC 12 Perception check to notice that faded chalk writing marks the wall near the opening. After that, a successful DC 19 History check reveals the markings are ancient symbols once used by human barbarians of the Black Eagle Tribe, which roamed this area in bygone days. The markings indicate an oracle.

The ochre jelly lurked in this passage. Detritus in the entryway consists of small bits of material that an ochre jelly cannot digest. Tiny pieces of metal and smooth stone make up several small heaps upon the floor, including a pair of stone dice.

The passage slopes slightly downward, becoming ever damper as it descends. (The map on page 15 depicts only the start of the route to the cavern, ending where the passageway descends beneath the open area the characters came from.)

As the characters enter the passage, read:

Faded chalk markings line the walls for nearly fifty feet until the passage opens into a round cavern with glassy walls of black rock. On the floor at the entrance, the word "Ask" is inscribed in Common in flowing silver letters.

A natural passage slopes downward out of this cavern.

Each character can ask a single question and receive a brief answer from the oracle. Once a character has asked a question and received an answer, the oracle answers no further questions from that character for a month. Answer questions as you choose, but the answers should be vague.

When the characters ask a question, read:

Your question echoes through the cavern, and then reverberates back down the passageway from which you came, finally dissipating into silence as it goes. A moment later, the sound of your voice returns from the subterranean darkness and gives an answer in words that are not yours.

This oracle cavern contains magic from the Feywild and from Porpherio. The cavern answers general questions and might provide inexpensive mundane items, or more, to help those in need. Here are some questions the cavern might answer for the characters and deeds the cavern can perform.

Did Orlando and Juliana come here? “The lovers you speak of passed this way and traveled farther, beyond the Crystal Cave.”

Isn't this the Crystal Cave? “Yes, tales and lore call this the Crystal Cave. The cavern that truly owns that name is deeper within this complex.”

What's in the true Crystal Cave? “Beyond earth given life is the slow falling water and the crossing into the Bright Land.” (Arcana or History DC 8: Bright Land is another name for the Feywild.)

Who is/created the oracle? “Porpherio, a great mage, wrote the word “Ask” on the stone, and he added to the magic here, but he did not create this oracle. This oracle simply is.”

What are the dangers of the cave? “The magic of the cave is its danger. Passage to the Feywild is its danger. A monstrous and mindless predator once lurked within this place, as did the remnants of one dead.” (This statement refers to the monsters the characters already fought.)

What happened to those who never returned? “They perished here in this complex, or they went to the place beyond the Crystal Cave, beyond this oracle's sight and sense.”

Can you help us find Orlando and Juliana? The cavern manifests a lesser tuathan road whistle, which appears upon the floor beside the silver letters.

Can you heal us/me? The cavern allows each character to regain 3 hit points (us) or one character to regain 10 (me).

The passage out of this cavern leads to the **Cave of Mud**. See **Ending the Session**.

TUATHAN ROAD WHISTLE

- During this adventure, this whistle is truly useful only during Session 10, wherein it has a special effect. At all other times within the Crystal Cave or Porpherio's Garden, the path the whistle creates leads in the direction the characters are already headed.

Lesser Tuathan Road Whistle Level 5 Common

Blowing a note on this whistle calls forth a sparkling path that leads you toward your destination.

Wondrous Item 1,000 gp

Utility Power † **Daily** (Standard Action)

Effect: You blow the whistle while picturing in your mind a destination you have visited before. A path made of shimmering light, which only you and your allies can see, leads toward that destination until you take an extended rest.

Haunted Cave

The echo spirit came from this cave.

When the characters go east, read:

The eastern passage bears north quickly, and its walls grow wetter as you move onward. Beyond the rubble of a shattered flowstone curtain, the tunnel ends in a round cave. Like sharp teeth, stalagmites jut from the floor toward an array of stalactites hanging from the ceiling.

A skeleton wearing ancient chainmail lies here, impaled upon a stalagmite. The equipment this unfortunate person once carried is ruined, but the jeweled gold amulet the corpse still wears is unsullied by age.

Heal (DC 12): The skeleton is that of a male human.

History (DC 19): Equipment remnants on the skeleton suggest that this person was a member of the Black Eagles, a barbarian tribe that once roamed this area.

The skeleton's gear is worthless. Scattered near its hip is 10 gp per character and a gem worth 20 gp per character. Around the skeleton's neck is a +1 amulet of health. If you prefer, the gold amulet is nonmagical and replaces the gem as a valuable treasure. You can then roll once on the **Treasure Table**, page 3.

This cave is a dead end.

Ending the Session

The characters eventually continue on past the oracle and deeper into the Crystal Cave.

When the characters are finished in the Oracle Cavern, read:

The passageway slopes further downward, and the floor becomes damp. From somewhere below, the sound of running water creates subtle echoes that grow louder as you proceed in their direction.

The session ends here, as the characters approach the **Cave of Mud**.

Reward

Each character gains 300 XP for exploring the cavern and battling the monsters.

Treasure: Characters might have gained a lesser tuathan road whistle (see *Player's Option: Heroes of the Feywild*). The skeleton in the **Haunted Cavern** also has treasure (see above).

CAVERN DWELLERS

Encounter Level 1

Setup

1 echo spirit (E)

1 ochre jelly (O)

Characters begin in the Start area. No monster is visible when the characters enter. Each character has a chance to avoid being surprised (see below). Surprised characters can take no action during the surprise round.

If the characters enter without stealth, read:

Echoes—sonic memories of the noises you made moving through the cave—ripple in the air. Eerie reverberations mix with the echoes.

Each character can attempt a Perception check (DC 19) to avoid being surprised.

If the characters enter stealthily, read:

Tiny echoes reflect your breathing and careful footfalls, but a bizarre reverberation answers from the eastern passage.

Each character can attempt a DC 12 Perception check to avoid being surprised.

When the echo spirit arrives, read:

Vibrations from the east take form. A sinister humanoid shape glides, gibbering and moaning, into the room.

Tactics

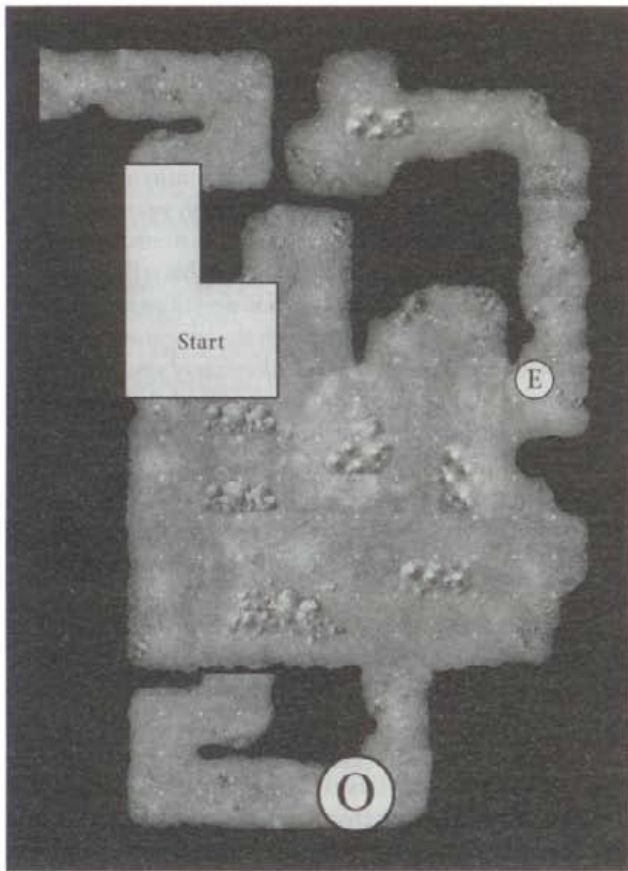
Echo Spirit: This creature is crafty enough to split a party of enemies. It knows that the ochre jelly lairs to the south, so it first moves up to the nearest enemies and slides those foes toward the ooze. It then uses its powers to drive opponents into sharp stalagmites. The echo spirit is no ally of the ooze, but it aims its hatred at other sentient creatures. It fights until slain.

Spirit Echoes: The echoes stick close to the echo spirit's enemies to impede enemy movement. If the echo spirit is destroyed, the echoes act erratically until they too are destroyed.

Ochre Jelly: This ooze emerges from its lair on its initiative count during the round following the surprise round. It attacks the nearest creature or the enemy that dealt it the most damage since its last turn. Like the echo spirit, the ochre jelly fights until it dies.

Echo Spirit (E)		Level 2 Elite Controller
Medium shadow humanoid (undead)		
HP 72; Bloodied 36		Initiative +4
AC 16, Fortitude 13, Reflex 15, Will 14		Perception +0
Speed 6		Darkvision
Immune disease, poison; Resist 5 necrotic, 10 thunder		
Saving Throws +2; Action Points 1		
TRAITS		
Insubstantial		
The spirit takes half damage from all attacks except those that deal force or radiant damage. If it takes radiant damage, the spirit loses this trait until the start of its next turn.		
STANDARD ACTIONS		
⊕ Touch of Fear (fear, psychic) ⊕ At-Will		
Attack: Melee 1 (one creature); +5 vs. Will		
Hit: 2d6 + 3 psychic damage, and the spirit slides the target up to 2 squares.		
↵ Echo Barrage (fear, thunder) ⊕ At-Will		
Attack: Close blast 3 (enemies in the blast); +5 vs. Will		
Hit: 2d6 + 2 thunder damage, and the spirit slides the target up to 2 squares.		
MINOR ACTIONS		
⊕ Spiritual Echoes ⊕ Recharge when the spirit uses psychic reverberation		
Effect: Three spirit echoes appear within 10 squares of the spirit. These creatures act just after the spirit in the initiative order.		
TRIGGERED ACTIONS		
↵ Psychic Reverberation (fear, psychic) ⊕ Recharge when first bloodied		
Trigger: An enemy hits the spirit with an attack.		
Attack (Immediate Reaction): Close burst 10 (the triggering enemy); +5 vs. Will		
Hit: 2d6 + 3 psychic damage, and the spirit slides the target 1 square and knocks it prone.		
Effect: The spirit becomes invisible until the end of its next turn or until it attacks.		
Str 8 (+0)	Dex 17 (+4)	Wis 8 (+0)
Con 12 (+2)	Int 6 (-1)	Cha 15 (+3)
Alignment evil		Languages Common

Spirit Echo		Level 2 Minion Controller
Small shadow animate (undead)		
HP 1; a missed attack never damages a minion.		Initiative +3
AC 16, Fortitude 13, Reflex 15, Will 13		Perception +0
Speed 4		Darkvision
Immune thunder		
TRAITS		
⊕ Echo of Terror (fear, psychic) ⊕ Aura 1		
An enemy that starts its turn in the aura takes 3 psychic damage. If an enemy that started its turn in the aura ends its turn outside the aura, the enemy takes 3 psychic damage, and the echo pulls the enemy 1 square.		
Vulnerable to Banishment		
If adjacent to the echo, an enemy can attempt an Arcana, Nature, or Religion check (DC 13 as a standard action; DC 20 as a minor action) against the echo. If the check succeeds, the echo takes 1 damage.		
Str 3 (-3)	Dex 15 (+3)	Wis 8 (+0)
Con 10 (+1)	Int 3 (-3)	Cha 10 (+1)
Alignment evil		Languages —



Ochre Jelly (O) Level 3 Elite Brute

Large natural beast (blind, ooze)

HP 102; Bloodied 51 Initiative +0
 AC 15, Fortitude 16, Reflex 14, Will 14 Perception +2
 Speed 4, climb 4 Blindsight
 Immune blinded, gaze effects; Resist 5 acid
 Saving Throws +2; Action Points 1

TRAITS

Ooze

While squeezing, the ooze moves at full speed rather than half speed, it doesn't take the -5 penalty to attack rolls, and it doesn't grant combat advantage for squeezing.

STANDARD ACTIONS

Ⓢ Slam (acid) ♦ At-Will

Attack: Melee 1 (one creature); +8 vs. AC
 Hit: 2d6 + 1 damage, and ongoing 5 acid damage (save ends).

MOVE ACTIONS

Flowing Form ♦ At-Will

Effect: The ochre jelly shifts up to 4 squares.

TRIGGERED ACTIONS

Split ♦ Encounter

Trigger: The ochre jelly becomes bloodied.
 Effect (No Action): The jelly splits into two creatures, each with hit points equal to one-half its current hit points. Effects on the original ochre jelly do not apply to the second one.

Str 13 (+2) Dex 8 (+0) Wis 12 (+2)
 Con 11 (+1) Int 1 (-4) Cha 1 (-4)

Alignment unaligned Languages –

Features of the Area

Illumination: It's dark.

Echoing Thunder: Creatures gain vulnerable 2 thunder while in this cave.

Stalagmites: Areas of stalagmites on the map are difficult terrain. A creature takes 1d4 damage if it is pulled, pushed, or slid to a square that contains these long, sharp rocks.

Rocks: Rubble on the floor is difficult terrain.

Passageways: To the south is a passage that leads to the area described in the **Oracle Cavern** section, page 12. The eastern tunnel leads to the area described in the **Haunted Cavern** section, page 13.

Conclusion

After the battle concludes, the characters are free to take a short rest and explore the rest of the area.



SESSION 3: THE CRYSTAL CAVE

Start this session by reviewing the events of last few sessions, emphasizing the weirdness of the cavern complex so far. The characters ended the session heading down a descending passageway deeper into the cave complex. Begin with the **Cave of Mud** tactical encounter, page 18.

Tunnel of Starlight

Leading from the **Cave of Mud**, this tunnel turns and twists, sloping ever upward until it enters the Crystal Cave.

As the characters travel, read:

The tunnel follows a gradual slope upward, running a wild course through the darkness. A stream tumbles along a channel in the middle of the passage, the water reflecting light as if the surface is crystal rather than liquid. Soon, the cave walls begin to behave in a similar way, almost as if tiny stars were embedded in them.

Dungeoneering (DC 8): Clusters of crystal appear in increasing size and abundance in the cave walls. The "stars" on the walls are reflections in the crystals.

As the characters continue, read:

The tunnel broadens. A small, clear pool stands here, with brilliant crystal formations rising from beneath its surface. The cave and stream continue to the northeast, crystals jutting prominently from stone and water alike. A faint tinkling emanates from the crystals.

Perception (DC 8): *The tinkling is actually music, each crystal's voice arranged in a slow harmony with others. This music seems to grow stronger amid larger clusters of crystal, especially farther along the tunnel in the direction you are traveling.*

If the characters look in the pool, they discover a silver locket with its neck strap caught around a crystal formation at the bottom. Inside is a portrait of a beautiful, brown-haired female elf whom Sildaine characters recognize as Juliana. Characters from Crystalbrook recognize the locket as Orlando's.

The lovers lost the locket while they were passing through the waterfall in the Crystal Cave, and the stream carried it here. If any doubt remained, this item confirms that the two passed this way. See **Reward** for details of the locket as treasure.

When the characters are finished exploring the tunnel, they can move on to the **Cave Entrance**.

Cave Entrance

This cavern borders the fey crossing.

When the characters enter, read:

At the end of the tunnel, the cave walls are entirely made of sparkling crystals. The glittering passageway opens up into a domed crystal cavern that reflects light in rainbow-hued patterns. Mirror images of these starlike lights reflect from the broad, placid pool in the floor. A waterfall on the far side of the cavern feeds the pool, although the torrent seems to be frozen in time. Like clear jewels, droplets of spray hang stationary in midair, and the water's suspended plunge does little to disturb the stillness of the pool.

At the nearer end of the cavern, the pool feeds the stream that runs into the tunnels below. Tinkling music, like that of tiny wind chimes, fills the air, as if the crystals are singing. Their pure notes resonate in perfect harmony with one another.

Arcana (DC 8): *Magic is so strong here that the fey crossing Lord Carric mentioned is likely to be close at hand. The nearness of the crossing could explain the waterfall's state.*

No exits are apparent in this large cavern. To move on, the characters must go through the waterfall. If the characters investigate further, the specifics of the phenomena in this room are delineated here.

Lights: The multicolored lights on the cavern ceiling and the surface of the pool are reflections of the characters' light sources. They move in response to the movements of the reflected light sources.

Music: The harmonious tones come from within the crystals as if the rocks are somehow alive, although they can neither speak nor move.

Pool and Waterfall: The pool is 8 inches deep, and the waterfall feeds it. Water in the pool tastes pure. At the west side of the cavern, the water in the stream flows from the pool at a natural rate as it descends into the tunnel. Near the middle of the pool, the water flows more slowly through time, so it is as resistant as tar. From the middle of the pool to the waterfall, the water is so slow and solid that characters can walk freely upon its surface.

Arcana (DC 12): The enchanted water in the pool must flow from a place in the Feywild where time travels more slowly.

Arcana (DC 19): The state of the water does not necessarily indicate how slowly time flows beyond the waterfall, just that a difference in time flow exists between this world and the one beyond.

Nature or Perception (DC 12): The water does indeed move, but its movement is extremely slow. It takes at least a minute for a water droplet to fall an inch, and more than two hours for water to fall from the top to the bottom of the waterfall.

Perception (DC 12): A room is visible on the other side of the waterfall. Reflected light from the crystals reveals that the room is furnished.

Entering the Waterfall

To reach the room on the waterfall's far side, the characters must pass through the waterfall. Due to the slowed progress of the water, this task is harder than it first appears.

Moving Through: Objects or creatures moving at a normal pace (or faster) into the water impact it as though it is a solid object. Any individual who attempts to pass through the waterfall in this way must succeed on a DC 20 Athletics or Endurance check to do so.

The key to moving through the waterfall is to pass through it at the same rate the water is moving. Characters who move slowly through the waterfall need to succeed on a DC 8 Athletics or Endurance check to do so.

If the players toy with passing through the water but fail to discern that moving slowly is better, an Arcana check or a Nature check (DC 12) can provide this useful information.

Failure: Whenever a character fails a check to pass through the waterfall, the water knocks the character prone. He or she also takes 1d10 damage.

Damaging the Waterfall: If a character makes a successful weapon attack against the waterfall (AC 12, Reflex 12, Fortitude 12, Will –), he or she creates a weakness in the surface, and characters gain a +2 bonus to skill checks to move through it from that point on. Multiple attacks of this sort do not increase this bonus.

Parting the Waterfall: A character who makes a successful cold or force attack against the waterfall can freeze or part a portion of it. Frozen water can be shattered, and parted water is easier to pass through. If the water is frozen or parted, characters gain a +4 bonus to skill checks to move through the waterfall from that point on. Multiple attacks of this sort do not increase this bonus.

Teleportation: A character who has perceived the existence of the room beyond the waterfall can use a teleportation power to move through the waterfall into the room.

When the characters move through the waterfall, proceed to the **Observation Room**.

Observation Room

When the characters enter, read:

Carved into the rock behind the waterfall is a round room. A plush couch and a finely carved wooden table stand on an exquisite mosaic floor. The floor—upon which are the remains of a shattered crystal decanter and two glasses—depicts birds, animals, fruits, and flowers. An intricate

knotwork pattern surrounds it all. This knotwork forms the root system for the fresco of an enchanted forest that sprawls across the entire back wall, broken only where a tunnel leads from the chamber.

Perception (DC 12): *Wet footprints of shoe-wearing humanoids have dried here, leaving marks on the floor. Two sets of such prints lead from the room into the tunnel.*

This chamber was once the place where Porpherio and Caerwyn regularly visited the world, and Juliana and Orlando passed through this room on their way into the Feywild. When the characters enter the tunnel in the fresco, go to **Ending the Session**.

Ending the Session

The session ends after the characters enter the painted tunnel.

When they do so, read:

You proceed through the tunnel in the fresco, down a passage that seems natural except for the forest painted on it. From ahead comes the scent of salt air, the faraway whisper of crashing waves, the sound of someone weeping, and tiny voices rhyming.

Reward

At the end of the session, each character gains 250 XP for battling the mud men and crossing through the waterfall in the Crystal Cave.

Treasure: Orlando's locket is worth 25 gp, but the characters might later give it up. The characters also recovered some treasure in the **Cave of Mud**.



Orlando's locket

CAVE OF MUD

Encounter Level 1

Setup

3 mud men (M)

5 or more mud man graspers (G)

When the players are ready to start, read:

The sound of running water turns out to be coming from a stream that fills part of the cavern ahead with a muddy pool. This stream, sparkling like a ribbon of stars, flows from the northern passageway on the opposite side of the cavern. The stream's source must be somewhere in the gloomy tunnel beyond. No echoes resound here as they did in the caves above. Only an occasional droplet, falling from a stalactite, punctuates the stream's tinkling babble. In the midst of the pond stand three mounds of dried mud clustered in a triangle.

Two pale humanoid hands caked in dried mud stiffly protrude from different mounds, each hand reaching for the other. One hand is thick and masculine, the other feminine and delicate. The feminine hand wears a gold ring on its ring finger.

The three "dry" squares near the middle of the map are the mounds of dried mud. Mud men doze nearby in the muddy pool, unseen. They rise to attack if anyone enters the pool or moves to a square west or north of the mounds of dried mud.

Sildaine characters know that Juliana had no gold ring, but realize that she might have obtained one recently.

When the mud men attack, read:

The surface of the muddy pool sparkles much like the enchanted stream that trickles into its perimeter. Tiny points of light rise in pairs from the murk. Bubbling sounds follow the appearance of the lights as humanoids of oozing mud—some small and malformed, others more like humans caked in mud—form around each pair of glittering eyes. With slopping noises, the creatures stagger forward.

Characters who succeed on a DC 11 Perception check detect some hint of movement in the mud before the mud men fully emerge. Characters who fail the check are surprised.

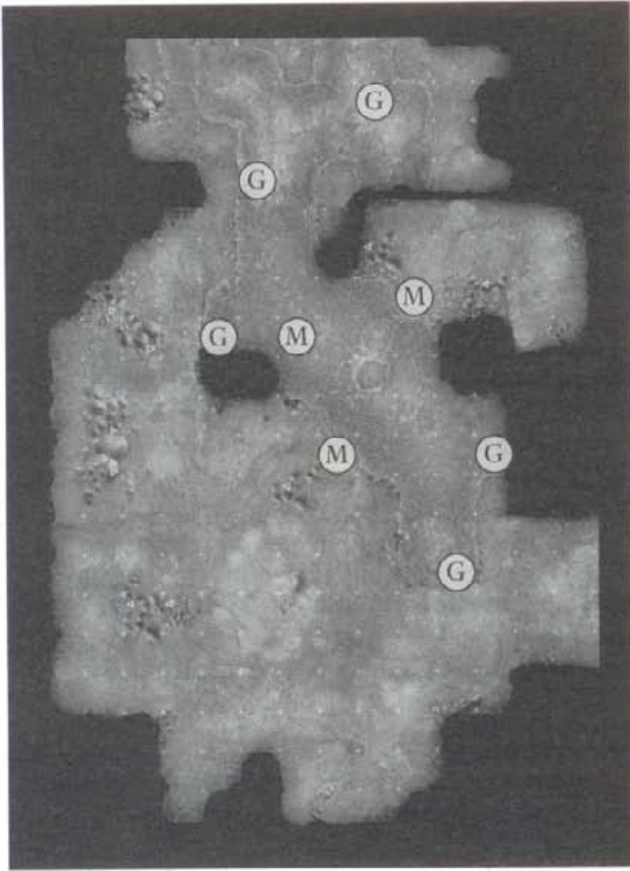
Tactics

Mud Men: Each mud man hurls a *mud ball* first, forcing melee characters to engage them in the mud. They rely on *amorphous body* to shift deeper into the mud, away from melee attackers, to further hinder foes with *mud ball* attacks.

Mud Man Graspers: The graspers advance and charge to use *engulf*, aiming to pin their opponents down so that their allies can freely attack from range.

3 Mud Men (M)	Level 2 Brute	
Medium elemental magical beast (earth, water)		
HP 43; Bloodied 21	Initiative +2	
AC 14, Fortitude 15, Reflex 13, Will 13	Perception +7	
Immune disease, poison	Darkvision	
Speed 5 (swamp walk)		
TRAITS		
Relentless Assault		
The mud man gains a +2 bonus to attack rolls against slowed or immobilized creatures.		
STANDARD ACTIONS		
Ⓢ Slam ⚡ At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 2d6 + 4 damage.		
⚡ Mud Ball ⚡ At-Will		
Attack: Ranged 10 (one creature); +5 vs. Reflex		
Hit: 2d6 + 2 damage, and the target is slowed until the end of the mud man's next turn. If the target is already slowed, it is immobilized until the end of the mud man's next turn.		
TRIGGERED ACTIONS		
Amorphous Body ⚡ Encounter		
Trigger: The mud man is hit by a melee attack.		
Effect (Immediate Reaction): The mud man shifts up to 3 squares.		
Skills Stealth +7		
Str 16 (+4)	Dex 13 (+2)	Wis 13 (+2)
Con 13 (+2)	Int 6 (-1)	Cha 8 (+0)
Alignment unaligned	Languages Primordial	

5 Mud Man Graspers (G)	Level 1 Minion Controller	
Medium elemental magical beast (earth, water)		
HP 1; a missed attack never damages a minion	Initiative +1	
AC 15, Fortitude 14, Reflex 12, Will 12	Perception +1	
Immune disease, poison	Darkvision	
Speed 4 (swamp walk)		
TRAITS		
Relentless Assault		
The mud man gains a +2 bonus to attack rolls against slowed or immobilized creatures.		
STANDARD ACTIONS		
Ⓢ Slam ⚡ At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 5 damage.		
⚡ Engulf ⚡ At-Will		
Requirement: The mud man must not have a creature grabbed.		
Attack: Melee 1 (one creature); +4 vs. Fortitude		
Hit: The mud man grabs the target (escape DC 13), which is also pulled into the mud man's space. Until the grab ends, the target takes ongoing 5 damage and the mud man is immobilized.		
Str 16 (+3)	Dex 13 (+1)	Wis 13 (+1)
Con 13 (+1)	Int 3 (-4)	Cha 8 (-1)
Alignment unaligned	Languages Primordial	



Features of the Area

Illumination: It's dark.

Mud Mounds: These three mud mounds are about 3 feet high, wide and strong enough to stand on. They are difficult terrain.

Rockpiles: These squares are difficult terrain.

Pool: Shallow water and mud combine to make this wet area difficult terrain. The pool is also the source of the mud men's power. A character who makes a successful DC 12 Arcana check perceives the magic of the pool and its connection to the mud men. See the **Development** section for more.

Development

The magic pool infuses the mud in it, creating aggressive mud man graspers that grow into full-fledged mud men. Until all the mud men are defeated, at the start of any round in which no graspers are on the map, one grasper rises from the pool on the graspers' turn. It emerges (as a move action) in a square adjacent to the three dried mud mounds and not adjacent to any enemy.

Arcana or Nature (DC 12 standard action or DC 19 minor action): Characters who use the primal power source can make a Nature check instead of an Arcana check. A character who succeeds on this check can prevent a new grasper from emerging for 1 round.

Conclusion

The characters can search the area only after the mud men are defeated.

When the battle ends, read:

As the last of the mud creatures collapses, the concentrated eldritch energy that held their forms together disperses in the damp air. The muddy pool ceases its burbling, the glittering lights fade beneath the surface, and the pool becomes lifeless and still.

At this point, the characters are free to take a short rest and explore further.

Mud Mounds

A character who is adjacent to one of the mud mounds in the middle of the pool can break it open easily, revealing its contents. The two mounds that have reaching hands contain the corpses of humans from Crystalbrook, a male and a female, mummified in the mud. The other contains a halfling. These people—Kale (male human warrior), Bella (female human hunter), and Dane (male halfling “gentleman adventurer”)—are members of the first search party sent to find Orlando and Juliana. Characters from Crystalbrook recognize these poor souls, and Sildaine characters might (History DC 8). Those who recognize the bodies know that the search party had five members, but Hamish and Argus, twin brothers who are also fierce warriors, are not here.

Treasure: Each of the corpses has a backpack, flint and steel, and a torch. The humans have 15 arrows each. The halfling also carried 50 feet of hempen rope, 10 sling stones, and a set of thieves' tools. All their other gear is ruined by the mud. Items of value on the corpses include 5 gp per character, a gold ring (5 gp per character), and a +1 *magic weapon* or another item you determine by rolling on the **Treasure Table**, page 3. The halfling's boot also has a hidden slot in the heel (Perception DC 19 to find) containing a gem (20 gp per character). As Crystalbrookers know, Dane always was a sneaky little guy, so a Crystalbrooker receives a +2 bonus to the Perception check to search Dane.

Leaving the Area

When the characters exit this cavern through the northern passage, you can continue with exploration. Go to **Tunnel of Starlight**, page 16.

SESSION 4: FAIRY RING

At the end of the last session, the characters exited the room behind the waterfall through a mysterious tunnel. They begin this session traveling through that same passage.

As the characters proceed, read:

The woodland fresco continues on the cave walls in the tunnel beyond the Crystal Cave. But as you travel farther, rock formations like actual wooden trunks gradually replace the ones in the fresco. The space between the trunklike rocks glows like sunlight under the trees.

Suddenly, the cave disappears in the midst of an idyllic woodland like that painted upon the cave walls. Tall trees thrive on all sides, and beams of warm sunlight penetrate the canopy above. A worn path runs alongside the same sparkling stream that was in the cave. You stand in the center of a wide circle of toadstools.

Behind you, the path follows a twisting corridor of trees toward the sound of crashing waves. On the path ahead, you hear voices and someone weeping.

Arcana (DC 12): The toadstool ring is a fairy ring, commonly found at fey crossings that lead from the world to the Feywild.

Perception (DC 12): Tracks of small humanoids and two human-sized humanoids can be seen here. Some of the older small tracks are of clawed bare feet, but the newer ones and larger ones have shoes. The older ones remind you of the creatures you fought at Crystalbrook's gate. All the tracks lead along the path toward the weeping sound.

If the characters go toward the sound of weeping, continue with **Leprechaun Woods**. If they go back down the path toward the sound of crashing waves, go to **Seashore**.

Seashore

To go to the shore, the characters retrace their steps along what they know as the tunnel that led from the Crystal Cave.

If the characters go to the shore, read:

Down the path that should be a tunnel, you come to a rocky shore on the brink of a storm-tossed sea. Wrecks of half a dozen ships are shattered upon the shoals. The path continues into a grotto, while the stream diverts into a narrow fissure in the rock. On the sea, a furious, mist-filled wind tears at the ships and the waves. Despite this, the breeze upon the shore is gentle and warm.

Nature (DC 8): The windblown mist on the sea calls to mind the unseasonable fog and wind in the world around Crystalbrook and the Sildaine Forest.

Nothing specific can be done or found here. Use the time to create the atmosphere of this strange land.

Beach: The strand is small and rocky, and apart from broken wood from the wreckage, little can be found. Although the water near the shore is gently rolling, just beyond the shoals, the sea has huge whitecaps. Wild water and high wind smashes into anyone who enters the sea beyond the shoals, tossing the character back into calm water. Such a character takes 1d10 damage from the ordeal.

Cave: This sea grotto is shallow and empty except for puddles of salt water.

Stream: The waters of the stream enter a small fissure in the rock, eventually feeding back into the Crystal Cave as the waterfall. This fissure is tiny, and a creature has to be able to breathe underwater to survive the journey. The fey crossing from the Crystal Cave is a one-way route for the characters.

When the characters finish exploring the shore, proceed to **Leprechaun Woods** or, if the characters have already explored the woods and had the tactical encounter, go to **Conclusion**, page 23.

Leprechaun Woods

If the characters head away from the shore, they head into leprechaun territory.

When the characters go into the woods, read:

Sounds of weeping become louder as you move down the path toward a small clearing in the woods. There, an elf maiden sits in a patch of clover, sobbing into her hands. Dancing and singing around her are several short gnomes that have pale skin and red hair, as well as green hats and coats. They appear to be trying to console her, calling her "Caerwyn."

The maiden wears the garb of a Sildaine warden. When she reveals her face, it is that of Juliana. But her hair is black instead of brown.

Arcana (DC 12): The gnomelike creatures are leprechauns, rumored to be descended from gnomes. Shorter than gnomes, they thrive on mischief and possess wondrous magical powers. They are said to dwell near places where wishes and gold are close at hand.

The leprechauns are attempting to cheer Juliana with funny rhymes that they say "Caerwyn" always enjoyed. At the moment, they are focused on their merriment, and they answer the characters' queries only with riddles and nonsense.

When the characters approach, read:

Juliana notices your approach and stands up. She sniffs and wipes away her tears. Regaining her composure, she looks around in confusion.

"Hello," she says. "In hopes you are friends, I ask you: Where are we?"

Speaking to Juliana

Juliana becomes nervous if the characters cannot tell her where she is. She reacts emotionally, but she is polite. Characters from the Sildaine Forest she treats with vague familiarity. This close, characters can tell she has one blue eye and one green, the latter hue being Juliana's normal color. Under questioning, Juliana might reveal the following information.

When did you arrive here? *"If I recall correctly, I left another forest last night, through a frightening cave. I was with a man . . . Porpherio! But I've slept since then, and I've had such terrible dreams."*

Where is Orlando/Porpherio? *"My love was here with me when we awoke under the radiant gaze of a woman fairer than any I have ever seen. He ran after her, praising her beauty, abandoning me here. Has he forgotten me?"* (She starts to weep again.)

Why do the leprechauns call you Caerwyn? *"Everyone here calls me Caerwyn, since that is my name."*

But you're Juliana, aren't you? *"Yeh . . . yes. That is another of my names . . . I think."*

Well, which name is it? *"I don't know. Something has happened to me, hasn't it? Am I still dreaming?"*

How can we help? *"The little folk here told me that two powerful beings have come to this forest, representing the archfey. The warrior giant Ragnar makes camp on this side of the island. For some reason, he has forsworn his alliance with a dryad witch named Uma, who resides to the east. I was hoping one of these beings might help me or wake me from this dream. Maybe you'll take me? These leprechauns can't . . . or won't."*

Speaking with Leprechauns

The leprechauns continue speaking in riddles and rhymes until convinced to do otherwise. They laugh at characters who fail to understand them. Then they encourage the characters to share a dance (Acrobatics or Athletics DC 12), joke (Bluff DC 12), rhyme or tune (Diplomacy DC 12), good story (History DC 12), or trick (Arcana or Thievery DC 12). Gnomes can understand leprechauns better, so a gnome character gains a +4 bonus to the check for this scene.

If a character tries to please, whether the attempt succeeds or fails, the leprechauns watch or listen intently, then laugh uproariously or react as you think appropriate. If even one character succeeds in entertaining the fey, they agree to talk sense to the characters.

Here are some facts the leprechauns can tell.

Where are we? *"This is an island in the Feywild seas, wild without a warden. We call it, as Caerwyn did, Porpherio's Garden."*

Who is Caerwyn? *"Caerwyn is the daughter of the Green Lord, Oran. She and Porpherio, her husband, once*

ruled this garden. They have slept for very long, and now they're back, but something's wrong."

Wrong? *"Caerwyn's mind is part of Juliana's, and Porpherio's mind is part of Orlando's. Soryth pulled that trick, but how she did it, nobody knows."*

Soryth? *"The Dream Queen, Soryth, now rules here. She is wicked, a hag, a master of fear. But it seems she reawakened the sleeping couple, although the agents of the archfey came to burst that bubble."*

Who are the agents of the archfey? *"Ragnar serves the Green Lord, Caerwyn's father. Uma serves the Summer Queen, Tiandra. She is Porpherio's mother, but not by flesh, for Porpherio was one of those lucky enough to reside in a fairy creche. The two agents came when the spouses stirred in their tomb. They made war on the hag, then brought a new doom."*

They fought the hag? *"Uma learned tricky Soryth's tricky trick this island to steal. Uma told Ragnar, and Ragnar grabbed his spear and his shield. He and Uma went to stop the wicked song, true, but in the end, the song got them, too. Juliana and Orlando were there, prisoners of the hag. But when the song went wrong, they slipped free of that snag."*

Players can try to interpret the clues in the speech of the leprechauns. Skill checks can also be made to show what the characters know.

Arcana (DC 8): It sounds as if the hag was in the middle of some sort of ritual that went awry when Ragnar and Uma attacked. If Juliana was there, this magical failure might explain Juliana's condition.

Arcana or History (DC 12): Oran, the Green Lord, is lord of all Green Fey and one of the most powerful archfey alive. Moody, wild, and impulsive, he is attuned to all growing things.

Tiandra is queen of the Summer Fey, her power on a par with Oran's. She has a tempestuous romance with the Green Lord, punctuated by bitter feuds. The Summer Queen is a subtle fey of exceeding grace. She is also fond of creatures from the world.

Before the characters can ask any more questions or discuss the situation further, Soryth, who is looking for Juliana, shows up on the scene. Go to the tactical encounter **Soryth Appears**, on the next page.

SORYTH APPEARS

Encounter Level 1

Setup

Soryth (S)

3 or 4 xivort slashers (X)

1 leprechaun (L)

Juliana (J)

Characters begin in the start area. Xivorts don't appear until the start of their turn.

When the encounter starts, read:

The leprechauns scatter as a woman in gray robes steps out from behind a pile of boulders. Half her face is the withered countenance of a crone, while the other half is beautiful and resembles Juliana.

"Thought you could escape me, Caerwyn?" she says. "Not even death can protect you from my magic. Now come, for we have a task to complete." She casts her hand in a wide arc, and suddenly Juliana stands transfixed, her eyes distant and unseeing.

"And you," says the hag, gesturing in your direction, "Stand away from my prize, or pay the price. Do not think to meddle in affairs that are not your own."

When the characters take a hostile action, or if they refuse to leave Juliana's side, the hag attacks. She remains only for a round—see her statistics, page 62, and the **Tactics** section.

When a fight starts, read:

"To me, my dark little soldiers!" shouts the hag in a voice that could surely be heard from a mile away. "By the power of this island, I curse you to remain until I can deal with you! By the power of this island, I bind you to aid me!"

This last statement is aimed at a leprechaun that has not yet escaped the clearing. His eyes glaze over.

As Soryth attacks, read:

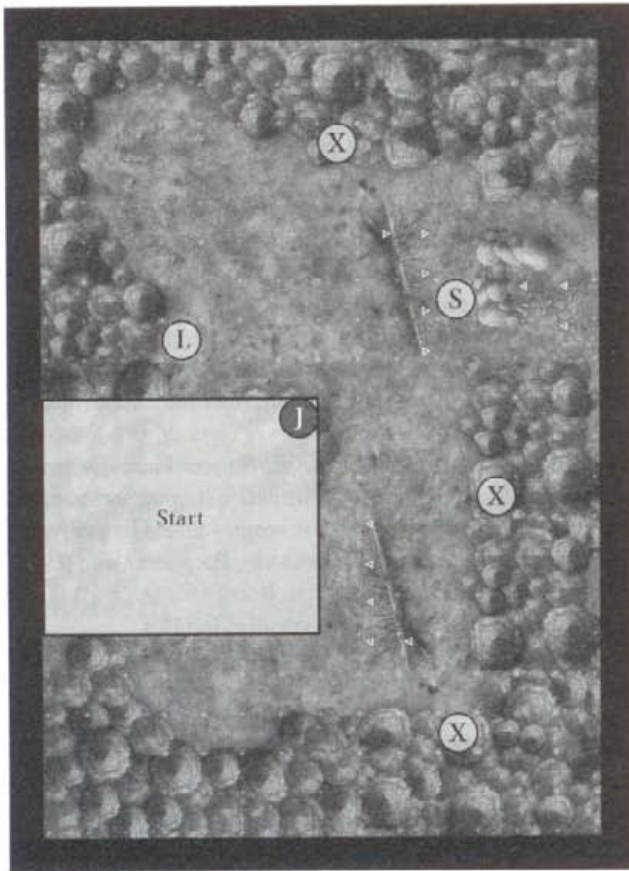
The hag gestures forcefully, the air around her filling with vibrations and tendrils of shadow. Nightmare forms begin to take shape...

As Soryth escapes, read:

A stiff grin spreads across the hag's face as she separates into five wisps of dark mist. These wisps encircle Juliana, who starts to disappear. Juliana awakens from her trance and struggles against the misty tendrils. She cries out and claws at the mist, ripping some of the tendrils away and casting them to the ground.

Leprechaun (L)	Level 2 Lurker
Small fey humanoid, gnome	
HP 30; Bloodied 15	Initiative +8
AC 16, Fortitude 13, Reflex 15, Will 14	Perception +6
Speed 5	Low-light vision
STANDARD ACTIONS	
⚔ Dagger (weapon) + At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d4 + 4 damage.	
👁 False Presence (illusion, psychic) + At-Will	
Requirement: The leprechaun must be invisible.	
Effect: A false image of the leprechaun appears in an unoccupied square adjacent to an enemy to which the leprechaun is also adjacent. That enemy must make an opportunity attack against the <i>false presence</i> , using the leprechaun's defenses. If the opportunity attack misses, the enemy takes ongoing 10 psychic damage (save ends). If the opportunity attack hits, the enemy takes 10 psychic damage.	
👁 Vanish (illusion) + At-Will	
Effect: The leprechaun becomes invisible until the end of its next turn or until it uses a power.	
MINOR ACTIONS	
👁 Useless Object (illusion) + Recharge if this attack misses	
Attack: Ranged 10 (one creature); +5 vs. Will	
Hit: With weapon attacks and implement attacks, the target takes a -2 penalty to attack rolls and is weakened (save ends both).	
TRIGGERED ACTIONS	
👁 Fade Away (illusion) + Encounter	
Trigger: The leprechaun takes damage.	
Effect (Immediate Reaction): The leprechaun uses <i>vanish</i> .	
Skills Arcana +7, Bluff +8, Stealth +9, Thievery +9	
Str 8 (+0)	Dex 17 (+4) Wis 10 (+1)
Con 12 (+2)	Int 12 (+2) Cha 15 (+3)
Alignment unaligned	Languages Common, Elven
Equipment dagger	

3 or 4 Xivort Slashers (S)	Level 1 Skirmisher
Small fey humanoid	
HP 26; Bloodied 13	Initiative +4
AC 15, Fortitude 12, Reflex 13, Will 13	Perception +1
Speed 5	Darkvision
STANDARD ACTIONS	
⚔ Short Sword (weapon) + At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d6 + 5 damage.	
⚔ Dagger (weapon) + At-Will	
Attack: Ranged 5/10 (one creature); +6 vs. AC	
Hit: 1d4 + 3 damage.	
TRIGGERED ACTIONS	
👁 Cunning Step + At-Will	
Trigger: An enemy adjacent to the slasher is hit by an attack.	
Effect (Free Action): The slasher shifts 1 square.	
👁 Shadow Step (teleportation) + At-Will	
Trigger: An enemy adjacent to the slasher hits it.	
Effect (Immediate Reaction): The slasher teleports to another square adjacent to the triggering enemy.	
Skills Bluff +5, Stealth +7	
Str 13 (+1)	Dex 14 (+2) Wis 12 (+1)
Con 10 (+0)	Int 10 (+0) Cha 11 (+0)
Alignment evil	Languages Common, Elven
Equipment leather armor, short sword, 4 daggers	



Tactics

Leprechaun: This charmed creature tries to stay out of sight and out of harm's way, favoring the use of his nonweapon attacks.

Soryth: The hag is here only to kidnap Juliana. Soryth uses *visions of desire* on the characters, then employs *dream step* to escape with Juliana, teleporting into the forest and out of sight. If she must, she spends an action point to do all this as quickly as possible without interference from the heroes.

Xivort Slashers: These creatures rush in from their positions as soon as they can. Each focuses initially on covering Soryth's escape, then attacks the nearest or weakest-looking target.

Development

Leprechaun: This creature is compelled to attack (Insight DC 8 to determine this fact if the characters do not understand it at the start). Once the leprechaun is bloodied, his eyes clear, but he keeps fighting out of fear and confusion (Insight DC 8). Diplomacy or Intimidate (DC 8) can make him back down. Note whether the characters are merciful to the charmed leprechaun. This point is important in Session 12.

Reinforcements: Unless the fight is already hard on the characters, another xivort slasher arrives from behind the boulders at the start of the third round.

Soryth's Bloodstone: The character who has the highest passive Perception notices that the tendrils Juliana pulled away from her body have formed themselves into a polished red gem that thrums and vibrates. This is Soryth's bloodstone (see **Treasure**).

Features of the Area

Illumination: Bright daylight.

Boulders: These rocks are 5 feet high (Athletics DC 8 to climb) and blocking terrain.

Debris: The fallen trees and the jumble of rubble near the boulders are difficult terrain.

Forest: The trees are 20 feet high (Athletics DC 8 to climb). Undergrowth and thick canopy render the forested area lightly obscured.

Lucky Shamrock Patch: The grove of trees in the center of the map represents a clear field of clover rather than trees. Creatures standing in the clover can reroll any natural d20 result of 1.

Conclusion

The day fades into twilight as the characters take a short rest after the battle. Leprechauns emerge from the forest to invite the characters to hide and rest for the night. They go to a hollow tree that has chambers in and under it. There, the leprechauns tell stories, begging the characters for performances similar to what occurred in **Speaking with Leprechauns**.

The leprechauns can tell the characters anything they need to know about the archfey agents and Soryth's curse. They tell the characters that Soryth lives in a hidden castle, the Palace of Spires, that is hard to access. To do so, the characters need leaves as keys—one shamrock, one oak, one rose, and one mistletoe. The leprechauns provide a shamrock.

By the end of this chapter, the characters should know enough to decide which archfey agent they will visit, either the Green Fey or the Summer Fey.

Reward

Each character earns 250 XP for finding Juliana, interacting with the leprechauns, and encountering Soryth. If a player has attended every session this season, his or her character should have 1,000 XP, enough to advance to level 2.

Treasure: Soryth's bloodstone can be affixed to a rod, a staff, or a wand, or it can be used as an orb. Thus, the characters gain a +1 *implement* of the appropriate type. The leprechauns also give the characters a shamrock and two *potions of healing*, and they teach the character who had the highest check result in the **Speaking with Leprechauns** contest the *scent of gold fey* gift (see *Player's Option: Heroes of the Feywild*).

CHAPTER 2

Fresh after an extended rest last session, characters must decide which archfey agent to approach.

SESSION 5: THE TEST

As the session begins, refresh the players on what has come before, especially the information about the archfey agents and the keys. The heroes awaken in the tree that serves as the leprechaun lair.

As the characters exit the tree, read:

The forest is again bathed in warm sunlight outside the leprechauns' tree. Leprechauns gather to watch you depart.

One says, "Seek one of the agents of the archfey if you wish our fate and yours to sway. But beware, neither will freely give aid. Soryth's song has addled them so they have forgotten their way. They'll test you well if they may."

The leprechauns all disappear, their giggling fading into the morning air.

Perception (DC 8): Tracks from Soryth's claw-footed fey minions can be seen all over the area. The leprechauns hid you well, it seems.

The characters know that Ragnar, agent of the Green Lord, is to the west. Uma, the Summer Queen's agent, dwells to the east. If the characters seek out the verbeeg Ragnar, continue with **Green Glen**. Interactions with the briar witch dryad Uma begin in **Summer Glade**, page 28.

Green Glen

Satyrs and wilden dwell at the edge of Ragnar's camp.

As the characters travel, read:

Morning light brightens as you move toward Ragnar's camp. A lively melody played on wood pipes guides you from afar. The smell of a campfire and roasting meat floats on the breeze. Pipe music and sounds of song continue, a chorus of raucous laughter interrupting it occasionally. Your path follows the contour of a narrow rise beyond which lies a glen where several satyrs and wilden feast and play. Posts flank the path leading into the glen, their tops wrought with wooden faces comprised of carved oak leaves.

From the edge of the glen, a satyr staggers forward, holding a flagon brimming with drink. "Newcomers!" he cheers. "Welcome!"

Nature (DC 8): The trees here are all oaks.

The satyr introduces himself as Robin, Ragnar's skald, messenger, and fool. He welcomes visitors to the glen, and he offers food and strong drink. The fey here have plenty, with five mead barrels among them.

Conversing with the Green Fey

The Green Fey are a merry bunch, and they treat the characters like old friends. Half intoxicated already at this early hour, Robin and his friends cheerfully answer questions, perhaps revealing the following.

Why are Ragnar and Uma at odds? "Ragnar knows the witch Uma caused us to fail at our great task here in this place."

What was this task? "We went into battle to silence a hag's foul song and rescue the soul of the Green Lord's daughter, said to sleep on this isle. But we failed. The hag and the girl were lost to us, and we found ourselves bound here by a curse the hag laid on us."

How did Uma fail Ragnar? "Ragnar knows. None of us saw it, but the dryad is subtle where Ragnar would be brave and forthright. Perhaps her magic failed. Her purpose was to rescue the Summer Queen's son, Porpherio, and perhaps she succeeded at our expense. If you ask me, I miss the dryads, aye, gents?" (The fey toast and laugh.)

We saw a hag kidnap Juliana/Caerwyn. "You saw this lady? If the hag has her, she is in the hidden Palace of Spires, accessible only through a twisted maze that we entered once but can no longer. The hag has used her powers to curse us, which bars us from it."

What do you know of Porpherio/Orlando? "He was with the hag when we attacked. Ragnar's cousin Basal now hunts for him in hopes of slaying him and sending his soul into shadow so the hag can't have him. He's hidden well, for sure, since Basal has yet to return with his head."

Can we see Ragnar? "The trouble is, friends, that Ragnar isn't the trusty sort. How's he to know you aren't in cahoots with that dryad witch and here to cause trouble? I know—I'd trust you, of course. But Ragnar'll have my hooves if I just dance you into his camp."

"Tell you what. Cause some mischief with me. Vex Uma. I'll have a tale to tell old Ragnar, and you'll have his favor. What do you say?"

What kind of mischief? "Uma has befriended two young unicorns. The beasts don't trust us, but with your help, we can bring them over to Ragnar's side. Then Ragnar and Uma might even make peace, and we can get back to good work and fell deeds. See, the unicorns didn't go with us when we attacked the hag. They might even know something we've forgotten. Will you do it?"

If the characters agree, go to **Rustling Unicorns**. The Green Fey show no hard feelings if the characters want to talk to Uma first. In this case, go to **Summer Glade**, page 28.

Rustling Unicorns

After the characters agree, read:

Robin leads the way through the woods, past a serene lake and across an ornate bridge over the enchanted stream. The woods give way to a wide meadow where two young unicorns

play in grass of varying lengths. A few trees, several shrubs, and two calm pools break up the sward. At the edge of the forest, the Green Fey wait.

"If we wish to avoid war, and we do, we can go no farther," says Robin. "You must cross into Uma's territory and nab the unicorns. Sneak up or convince them you mean no harm. Then, coerce them to our cause. Oh, Uma will be so angry, she'll choke on her own branches!"

The Green Fey provide each character who wants one a lasso of silk rope. Rather than working as weapons, these lassos are potentially useful in the upcoming skill challenges.

Skill Challenge: Approach

This challenge begins when characters set out from the woods toward the unicorns.

Complexity: 1 (requires 4 successes before 3 failures)

Time Frame: Each character can make a check in this challenge once per minute.

Primary Skills: Arcana, Bluff, Diplomacy, Nature, Stealth

Arcana (DC 13): The character knows that unicorns are intelligent magical beasts that speak Common but prefer Elven. They can be reasoned with, and they respect arcane and primal power, as well as an affinity for nature. Although the first successful Arcana check doesn't count as a success in the challenge, the characters now know they can speak Elven to the unicorns. Those who do so gain a +2 bonus to Bluff and Diplomacy checks made in the challenge.

Arcana (DC 13): After the first successful Arcana check, a character who uses the arcane power source can put on a minor display to arouse the unicorns' curiosity.

Bluff (DC 20): The character approaches openly but has a lasso in hand. Other characters who are also holding lassos can use aid another to assist in this check.

Diplomacy (DC 13): The character approaches openly with empty hands. Other characters can use aid another to assist in this check.

Nature (DC 13): A character who uses the primal power source can put on a minor display to impress the unicorns, enticing them closer.

Stealth (DC 20): The character keeps low and uses the grass and other cover to approach the unicorns.

Secondary Skill: Insight

Insight (DC 13): The character can tell how the unicorns are reacting and if they see any would-be stealthy characters. Success on this check grants a +2 bonus to primary skill checks until the end of the challenge.

Success: Characters gain a good position. They can place themselves as they wish in the tactical encounter after you place the unicorns. Those who used Stealth successfully during the challenge start the encounter hidden from the monsters.

Failure: The characters bungle the approach, and the unicorns are distrustful. Characters begin the encounter in the start area, and none are hidden.

Start the **Unicorn Wrangling** encounter, which begins on the next page.

Ending the Session

Even if the characters failed to win over the unicorns, Robin allows them to take a short rest, then gleefully leads them back to the Green Fey camp.

When the characters go, read:

You retreat to Ragnar's camp. Robin runs along beside you, laughing and congratulating you on your work. Soon, you arrive back through the leafy-faced posts that guard the entryway into the campsite.

"I shall go tell Ragnar of your bravery," says Robin with an elaborate bow. "He'll surely wish to see you thereafter. Meanwhile, drink and eat and make merry."

If the characters succeeded in bringing the unicorns here, Robin takes them with him. The Green Fey start drinking and eating again, as well as weaving the tale of the unicorn heist with a focus on humorous moments. They ask the characters to entertain (by making various skill checks, all DC 13)—dancing or tumbling (Acrobatics or Athletics), telling jokes (Bluff), rhyming or making music (Diplomacy), telling tales (History), or performing tricks (Arcana or Thievery). Satyrs celebrate their brothers, so a satyr character gains a +4 bonus to any check to entertain the fey in this scene.

The Green Fey are also curious about what the characters have learned since their arrival on the island. Use this as an opportunity to remind the players what their characters should know.

Reward

At the end of the session, each character gains 300 XP for interacting with the Green Fey, rustling the unicorns, and battling the Summer Fey.

Treasure: If the Green Fey learn that the characters need leaves as keys, a quiet wilden points out the oak trees and makes sure the characters gain a fine oak leaf.

The satyrs teach the most successful reveler among the characters—the one with the highest check result at the gathering above—the *feast of recuperation* fey gift (see *Player's Option: Heroes of the Feywild*).

When Robin returns, he tells the characters he is taking them to see Ragnar. Before the characters move on, Robin gives them +1 *magic armor* or one magic item from the **Treasure Table**, page 3. He also gives each character a moonstone worth 50 gp.

UNICORN WRANGLING

Encounter Level 4

Setup

- 1 hamadryad charmer (H)
- 3 pixie archers (P)
- 2 young unicorns (U)

The characters have already entered the meadow. Place the unicorns, then have the players place their characters according to the skill challenge result. Place the other monsters only when they are seen.

As the characters prepare to make their next move, read:

All of a sudden, a striking dark-haired nymph in a red dress enters the glade.

"Halt, intruders!" she shouts, holding a gnarled staff aloft.

"What do you think you are doing?"

The unicorns shy away at the sound of her voice.

Insight (DC 9): *The nymph's aggressiveness confuses and agitates the unicorns.*

Perception (DC 19): *Creeping through the tall grass and brush are three tiny winged humanoids armed with bows. When the nymph shouts, they take aim.*

The "nymph" is a hamadryad, and she doesn't wait for an answer. She attacks. As combat starts, characters who failed to spot the pixies grant combat advantage to the tiny fey during the first round of combat.

Skill Challenge: Finish

This challenge begins when the tactical encounter starts. Characters who speak Elven to the unicorns gain a +2 bonus to Bluff and Diplomacy checks in this challenge.

Complexity: 2 (requires 6 successes before 3 failures)

Time Frame: Each character can make a check in this challenge as a standard action.

Special: If the characters damage either unicorn or kill any fey in this encounter, each incident counts as one failure in the challenge.

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

Acrobatics or Athletics (DC 13): The character lassos or jumps astride a unicorn, or otherwise impresses with physical prowess.

Bluff (DC 20): The character makes up a story about why the unicorns should follow the characters.

Diplomacy (DC 13): The character tells the truth about the characters needing the unicorns to solve problems on the island.

Thievery (DC 13): The character lassos a unicorn or performs an act of legerdemain that attracts the unicorn closer.

Secondary Skills: Arcana, Nature

Arcana or Nature (DC 13): A character who uses arcane power (Arcana) or primal power (Nature) can put on a minor display as in the previous challenge, granting a +2 bonus to primary skill checks until the end of the challenge.

Success: The characters coerce the unicorns into coming peacefully, or they impress the unicorns enough to make the beasts want to follow to see what is so important. If the unicorns agree to accompany the characters, the other fey stop attacking.

Failure: The characters fail to convince either of the unicorns. After a round or two more, Robin yells from the forest edge for the characters to retreat. The enemy fey do not pursue. It was a good try, so Robin still agrees to take the characters to meet Ragnar.

Hamadryad Charmer (H)	Level 3 Controller	
Medium fey humanoid		
HP 45; Bloodied 22	Initiative +3	
AC 17, Fortitude 14, Reflex 15, Will 16	Perception +8	
Speed 6 (forest walk)	Low-light vision	
STANDARD ACTIONS		
⚔ Root Staff (weapon) → At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 2d8 + 2 damage.		
Effect: The hamadryad can slide the target 1 square.		
↩ Beguile (charm) → At-Will		
Attack: Close blast 3 (one creature granting combat advantage to the hamadryad); +6 vs. Will		
Hit: The hamadryad slides the target up to half its speed, and then the target must make a basic attack as a free action against a target of the hamadryad's choice.		
MINOR ACTIONS		
🔮 Spellbinding Beauty → Recharge ☹ ☹		
Effect: Every enemy that can see the hamadryad grants her combat advantage until the end of her next turn.		
Str 10 (+1)	Dex 15 (+3)	Wis 14 (+3)
Con 13 (+2)	Int 12 (+2)	Cha 17 (+4)
Alignment unaligned		Languages Common, Elven
Equipment robes, staff		

Tactics

Hamadryad: After using *spellbinding beauty* right away, this creature maneuvers for combat advantage so she can use *beguile* as often as possible.

Pixie Archers: These archers fly and shoot, avoiding melee combat. Each archer saves *pixie dust* until a melee attacker comes near, or to thwart enemy concealment or invisibility.

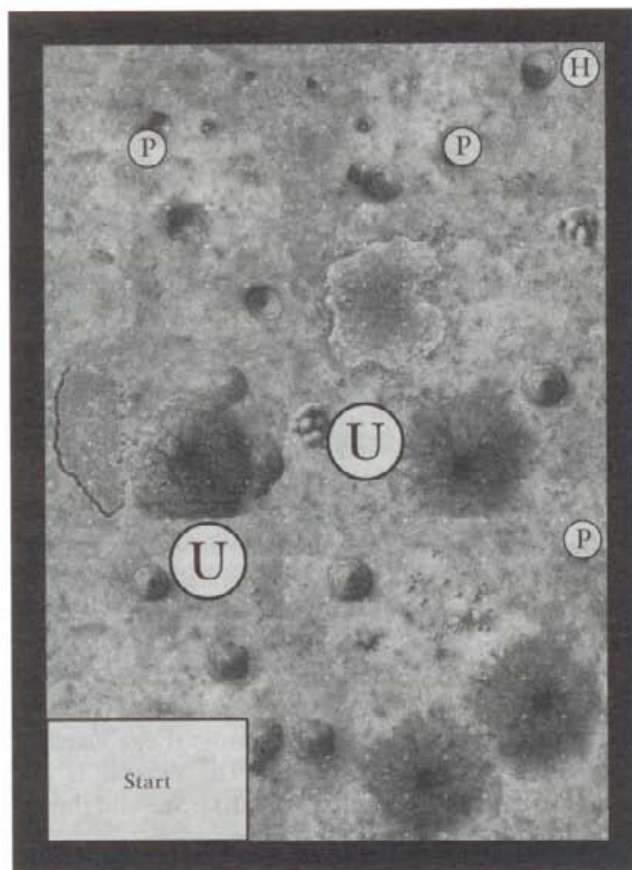
Unicorns: The unicorns are confused when the hamadryad shows up. They attack the characters in the first round (basic attacks only), but they continue to attack only if they are damaged or if the heroes use lethal force against the other fey.

3 Pixie Archers (P)		Level 2 Artillery
Tiny fey humanoid		
HP 30; Bloodied 15	Initiative +4	
AC 16, Fortitude 13, Reflex 15, Will 14	Perception +8	
Speed 4, fly 6 (altitude limit 1)	Low-light vision	
STANDARD ACTIONS		
① Rapier (weapon) + At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d8 + 6 damage.		
② Longbow (weapon) + At-Will		
Attack: Ranged 10 (one creature); +9 vs. AC		
Hit: 1d10 + 4 damage.		
† Fey Shot (weapon) + Recharge [2]		
Effect: The pixie uses <i>longbow</i> twice.		
✦ Pixie Dust (charm) + Encounter		
Attack: Area burst 1 within 5 (creatures in the burst); +7 vs. Reflex		
Hit: The target is dazed and gains no benefit from concealment or invisibility until the end of the pixie's next turn.		
Skills Stealth +9		
Str 6 (-1)	Dex 17 (+4)	Wis 14 (+3)
Con 12 (+2)	Int 12 (+2)	Cha 12 (+2)
Alignment unaligned Languages Common, Elven		
Equipment leather armor, rapier, longbow, 20 arrows		

2 Young Unicorns (U)		Level 4 Skirmisher
Large fey magical beast		
HP 52; Bloodied 26	Initiative +8	
AC 18, Fortitude 16, Reflex 17, Will 15	Perception +8	
Speed 8	Low light vision	
STANDARD ACTIONS		
① Hooves + At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 2d6 + 5 damage, and the unicorn shifts up to 2 squares.		
† Piercing Charge + At-Will		
Requirement: The unicorn must charge.		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 3d6 + 5 damage, and the unicorn pushes the target 1 square and knocks the target prone.		
MOVE ACTIONS		
Fey Step (teleportation) + Encounter		
Effect: The unicorn teleports up to 5 squares.		
MINOR ACTIONS		
Horn Touch (healing) + Daily		
Effect: An adjacent ally regains 10 hit points.		
Skills Nature +8		
Str 16 (+5)	Dex 18 (+6)	Wis 12 (+3)
Con 12 (+3)	Int 10 (+2)	Cha 15 (+4)
Alignment unaligned Languages Common, Elven		

Development

The unicorns quickly come to see the characters' wrangling attempt as a great game, so roleplay them this way. When a unicorn is lassoed, it uses *fey step* to slip free and mocks the character playfully. A unicorn might gently buck off a rider, helping to make sure the rider doesn't get hurt from the fall before the unicorn gallops away. Although the unicorns are competitive enough to enjoy a good contest, they warn the characters against killing or seriously harming the other fey. A unicorn might use *horn touch* to help a bloodied hamadryad or pixie ally.



Eventually, the hamadryad and the pixies come to understand that the characters aren't out to hurt the unicorns, and (when you deem it appropriate) they become less aggressive. They aim to subdue or drive off the characters, rather than using lethal force. If they reduce a character to 0 hit points or fewer, they knock that character unconscious rather than cause the character to be dying.

Features of the Area

Illumination: Bright daylight.

Boulders: These rocks are 5 feet high (Athletics DC 9 to climb) and blocking terrain.

Bushes: These plants are difficult terrain, and bush squares are lightly obscured.

Ponds: These pools contain shallow water, which is difficult terrain.

Trees: The trees are 30 feet high (Athletics DC 9 to climb), and the trunks are blocking terrain. Above 10 feet, the branches and leaves render the area lightly obscured.

Conclusion

When the characters retreat, with the unicorns in tow or without them, the battle is over. If the unicorns accompany the party, they are willing to use *horn touch*, if that power is still available, for the characters' benefit.

Go to **Ending the Session**, page 25.

SUMMER GLADE

The characters arrive in this scene if they decide to approach the Summer Fey camp peacefully.

If they do so, read:

The Summer Fey camp is across the island, over an ornate bridge across the enchanted stream, out of the forest, and through a broad meadow where two young unicorns play. The forest on this side of the island is at the height of summer, the warm breeze heavy with scents of flowers. As you enter a flowering glade, three tiny fairies on gossamer wings fly to greet you. Dressed in shiny leather that looks like fish scales, they float effortlessly upon the air.

"Guests!" one female says.

"Perhaps they know some games," says the other female.

"Maybe they're Green Fey spies!" says the male.

"Do not be rude, Nettle," says a beautiful dark-haired nymph as she emerges into the glade. She carries a staff and wears a red dress covered with countless flowers.

Nature (DC 8): Mistletoe hangs from trees here.

The three pixies are named, in the order they spoke, Cobweb, Peaseblossom, and Nettle. The "nymph" is actually a hamadryad named Kelindria. She and the pixies welcome the characters to the glade.

Talking with the Summer Fey

The Summer Fey are fascinated with the characters and ask them to tell tales of the mortal world. In conversation, the pixies are childlike, enthusiastic, and overbold. They rattle off questions and thoughts at random, continue one another's sentences, and rarely pause for breath. Kelindria acts as a moderator, an eye in the storm that answers most of the characters' questions. When the characters speak with them, the Summer Fey might reveal the following.

Why are Uma and Ragnar at odds? "That brash green-skinned fool blames Uma for our failure to stop the Dream Queen, Soryth, completely. He insults our beautiful mistress's courage, when it is his rashness that caused our failure and sorrow."

What do you mean "completely"? "We came here, our queen having learned that her son's soul slept fitfully in his tomb alongside his wife, Caerwyn. The hag was engaged in an evil rite to use the souls to take control of the island. When Ragnar's Green Fey attacked directly, the magic went wild and, Uma says, Porpherio's soul went, at least partially, into another of the hag's captives—a young, handsome man. The other part went into the hag's consort, a fiend we call Kalbon, the Horned King."

Where is this "handsome man" now? "He is lost to us. When the magic went wild, we were scattered over the island. We rejoined our forces, but have not had time to find Caerwyn and Porpherio. Uma says that Ragnar told her he

plans to kill the man that contains Porpherio's soul to deny the hag her prize. Uma split with him over this murderous plot."

Can you tell us more about the island? "Long ago, it was a gift from Oran, Lord of the Green Fey, and Tiandra, our Summer Queen, to Caerwyn and Porpherio on their wedding day. It bestows great magical powers upon its rulers, such as a fountain that cures all ills and a hidden palace that no one can enter when forbidden from it, as we have now been. When Caerwyn died, Porpherio kept her soul and built a tomb where both could sleep away eternity together as silent rulers of this place. They never expected a plot like Soryth's."

What is Soryth's plot? "Soryth's song, as some call the ritual, would have placed the souls of Porpherio and Caerwyn under the hag's control—probably in her body and that of the Horned King. Uma knows more."

The hag has Caerwyn/Juliana. "This is dire news. She must be stopped. Maybe you bold few can succeed where we have failed."

How do we find Caerwyn/Juliana? "If Soryth has her, she is in the hidden Palace of Spires, accessible only through a twisted maze that we can no longer enter due to Soryth's power over this place and her curse upon us."

Can we see Uma? "Uma fears Ragnar's wrath, and she sees none who have failed to prove they have no love for Ragnar. If you can prove this to us, through action, we can take you to see Uma."

What can we do? "We have a great idea, Kelindria!" shout the pixies.

"Yes," says Kelindria, raising her eyebrows, "the pixies were forbidden from doing this deed themselves, but I suppose you could. They want to lure some bears into the Green Fey camp to destroy the mead barrels there."

"They'll mourn the loss of their mead," says Nettle, "but maybe it'll motivate them to do a little more than drink."

When the characters agree, continue with **Bear Baiting**. The Summer Fey show no hard feelings if the characters want to talk to Ragnar first. In this case, go to **Green Glen**, page 24.

Bear Baiting

Cobweb, Peaseblossom, and Nettle provide clay pots of honey mixed with mead equal to, two plus the number of characters.

As the pixies explain, read:

"You're going to need these," says Peaseblossom.

"To lure the bears from their cave," says Cobweb.

"Then, ham! Into the Green Fey Camp!" shouts Nettle, punching his own hand.

"The honeyed mead is to throw so the bears follow you," says Cobweb.

"But keep some so they can smell it," says Nettle.

"Also so the bears want more," says Peaseblossom.

"Crush the mead barrels to get it!" says Cobweb.

"Caution, though, my bold friends. You need to be quite stealthy," says Kelindria. "The bear cave is on the edge of Green Fey territory, and the bears are faster than you are, so be careful in finding and enticing them."

The pixies give the characters directions to the bear cave and the Green Fey camp.

Skill Challenge: Infiltration

This challenge begins when the characters set out from Uma's territory to the bear cave.

Complexity: 1 (requires 4 successes before 3 failures)

Time Frame: Each character can make a check in the challenge once per minute.

Primary Skills: Endurance, Nature, Perception, Stealth

Endurance (DC 8, group check): The characters attempt to move through Green Fey territory with speed and efficiency. Each character makes an Endurance check, and the party earns one success in the challenge if at least half the checks are successful.

Nature (DC 13): The character can pick a good trail through the woods, as well as identify tracks accurately to avoid the Green Fey and find the bears.

Perception (DC 13): The character acts as a guide, noting natural features, promising tracks, and good trails in the woods.

Stealth (DC 13, group check): Even though speed is essential, noise must be kept to a minimum. Each character makes a Stealth check, and the party earns one success in the challenge if at least half the checks are successful.

Secondary Skills: Acrobatics, Athletics

Acrobatics or Athletics (DC 20): The character helps the party along a rough path of deep gullies, fallen-tree bridges, and short climbs to the rolling terrain in which the bears reside. This check, if successful, grants a +2 bonus to the group's Stealth checks until the end of the challenge.

Success: The characters find the bear cave.

If the characters succeed in the challenge, read:

Two young brown bears play in front of the cave, unaware of your observation. The cave is shallow, and a larger bear—the mother, perhaps—sleeps within.

Failure: The characters take a -2 penalty to checks in the next skill challenge except for Intimidate checks, to which they gain a +2 bonus.

If the characters fail the challenge, read:

Two young brown bears play in front of the shallow cave as you approach. Sensing you, they flee inside, rousing a larger bear that is likely their mother.

Skill Challenge: Luring Bears

This challenge begins when the characters try to lure the bears.

Complexity: 1 (requires 4 successes before 3 failures)

Time Frame: Each character can make a check in the challenge once per minute.

Primary Skills: Athletics, Bluff, Intimidate, Nature

Athletics (DC 8): The character accurately tosses a honey mead pot, spacing multiple throws (if appropriate) to lure the bears along.

Bluff (DC 13): The character waves an open honey mead pot to lure the bears into following.

Intimidate (DC 20): The character angers a bear, causing it to give chase.

Success: The bears start to follow the characters at a leisurely distance, enjoying the sweet bait. Then they start to move closer to the characters, just as the heroes move out of the forest into a clearing. The characters gain a surprise round in the upcoming tactical encounter.

Failure: The bears chase the characters. Each character must succeed on a DC 20 Endurance check or lose a healing surge in the chase.

When this challenge ends, start the **Honeyed Chaos** tactical encounter, on the next page.

Ending the Session

All three pixies applaud the characters' return. Kelindria points out that the true goal of their encounter with the bears was to show a lack of loyalty to Ragnar, and the heroes have done that in a very feylike way. She goes to ask Uma to grant an audience with the characters.

While everyone waits, the pixies ask for performances (see **Ending the Session** in the Green Fey section, page 25). In this socializing, the pixies play favorites. Any pixie characters gain a +4 bonus to skill checks made in this scene.

Reward

At the end of the session, each character gains 300 XP for the party's accomplishments.

Treasure: If the Summer Fey learn about the keys, then Cobweb points out the mistletoe.

The pixies give the most entertaining character—the one with the highest check result—a *spidersilk sack* (see *Player's Option: Heroes of the Feywild*).

Kelindria returns to take the characters to Uma. Before they depart, she gives the party +1 *sylvan armor* or one magic item from the **Treasure Table**, page 3. She also gives each character a silver ring with a knotwork pattern (50 gp).

HONEYED CHAOS

Encounter Level 5

Setup

- 2 satyr brawlers (S)
- 2 wilden hunters (W)
- 2 young bears (Y)
- 1 bear (B)
- 5 mead barrels (M)

The goal here is to break the mead barrels, and the characters know this fact.

When the characters arrive, read:

You burst into the glen, startling several satyrs and wilden in the midst of a revel at their campsite. The fey stare at you through drink-dazed eyes, and then they spot the bears behind you. They stand aghast for a moment, and then some flee in panic. Only a few defiant ones remain behind.

In the south end of the camp, you spot your targets. Five mead barrels stand on end around the site.

If the characters succeeded in the previous skill challenge, they gain a surprise round. Do not roll initiative for the bears (see **Tactics**).

Handling the Bears

If a character does any of the things described below, then on its next turn, the affected bear chases the character.

A bear that's chasing a character stops if it moves adjacent to a barrel or a square covered with honey mead from one of the pots. A bear attacks a barrel that it stops adjacent to, or it stops for 1 round to eat the honey mead in a spot covered in the stuff.

Attack: A character who damages a bear is chased by that bear even if the animal is next to a mead barrel. If a character damages a young bear, the character is also chased by the mother bear.

Bluff (DC 13): As part of a move action, a character carrying a honey mead pot can move adjacent to a bear to attract its attention.

Nature (DC 13 standard action, DC 20 minor action): A character can get a bear to chase him or her, gaining a +4 bonus to this check if he or she is carrying a honey mead pot.

Throwing Honey

A character can throw a honey mead pot as a ranged attack (+5 vs. Reflex if targeting a creature or an object). Any creature, object, or square hit by the pot becomes covered in honey mead for the rest of the encounter. If the pot misses, it lands in a square nearest to the thrower that is also adjacent to the target. In any case, a thrown pot is destroyed.

2 Satyr Brawlers (S)	Level 3 Brute	
Medium fey humanoid		
HP 55; Bloodied 27	Initiative +3	
AC 15, Fortitude 16, Reflex 15, Will 15	Perception +2	
Speed 6	Low-light vision	
STANDARD ACTIONS		
⊕ Gore ⊕ At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 2d6 + 6 damage.		
⊕ Running Gore ⊕ At-Will		
Requirement: The satyr must charge.		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 2d8 + 6 damage, and the satyr pushes the target up to 2 squares. The satyr can then move to the nearest square adjacent to the target.		
TRIGGERED ACTIONS		
Dazing Gore ⊕ Encounter		
Trigger: The satyr hits an enemy with <i>running gore</i> .		
Effect (Free Action): The target is dazed (save ends).		
Stumbling Blow ⊕ Recharge ☼ ☼ ☼		
Trigger: The satyr uses <i>gore</i> and misses.		
Effect (Free Action): The satyr shifts up to 3 squares to a square adjacent to an enemy and uses <i>gore</i> again.		
Skills Bluff +8, Nature +7		
Str 16 (+4)	Dex 15 (+3)	Wis 12 (+2)
Con 15 (+3)	Int 10 (+1)	Cha 15 (+3)
Alignment unaligned	Languages Common, Elven	

2 Wilden Hunters (W)	Level 2 Lurker	
Medium fey humanoid		
HP 33; Bloodied 16	Initiative +8	
AC 16, Fortitude 13, Reflex 15, Will 14	Perception +9	
Speed 6	Low-light vision	
TRAITS		
Camouflage		
The hunter can attempt a Stealth check to hide when it has cover or concealment instead of needing superior cover or total concealment.		
Sniper		
Whenever the hunter is hidden and misses with a ranged attack, it remains hidden.		
Hidden Shot		
The hunter deals 5 extra damage against enemies from which it is hidden.		
STANDARD ACTIONS		
⊕ Short Sword (weapon) ⊕ At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d6 + 5 damage.		
☼ Longbow (weapon) ⊕ At-Will		
Attack: Ranged 20/40 (one creature); +7 vs. AC		
Hit: 1d10 + 3 damage.		
TRIGGERED ACTIONS		
Pursuit of the Hunter ⊕ Encounter		
Trigger: An enemy ends its movement within 2 squares of the hunter		
Effect (Immediate Reaction): The hunter shifts 3 squares. Until the end of its next turn, the hunter's ranged attacks against the triggering enemy deal 5 extra damage and ignore cover and concealment.		
Skills Athletics +6, Stealth +9		
Str 11 (+1)	Dex 16 (+4)	Wis 17 (+4)
Con 15 (+3)	Int 11 (+1)	Cha 10 (+1)
Alignment unaligned	Languages Common, Elven	
Equipment leather armor, short sword, longbow, 20 arrows		

2 Young Bears (Y)		Level 2 Brute
Medium natural beast		
HP 45; Bloodied 22	Initiative +3	
AC 14, Fortitude 15, Reflex 14, Will 13	Perception +2	
Speed 7		
TRAITS		
Devour		
Any creature grabbed by the bear at the start of the bear's turn takes 1d6 + 4 damage.		
STANDARD ACTIONS		
⊕ Claw ⊕ At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 2d6 + 5 damage.		
⊕ Bear Grab ⊕ Encounter		
Effect: The bear uses <i>claw</i> twice against the same target. If both attacks hit, the target falls prone, and the bear grabs the target (escape DC 13) if it has no other creature grabbed.		
Str 17 (+4)	Dex 14 (+3)	Wis 12 (+2)
Con 15 (+3)	Int 2 (-3)	Cha 10 (+1)
Alignment unaligned Languages –		

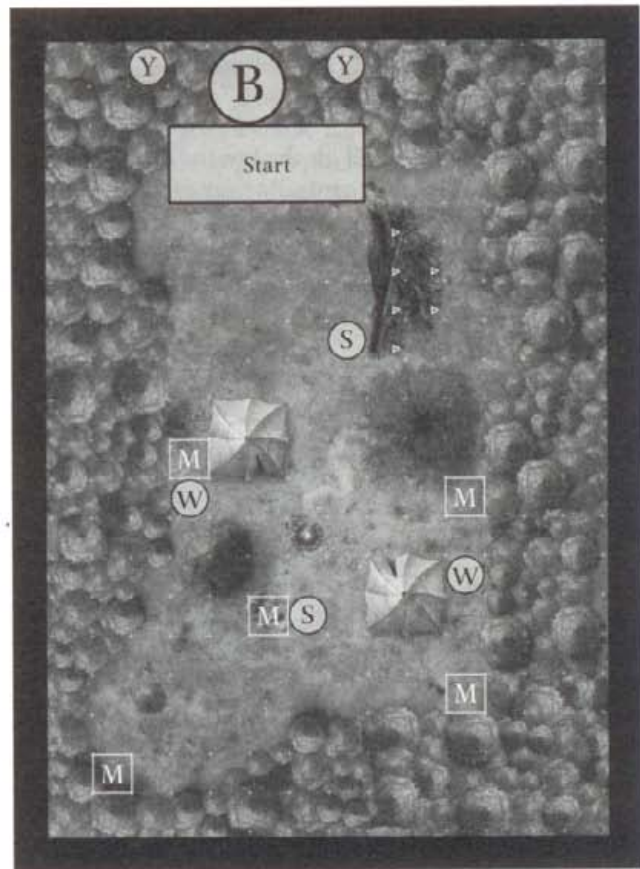
Bear (B)		Level 5 Brute
Large natural beast		
HP 80; Bloodied 40	Initiative +3	
AC 17, Fortitude 19, Reflex 16, Will 16	Perception +3	
Speed 8		
TRAITS		
Devour		
Any creature grabbed by the bear at the start of the bear's turn takes 1d8 + 5 damage.		
STANDARD ACTIONS		
⊕ Claw ⊕ At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 2d8 + 7 damage.		
⊕ Bear Grab ⊕ Recharge when first bloodied		
Effect: The bear uses <i>claw</i> twice against the same target. If either attack hits, the target falls prone, and the bear grabs the target (escape DC 15) if it has fewer than two creatures grabbed.		
Str 20 (+7)	Dex 13 (+3)	Wis 13 (+3)
Con 20 (+7)	Int 2 (-2)	Cha 12 (+3)
Alignment unaligned Languages –		

Tactics

The fey quickly discern that the characters are the perpetrators of this chaos. They attack the characters and avoid the bears. If the bears attack the fey (such as if one or more of the satyrs and the wilden become covered in honey mead), have the players make the attack rolls and the damage rolls for the bears.

Bears: The bears go last in the initiative order, the Large mother bear going last. Each attacks the nearest target from among a mead barrel, a target covered in honey mead, or a character carrying a honey mead pot, in that order. Too interested in food, the bears make no opportunity attacks. They keep no targets grabbed if mead can be had instead. If a bear attacks a mead barrel, the animal remains next to that barrel until the end of the encounter or until the bear takes damage.

Satyrs: These fey try to keep the characters away from the mead barrels and protect the wilden. A satyr might push a character into the campfire.



Wilden: The hunters use the trees for *camouflage* to better employ *sniper* and *hidden shot*. At the start of the battle, each wilden climbs a tree adjacent to its starting position.

Features of the Area

Illumination: Bright daylight.

Bushes and Debris: The small plants and fallen trees are difficult terrain.

Campfire: A creature that ends its movement (forced or otherwise) or ends its turn in the fire takes 5 fire damage.

Forest Trees: These plants are 20 feet high (Athletics DC 9 to climb). The large tree south of the debris area is 40 feet high, and its trunk is blocking terrain. Above 10 feet, the branches and leaves render the area lightly obscured.

Mead Barrels (M): Each barrel is made of wood and stands 3 feet high. It is difficult terrain. A barrel has AC 5, Reflex 5, Fortitude 12, Will –, and 20 hit points.

Tents: These shelters are difficult terrain, and they collapse if anyone enters their space.

Conclusion

Once all the mead barrels are broken, the characters can retreat and take a short rest. Go to **Ending the Session**, page 29.

SESSION 6: FEY AGENTS

After completing mischief for the fey, the characters meet one of the archfey agents, Ragnar or Uma. If the characters wrangled the unicorns, Robin the satyr takes them before Ragnar—start with **Verbeeg Ego**. Characters who broke the mead barrels follow Kelindria to see Uma in **Summer's Face**.

Verbeeg Ego

If the characters successfully coerced the unicorns into the Green Fey camp, the creatures are standing beside Ragnar when the characters meet him. Include them in your description.

As the characters approach Ragnar, read:

Robin speaks as he leads. "Ragnar is a warrior," he says, "a hero among the Green Fey. Treat him with respect. He is already impressed with your exploits. He might even make you his champions, since we are now all but powerless against the hag. What a great tale that will make, eh?"

Robin leads the way into another meadow, parting branches for easy passage. Like a king, a green-skinned giant sits on a carved wooden chair upon a raised stone. His face is grim under a mass of black braids that match his eyes. He wears fine hide armor and a cloak of purple fur. To his left is a wooden shield carved with a smiling face of oak leaves, and at his right is a boar spear and a wooden flagon. Well-armed satyrs and wilden attend him, and some others cook good-smelling foods over the campfires.

"Ragnar, soldier of the Green Lord," says Robin with a bow and flourish. "Ask of him what you will."

VERBEEG LORE

Arcana (DC 13): The creature on the makeshift throne is a verbeeg, a giant of the Feywild. Verbeegs are usually warriors, but they are also tricksters.

Arcana (DC 20): Verbeegs lean toward behavior that worldly folk might consider to be wicked. These fey giants are sly, egotistical creatures that take advantage of any weakness. Verbeegs make no oath lightly, but they keep any promise to the letter.

Conversing with Ragnar

Ragnar is devious, moody, rash, sarcastic, and given to wrath. He broods over his failure against Soryth. His anger at Uma is misplaced, but his hazy memory of the attack prevents him from admitting any fault. He can reveal the following. (He uses any names he knows, such as Orlando's, in the following dialogue.)

What's the story here? Ragnar can tell the characters information from The Feywild and Archfey Agents sections of the **Adventure Background**, page 4, but he knows nothing of the island's connection to the world. However, Ragnar assumes the characters used a fey crossing to come here, so he questions them about it, finishing with, "This crossing must have been how the hag came to the island."

What's with this hag? "The hag, Soryth, the so-called Dream Queen, is a wicked exile from the eladrin city of Astrazalian. She came here and found the key to the island's control—the souls of my lord's daughter and her husband. The Summer Fey witch Uma told me that wards on the tomb where the souls slept were to warn the archfey if anyone disturbed those resting within. Soryth did, which is why we're here. Soryth has discerned a way to thwart the wards and seeks to use the souls of the archfey's children to gain power over this place. We attacked her as she cast a great spell to that end, but victory was denied us. Now, we are cursed, bound to this island and against invading Soryth's lair again."

Soryth's lair? "Yes, the Palace of Spires, a hidden world of its own beyond a great maze of brambles." (Ragnar can tell the characters about the keys.)

Were Orlando and Juliana with the hag? "Yes, they were there when we attacked. Uma later told me that the hag's magic was manipulating the souls of the children of the archfey and those mortals. When our attack broke the magic, souls and minds were swapped. All of us awoke in the forests here. We regrouped, but we did not find the ones you speak of."

Juliana thought she was Caerwyn. "Yes, Uma told me that when the hag's magic went wrong, minds and souls changed places. Caerwyn's is, at least partly, inside this Juliana. It follows that Porpherio's is partly inside the human male."

Why do you feud with the Summer Fey? "Uma should have been able to contain the magic that thwarted and cursed us, and scattered the souls. She failed. Further, she is unwilling to help in the solution I have devised. I don't work with weaklings."

What was your plan? "I sent my cousin Basal to slay the one who is Porpherio. If Basal succeeds, the soul will be freed and the hag denied her power. I told Uma of this plan, and the witch named me a murderer. Let her drown in her perfume in her camp yonder until the Summer Queen calls her home."

Why haven't the archfey come? "They don't know what has happened. Their own wards, some now under the hag's control, prevent us from contacting them."

When the discussion ends, read:

A sly look crosses Ragnar's features. For the first time he smiles, and he says, "My scouts saw Porpherio in the arms of a nymph in the southwestern forest this morning. Basal has yet to catch him, obviously. Were I to move now, I have no doubt that Uma would counter me. But she might not notice

you. If you can find the nymph and bring Porpherio to me, we shall decide how to mend this mess. Move swiftly. If Basal finds your man first, he is surely dead."

When the characters are ready to start out on their hunt for the nymph, go to the **Barkburrs** tactical encounter, page 34.

Summer's Face

With the pixies excitedly following, Kelindria takes the characters to see Uma.

As the characters approach Uma's throne, read: Kelindria leads you through undergrowth full of fragrant flowers. She parts the greenery ahead, revealing a meadow on the edge of a placid lake that reflects the perfect sky. "Uma will be happy to see you," Kelindria says with a smile, gesturing for you to go forward.

The Summer Fey camp has no shelter, but two rose arbors stand to either side of a throne of woven vines blooming with flowers. A verdant hedge maze opens behind the seat. Upon the living chair sits a beautiful female fey in a golden gown bedecked with flowers and jewels. Her hair is the color of copper touched with gold where the sunlight hits it. Sad eyes, white like an eladrin's, gaze at you as you come forward. Nymphs, pixies, and dryads dance, sing, and play in the meadow and in the water, but many among them stare at you and come close to the throne as you do.

As you draw near, Uma smiles—just a little—but with that smile the air becomes warmer, and the earth and vines nearby bloom with new growth. "Welcome," she says in a sweet voice. "I am Uma. I hear my fairies have had you up to no good." She looks at the pixies who have followed you, who redden at her slight reproach. Uma then turns back to you, saying, "What can one such as I can do for you?"

Conversing with Uma

Uma is compassionate, gracious, and patient, but she is also initially indecisive. She is trying to formulate a plan to fix the troubles on the island, but she is vexed with Ragnar and his bellicose ways. Uma thinks that Ragnar's rashness is exactly what caused the failure during the first attack on Soryth, but her memory is unclear. Uma already knows Juliana and Orlando by name—she heard them call to each other when Soryth's spell went wrong.

What's the story here? Uma can tell the characters information from The Feywild and Archfey Agents sections of the **Adventure Background**, page 4, but she doesn't know about the fey crossing. She questions how the characters arrived here, and when she learns of the crossing, she says, "Tiandra and Oran must not have known of this crossing. That must be how the hag came here."

Who is this hag? "The Dream Queen, Soryth, is an exile from Astrazalian, an eladrin city. An evil creature

indeed, she came here to take control. The only way she could hope to do so is to use the souls of the isle's true stewards, Caerwyn and Porpherio. Brazenly, she has done just that with a subtlety few can match. Archfey are subtler still, which is why the wards my queen placed on the island alerted her. She sent us to find out what was going on. We discovered Soryth's plot, and with the Green Fey, we attacked her before she could complete her black magic song. Our attack was obviously ill conceived, for we failed to thwart her. Now the hag's power on this isle binds us from trying again, leaving, and sending a message to the Summer Queen."

Where is Soryth that you can't find her? "She is in the Palace of Spires, a tiny plane connected to this island through a magical maze." (Uma can tell the characters all about the keys if needed.)

Were Orlando and Juliana with the hag? "The two mortals were there, yes. Soryth was using their souls as part of her ritual. I think she planned to let their souls sleep while she and her consort, the Horned King Kalbon, absorbed most of the souls of the archfey's children. Had she succeeded, she and Kalbon would have become masters of this place. Our attack caused the magic to go wild, and the souls Soryth was manipulating traded places unpredictably. Now Juliana and Orlando walk the edge of destruction, each containing the mind and soul of another. Hope yet remains, however."

Hope? "Yes, if we can undo the soul swapping and thwart Soryth, perhaps we can yet prevail. I believe fate has sent you to me for just that reason."

Why do you feud with the Green Fey? "Ragnar attacked too boldly. If he had given me time to unravel the magic carefully, none of this would have happened. Now, he plans to simply murder Orlando to deny Soryth her goal. He has sent his oaf of a cousin, the verbeeg named Basal, to do the deed. How can one work with such lazy simpletons?"

"Thankfully, Basal has not succeeded. I have learned that the addled Orlando chased a summer nymph into the forest just yesterday. Would that it had been one of my sisters. But that was not to be."

When the discussion ends, read:

Uma speaks gently but firmly. "If we fail to act quickly, Ragnar's folly will cost us dearly. I ask you to champion me in my cause. Please seek out the summer nymph, find Orlando, and bring him to me. If I act directly, conflict with the Green Fey is inevitable. Innocents could be harmed. Spare us this violence, and act on my behalf?"

When the characters are ready to start out on their hunt for the nymph, go to the **Barkburrs** tactical encounter on the next page.

BARKBURRS

Encounter Level 2

Setup

2 **bloodthorn vines** (B)

1 **vine horror** (V)

2 **barkburr trees** (T)

Place none of the monsters until the characters come into the grove and see the creatures. Some of the threats here can be seen before the encounter begins, but the vine horror lurks out of sight.

If fewer than half the characters succeed on the DC 13 Perception check below, start the party in the Surprised area on the map. The group notices the area's dangers only after wandering among them. Characters who succeeded on the check, along with the monsters (except for the vine horror), gain a surprise round.

If half or more of the characters succeed on the Perception check, the party begins in the Start area on the map. Nobody is surprised.

When the characters approach the grove, read:

The forest descends into a narrow hollow that contains a grove of old trees with enough space separating them to allow in the summerlike sun of the island. Undergrowth is sparse here and the atmosphere very still. Near the center of the grove are two particularly gnarled, sparsely leafed trees of vaguely humanoid shape. A sword, its jeweled hilt sparkling in the sun, has been driven into the roots of the closer of those trees.

Nature (DC 9): The trees here are mostly old oaks with mistletoe among their branches.

Perception (DC 13): Green vines that have crimson thorns lurk among the roots of two trees here. In the branches of one of the humanoid-shaped oaks is a shiny object. (Success on this check allows a DC 13 Nature check to identify the bloodthorn vines.)

Perception (DC 20): The humanoid-shaped trees have tiny wooden protrusions that look out of place. Success on this check enables a DC 20 Nature check to identify the barkburrs on the trees.

As the party spots the dangers here, combat begins.

Tactics

The denizens of this corrupt grove are allies, with the vine horror in the lead.

Bloodthorn Vines: Like the beasts they are, each of these plants attacks the nearest character or the character who dealt the vine the most damage on the last round. Once a vine has a target grabbed, though, the plant sustains the grab and drags the grabbed creature

toward the barkburr trees. As long as the vine horror remains alive, these creatures do not flee.

Vine Horror: The vine horror stays out of sight until all the characters and the bloodthorn vines have acted. It then emerges from hiding and uses *vicious vines* on as many characters as it can catch in the burst to restrain them within range of the barkburr trees. This creature mocks its fleshy foes in Elven as it fights. If the characters defeat the barkburr trees and the bloodthorn vines, the vine horror retreats.

2 Bloodthorn Vines (B)		Level 2 Soldier
Medium natural beast (plant)		
HP 41; Bloodied 20		Initiative +3
AC 18, Fortitude 15, Reflex 12, Will 14		Perception +3
Speed 5 (forest walk)		Blindsight 10
STANDARD ACTIONS		
⚔ Striking Vines ⚔ At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d8 + 5 damage.		
⚔ Impaling Thorn (healing) ⚔ Recharge when the vine doesn't have a creature grabbed		
Attack: Melee 1 (one creature); +5 vs. Fortitude		
Hit: 1d8 + 4 damage, and the vine grabs the target (escape DC 13).		
Sustain Standard: The vine sustains the grab until the end of its next turn, the target takes 2d8 + 4 damage, and the vine regains 5 hit points.		
MINOR ACTIONS		
👉 Pulling Vines ⚔ At-Will		
Effect: The vine shifts 1 square, pulling any creature it has grabbed into a space adjacent to it.		
Str 17 (+4)	Dex 10 (+1)	Wis 14 (+3)
Con 17 (+4)	Int 2 (-3)	Cha 6 (-1)
Alignment unaligned		Languages –

Vine Horror (V)		Level 5 Controller
Medium natural humanoid (plant)		
HP 63; Bloodied 31		Initiative +6
AC 19, Fortitude 17, Reflex 18, Will 16		Perception +9
Speed 6 (forest walk, swamp walk), swim 6		Blindsight 10
TRAITS		
Malleability		
The vine horror can squeeze through spaces 1 inch wide. It doesn't have to squeeze to enter larger openings.		
STANDARD ACTIONS		
⚔ Claw ⚔ At-Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 2d8 + 4 damage.		
⚔ Vicious Vines ⚔ Recharge when first bloodied		
Attack: Close burst 3 (enemies in the burst); +8 vs. Reflex		
Effect: The target is restrained and takes ongoing 10 damage (save ends both).		
Skills Stealth +11		
Str 16 (+5)	Dex 18 (+6)	Wis 14 (+4)
Con 15 (+4)	Int 9 (+1)	Cha 10 (+2)
Alignment evil		Languages Common, Elven

Barkburrs

Barkburrs are nonsentient mobile plants that can inject a lignifying poison into victims who come too close. A single barkburr looks like a diminutive conical wooden formation. Barkburrs can infest normal trees, making those trees barkburr trees. If a nearby nonplant creature acts violently against nearby plants, barkburrs react by attacking the nonplant creature and injecting a toxin that turns the creature into wood. After such a creature is lignified (petrified), it grows into a gnarled tree. If barkburrs create a tree in this way, they infest the new tree rather than the nearby normal trees.

Someone who has training in Nature can touch a barkburr tree and empathically influence the barkburrs not to attack. If the tree on which barkburrs live is destroyed, the barkburrs quickly perish.

2 Barkburr Trees (T)	Level 2 Hazard
Object	
Detect Perception DC 20, Nature DC 20 to identify	
HP 34	
AC 16, Fortitude 16, Reflex 10	
Immune poison, all conditions; Vulnerable 5 fire	
TRIGGERED ACTIONS	
← Lignifying Barkburrs (poison) → At-Will	
Trigger: An enemy ends its turn within 4 squares of the barkburr tree trunk.	
Attack (Opportunity Action): Close burst 4 (the triggering enemy in the burst); +8 vs. Reflex	
Hit: 1d10 damage, and the target is slowed and takes ongoing 5 poison damage (save ends both).	
First Failed Saving Throw: Ongoing 5 poison damage, and the target is immobilized (save ends both).	
Second Failed Saving Throw: The target is petrified until one of the following conditions is met.	
♦ A power, such as <i>holy cleansing</i> , releases the target.	
♦ The barkburr tree responsible for the petrifying effect is destroyed, and its sap is applied to the target's forehead before a full day passes.	
COUNTERMEASURES	
♦ Disable: Nature DC 21 (minor action) or DC 13 (standard action); three successes disable the tree's attack. <i>Failure</i> (DC - 5 or lower): The tree attacks as a free action.	
♦ Delay: Nature DC 13 (minor action); the barkburr tree does not attack on this turn.	

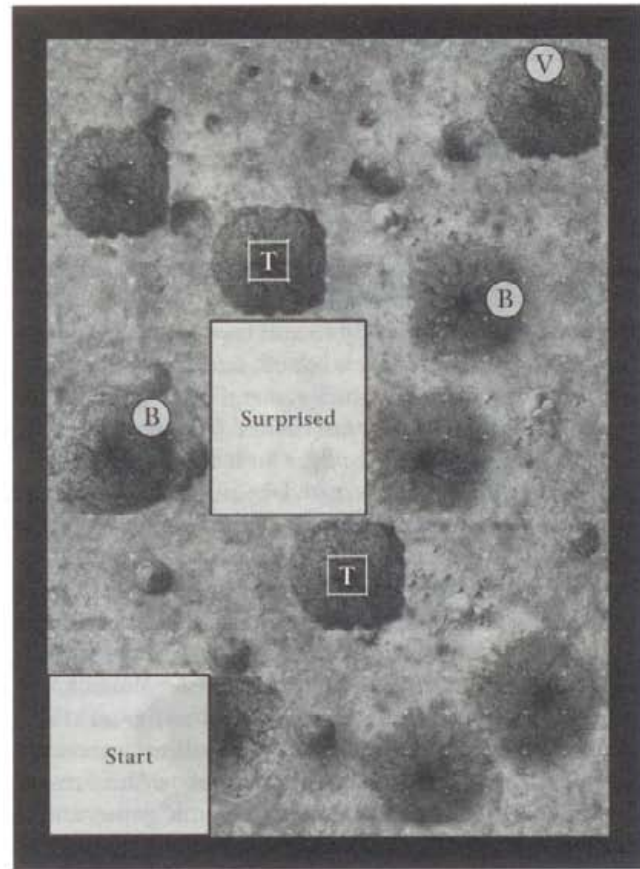
Features of the Area

Illumination: Bright daylight.

Bushes and Rocks: Squares containing undergrowth and rubble are difficult terrain.

Trees: Those trees that are not barkburr trees are 30 feet high (Athletics DC 9 to climb), and their trunks are blocking terrain. Above 10 feet, the branches and leaves render the area lightly obscured.

Barkburr Trees: These trees are lignified humanoid creatures that ran afoul of barkburrs that once infested normal oak trees in this grove. The 15-foot-tall



barkburr trees are like other oak trees, except their sparse leaves offer no means of hiding.

Ending the Session

When the characters overcome the plants, recover the treasure here, and complete a short rest, the session ends.

Reward

At the end of the session, each character gains 200 XP for accepting the task to find Orlando and overcoming the vicious plants.

Treasure: The characters can find oak leaves and mistletoe growing here. At this point, they should have shamrock, mistletoe, and oak leaves.

The sword among the roots is a +1 *luckblade*—a heavy or light blade of a type you can choose to fit a character in the party, or the glittering object in the tree branches is another magic item you roll on the **Treasure Table**, page 3. In either case, the nonmagical item of the two is a jeweled object worth 75 gp per character.

SESSION 7: FINDING ORLANDO

The characters continue their journey, and they soon run across two of the most powerful creatures living on the island.

Rosaline's Hill

When everyone is ready to start, read:

Leaving the nightmare hollow behind, you ascend through ever denser forest. You eventually emerge into an open meadow atop the hill you've just climbed. The place has weather and foliage present only in the height of summer, and a lone tree grows at its center. Like an ancient goddess, a female fey, her eyes as radiant as twin suns, emerges from the tree. Her appearance calls to mind Juliana's description of a woman fairer than any other.

"Peace," she says. "I would share words with you."

This creature is a summer nymph (*Monster Manual 3*, page 153) named Rosaline. Older and more powerful than other creatures on the island, Rosaline concerns herself with the larger issues of the cosmos. She perceives most creatures as pieces in a cosmic game, and to her, the events on the island are now unfolding as they should. Sensing Soryth's purpose, but unable to stop the hag in the Palace of Spires, Rosaline separated Orlando from Juliana.

Rosaline is warm but enigmatic. She seems to know more than she lets on. In addition to the material in the **Adventure Background**, page 4, Rosaline can reveal the following information.

Where is Orlando? "When Orlando, who is also Porpherio, chased me through the woods yesterday, it was no frivolity. I sought to protect him from Soryth and foresaw that others would soon follow him. Heroes. You, I now see. Early this morning, I took him to Oakstaff, a treant who is my friend and shall be yours if you do rightly."

What about Juliana? "Her fate is . . . different. My purpose for her was fulfilled when she spoke to you in the leprechaun wood near the fairy ring. I did not foresee that Soryth would find her so quickly. But her safety is still well within your control."

What do you mean? "Soryth waits with bated breath to have Porpherio, who is also Orlando, in her claws again. Then, the black song shall be sung anew. Therefore, Juliana is safe while Orlando is safe. As Oakstaff can tell you, Orlando is safe for now."

Why can't you take out Soryth? "Even I am prevented from entering the Palace of Spires without the leave of the island's masters. And even if I could do so, I might not. You see, it is not my destiny—not the beginning of my road to greatness. My work lies elsewhere."

Is facing Soryth our destiny? "Possibly. You don't really wish to know your fate before it comes for you, do you?"

I can say that you have begun a momentous work. I hope you see it through to the end."

Can you help us at all? "Haven't I? But, no, I see what you mean. Yes, my bold ones, I can help you. But for my help you must promise to talk to Oakstaff, and you must do as he bids. Be not afraid, for he is kind and will not lead you astray. Will you do as I ask?"

When the characters agree to visit Oakstaff, read:

Rosaline produces two small crystal containers that have vapor swirling within them. She smiles again, warmly, saying, "You will know when you need these. It won't be long now."

The party gains two vials of horse's breath. Rosaline gives any hamadryad in the party an extra vial of horse's breath, calling it "a gift between sisters."

Horse's Breath	Level 6 Uncommon
Consumable	75 gp
Utility Power + Consumable (Minor Action)	
Effect: A mount or vehicle you are riding gains an extra move action.	

Rosaline shows the characters the proper route to take off the hilltop to find Oakstaff. Continue with **Oakstaff's Grove**.

Oakstaff's Grove

When the characters go to find Oakstaff, read:

Down the other side of Rosaline's hill, in a shadowy part of the forest, is a grove of old trees, each vaguely humanoid in shape. As you draw near, a wizened face becomes apparent on the trunk of the tallest and stoutest of them. Two small cavities form its eyes, a knobby branch its nose, and moss a green beard around its mouth. The whole tree twists in your direction as you approach.

"Who comes, so grim-faced and bold, to see old Oakstaff? Is it the ones Rosaline spoke of?" he says. Then he takes a step in your direction.

This is Oakstaff the treant (*Monster Vault*, page 266). He is gregarious, opinionated, and honest. Once a knight among the Green Fey, he disapproves of Ragnar, whom Rosaline told him about. He sometimes waxes nostalgic with old war stories about fomorians and other dark fey.

After the characters identify themselves, read:

"Wait, wait," rumbles the tree-creature. "Follow me to a place where you can be at your leisure while we converse." Oakstaff leads you to a grotto through which a stream flows, with lots of rocks for comfortable seating.

Oakstaff knows much of what has transpired on the isle, such as the following.

Do you have Orlando? Oakstaff winks and says, “We can talk plainly in this shadowy grove. It and my grotto, here, are unknown to the Dream Queen as yet. Porpherio . . . Orlando, I took from the bald hilltop this morning, from Rosaline, whom you must know.”

Where is he? “I saw the manling safely to the Water Palace out on the lake. That’s where Porpherio’s real secrets dwell. The place is warded against evil, such as the likes of that confounded fiend and his foul lady, that hag.

“Rosaline said others might come seeking him. You must be the ones. Takes me back to quests I undertook when I was Sir Oakstaff . . .”

We should be going to get Orlando. “Why? Where can you take him that’s safer than the palace?”

We have to retrieve him for Ragnar/Uma. “Look, my fleshy friends, choosing sides in this strife is no good. Due to Soryth’s power over this isle, no native of this island can enter her lair and stop her. The visiting fey waffle and rage while Soryth works to undo us all. Would that I could go into the Palace of Spires and flatten her. I can’t, of course. The way is shut to me, as I said. But maybe my knightly days aren’t over.

“I’ll tell you what. You go down to the island and take the lad back to the fey like you were asked. I’ll go speak to those youngsters and see if I can make them see reason. The sooner all that’s done, the sooner we can get back to fighting the real villains, eh?”

“Ah, I recall the time I set out to form an alliance against the servants of Thrumbolg . . .”

Can you help us in any other way? “No offense intended,” Oakstaff says and winks, “but you folk look greener than my leaves. Maybe I can help you more.”

Over about an hour, while you relax, the treant shapes wood into vials—one for each of you. These he fills with stream water while mumbling unintelligibly.

“There,” he says, “I’m sure these will help. The water has flowed through the roots of great trees and the hidden places of this island. It has the magic of growing things in it, now that I’ve told it what to do.

“That reminds me of a time in Shinalestra . . .”

Each character gains one dose of rider’s water. Oakstaff gives any hamadryad character an extra dose of rider’s water, calling it “a present for a dear cousin.”

Rider’s Water

Level 3 Uncommon

This magical water can create a mount from a little animal.

Consumable 30 gp

Utility Power + Consumable (Minor Action)

Effect: A Tiny natural beast or a Tiny fey creature that you pour this water on becomes a Large creature that has the mount keyword. The effect lasts until your next extended rest. Unless the DM rules otherwise, this creature has the statistics of a horse (Monster Vault, page 297).

When the characters are ready to go, Oakstaff tells them how to find the Water Palace. Continue with **The Lake**.

The Lake

The lake isn’t far from Oakstaff’s grove.

When the characters go to the lake, read:

In the middle of a serene lake is a tiny, forested isle where a small palace of white stone stands. The water is crystal clear, showing the lake’s gravel bottom. Schools of multicolored minnows swim below the surface, mirroring the iridescent dragonflies darting through the air above. In the deeper part of the lake, a group of young otters frolic, rising, submerging, and playing without care. A little way down the shoreline, a wide, flat-bottomed raft rests on the water next to a small wooden dock. A long pole, for guiding the vessel across the water, lies beside the raft.

Arcana (DC 20): The lake water has a magical aura. It is some sort of protective magic.

Characters can use the raft to travel between the shore and the island, or they can try to swim (Athletics DC 9). It’s also possible to use the rider’s water on the otters if the characters can attract the tiny animals (Nature DC 13). If the party uses the raft, one person must pilot it using the pole. That character must have two hands free.

When the characters leave the shore, go to **Ariel Attacks** on the next page.

Questioning Ariel

If the characters allow Ariel to survive and question him after the battle, the pixie apologizes for attacking, claiming he was under the power of Kalbon, the Horned King (Insight DC 9 reveals that he believes what he is saying).

Ariel can tell the characters that Kalbon sent him to bring back Orlando—running into the characters was a coincidence. The pixie also reveals that Kalbon and Soryth sent him because they cannot yet pass Porpherio’s wards, which guard the Water Palace against evil.

Ariel knows little about Soryth’s plan or the island’s magic, but he does know that Juliana is in the Palace of Spires.

After he divulges what he can, Ariel vows to hide from the villains but to tell the other fey of the characters’ mercy.

Go to **Ending the Session**, page 39.

ARIEL ATTACKS

Encounter Level 2

Setup

Ariel, pixie wind mage (A)

4 waterspouts (W)

Tiny otters (O)

The characters begin 6 squares from the shore in the Start area shown on the map. This area is the size of the raft if the characters are using that vessel.

When the encounter begins, read:

When you are well out into the lake, a thunderous voice shouts, "This island's mine, fools! Soryth and I have already won!"

On the shore you just left, a male pixie in blue robes flies just above the grass. Over him floats the shadowy image of a fanged man with large horns. The image looks as if it is sculpted of dark smoke.

To the pixie, the fiendish vision says, "Kalbon, master of this isle, commands you into battle, slave. Summon your winds. Crush these intruders, then bring me Orlando."

The face looks like it might continue its rant, but as the pixie moves over the water, the air shimmers. Like smoke on an unseen wind, the foul vision fades.

"Yes," is all the pixie says.

Four small water spouts erupt near him and move forward like predatory beasts.

Arcana (DC 13): Some magical effect on the water, a protective ward perhaps, forced the fiend's supernatural sending to end.

Insight (DC 13): Even from this distance, the glazed look in the pixie's eyes is apparent.

Tactics

Ariel: This enslaved pixie starts by using *tempest* on the characters. He then sustains that power, preferring *wind gust* for subsequent attacks. He saves *pixie dust* to use against those whom he thinks might soon engage him in melee. See **Development**.

Waterspouts: These creatures swirl up to their enemies and use *spinning spout* to hurl those foes into the water. When they can, they use the same power to damage opponents in the water. Unlike Ariel, these elementals attack until they are destroyed.

Development

Ariel: This pixie is without total free will (Insight DC 13). Once he is bloodied, his eyes clear, but he keeps fighting because he is confused and afraid (Insight DC 9). A successful Bluff, Diplomacy, or Intimidate check (DC 13) can make him back down. He surrenders, begging for mercy, if he is damaged after becoming bloodied.

Ariel, Pixie Wind Mage (A)		Level 4 Controller
Tiny fey humanoid, pixie		
HP 54; Bloodied 27		Initiative +6
AC 18, Fortitude 15, Reflex 17, Will 16		Perception +7
Speed 4, fly 6 (altitude limit 1)		Low-light vision
STANDARD ACTIONS		
⊕ Wind Spear (weapon) ⊕ At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 2d6 + 5 damage, and Ariel slides the target 1 square.		
← Wind Gust ⊕ At-Will		
Attack: Close blast 3 (creatures in the blast); +7 vs. Reflex		
Hit: 1d10 + 4 damage.		
Effect: Ariel slides the target up to 2 squares.		
← Tempest (zone) ⊕ Encounter		
Attack: Close blast 5 (enemies in the blast); +7 vs. Reflex		
Hit: 2d6 + 5 damage, and Ariel pushes the target up to 3 squares.		
Miss: Half damage.		
Effect: The blast creates a windy zone that lasts until the end of Ariel's next turn. An enemy that starts its turn within the zone is slowed until end of Ariel's next turn.		
Sustain Minor: The zone persists until the end of Ariel's next turn, and Ariel can move the zone up to 2 squares.		
✦ Pixie Dust (charm) ⊕ Encounter		
Attack: Area burst 1 within 5 (creatures in the burst); +7 vs. Reflex		
Hit: The target is dazed and gains no benefit from concealment or invisibility until the end of Ariel's next turn.		
Skills Arcana +8, Stealth +11		
Str 6 (+0)	Dex 18 (+6)	Wis 10 (+2)
Con 14 (+4)	Int 12 (+3)	Cha 16 (+5)
Alignment unaligned		Languages Common, Elven
Equipment robes		

4 Waterspouts (W)		Level 2 Skirmisher
Small elemental magical beast (air, water)		
HP 36; Bloodied 18		Initiative +6
AC 16, Fortitude 14, Reflex 15, Will 13		Perception +3
Speed 4, fly 6 (altitude limit 1)		
TRAITS		
Insubstantial Shifting		
While shifting, the spout takes half damage from all attacks except those that deal cold damage.		
Sensitive to Cold		
Whenever the spout take cold damage, until the end of its next turn, it loses its <i>insubstantial shifting</i> trait and gains vulnerable 5 to the next attack to hit it.		
STANDARD ACTIONS		
⊕ Slam ⊕ At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 2d6 + 3 damage.		
⊕ Spinning Spout ⊕ Recharge when first bloodied		
Effect: The spout shifts up to 4 squares, and it makes one attack against each enemy it moves adjacent to.		
Attack: Melee 1 (one creature); +5 vs. Fortitude		
Hit: The spout slides the target up to 2 squares and knocks it prone. An enemy in the water takes 2d6 + 3 damage instead of being knocked prone.		
MOVE ACTIONS		
Shifting Wind ⊕ At-Will		
Effect: The spout shifts up to 2 squares.		
Str 10 (+1)	Dex 17 (+4)	Wis 14 (+3)
Con 12 (+2)	Int 5 (-2)	Cha 8 (+0)
Alignment unaligned		Languages understands Primordial

Otters

The otters (Tiny natural beasts, one per character) stay out of the fray and in their spot on the map unless you or the characters do something to change that. A character can try to attract the otters toward the raft (Nature DC 20) or swim toward them while keeping the curious creatures calm (Nature DC 13). The monsters do not treat the Tiny otters as enemies. An otter is useful only if a character uses *rider's water* to transform it into the following mount.

Giant Otter		Level 1 Skirmisher
Large natural beast (mount)		
HP 28; Bloodied 14	Initiative +5	
AC 15, Fortitude 12, Reflex 14, Will 11	Perception +5	
Speed 6, swim 6		
TRAITS		
Aquatic Advantage (mount)		
In aquatic combat, a giant otter gains and grants its rider a +2 bonus to attack rolls against nonaquatic creatures. Creatures that have the aquatic keyword consider the otter and its rider to be aquatic.		
STANDARD ACTIONS		
⊕ Bite ⊕ At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 2d4 + 4 damage.		
MOVE ACTIONS		
⊕ Playful Slide ⊕ At-Will		
Effect: The otter shifts up to 3 squares and makes the following attack at any point during its move.		
Attack: Melee 1 (one creature); +4 vs. Fortitude		
Hit: The target is knocked prone.		
Str 14 (+2)	Dex 16 (+3)	Wis 11 (+0)
Con 12 (+1)	Int 2 (-4)	Cha 12 (+1)
Alignment unaligned Languages --		

Otters that are transformed and then not used as mounts do not join the fight but might be helpful in another way if the characters are creative.

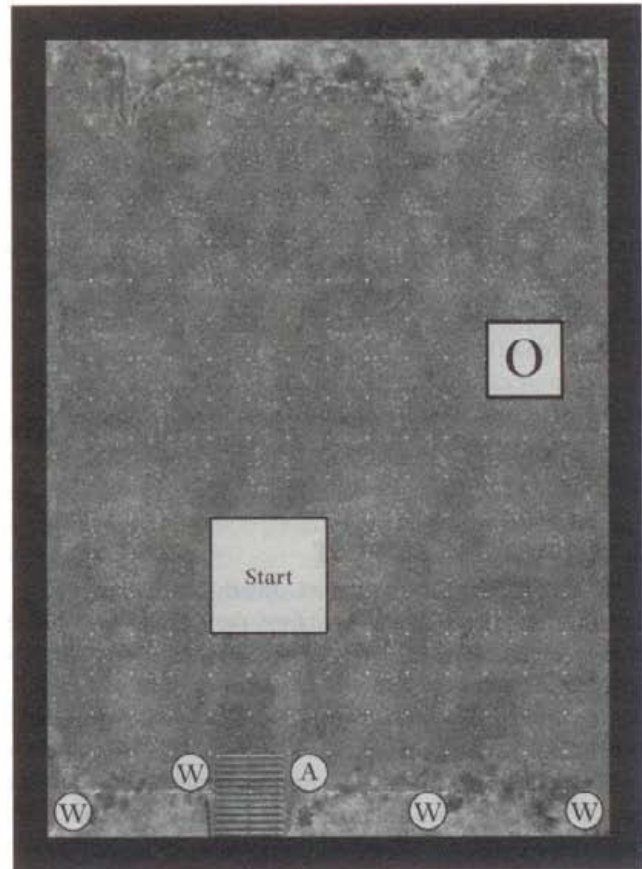
Features of the Area

Illumination: Bright daylight.

Lake Water: The water is 8 feet deep and calm (Athletics DC 9 to swim).

Raft: The raft sinks if it is reduced to 0 hit points. Since the raft relies on humanoid propulsion, Ariel's *tempest* can slow it.

Raft	Huge vehicle
HP 45	
AC 10, Fortitude 10, Reflex 5	
Immune necrotic, poison, all conditions	
Speed swim 3	
Pilot	
The pilot must stand at the stern, wielding a 12-foot pole.	
Load	
Six Medium creatures; 600 pounds of gear.	
Out of Control	
If not piloted, the raft moves 1d3 - 1 squares in a random direction (minimum 0).	



Conclusion

If the characters spared Ariel and talk to him, see **Questioning Ariel**, page 37. Ariel also has **Treasure** (see below). Note whether the characters were merciful to Ariel. This point is important in Session 12.

If the characters transformed any otters, the beasts remain in mount form until the end of this chapter.

Ending the Session

The session ends after the characters resolve the encounter (and perhaps speak to Ariel) and come ashore on the island of the Water Palace.

Reward

At the end of the session, each character gains 250 XP for dealing with Rosaline and Oakstaff, and for battling Ariel and the elementals.

Treasure: Ariel carries one piece of fine polished amber with a fey insect in it (30 gp) per character. He gives these freely for sparing his life.

The characters also have any doses of *horse's breath* and *rider's water* that they received and didn't use.

SESSION 8: WATER PALACE

After their encounter with Ariel, the characters make it to shore on the isle where Porpherio's Water Palace stands. After reconnoitering briefly, they begin at the **Palace Exterior**.

If any character has a passive Perception of 20 or higher, read:

As you come ashore, you notice a green-skinned giant moving cautiously along the verge of the forest beyond the far shore. He carries a spear and shield, his hair the light golden color of straw.

Palace Exterior

When the characters move inland, read:

The isle is smaller than it seemed from the far shore, probably little more than 200 paces from end to end. Aside from the palace and its features, the island has a thick stand of deciduous trees, where roses grow in the shade, and a small dock, where a raft floats in the water.

The palace resembles a great tunnel of unblemished white marble with a rounded ceiling accented with gilded metal fittings. Gigantic glazed windows occupy immense arches at the front and back of the structure, and the long sides of the palace are columned arcades open to the air.

Water falls from the domed roof, down a channel in the sides, past the windows, and into another channel that encircles the palace. This channel merges again on either side of the palace to flow into the lake. Stepping stones cross the channel, and a curved stairway leads over the channel and up to a veranda on a higher level.

The characters can explore the isle, based on what the players can visualize from your description.

Channel: The stepping stones allow easy access over the water to the veranda.

Raft: This raft floats next to the dock, and a pole to pilot it lies alongside it.

Roses: The roses that grow here can provide another key. See **Treasure**, page 41.

Stairway: The stairs lead over the channel, up to the veranda, and to the **Palace Interior**.

Perception (DC 8): Footprints of a booted humanoid lead from the grass up the stairs, although the dirt that indicates them on the bottom stairs diminishes as the tracks ascend.

Trees: Unusual tracks lead ashore near the trees. They are Oakstaff's tracks (Nature DC 8), which come out of the water, move onto the island, then turn around. Where the tracks turn around, the characters might find the footprints of a booted humanoid (Perception DC 13) leading to the stairway.

Palace Interior

When the characters enter the palace, read:

In the bright sunlight, the interior of the palace glows white through the rounded translucent ceiling, almost as though the entire structure were made of crystal. The water flowing from the roof has no apparent source, but it makes a strange, familiar music inside the palace. A short set of steps leads down from the veranda into a large oval chamber where two luxurious chairs stand at either end of a fine table. A crystal glass has been set at either place, and a crystal decanter stands upon a small silver platter on the table near the chair farthest from the steps. Two framed paintings hang upon the walls, flanking long stone shelves that hold tomes and other objects.

Arcana (DC 13): The structure is not magical, although the fountain on the dome's top is. The music it makes is part of the magic.

Dungeoneering (DC 20): The area of this room suggests that the stone floor here is very thick.

Perception (DC 8): The music is the same as the soft music of the crystals in the Crystal Cave.

Perception (DC 13): A set of footprints proceeds down the stairs and across the room. (These prints are the same booted ones that might have been found outside the palace.)

The characters are free to explore the room.

Trapdoor: Following the tracks discussed above to their endpoint reveals this door. Otherwise, searching might reveal it (Perception DC 13). If the characters open the trapdoor, go to **Orlando**.

Furniture: The furniture is normal but ornate.

Glasses, Decanter, and Tray: These items are exquisitely crafted. (See **Treasure**, page 41.) The decanter is half full of water, and the glass nearest the trapdoor also contains a little water. A character near this glass sees that water has been spilled on the table and on the floor near the trapdoor. Characters find the trapdoor right away if they search the area because of these clues.

Paintings: Each painting portrays a single figure. Although they are in separate paintings, the subjects appear to gaze fondly at each other. One painting shows a handsome man who has silver hair and wears lavish clothing. A glow of power surrounds him, and his laughing eyes glint with the spark of a keen intellect. The other portrays a beautiful female fey who has black hair and also dresses in a royal fashion. Serenity flows from her.

Tomes: These books are all by Porpherio. The tomes are numbered 1 to 194, and each covers a year of day-to-day life upon the island. Volume 194 reveals Porpherio's intent to entomb his soul. The journal's last lines read: *My life and power I seal into the tomb with Caerwyn's soul. Our devotion shall be preserved inside this eternal garden, which shall be preserved in turn. Blissful sleep shall be ours, forever, and the garden shall endure.*

Orlando

When the characters open the trapdoor, read:

As you open the hatch, the tip of a rapier pokes out and a male voice shouts, "Back! You'll not take me alive!"

As his eyes adjust to the light that floods into where he is hidden, a young, fit man lowers his blade. His expression changes from one of determined anger to one of confusion.

"Do I know you?" he says. "Do you know Juliana?"

The young man climbs out of the shaft (if he is not invited to do so) and looks at the characters in bewilderment. Crystalbrookers recognize the man as Orlando Tamora, but his hair is silver like that of the man in the painting in this room—not black, as it actually is. One of his eyes is blue, and the other is green, but Orlando has two blue eyes.

Speaking to Orlando

Orlando recognizes any Crystalbrookers among the party, but his full memory is beyond his grasp. Once he is made aware of Juliana's plight, he wants nothing more than to save her. In conversation with the characters, Orlando might say the following.

What happened to you? *"I awoke in a forest, and a lady with eyes like the sun drew me away before I knew what was happening. She took me to a bald hill with a lone tree atop it. A walking tree, Sir Oakstaff... my old friend... came and took me away. He brought me here this morning, saying I'd be safe. When I heard you coming, I hid in... well, there."*

Your old friend? Your secret place? *"Yes, this is my Water Palace. Magnificent, isn't it?"*

You think you're Porpherio? *"Think? I am Porpherio... aren't I? What are you driving at?"*

Why did you leave Caerwyn/Juliana? *"I'd never do that! Where is she? Is she with you?"*

You left her behind, didn't you? *"I don't remember seeing her. I saw only Rosaline when I awoke. Was Juliana there? Where is she now? I must find her!"*

The hag took her again. *"What? A hag? Then we must rescue her! Who's with me?"*

Don't you remember being part of the hag's ritual? *"No, I don't. I remember some bad dreams a few nights ago. Am I still dreaming?"*

Orlando seems less coherent than Juliana was. The characters likely have a key tool to free part of his memory—the locket found in Session 3. If the players don't remember it, the characters do, so feel free to remind them.

Orlando's Locket: If the characters present Orlando with his locket, he suddenly recognizes all the Crystalbrookers and remembers more of what has happened. He recalls that Kalbon and Soryth captured him and Juliana almost as soon as they emerged from the Crystal Cave three or four days ago. The villains took the couple

to a hidden palace, keeping them prisoner for a day or so. Then the fiend bound them and took them to a garden house on the palace roof. The hag started to sing strange words, but soon after, a green giant rushed into the room alongside numerous fey. Orlando got free during the struggle, but there his memory fails him again.

The Porpherio aspect of Orlando can then tell the characters what Soryth was trying to do (and that one day on the isle equals a week in the world). He knows that he should be dead alongside Caerwyn. But his soul is now alive inside Kalbon and Orlando. Porpherio can confirm that the fiend the characters saw commanding Ariel at the lake is Kalbon.

Orlando/Porpherio's greatest priority is rescuing Caerwyn/Juliana. If the characters explain the request of the archfey agent they dealt with, he is willing to go along to see either Uma or Ragnar.

Ending the Discussion: Even if the characters fail to give Orlando his locket, he agrees to follow them back to the archfey agent the characters are aiding. Grateful to the characters for their current and potential help, Orlando points out the treasure they could glean from this place, beginning with mentioning the roses that grow on the palace grounds. As he is about to continue, Ragnar's cousin Basal arrives to kill Orlando. Go to **Verbeeg Dilemma** on the next page.

Ending the Session

If Basal killed Orlando, he takes Orlando's head as proof for Ragnar. After resting and gaining rewards, the characters return to their archfey agent to begin the next session.

Reward

Each character gains 350 XP for finding Orlando, learning more, and battling Basal. If the characters saved Orlando, each gains 150 extra XP. The character of a player who has attended every session this season should have 2,100 XP, or 2,250 XP if the party saved Orlando. Any character who has 2,250 XP now advances to level 3.

Treasure: The characters need to pluck a leaf from one of the roses growing at the palace before they leave. If Orlando survived the encounter, he reminds the characters of this fact. His Porpherio aspect knows that the characters need the rose leaf. He knows why they need it only if he has his locket. They are now likely to have all the leaves necessary for entering the Palace of Spires in Session 10.

Several items in the Water Palace are valuable, including the crystal decanter and glasses (20 gp per character). If the characters search the area or Orlando points out the treasures, they find one *potion of healing* on the bookshelves, as well as one item you pick for a specific character or roll on the **Treasure Table**, page 3.

VERBEEG DILEMMA

Encounter Level 4

Setup

Basal (B)
Orlando (O)
Trapdoor (T)

Basal arrives stealthily, but he does so to impress rather than surprise. Any character who has a passive Perception of 20 or higher notices the giant just before he speaks.

When Basal arrives, read:

"Well, my quarry is found, attending a party no less," says a thin, smirking giant that has appeared atop the steps. He has green skin and pointed ears, and hair and eyes the golden color of straw. He leans on a spear and loosely carries a wooden shield carved in the likeness of a laughing elf's face. His armor is the hide of some blue-furred beast, the fur turned inward.

"Ragnar sends his greetings, Orlando. I am Basal of the Green Fey. Many apologies for spoiling the party, but it's time for you to die."

Orlando looks on in shock, but Basal makes no immediate move.

The characters start within 2 squares of the trapdoor. They might realize that Basal is the same kind of creature as Ragnar. If the characters met Ragnar in Session 6, they might already know about verbeegs. If they didn't, they can attempt Arcana checks now to determine the following information about Basal.

Arcana (DC 13): This is a verbeeg, a fey giant, and a young one. Verbeegs are warriors and tricksters.

Arcana (DC 20): Verbeegs have a reputation for being sly bullies at best. They love games, but any verbeeg readily exploits loopholes in the rules.

Development

Killing Orlando is Basal's mission, but he is willing to talk first. Whether the characters refuse to talk (because they are aiding Uma), or they reveal that Ragnar sent them, Basal offers a deal before they can attack him.

When he does, read:

Basal raises a hand and addresses you, saying, "I have a duty to fulfill, as it seems do you. We should contest for the prize, yes? Here's my proposal—we fight until one side is defeated or submits, and the victor gets Orlando. Fighting all of you at once seems fair to me.

"What say you? I am willing to listen to other terms for the combat, if you have suggestions."

Insight (DC 19): This giant seems untrustworthy.

Basal, Verbeeg Hunter (B)	Level 4 Solo Skirmisher	
Large fey humanoid (giant)		
HP 220; Bloodied 110	Initiative +7	
AC 18; Fortitude 18, Reflex 16, Will 15	Perception +8	
Speed 8	Low-light vision	
Saving Throws +5; Action Points 2		
TRAITS		
Hunter's Agility		
Basal can stand up from prone as a minor action.		
Hunter's Resilience		
Whenever Basal ends his turn, any dazing, stunning, or dominating effect upon him ends.		
Verbeeg Stealth		
Basal can make a Stealth check to become hidden as long as one square he occupies has superior cover or total concealment from the creature he is attempting to become hidden from.		
STANDARD ACTIONS		
⚔ Spear (weapon) ⚡ At-Will		
Attack: Melee 2 (one creature); +9 vs. AC		
Hit: 1d10 + 7 damage, and Basal shifts 1 square.		
⚡ Bewildering Bolt (psychic) ⚡ At-Will		
Attack: Ranged 10 (one creature); +7 vs. Will		
Hit: 2d6 + 5 psychic damage, and the target cannot attack Basal until the start of the target's next turn.		
⚡ Hunter's Momentum ⚡ At-Will		
Effect: Basal makes three basic attacks.		
MOVE ACTIONS		
⚡ Bound ⚡ At-Will		
Effect: Basal shifts up to 4 squares, and he can ignore difficult terrain and move through enemy spaces.		
MINOR ACTIONS		
⚡ Lunging Sweep (weapon) ⚡ Recharge each time Basal hits three different targets with hunter's momentum		
Attack: Close blast 3 (creatures in the blast); +7 vs. Reflex		
Hit: 1d8 + 5 damage, Basal knocks the target prone, and he can shift 1 square.		
TRIGGERED ACTIONS		
⚡ Sweeping Riposte (weapon) ⚡ At-Will (1/round)		
Trigger: An enemy hits Basal with an attack.		
Effect (Free Action): Basal uses spear against the triggering enemy. If he hits, he knocks the target prone.		
Skills Athletics +12, Bluff +9, Stealth +10		
Str 20 (+7)	Dex 16 (+5)	Wis 12 (+3)
Con 15 (+4)	Int 11 (+2)	Cha 14 (+4)
Alignment unaligned		Languages Common, Elven, Giant
Equipment hide armor, light shield, spear		

Encourage the players to have their characters offer some different rules (presumably of a nonlethal variety). The verbeeg agrees to conditions such as fighting to subdue rather than kill and refraining from attacking Orlando unless Basal defeats the characters. If the characters don't want to offer any rules, Basal follows only his own (see **Tactics**).

Basal is not willing for the characters to include Orlando on their side in the combat unless Orlando is a fair target during the fight. Orlando is Basal's first target if the characters refuse to cooperate. Orlando does not enjoy being excluded from the fight, but he abides by any arrangements the characters make.

Orlando (O)		Level 2 Skirmisher
Medium natural humanoid, human		
HP 40; Bloodied 20	Initiative +6	
AC 16, Fortitude 14, Reflex 14, Will 14	Perception +6	
Speed 6		
TRAITS		
Skirmish		
If Orlando ends a move on his turn at least 3 squares from where he started the move, he deals 1d6 extra damage with melee attacks until the start of his next turn.		
STANDARD ACTIONS		
⊕ Rapier (weapon) ⊕ At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d8 + 6 damage, and Orlando shifts 1 square.		
Skills Athletics +8, Diplomacy +9		
Str 14 (+3)	Dex 16 (+4)	Wis 10 (+1)
Con 16 (+4)	Int 10 (+1)	Cha 17 (+4)
Alignment good		Languages Common, Elven
Equipment leather armor, rapier		

Tactics

Basal: The verbeeg hunter attempts to dispatch Orlando first if the young man is part of the fight. If the rules allow Basal to kill Orlando, Basal asks for the fight to stop as soon as he does so.

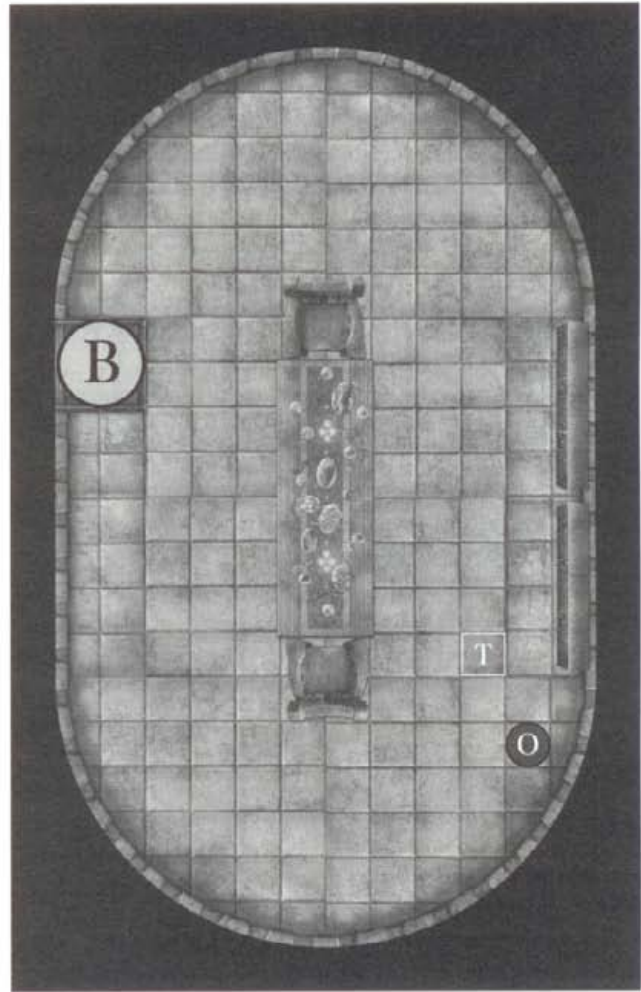
Against multiple foes, Basal divides his attacks, since doing so is to his advantage with the recharge of *lunging sweep*. Basal fights to kill unless the characters asked for a different victory condition.

The verbeeg uses his mobility to divide the characters and escape defenders. Whenever he can, he saves *sweeping riposte* for a foe that dares to attack him on his turn. *Skewer* is also useful for sliding a troublesome enemy away.

The giant gains combat advantage by knocking his foes prone. He attacks targets that are granting combat advantage to him whenever he can, risking opportunity attacks to do so as long as he is not bloodied. He can squeeze under the table to use *verbeeg stealth* to gain combat advantage, but this ploy works only once. When the characters are aware of it, they can look under the table to prevent its use.

Once Basal is bloodied, he attempts to kill Orlando unless the characters' rules prohibit him from doing so. (Basal's ground rules dictate that the victor takes Orlando, but don't specify in what state.) Characters can use Diplomacy or Intimidate (DC 20) to stop him. A successful Intimidate check (DC 20) can also cause a bloodied Basal to yield. When Basal has 45 hit points remaining, he yields. When he does so, Basal is not surrendering but merely ceasing hostilities. If the characters don't do the same, he renews his attacks.

Orlando: If Orlando is in the combat on the characters' side, a player chooses his actions and makes his attack rolls, damage rolls, and checks. Orlando attempts to defend himself if Basal attacks him.



Features of the Area

Illumination: Bright light.

Bookshelf: Each stone bookshelf is 15 feet tall (Athletics DC 9 to climb). The shelves are carved out of the wall and cannot be moved.

Chairs and Table: Squares containing these furnishings are difficult terrain.

Stairs: The stairway is difficult terrain.

Trapdoor: Unless the characters close the trapdoor, its square is a 10-foot-deep pit with a ladder leading down into it.

Conclusion

When this encounter concludes, go to **Ending the Session**, page 41.

SESSION 9: RESOLUTION

After finding Orlando, the characters travel back to the archfey they agreed to help. Roleplay this scene, using the following as a guide.

Ill Met by Moonlight

When the characters return to the archfey, read:

Twilight descends over Porpherio's Garden again. The full moon begins to rise. On your way to the fey camp, you approach the toadstool ring through which you came to this isle. There, the pale light reveals large groups of fey. On the eastern bank is Uma with her nymphs and pixies. On the other side is Ragnar, satyrs and wilden at his flanks. Farther away, Oakstaff straddles the stream.

"Ill met by moonlight, proud Uma," Ragnar says. "The old knight summons us to speak."

"Speak of what, brash Ragnar?" Uma says. "Your haughty wrath extinguishes civil words and fans the flames of war between us."

"Here come the strangers," Ragnar says. "Let them speak. Then I'll have done with you."

"Peace," says Oakstaff. "Be still."

If Orlando is alive, read:

All eyes turn to Orlando.

"Come, dear one," says Uma. "We shall protect you." The dryad extends her hand to Orlando, but Ragnar pounds his spear on his shield.

"Think that you can protect him?" thunders the giant. "Bring him to me!"

"Peace!" booms Oakstaff. "Be still!"

The players can decide how to initiate conversation. If Orlando is dead, his head is in Basal's hands. Basal is at Ragnar's side if Basal survived his encounter with the characters but did not kill Orlando. The heroes

DEATH AND HONOR

Orlando's Death: If Orlando perished at the Water Palace, the ensuing dialogue reflects that fact. Uma sadly acknowledges the cost of her indecisiveness. Once the truth is clear, Ragnar curses his rash decision to "slay the boy." The archfey agents resolve, together, to see an end to the villainy that caused this grief.

Basal's Fate: If the characters killed Basal, Ragnar asks them for an explanation of the events. If the characters acted unfairly in the combat, Ragnar becomes suspicious no matter what they say. If the characters don't own up to their deeds, Orlando tells Ragnar the truth. The archfey is angered, but willing to wait until after Soryth is defeated to pursue a vendetta.

might have Orlando's body if he died. If Orlando is dead and no one has his body, Uma sends her fey to fetch it. If either Basal or Orlando is not present, see the **Death and Honor** sidebar before going on to **Orlando Speaks**.

Orlando Speaks

If Orlando is alive and has his locket, he has become more lucid. Without his locket, Orlando is still befuddled. Uma takes a few minutes to soothe him, encouraging him and Porpherio to work as one to speak. If Orlando is dead, Ragnar takes a few minutes to perform a dark rite that forces Orlando's head to speak.

Orlando reveals that, even if he dies (or has died), his mixed soul should flee back to the tomb that Porpherio built to house his and Caerwyn's souls. The two souls within Orlando, his own and Porpherio's, are incomplete—part of each also resides within the fiendish Kalbon. This unusual fact, alongside Porpherio's old magic, should keep any of the mixed souls in this world. That means that Kalbon and Soryth can be slain without fear of losing the soul pieces within them.

If Orlando is alive, Ragnar admits aloud that it was an ill-conceived plot to kill the young human, since the souls would have stayed on the island. If Orlando had been killed, it would have been only a matter of time before Soryth and Kalbon discovered the soul in the tomb. Uma adds that, since the mixed souls remain intact outside the Shadowfell, safe from true death, the Fountain All Heal is, with certainty, able to restore all to its proper order.

After Orlando speaks, read:

After Uma and Ragnar have absorbed Orlando's words, they stand in silence for a long while.

"We have been careless," Uma says at last.

"And let that hag play us for fools," says Ragnar.

"I am sorry we bickered foolishly," Uma says.

"Vengeance shall alleviate my shame," Ragnar says. He turns to regard you. "These strangers have opened our eyes and proven themselves cunning champions."

"As well as able heroes," says Uma. "Able heroes who can go places from which we are now forbidden."

Ragnar considers her words and allows himself a feral grin. "The Palace of Spires is barred to us, but these bold ones have proven that they can bridge gaps we cannot."

"Well, what say you?" asks Uma as she extends her hand and smiles. "Would you care to have us in your debt?"

When the characters agree to take on Soryth, the agents promise a boon when the task is done—a drink from the Fountain All Heal (but without the usual drawback) for each character. The fountain binds a drinker to this island until death, but Uma claims she can counter that curse.

Mission Briefing

After the characters agree to confront Soryth, Ragnar and Uma, with their attendant fey, explain the mission to the characters.

- ◆ Reiterate from the **Adventure Background**, page 4, anything the players don't know, especially how Soryth can gain power over the island. If she and Kalbon absorb the souls in their entirety, they gain mastery over the isle and the Fountain All Heal. This event would be a potential disaster of cosmic proportions.
- ◆ The Palace of Spires is a demiplane. The Summer Fey, the Green Fey, and creatures native to this isle cannot enter it. To gain entry, the characters must navigate the palace's bramble maze to its center, and then use the keys on the sundial there. This is a good time to check on the keys the party has acquired (see **Treasure**).
- ◆ Experience has shown that Soryth has influence over some of the island's natives. It's very likely she has even more power over those within the Palace of Spires.
- ◆ Both archfey agents see any evil fey, such as Soryth's xivorts, as enemies that need to be dispatched. Uma begs the characters to spare any charmed creatures within the palace, however. Ragnar scoffs at this idea: "War is war," he bellows. (If the characters killed Basal, he uses that "unnecessary death" as an example.)
- ◆ Once the characters defeat Soryth, the way for the fey to reach the island should be open again. They will come as quickly as possible to lead the characters to the Fountain All Heal.

When the briefing is done, read:

"You are brave to undertake this quest," Ragnar says. "Your chances of survival against Soryth are slim."

"Yet you are this island's last hope," Uma says. "If only we possessed something that once belonged to the hag, even a token, we could use it against her."

"No such luck, witch," says Ragnar.

The characters have Soryth's bloodstone, which they acquired in Session 4. If the players don't remember, one of the leprechauns present in that encounter is listening to the conversation, and she points it out.

ORLANDO'S ROLE

If Orlando is alive, he is present during the preparations to infiltrate the palace, and he objects to being left out of the plans to rescue his love. Uma and Ragnar convince him that he must remain with the fey, out of Soryth's reach, but promise him that he can accompany them into the palace when Soryth falls.

When it is presented to them, Oakstaff, Uma, and Ragnar place an enchantment upon Soryth's bloodstone.

Uma then returns the stone to the characters, saying, "Until the next moonrise, if you wield this token before Soryth, you shall suffer less at her hands. Display it so she can see it, and she shall know fear before you strike."

Soryth's Bloodstone

This crimson stone hums with fey power.

Property: You and allies within 10 squares of you gain a +2 bonus to saving throws against charm effects, fear effects, and illusion effects. You and such allies also take a -2 penalty to attack rolls against one another.

Utility Power (fear) ◆ Daily (Minor Action)

Effect: Until the end of your next turn, enemies within 10 squares of you that use powers that have the charm, fear, or illusion keyword take a -4 penalty to attack rolls with those powers and cannot score critical hits.

Treasure

For the characters' heroic efforts so far, Uma and Ragnar give the party a magic item. If the characters bested Basal but did not kill him, Ragnar requires his cousin to give this item. From the **Treasure Table**, page 3, pick an item for a specific character or roll on the table. The fey also give the characters one *potion of healing* and any keys they lack.

Development

Once the archfey agents have briefed and rewarded the characters, the fey begin to make camp on the spot. Uma and Ragnar retire with Oakstaff to discuss matters and make amends for their conflict. A small group of fey guides the characters to the edge of the maze that leads to the Palace of Spires, so that the characters can set out immediately upon waking. The fey help the party set up two tents, then depart.

Ask the characters how they set up camp and if they set any watches—find out who and when. Also important is if they keep a fire or other light source lit. As the party takes an extended rest, Soryth's xivorts attack. Go to the **Dream Stealers** tactical encounter on the next page.

Ending the Session

After the encounter concludes, the characters finish an extended rest. They begin the next session by journeying to the maze.

Reward

At the end of the session, each character gains 200 XP for establishing peace between the archfey agents, planning the mission, and defeating Soryth's xivorts. Characters who have yet to reach level 3 should have enough experience to advance to level 3 now.

DREAM STEALERS

Encounter Level 2

Setup

- 1 xivort shadow caller (C)
- 1 xivort net caster (N)
- 3 xivort slashers (S)
- 2 xivort darters (D)
- 2 rolling logs (L)

In the middle of the night, xivorts approach silently through the maze and then stealthily to the edge of the characters' camp. Any characters on watch who have a passive Perception of 17 or higher become aware of the approach. They can warn the other characters and stand up, but when the battle starts, characters who were sleeping are still prone.

If no character senses the monsters, or no watch is set, the xivorts gain a surprise round. In this case, all the characters start prone.

Characters begin within the start area on the map. Some should be inside the tents.

When the xivorts attack, read:

Small blue-skinned, orange-eyed creatures hoot and give battle cries as they pour out of the darkness. The couple in front giggle maniacally as they start to roll logs downhill from the forest near the maze entrance.

Two xivort slashers have a rolling log (see **Tactics**). Rather than rolling initiative for the slashers as a group, roll separate initiative for each one.

3 Xivort Slashers (S)		Level 1 Skirmisher
Small fey humanoid		
HP 26; Bloodied 13	Initiative +4	
AC 15, Fortitude 12, Reflex 13, Will 13	Perception +1	
Speed 5	Darkvision	
STANDARD ACTIONS		
⊕ Short Sword (weapon) ✦ At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d6 + 5 damage.		
⊗ Dagger (weapon) ✦ At-Will		
Attack: Ranged 5/10 (one creature); +6 vs. AC		
Hit: 1d4 + 3 damage.		
TRIGGERED ACTIONS		
Cunning Step ✦ At-Will		
Trigger: An enemy adjacent to the slasher is hit by an attack.		
Effect (Free Action): The slasher shifts 1 square.		
Shadow Step (teleportation) ✦ At-Will		
Trigger: An enemy adjacent to the slasher hits it.		
Effect (Immediate Reaction): The slasher teleports to another square adjacent to the triggering enemy.		
Skills Bluff +5, Stealth +7		
Str 13 (+1)	Dex 14 (+2)	Wis 12 (+1)
Con 10 (+0)	Int 10 (+0)	Cha 11 (+0)
Alignment evil Languages Common, Elven		
Equipment leather armor, short sword, 4 daggers		

2 Xivort Darters (D)		Level 1 Artillery
Small fey humanoid		
HP 22; Bloodied 11	Initiative +2	
AC 15, Fortitude 12, Reflex 13, Will 13	Perception +1	
Speed 5	Darkvision	
STANDARD ACTIONS		
⊕ Dagger (weapon) ✦ At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d4 + 3 damage.		
⊗ Dart (weapon) ✦ At-Will		
Attack: Ranged 5/10 (one creature); +6 vs. Reflex		
Hit: 1d4 + 3 damage.		
⤵ Dart Volley (weapon) ✦ At-Will		
Effect: The darter uses dart twice.		
⤵ Dream Venom Dart (poison, weapon) ✦ Encounter		
Attack: Ranged 5/10 (one creature); +6 vs. Reflex		
Hit: 1d4 + 3 damage, and the target is dazed (save ends).		
TRIGGERED ACTIONS		
Darter's Step (teleportation) ✦ At-Will		
Trigger: An enemy adjacent to the darter hits it.		
Effect (Immediate Reaction): The darter teleports 2 squares.		
Str 13 (+1)	Dex 14 (+2)	Wis 12 (+1)
Con 10 (+0)	Int 10 (+0)	Cha 11 (+0)
Alignment evil Languages Common, Elven		
Equipment dagger, 4 darts		

Xivort Net Caster (N)		Level 1 Controller
Small fey humanoid		
HP 26; Bloodied 13	Initiative +3	
AC 15, Fortitude 12, Reflex 13, Will 13	Perception +1	
Speed 5	Darkvision	
TRAITS		
Cruel Slasher		
The net caster gains a +2 bonus to damage rolls against prone, immobilized, slowed, or restrained enemies.		
STANDARD ACTIONS		
⊕ Short Sword (weapon) ✦ At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d6 + 5 damage.		
⊗ Net (weapon) ✦ At-Will		
Attack: Area burst 1 within 5 (creatures in burst); +5 vs. Reflex		
Hit: The target is restrained (save ends).		
MINOR ACTIONS		
⤵ Bolas (weapon) ✦ At-Will		
Attack: Ranged 5 (one creature); +5 vs. Reflex		
Hit: The target falls prone and cannot stand up until the end of the net caster's next turn.		
TRIGGERED ACTIONS		
Shadow Step (teleportation) ✦ At-Will		
Trigger: An enemy adjacent to the net caster hits it.		
Effect (Immediate Reaction): The net caster teleports to another square adjacent to the triggering enemy.		
Str 13 (+1)	Dex 16 (+3)	Wis 12 (+1)
Con 10 (+0)	Int 10 (+0)	Cha 11 (+0)
Alignment evil Languages Common, Elven		
Equipment leather armor, short sword, 2 bolas, 4 nets		

Xivort Shadow Caller (C) **Level 2 Artillery (Leader)**

Small fey humanoid

HP 32; Bloodied 16

Initiative +3

AC 16, Fortitude 14, Reflex 14, Will 13

Perception +6

Speed 5

Darkvision

STANDARD ACTIONS⚔ **Dagger (weapon)** ⚡ **At-Will**

Attack: Melee 1 (one creature); +7 vs. AC

Hit: 1d4 + 4 damage.

☞ **Shadow Phantoms (fear, implement, psychic)** ⚡ **At-Will**

Attack: Ranged 10 (one creature); +7 vs. Will, with a +1 bonus per creature adjacent to the target

Hit: 1d8 + 4 psychic damage, and the target grants combat advantage until the end of the shadow caller's next turn.

⚡ **Deathmark Bolt (implement, necrotic)** ⚡ **Recharge** [2] [2] [2]

Attack: Ranged 10 (one creature); +7 vs. Will

Hit: 1d8 + 4 necrotic damage, and one of the shadow caller's allies adjacent to the target can make a melee basic attack against the target as a free action.

⚡ **Shadow Strangler (implement)** ⚡ **Encounter**

Attack: Ranged 10 (one creature); +7 vs. Reflex

Hit: The target is immobilized and takes ongoing 5 damage (save ends both).

TRIGGERED ACTIONS☞ **Shadow Step (teleportation)** ⚡ **At-Will**

Trigger: An enemy adjacent to the shadow caller hits it.

Effect (Immediate Reaction): The shadow caller teleports to another square adjacent to the triggering enemy.

Str 11 (+1)

Dex 14 (+3)

Wis 11 (+1)

Con 14 (+3)

Int 17 (+4)

Cha 16 (+4)

Alignment evil

Languages Common, Elven

Equipment dagger, wand

Tactics

The xivorts are unwilling to surrender, but survivors might retreat if the fight goes badly.

Xivort Shadow Caller: Leading from the rear, the shadow caller uses its powers primarily to provide easier targets for its allies.

Xivort Slashers: On its first turn, each slasher adjacent to a log rolls the log into the characters or the camp. Then they join the fray, attacking characters who are granting combat advantage or threatening the darters or the shadow caller.

2 Rolling Logs (L)**Single-Use Terrain****STANDARD ACTION**

Special: A log is 1 square wide by 3 squares long. Its space is difficult terrain.

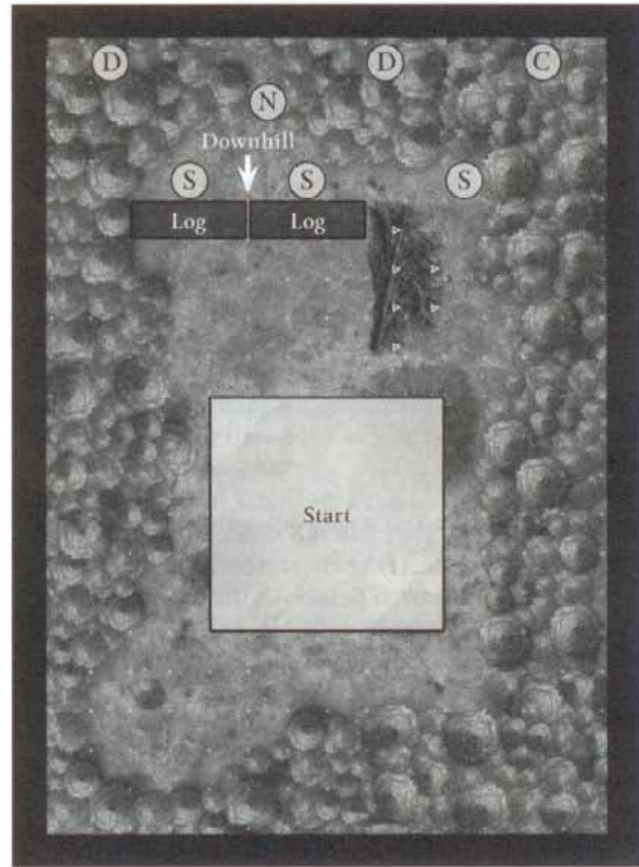
Requirement: A creature must be adjacent to and uphill from the long side of the log. The attack must originate from a square of the log adjacent to the target.

Attack: Close blast 3 (creatures in the blast); +4 vs. Reflex

Hit: 2d4 + 4 damage, and the target is knocked prone.

Effect: The log continues to occupy the space at the blast's edge farthest downhill from the origin square.

Xivort Net Caster: This xivort targets an obvious defender first, trying to bind that character so that his or her skills are of little benefit in restricting other xivorts' movement.



Xivort Darters: These creatures avoid melee. They shift and use *dream venom dart* against melee attackers that come too close.

Features of the Area

Illumination: Dim moonlight unless the campfire is lit. It provides bright light out to 6 squares.

Bushes and Debris: The small plants and fallen trees are difficult terrain.

Campfire: A creature that ends its movement (forced or otherwise) or ends its turn in the fire takes 5 fire damage.

Forest: These trees are 20 feet high (Athletics DC 9 to climb). Undergrowth and thick canopy leaves render the forested area lightly obscured.

Tents: These shelters are difficult terrain, and they collapse if anyone or anything enters their space.

Conclusion

The session ends when the xivorts are defeated. Go to **Ending the Session**, page 45.

CHAPTER THREE

Fresh from an extended rest, the characters wake in the island's morning ready to head into the maze.

SESSION 10: THE MAZE

The maze's hedge walls are 15 feet high and 10 or more feet thick. Although they seem like intertwined thorny rose bushes, they are immune to damage. A character who attempts to climb (Athletics DC 13) or remain atop the hedges takes 1d6 damage for each round it does so. A character atop or above the wall sees none of the maze's pathways.

Characters can navigate the maze by making choices at decision points. They can roll skill checks to better determine the route. If the characters have the *lesser tuathan road whistle* from Session 2, the fey magic of the whistle interacts favorably with the maze. The whistle falls out from among the gear of the character carrying it. It keeps falling out until the characters use its power. If they do, they occasionally see hints of a glowing path, so they gain a +2 bonus to skill checks made to navigate the maze.

When the characters enter the maze, read:

The maze walls are thick hedges more than a dozen feet high, bristling with needlelike thorns. Abundant tiny red roses, yellow roses, and white roses bloom on the hedges, filling each corridor with a sweet smell. Soon, the main route branches into three separate passageways. White roses line the eastern passage, with yellow roses to the north and red roses to the south.

Three Paths

Here the characters can choose whether to enter the **Eastern Path**, the **Northern Path**, or the **Southern Path**. After the chosen path is resolved, go to **Obstacles**.

Nature (DC 13): Red and white roses here give off a heavy scent. The yellow roses just smell sweet. (The character has mistaken the intense red rose scent for that of the white roses.)

Nature (DC 21): The overwhelming floral perfume of the red roses all but hides the fact that the white roses give off no discernible scent.

Eastern Path (White)

If the characters choose this path, read:

Following the hedge wall around, the eastern path stays near the perimeter of the maze. The white roses along the way are pleasant to look at but have no scent.

The characters suffer no adverse effects from the white roses.

Northern Path (Yellow)

If the characters choose this path, read:

The northern path leads near the heart of the maze, where yellow roses bloom in great numbers. As you journey, the perfume of the yellow roses sets your mind wandering and your course drifting.

The characters travel a circuitous route before finding their way. Each character loses a healing surge and must make a DC 13 Endurance check. Failure on the check subjects the character to the effect of the yellow rose perfume.

Yellow Rose Perfume

Effect: The target takes a -2 penalty to Perception checks until the end of the next encounter. Until then, whenever the target is bloodied, it is also slowed (save ends).

Southern Path (Red)

If the characters choose this path, read:

At first, the path of red roses seems to lead directly into the heart of the maze. But as you travel, the sickly sweet perfume overcomes your senses, sending you off course.

Dead ends and retraced steps confound the characters. Each character loses a healing surge and must make a DC 13 Endurance check. Failure on the check subjects the character to the effect of the yellow rose perfume.

Red Rose Perfume

Effect: The target takes a -2 penalty to Perception checks until the end of the next encounter. Until then, whenever the target becomes bloodied, it also takes ongoing 5 damage (save ends).

Obstacles

After the rose path is resolved, read:

The path leads to a thick wall of dead, thorny branches that blocks further progress. Gaps in the branches show that the path continues on the other side. To the right is a ragged hole in the hedge wall, cutting through several corridors as if some monstrous beast carved a path through the hedges.

Arcana (DC 13): The dead branches give off a magical aura, while the hole in the hedges does not.

Arcana (DC 21): The magic is hard to classify, perhaps because it affects the mind. Maybe the dead branches are less physical trouble than they seem.

The characters can try **Crossing the Dead Wall** or take their chances with **Holes in the Hedges**.

Crossing the Dead Wall

The dead wall of thorns is a solid illusion, treacherous only to those who believe in it. Characters have some options to cross it—each character must make a

check. Those who try to cross the dead wall by flying or teleporting must attempt the Insight check.

Acrobatics (DC 21): Avoiding thorns, the character squeezes through gaps in the branches.

Arcana (DC 21): Manipulating the magic of the wall, the character passes through, granting a +2 bonus to checks made to pass through the wall from this point on.

Athletics (DC 21): Avoiding thorns, the character climbs over the wall.

Insight (DC 13): With faith, the character walks right into the wall and through it. A character who fails this check while flying or teleporting ends up disoriented and with the mistaken impression of having passed through the dead wall.

Success: The character makes it through the dead wall unscathed and reaches the center of the maze.

Failure: Scratched severely, the character loses a healing surge.

Continue with **The Sundial**.

Holes in the Hedges

When the characters try this route, they find it easy for a few minutes. At the next hole, however, the hedges start to shift around the characters. Each character loses a healing surge.

The maze is realigning itself to foil the characters. They can attempt to counter this threat in a few ways. Each character must attempt one check, but no one can succeed on an Endurance check until the party succeeds on at least one other check. If the party succeeds on all three DC 21 checks, those attempting Endurance checks from that point on gain a +2 bonus to those checks.

Arcana (DC 21): The character manipulates the magic of the maze to slow the changes so the characters can move through with less impediment.

Insight (DC 21): A malign intelligence seems to be moving the hedges, and using this insight, the character predicts the movements.

Perception (DC 21): As the maze shifts, hints on the grassy ground allow the character to see the old path and find the way.

Endurance (DC 13): The character rushes after those leading the way.

Success: The character makes it through the shifting passages unscathed and reaches the center of the maze.

Failure: The effort winds the character, costing him or her an additional healing surge.

Continue with **The Sundial**.

The Sundial

When the characters reach the center of the maze, read:

A clearing occupies the maze's center. In the middle of this clearing, a short stone pillar, fashioned in the shape of a dragon's claw, supports a square stone sundial. Depressions shaped like different plants—shamrock, oak, mistletoe, and rose—decorate the sundial, one at each corner.

When the characters retrieve the keys from their packs, they notice that one of each type has turned to silver and taken the exact shape of one of the depressions in the sundial.

When the characters place the keys, read:

As you place the leaves in the grooves, the leaves glow and hum in unison. Then, two dark holes limned in purple light appear in the air, and blue-gray clawed hands reach out of the holes. Each one snatches a different key. Several paces away, you spot the rest of the creatures, each a foul little goblinlike monster reaching half its arm into another hole in space. Both yank their arms back, clutching your keys, and sprint into the maze, laughing gleefully.

Arcana (DC 13): These creatures are boggles, evil fey that like to torment people.

Pursuing the Boggles

The boggles intend to lead the party into an ambush. When the characters pursue, they must attempt a special DC 13 group skill check. Each character can choose one skill from among Athletics, Endurance, Insight, and Perception.

Adjust the **Boggle Ambush** tactical encounter according to the result of this group check.

All of the characters succeed: The heroes stay so close to the boggles that the creatures are forced to fight sooner than they had hoped. Remove the blink trickster and the dew frond from the encounter.

Half or more of the characters succeed: The boggles almost succeed, but the party catches up too soon. Remove the dew frond from the encounter.

Fewer than half of the characters succeed: The boggles are waiting for the characters. Run the encounter as written.

Go to **Boggle Ambush** on the next page.

Ending the Session

When the party replaces the keys, read:

The last of the leaves fits into its matching groove, and the maze around the clearing starts to spin. Faster and faster it turns, until the hedge walls are nothing more than a green blur. Soon, the maze is spinning so rapidly that the walls vanish entirely . . . along with the rest of the maze.

The adventure resumes in Session 11.

BOGGLE AMBUSH

Encounter Level 2, 3, or 5

Setup

- 1 boggle blink trickster (B)
- 1 boggle sight stealer (S)
- 3 boggle chase tricksters (C)
- 1 dew frond hazard (D)

The result of **Pursuing the Boggles** tells you the number of enemies in this encounter. Place only those monsters the characters can see.

As the characters catch up to the boggles, read:
The creatures finally give up running from you. Laughing, they turn to fight. Echoes of their laughter come from other parts of the maze, suggesting they have friends nearby.

If the dew frond can be seen, read:

A plant with long, multipart, swordlike fronds and a stalk with blood-red fruit occupies the middle of the maze here.

Nature (DC 14): This plant is a dew frond, a predator that reacts to nearby creatures by stabbing and grabbing them with its fronds. It then sucks blood.

Nature (DC 21): The dew frond is vulnerable to fire and cuts those who fail to escape it.

Boggle Blink Trickster (B)		Level 4 Artillery
Small fey humanoid		
HP 43; Bloodied 21	Initiative +7	
AC 18, Fortitude 16, Reflex 18, Will 14	Perception +9	
Speed 5, climb 6	Darkvision	
Resist 5 fire		
TRAITS		
Dimensional Window		
The boggle can make Thievery checks against any creature within 10 squares of it that it is aware of.		
STANDARD ACTIONS		
Ⓜ Dimension Claw ⚡ At-Will		
Attack: Melee 10 (one creature); +11 vs. AC		
Hit: 2d6 + 5 damage.		
⚡ Double Diversion Trick ⚡ Recharge when first bloodied		
Effect: The boggle uses <i>dimension claw</i> twice.		
MOVE ACTIONS		
Dimension Hop (teleportation) ⚡ At-Will		
Effect: The boggle teleports up to 3 squares.		
TRIGGERED ACTIONS		
Teleport Trick ⚡ Encounter		
Trigger: The boggle takes damage from a melee attack.		
Effect (Immediate Reaction): The boggle teleports up to 3 squares.		
Skills Athletics +9, Stealth +12, Thievery +12		
Str 15 (+4)	Dex 20 (+7)	Wis 14 (+4)
Con 13 (+3)	Int 5 (-1)	Cha 6 (+0)
Alignment evil		Languages Common, Goblin

3 Boggle Chase Tricksters (C)		Level 4 Skirmisher
Small fey humanoid		
HP 53; Bloodied 26	Initiative +9	
AC 18, Fortitude 16, Reflex 18, Will 14	Perception +9	
Speed 6, climb 6	Darkvision	
Resist 5 fire		
TRAITS		
Dimensional Window		
The boggle can make Thievery checks against any creature within 10 squares of it that it is aware of.		
STANDARD ACTIONS		
Ⓜ Claw ⚡ At-Will		
Attack: Melee 2 (one creature); +9 vs. AC		
Hit: 2d6 + 5 damage.		
MOVE ACTIONS		
Dimension Hop (teleportation) ⚡ At-Will		
Effect: The boggle teleports up to 3 squares.		
MINOR ACTIONS		
Ⓜ Foot-Snare Trick ⚡ At-Will (1/round)		
Effect: Melee 1 (one creature flanked by the boggle). If the target moves more than 3 squares during its next turn, it falls prone at the end of that turn.		
TRIGGERED ACTIONS		
Chase Trick (charm) ⚡ Recharge when first bloodied		
Trigger: A creature misses the boggle with a melee attack.		
Effect (Immediate Reaction): The boggle shifts up to 3 squares and then pulls the triggering creature to a square adjacent to it. The triggering creature's movement provokes opportunity attacks. If the creature ends this movement without taking damage from an attack, it can make a melee basic attack against the boggle as a free action.		
Skills Athletics +9, Stealth +12, Thievery +12		
Str 15 (+4)	Dex 20 (+7)	Wis 14 (+4)
Con 13 (+3)	Int 5 (-1)	Cha 6 (+0)
Alignment evil		Languages Common, Goblin

Dew Frond (D)	Level 4 Hazard
Object	
Detect automatic; Nature DC 14 to identify	
HP 40	
AC 16, Fortitude 16, Reflex 10	
Immune psychic, forced movement, all conditions;	
Vulnerable 5 fire	
TRIGGERED ACTIONS	
Ⓜ Grasping Frond ⚡ At-Will	
Requirement: The dew frond must have no more than two creatures grabbed.	
Trigger: A creature the dew frond is not grabbing starts its turn within 2 squares of the dew frond.	
Attack (Opportunity Action): Melee 2 (the triggering creature); +9 vs. AC	
Hit: 2d6 damage, the dew frond grabs the target (escape DC 14; see also Countermeasures), and the target takes ongoing 5 damage until it escapes.	
COUNTERMEASURES	
⚡ Delay: Nature DC 21 (free action 1/round); the dew frond does not attack on this turn.	
⚡ Release: Nature DC 21 (minor action) or DC 14 (standard action); the dew frond releases one creature it is grabbing.	

Boggle Sight Stealer (S)		Level 3 Lurker
Small fey humanoid		
HP 37; Bloodied 18	Initiative +10	
AC 17, Fortitude 15, Reflex 17, Will 13	Perception +8	
Speed 6, climb 6	Darkvision	
Resist 5 fire		
TRAITS		
Dimensional Window		
The boggle can make Thievery checks against any creature within 10 squares of it that it is aware of.		
STANDARD ACTIONS		
⚔ Claw ✦ At-Will		
Attack: Melee 2 (one creature); +8 vs. AC		
Hit: 2d6 + 4 damage.		
✦ Neck Bite ✦ At-Will		
Attack: Melee 2 (one creature grabbed by the boggle); +6 vs. Reflex		
Hit: 4d6 + 8 damage.		
Miss: Half damage.		
👁 Peek-a-Boo Trick (teleportation) ✦ At-Will		
Requirement: The boggle must have no creature grabbed.		
Attack: Ranged 10 (one creature); +6 vs. Reflex		
Hit: The boggle teleports the target to an unoccupied square within 2 squares of the boggle, and the target is grabbed (escape DC 13). The target is blinded until the grab ends. The boggle must remain within 2 squares of the target for the grab to persist.		
MOVE ACTIONS		
👁 Dimension Hop (teleportation) ✦ At-Will		
Effect: The boggle teleports up to 3 squares.		
TRIGGERED ACTIONS		
✦ Face Rip (teleportation) ✦ Encounter		
Trigger: A creature grabbed by the boggle escapes the grab.		
Effect (Immediate Reaction): Melee 2 (triggering creature). The target takes 1d8 + 5 damage, and the boggle teleports up to 3 squares.		
Skills Athletics +8, Stealth +11, Thievery +11		
Str 15 (+3)	Dex 20 (+6)	Wis 14 (+3)
Con 13 (+2)	Int 5 (-2)	Cha 6 (-1)
Alignment evil		Languages Common, Goblin

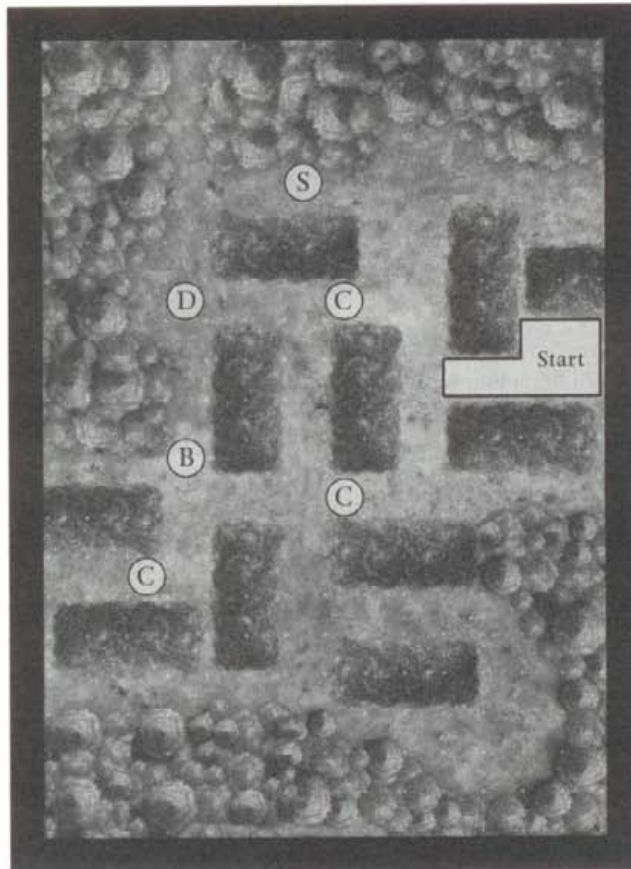
Tactics

All the boggles are aware of the dew frond's melee reach. They don't willingly come that close.

Blink Trickster: This creature uses *dimension hop* to stay mobile, attacking from a different direction as often as possible.

Chase Tricksters: These creatures attack in concert with other boggles, using *foot snare trick* to hinder escape and *chase trick* to maneuver foes into poor tactical positions, such as near the dew frond.

Sight Stealer: This creature prefers to pair with a chase trickster to flank and use *peek-a-boo trick* as often as possible.



Features of the Area

Illumination: Bright daylight.

Hedge Walls: The trees and brambles on the map represent hedge walls, which are blocking terrain that is 15 feet high and bristling with thorns. A creature that attempts to climb (Athletics DC 13) or remain atop the wall takes 1d6 damage for each round it does so. If a creature is forced to move to a hedge wall square, that creature takes 1d6 damage, and its movement stops in the square it was in before it would have entered the hedge wall.

Conclusion

After the characters defeat the boggles, the party can take a short rest, search for treasure (see **Reward**), reclaim the keys from the boggles, and return to the sundial. When they place the keys into the sundial a second time, go to **Ending the Session**, page 49.

Reward

Each character gains 300 XP for navigating the maze and battling the boggles.

Treasure: The keys are silver (20 gp per character) and remain with the characters after they pass beyond the maze. One boggle carries a magic item you determine using the **Treasure Table**, page 3.

SESSION 11: THE GARDEN

In the previous session, the characters navigated the hedge maze and used the sundial to leave the maze for parts unknown. In this session, they arrive in the palace garden, where they must deal with the garden defenders and figure out how to enter the palace.

When everyone is ready to begin, read:

When the spinning stops, you find yourselves in a short tunnel of white stone. Behind you, through two wrought iron gates, the ironwork shaped like an elaborate labyrinth, is a meadow, a lake, and the Water Palace. Ahead sprawls a lush walled garden, exploding with color. Flowers of every variety bloom in dreamlike hues beneath countless hovering butterflies. The flowers' fragrant perfume floats in the still air like the faint, sweet music that plays from the corner bowers where the garden's walls intersect.

A shallow, mirrorlike pool filled with golden fish spans the garden's middle. To either side of the pool, walkways of stones and pebbles create straight avenues around the flowerbeds, eventually converging at another gate on the opposite end of the pool. The far gate closes off a marble stairway that leads to the silvery double doors of a magnificent white palace, which towers above the glorious scene.

Suddenly, it becomes apparent that you are not alone in the garden.

Begin the **Garden Defenders** tactical encounter, page 54.

Hamish and Argus

The two berserker brothers might be a source of information if they both survived the encounter. If one brother died, the survivor is inconsolable. He ignores the party, unless he is somehow compelled to speak, and mutters about the doom that searching for Orlando brought down on everyone. If both brothers survived, they have a story to tell, which goes like this.

The search party from Crystalbrook found the Crystal Cave and managed to avoid the ochre jelly. (They encountered no echo spirit.) When the party came to the muddy cave, the mud men divided and overwhelmed the party members. Cut off from the others, Hamish and Argus retreated farther into the cavern. They successfully passed through the Crystal Cave's waterfall.

When they came to the fairy ring, they went on. Soon after, they ran afoul of Kalbon, who surprised and defeated them without any help. Then, the fiend brought them to the hag. She ensorcelled the two, and everything since has been like a nightmare that escapes clear memory.

The brothers can describe Kalbon (page 58), who usually lurks in the palace's grand hall. They warn that he is an awesome fighter who grows tougher if he severely wounds (bloodies) or knocks his foes unconscious. When he is injured, he is capable of setting the air near him on fire.

Features of the Garden

The garden contains the following features. Point them out as the characters explore. Back through the entry tunnel, the iron gates leading outside the palace grounds are magically locked. At present, they cannot be opened.

Flowerbeds

The flowerbeds that flank the pool contain blooms of every color and kind imaginable, arranged in pleasing patterns and covered in butterflies. If they search the flowerbeds, the characters might find a special flower that can help them in the next session.

Perception (DC 21): In one of the flowerbeds is an extraordinary flower that slowly changes color. Uma wore such a flower as a decoration on her gown.

Arcana (DC 13): This flower is a rare Senaliese chrysanthemum, said to grow in the Summer Queen's court. A person who openly wears this flower is often regarded as a friend of the fey.

Musical Bowers

Soft music plays from the crystal bowers in the corners of the garden, where tiny crystals are embedded in the walls. Cushioned seats carved in the walls here invite rest and sleep.

Perception (DC 13): Music here sounds just like the song of the crystals from the Crystal Cave, but here in the Feywild, instead of tinkling crystalline notes, it seems as though a chorus of tiny voices is humming this melody.

Arcana (DC 13): The music is magical, and it contains a restful, healing charm. Taking a brief respite here could energize you and your companions.

If the party takes a short rest here, each character regains 5 extra hit points for each healing surge he or she spends. At the end of the short rest, each character must attempt an Endurance check (DC 9).

If half or more of the characters succeed: The temptation to rest longer is strong, but the characters rouse themselves.

If fewer than half of the characters succeed: The music of the bowers lulls the characters into a hypnotic trance. Each character grants combat advantage until the end of his or her first turn in the **Horned King** tactical encounter in Session 12.

Palace Doors

The mirrored doors at the opposite end of the pool from where the characters entered are the only apparent way into the Palace of Spires. The upper stories of the palace along this side of the garden (Athletics DC 25 to climb) have dozens of long windows, but they are constructed of raw force and do not permit entry.

When the characters approach the doors, read:

Polished mirrored metal on the palace doors reflect the beautiful garden and the pool, which itself reflects the upper reaches of the castle. The doors fail to display images of you, however, and they have neither handles nor keyholes. Above the doors, carved into the stone in Elven, are the words "To thine own self be true."

Two tall columns—each carved to resemble a female elf warrior holding a scimitar—flank the doors like guards at attention.

Passive Perception (DC 13): The reflecting pool displays your images as if the pool were the doors.

Arcana (DC 9): The doors are magically locked and unlikely to be forced open. Some kind of magical trigger must be needed to open them.

Arcana (DC 21): The warrior maiden columns are magical—probably guardians of some sort. They are likely to be aggressive only if the palace is attacked.

The doors are locked. Opening them is a puzzle that the characters must solve. Doing so must be accomplished at the **Reflecting Pool**. No creature in the garden knows the secret of opening the doors. Soryth refuses to reveal the secret to her servants, and she has never revealed it to a slave.

Reflecting Pool

The shallow pool is filled with golden fish. While it is undisturbed, the pool reflects like a mirror.

When a character examines the pool, read:

The pool reflects the palace perfectly. Your reflection is familiar, but it is an idealized version of you, the way you might wish to be depicted in a portrait. As you look on, you begin to feel as though you are engaging in a staring contest with another actual person.

The reflections do exactly what the characters do, except they do not mimic speech. They respond to questions and requests with gestures and movements, such as nods. If a character asks his or her reflection to move away to another area, such as through the doors toward the palace, it does so. It opens the doors in the reflected view of that place—and the doors open in the real world.

When a character's reflection carries out the proper instructions, read:

Your reflection nods and vanishes from the pool. The reflection reappears in the mirrored palace doors. With a bow, the reflection reaches forward as if grasping a handle on each door. A moment later, the palace doors open wide.

The warrior maiden statues speak in unison, saying, "Enter in peace."

If the characters want to explore further, allow them to do so. When they're ready to continue, go to **Ending the Session**.

Ending the Session

The session ends after a character's reflection opens the palace's mirrored doors.

Reward

Each character gains 350 XP for battling the garden defenders. If they spared Hamish and Argus and gained information from the brothers, each character gains 100 extra XP. Also, note this act of mercy—it is important in Session 12.

Treasure: The golden circlets Hamish and Argus wear are fine eladrin items worth a total of 50 gp per character. If the brothers survived, they are glad to give the items to the characters. Otherwise, characters can just take the circlets. If only one of the brothers survived, he could not care less about the jewelry.



Golden circlet

GARDEN DEFENDERS

Encounter Level 4

Setup

- 1 boggle body snatcher (B)
- 2 human berserkers (H)
- 1 xivort shadow caller (C)
- 2 xivort slashers (S)
- 4 musical bowers (M)

When the characters enter the garden, read:

Two burly, red-headed humans approach the gate. Each is clad in leather and has a golden circlet upon his head, which seems out of place. The hefty axe in each one's hands, however, seems fitting.

Three of Soryth's blue-skinned xivort lackeys also lurk here, along with one of the gray-skinned boggles. These fey hoot and cheer as the humans move forward.

Insight (DC 13): The humans seem too calm, as if they are wandering in a dream. Their eyes are glazed.

Characters begin in the start area. The creatures attack immediately, but see **Development**.

Boggle Body Snatcher (B)		Level 5 Controller	
Small fey humanoid			
HP 61; Bloodied 30		Initiative +7	
AC 19, Fortitude 17, Reflex 19, Will 15		Perception +9	
Speed 6, climb 6		Darkvision	
Resist 5 fire			
TRAITS			
Dimensional Window			
The boggle can make Thievery checks against any creature within 10 squares of it that it is aware of.			
STANDARD ACTIONS			
⊕ Claw ⚔ At-Will			
Attack: Melee 2 (one creature); +10 vs. AC			
Hit: 2d6 + 6 damage.			
↘ Body Snatch (charm) ⚔ Recharge [2] [2] [2]			
Attack: Ranged 5 (one creature); +8 vs. Will			
Hit: The target is dominated (save ends). Until the target saves against this effect, the boggle is removed from play, and the target gains a +2 bonus to attack rolls and damage rolls. When the effect ends, the boggle returns to play in an unoccupied space of its choice within 5 squares of the target.			
MOVE ACTIONS			
⚔ Dimension Hop (teleportation) ⚔ At-Will			
Effect: The boggle teleports up to 3 squares.			
MINOR ACTIONS			
⚔ Boggle Sweat Stain ⚔ At-Will (1/round)			
Effect: The boggle's current square is greased until the end of the encounter. Whenever any creature other than a boggle willingly enters the greased square, that creature falls prone.			
Skills Athletics +9, Stealth +12, Thievery +12			
Str 15 (+4)	Dex 20 (+7)	Wis 14 (+4)	
Con 13 (+3)	Int 5 (-1)	Cha 6 (+0)	
Alignment evil	Languages Common, Goblin		

2 Human Berserkers (H)		Level 4 Brute	
Medium natural humanoid			
HP 66; Bloodied 33		Initiative +4	
AC 16, Fortitude 17, Reflex 16, Will 15		Perception +2	
Speed 7			
STANDARD ACTIONS			
⊕ Greataxe ⚔ At-Will			
Attack: Melee 1 (one creature); +9 vs. AC			
Hit: 1d12 + 9 damage, or 1d12 + 21 damage if the berserker scores a critical hit.			
↘ Handaxe ⚔ At-Will			
Attack: Ranged 5/10 (one creature); +9 vs. AC			
Hit: 2d6 + 6 damage.			
TRIGGERED ACTIONS			
Battle Fury ⚔ Encounter			
Trigger: The berserker is first bloodied.			
Effect (Free Action): The berserker can charge. After it charges or chooses not to, it uses greataxe with a +4 bonus to the attack roll and the damage roll.			
Skills Athletics +11, Endurance +10			
Str 18 (+6)	Dex 14 (+4)	Wis 11 (+2)	
Con 16 (+5)	Int 10 (+2)	Cha 12 (+3)	
Alignment unaligned	Languages Common		
Equipment leather armor, greataxe, 2 handaxes			

Xivort Shadow Caller (C)		Level 2 Artillery (Leader)	
Small fey humanoid			
HP 32; Bloodied 16		Initiative +3	
AC 16, Fortitude 14, Reflex 14, Will 13		Perception +6	
Speed 5		Darkvision	
STANDARD ACTIONS			
⊕ Dagger (weapon) ⚔ At-Will			
Attack: Melee 1 (one creature); +7 vs. AC			
Hit: 1d4 + 4 damage.			
↘ Shadow Phantoms (fear, implement, psychic) ⚔ At-Will			
Attack: Ranged 10 (one creature); +7 vs. Will, with a +1 bonus per creature adjacent to the target			
Hit: 1d8 + 4 psychic damage, and the target grants combat advantage until the end of the shadow caller's next turn.			
↘ Deathmark Bolt (implement, necrotic) ⚔ Recharge [2] [2] [2]			
Attack: Ranged 10 (one creature); +7 vs. Will			
Hit: 1d8 + 4 necrotic damage, and one of the shadow caller's allies adjacent to the target can make a melee basic attack against the target as a free action.			
↘ Shadow Strangler (implement) ⚔ Encounter			
Attack: Ranged 10 (one creature); +7 vs. Reflex			
Hit: The target is immobilized and takes ongoing 5 damage (save ends both).			
TRIGGERED ACTIONS			
Shadow Step (teleportation) ⚔ At-Will			
Trigger: An enemy adjacent to the shadow caller hits it.			
Effect (Immediate Reaction): The shadow caller teleports to another square adjacent to the triggering enemy.			
Str 11 (+1)	Dex 14 (+3)	Wis 11 (+1)	
Con 14 (+3)	Int 17 (+4)	Cha 16 (+4)	
Alignment evil	Languages Common, Elven		
Equipment dagger, wand			

2 Xivort Slashers (S) Level 1 Skirmisher

Small fey humanoid

HP 26; Bloodied 13

Initiative +4

AC 15, Fortitude 12, Reflex 13, Will 13

Perception +1

Speed 5

Darkvision

STANDARD ACTIONS

⚔ Short Sword (weapon) ✦ At-Will

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 1d6 + 5 damage.

🗡️ Dagger (weapon) ✦ At-Will

Attack: Ranged 5/10 (one creature); +6 vs. AC

Hit: 1d4 + 3 damage.

TRIGGERED ACTIONS

👁️ Cunning Step ✦ At-Will

Trigger: An enemy adjacent to the slasher is hit by an attack.

Effect (Free Action): The slasher shifts 1 square.

👤 Shadow Step (teleportation) ✦ At-Will

Trigger: An enemy adjacent to the slasher hits it.

Effect (Immediate Reaction): The slasher teleports to another square adjacent to the triggering enemy.

Skills Bluff +5, Stealth +7

Str 13 (+1)

Dex 14 (+2)

Wis 12 (+1)

Con 10 (+0)

Int 10 (+0)

Cha 11 (+0)

Alignment evil

Languages Common, Elven

Equipment leather armor, short sword, 4 daggers

Development

Human Berserkers: These brothers, Hamish and Argus, are from Crystalbrook, and Soryth's fey magic is controlling them. Crystalbrookers recognize the two as members of the original search party who were not found among the dead in the **Cave of Mud** (page 19). Sildaine characters might recognize the two (History DC 9).

When Hamish or Argus is first bloodied, he snaps out of his charmed state, and after that a Bluff, Diplomacy, or Intimidate check (DC 15) can cause him to cease fighting. The brothers recognize Crystalbrookers instantly, granting such characters a +4 bonus to these checks. Tuathans and barbarians, with whom the brothers feel a kinship, gain a +2 bonus to these checks.

In any event, Soryth's magic prohibits Hamish and Argus from joining the fight on the characters' side, but if properly influenced, they cease fighting and move away from the fray.

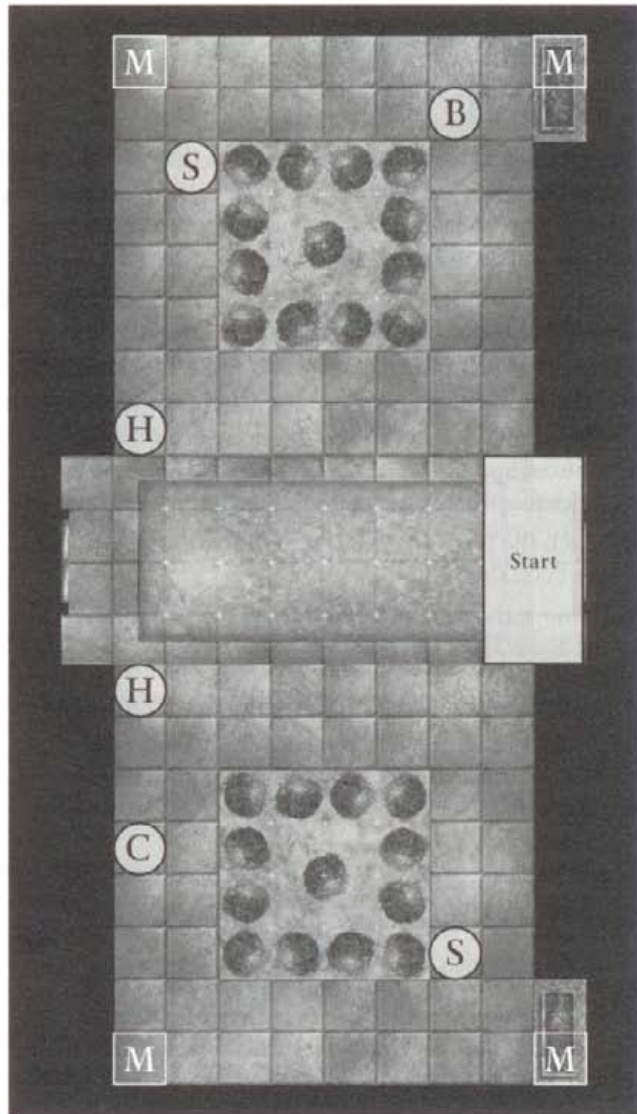
Tactics

Boggle Body Snatcher: This creature tries to use *body snatch* on the mightiest adventurer. It leaves a *boggle sweat stain* in any place an enemy might have to move through.

Human Berserkers: Hamish and Argus engage in toe-to-toe fighting until circumstances dictate otherwise (see "Development" above).

Xivort Shadow Caller: This creature maneuvers to keep allies between itself and enemies.

Xivort Slashers: These creatures attempt to provide flanking for the other melee combatants.



Features of the Area

Illumination: Bright daylight.

Musical Bowers (M): Sweet, soporific music plays from the corner bowers. Any creature that moves adjacent to or into a bower's square can gain 5 temporary hit points, but if it does so, it grants combat advantage until the end of its next turn.

Flowerbeds: Once per flowerbed, the first time a creature enters the bed, dozens of butterflies take wing, rendering the area lightly obscured until the end of the triggering creature's next turn.

Pool: This shallow water is difficult terrain.

Walls: The garden walls are 30 feet high and constructed of smooth, white stone (Athletics DC 25 to climb). Anyone who climbs over the wall to the outside ends up back inside the garden.

Conclusion

The characters can continue to explore the garden. Have them do so (return to **Hamish and Argus**, page 52) before taking a short rest.

SESSION 12: GRAND HALL

The characters start this session just as they are about to enter the palace proper. In this session, the players can use the map to visualize which areas of the grand hall they are exploring.

Solving the Hall

This session contains a few puzzles that unlock areas and events. Here is a summary of what the characters must do.

- ◆ Stow weapons and implements in the **Entry Hall** in order to gain admission to the palace.
- ◆ Teach the birds in the **Master Bedroom** the song of the crystals.
- ◆ Remove the soot and blood from the sun mosaic in the **Steward's Quarters**.

When the characters accomplish the first of the two latter tasks and return to the entry hall, begin the **Horned King** tactical encounter, page 58. The effect of solving both latter tasks is detailed in **The Fountain**.

Entry Hall

The characters start outside the Palace of Spires.

When everyone is ready to begin, read:

At the top of the stairs that lead to the mirrored doors, a smaller set of steps goes into a grand hall beyond. Even from outside, you can tell the hall is a place of air and light. Broad rays of sunlight stream from skylights above, causing the white marble to glow. In the room, upon a large, ornate rug, four chairs stand around a table set with a crystal decanter and four glasses. At the other end of the hall, twin jets of water burst from a circular fountain and spiral through the air, as though the water is alive. Two doors exit the chamber, one to the left and another to the right. From the left door comes the squawking of birds.

As you move to enter the hall, the female elf warrior statues that flank the door again intone, in perfect unison, "Enter in peace."

Characters who try to pass while wielding weapons or implements encounter an invisible barrier of force that prevents them from entering. Those who stow all such items in a sheath, scabbard, pouch or other container can enter the hall freely. Only a staff, which might be used for walking, is exempt. Each time someone tries to enter with a forbidden item drawn, the warrior statues repeat, "Enter in peace."

When the characters enter the grand hall, read:

The furniture in this room is of the same make as the furnishings found in the Crystal Cave and the Water Palace. On the table, the decanter and the glasses emit the same tinkling melody that sounded in the Crystal Cave.

Dungeoneering (DC 9): The decanter and the glasses must have been carved from perfect pieces of the crystal from the Crystal Cave.

The singing glasses and the decanter are valuable (50 gp per character). They are the "rocks" that can be used to teach the birds in the **Master Bedroom** to sing (see **The Fountain** below).

The Fountain

As the characters approach the fountain, read:

As you near the fountain, the translucent forms of two beautiful nymphs clad in gossamer gowns become evident amid the flow. The aquatic spirits chase one another in a chaotic spiral through the air all the way up to another water surface, defying gravity high above.

Arcana (DC 13): These spirits are not really nymphs. They are elemental spirits given that shape.

Perception (DC 13): Beyond the inverted water above, you can hear the faint sound of chanting.

Soryth has bound the spirits in the fountain to her power. Normally, they help carry visitors to the upper level. Now, they cannot do so until those who would pass perform the proper rites, which alerts the hag.

If the characters speak to them, the nymphs say:

"Soryth bound us to bar passage to all until day conquers night and rocks teach birds to sing."

The spirits say no more than this, although they repeat the phrase if asked. Otherwise, they carry on with their game, oblivious to anything except being attacked. The spirits are immune to damage. If characters attack them, they sink back into the fountain and rise again in a few seconds to continue their play.

A character can climb the wall (Athletics DC 30) up to the inverted water surface 30 feet overhead. Doing so is of little use. The water is a barrier that can be passed only by the spirits carrying a would-be visitor through from the fountain below.

The nymphs' speech hints at the puzzles that await in the **Master Bedroom** and the **Steward's Quarters**. Characters can return to the fountain when both of the puzzles are solved.

When the characters return successful, read:

"Now we shall serve you as we may," the nymphs say. They form the water into the shape of a spiral staircase, winding all the way up to the water above.

After the nymphs create the water stairway, go to **Ending the Session**.

Master Bedroom

Squawking sounds can be heard coming from this room while the characters are in the grand hall.

When the characters open the door, read:

A fine bed, plush couches, and ornate wooden furniture are only some of the wonders of this luxurious bedroom. Upon the floor, a mosaic depicts the cycle of the seasons. High above, in a transparent dome, songbirds sit upon gilded perches, each bird squawking instead of singing. Covering the back wall, an enormous tapestry portrays Porpherio and Caerwyn standing in front of a crystal in a glade. Around the couple are creatures from the world and the Feywild, from stags and lions to unicorns and owlbears. All the creatures have their heads raised and their mouths open, as if joining in a shared song.

Arcana (DC 13): The birds are magical in nature, perhaps constructs or very realistic illusions.

Nature (DC 13): None of these birds is singing. They all just squawk unnaturally.

The characters must teach the songbirds to sing the song of the crystals, which has been heard in various places throughout the adventure. This can be done if a character recalls the music heard in the bowers in the garden, in the Water Palace, in the Crystal Cave, or from the crystal items in the **Entry Hall**. The characters can accomplish this in a few ways.

Arcana (DC 21): The character uses a ghost sound cantrip (or another power you deem appropriate) to reproduce the music.

Diplomacy (DC 21): The character sings or whistles the right notes.

Crystal Decanter and Glasses: If the characters bring out the crystal glasses or the decanter from the entry hall, the birds soon mimic the music.

When the birds hear the right music, read:

One by one, the songbirds pick up the tune. From the chaotic squawking emerges a rippling, soothing sound of birds chirping in harmony.

Treasure: Stowed in a wardrobe is a magic item you determine using the **Treasure Table**, page 3.

Steward's Quarters

When the characters open the door, read:

Scents of brimstone and burned wood waft from the open door, and the room contains gloom that light from the hall can't brighten. Fine furnishings here—a desk, bookcases, and more—are all charred or smashed. On the floor, a soot stain and dark arcane runes eclipse a mosaic of the sun. A tapestry, depicting Porpherio and Caerwyn dressed in wedding attire

in front of this palace, covers the back wall. The domed ceiling glitters like the night sky.

Arcana (DC 9): The runes here are the cause of the darkness and brimstone smell in this room. They can be undone, but care must be taken to clean the mosaic off.

Heal (DC 9): The runes are written in blood.

Religion (DC 21): The magic used here is diabolical in nature, so divine energy is the best to counter it.

In this room, the characters must clean the soot and blood from the sun mosaic. They must unweave the magic carefully in one of the following ways—one character making a check while other characters can assist using other skills on the list.

Arcana (DC 21): The character controls the magic as it is undone.

Religion (DC 13): The character prays or channels divine energy into the circle, countering its evil.

Thievery (DC 21): The character carefully wipes away the runes and soot as the magic weakens.

Success: The magical darkness is purged.

Failure: The magic of the runes gives out, but it does so with an explosion of hellfire. Each character takes 1d10 fire damage from the explosion.

When the magic is undone, read:

As soon as the mosaic is free of stain and the sun is revealed, daylight flows in through the transparent dome above.

This is “day conquering night,” one of the two acts necessary to unlock **The Fountain**.

Treasure: In the desk, the characters can find an ivory box with gold inlay (20 gp per character), inside which is a pair of vials (two *potions of healing*).

Ending the Session

To end the session, read:

The inverted water wavers and disappears as the water staircase connects to it. From somewhere up there, you hear a female scream.

The session concludes as the characters climb the water stairs leading up to the roof garden.

Reward

Each character gains 450 XP for solving the puzzles and defeating Kalbon. Grant each character 100 extra XP if they spared the pixies. A character who has gained all the experience possible in this adventure should have 3,750 XP. Any character who has 3,750 XP now advances to level 4.

Treasure: Valuables can be found in the **Entry Hall**, the **Master Bedroom**, and the **Steward's Quarters** above.

HORNED KING

Encounter Level 4 or 5

Setup

Kalbon, Horned King (K)
2 caryatid columns (C)
2 pixie archers (P)

Soryth senses that intruders are meddling with the magic binding the fountain. She sends Kalbon to check on what is happening, and he and his slaves arrive as soon as the characters reenter the **Entry Hall** after solving the first of the puzzles. Caryatid columns become apparent when they act, which is only after a character draws a weapon or an implement—see **Tactics**.

Just after the characters reenter the hall, read:

From the inverted water surface above, a dark figure plummets into the hall. The scent of brimstone precedes this bulky, orange-skinned humanoid, who has massive arms, batlike wings, and a thorny hide. As he lands, his burning eyes fall on you.

"You are too late, fools," he says, "but I welcome you. You're just in time to die."

Pixies armed with bows drop out of the water after him, falling only to be caught in fountain water and placed, flying, just above the floor.

Insight (DC 9): The pixies wear the glazed look of all the fey slaves of Kalbon and Soryth.

If the caryatid columns activate, read:

The carved columns that flank the palace doors change from statues to lifelike humanoids. Each one's scimitar turns to steel. These beings of stone march toward you.

2 Pixie Archers (P)

Level 2 Artillery

Tiny fey humanoid

HP 30; **Bloodied** 15 Initiative +4
AC 16, **Fortitude** 13, **Reflex** 15, **Will** 14 Perception +8
Speed 4, fly 6 (altitude limit 1) Low-light vision

STANDARD ACTIONS

⚔ Rapier (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +7 vs. AC
Hit: 1d8 + 6 damage.

🏹 Longbow (weapon) ♦ At-Will

Attack: Ranged 10 (one creature); +9 vs. AC
Hit: 1d10 + 4 damage.

🏹 Fey Shot (weapon) ♦ Recharge ☹ ☹

Effect: The pixie uses longbow twice.

☁ Pixie Dust (charm) ♦ Encounter

Attack: Area burst 1 within 5 (creatures in the burst); +7 vs. Reflex
Hit: The target is dazed and gains no benefit from concealment or invisibility until the end of the pixie's next turn.

Skills Stealth +9

Str 6 (-1) Dex 17 (+4) Wis 14 (+3)
Con 12 (+2) Int 12 (+2) Cha 12 (+2)

Alignment unaligned Languages Common, Elven

Equipment leather armor, rapier, longbow, 20 arrows

Kalbon, Horned King (K) Level 4 Elite Brute (Leader)

Medium immortal humanoid (devil), cambion

HP 132; **Bloodied** 66 Initiative +4
AC 16, **Fortitude** 17, **Reflex** 16, **Will** 15 Perception +8
Speed 6, fly 6 Darkvision
Resist 10 fire
Saving Throws +2; Action Points 1

TRAITS

☼ Burning Anger ♦ Aura 1

While Kalbon is bloodied, any enemy that ends its turn within the aura takes 5 fire damage.

Clumsy Flier

Kalbon takes a -2 penalty to attack rolls while flying.

Devilish Tactics

An ally flanking with Kalbon deals 1d6 extra damage.

Triumphant Surge

Kalbon gains 10 temporary hit points each time he bloodies an enemy or reduces an enemy to 0 hit points or fewer.

STANDARD ACTIONS

⚔ Slam ♦ At-Will

Attack: Melee 1 (one creature); +9 vs. AC
Hit: 2d8 + 6 damage.

⚔ Gore ♦ At-Will

Attack: Melee 1 (one creature); +9 vs. AC
Hit: 2d10 + 4 damage, and Kalbon pushes the target up to 2 squares.

⚔ Relentless Advance ♦ At-Will

Effect: Kalbon uses *gore*, then shifts up to 2 squares to a square adjacent to an enemy, and then uses *slam*. If he hits the same target with both attacks, he knocks that target prone.

⚔ Horned King's Assault ♦ Recharge when first bloodied

Requirement: Kalbon must move to a square adjacent to the blast's origin square during the same turn he uses this power.

Attack: Close blast 3 (enemies in the blast); +9 vs. AC
Hit: 2d10 + 4 damage, and Kalbon pushes the target up to 2 squares and knocks the target prone.

Effect: Kalbon shifts to a square on the edge of the blast at least 3 squares from the origin square.

Skills Acrobatics +9, Athletics +11, Intimidate +10

Str 18 (+6) Dex 15 (+4) Wis 12 (+3)

Con 16 (+5) Int 12 (+3) Cha 17 (+5)

Alignment evil Languages Common, Supernal

Features of the Area

Illumination: Bright light.

Doors: The outer doors are open; the inner doors are as the characters left them.

Fountain: The fountain is difficult terrain. Due to the spiraling water, a creature standing in the fountain treats all squares beyond the fountain as if they were lightly obscured.

Furniture: The furnishings are difficult terrain.

Statues: These figures are blocking terrain.

2 Caryatid Columns (C)		Level 3 Elite Brute
Medium natural animate (construct)		
HP 110; Bloodied 55	Initiative +1	
AC 15, Fortitude 16, Reflex 13, Will 14	Perception +2	
Speed 6	Darkvision	
Immune disease, poison		
Saving Throws +2; Action Points 1		
TRAITS		
Body of Stone		
Before the caryatid column takes its first turn, it has resist 25 to all damage. Once it activates, the column loses this resistance until the encounter ends.		
STANDARD ACTIONS		
Ⓢ Scimitar (weapon) ⚡ At-Will		
Attack: Melee 1 (one creature); +8 vs. AC		
Hit: 2d8 + 4 damage, or 1d8 + 20 damage if the column scores a critical hit.		
⚡ Double Attack ⚡ At-Will		
Effect: The column uses scimitar twice.		
TRIGGERED ACTIONS		
Guardian's Pursuit ⚡ At-Will		
Trigger: An enemy willingly leaves a square adjacent to the column.		
Effect (Immediate Reaction): The column shifts up to 3 squares closer to the triggering enemy.		
Str 17 (+4)	Dex 10 (+1)	Wis 12 (+2)
Con 15 (+3)	Int 3 (-3)	Cha 3 (-3)
Alignment unaligned Languages —		

Development

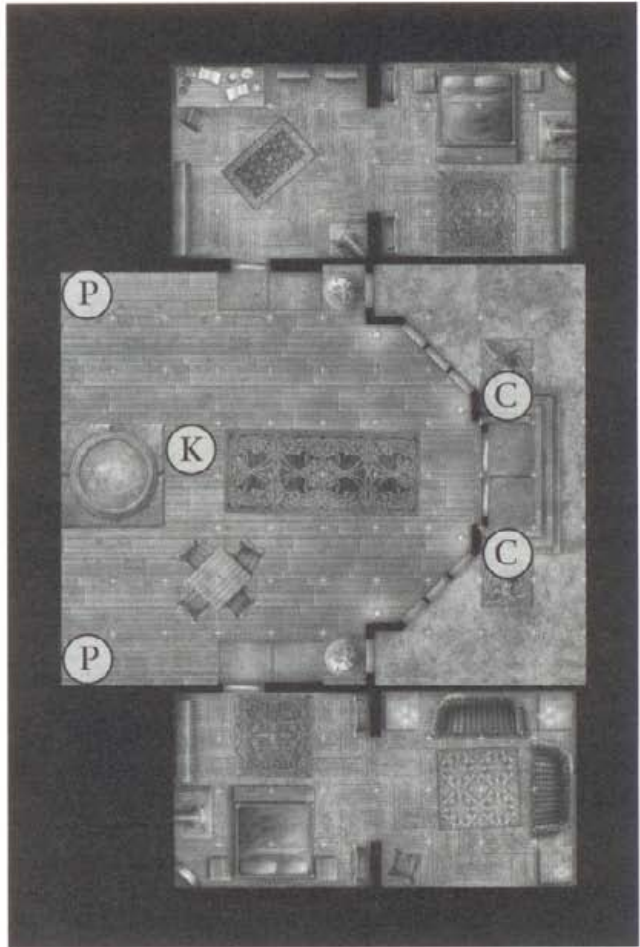
Pixies: The characters could have been merciful to the leprechaun in Session 4, merciful to Ariel in Session 7, and merciful to Hamish and Argus Session 11. A character might be wearing the Senaliesse chrysanthemum from Session 11. If any two of these possibilities are true, the charm on the pixies breaks before combat begins. They call the characters “friends of the fey” and flee the encounter, despite the Horned King’s threats to catch and eat them.

Otherwise, when each pixie is first bloodied, it snaps out of its charmed state (Insight DC 9 to notice). Afraid of Kalbon, it keeps fighting. A character who succeeds on a DC 13 Bluff, Diplomacy, or Intimidate check can influence a pixie to stop fighting. Soryth’s power still prevents the pixies from helping the characters.

When they stop fighting, the pixies fly out of the hall and into the garden.

Tactics

Kalbon: This fiend’s motivating traits are his cruelty and fury. Kalbon uses *horned king’s assault* on his first turn even if doing so provokes opportunity attacks. He prefers to use *gore* on his foes, incorporating *slam* with *relentless advance* when he can. The cambion takes risks to attack characters whom he thinks he can bloody or knock unconscious. When *burning anger* activates, Kalbon tries to stay close to more foes. He fights to the death, promising Soryth’s worst vengeance as he falls.



Caryatid Columns: The columns stay in *body of stone* form, rolling initiative only when a character draws a weapon or an implement other than a staff. They treat Kalbon as an ally. If, at any time, no characters are wielding weapons or implements, aside from a staff, the columns move back to their posts and then resume their inert *body of stone* state. If the players fail to figure this out, allow an Insight check (DC 9) for the characters to do so.

Pixie Archers: These fey snipe as they fly around the fringes of the battle. They use *pixie dust* only when they can avoid hitting an ally.

Conclusion

When Kalbon is defeated, the characters are free to explore the rest of the grand hall. Return to the appropriate section on page 56 or 57.

SESSION 13: EVER AFTER

In the previous session, the characters defeated Kalbon. This session begins as they ascend to the upper levels of the Palace of Spires.

When everyone is ready to begin, read:

Near the top of the spiral water stairway, a fresh-faced, female half-elf who has black hair walks gracefully among statues in a garden house that has a clear dome. Her plain gray robes and gnarled staff are odd, considering her breathtaking beauty.

Through the open doors on either side of the house is roof-top palace garden. To the left side, the garden has a mound upon which Juliana reclines, unmoving.

When the fey female notices you step onto the landing, her lips twist into a frown. "No longer have we cause for conflict, my intrepid ones. I have what I desire, and I forgive your trespasses. Serve me, and I shall grant your fondest wishes."

The hag is unwilling to back down now that she has distributed the souls of Caerwyn and Juliana as she wished. She knows that she can raise Kalbon from the dead if need be. When it becomes apparent the characters do not want an alliance or that violence is inevitable, go to the **Soryth Returns** encounter, page 62.

High Garden

When the characters defeat Soryth, Juliana is still alive, and her soul has returned to her body.

When the characters have defeated Soryth, read:

At the topmost garden, two flowerbeds of red and white roses flank a broad cobblestone avenue that leads to a domed structure of white stone. The light from Soryth went into that dome.

Ragnar and Uma suddenly materialize in a toadstool circle nearby.

"You have succeeded beyond all we dared hope," Uma says. "With the hag's power broken, all her enchantments are dispelled, and the palace is open to us once again."

"Fell deeds well done," says Ragnar with a grin. "Now, it's time for your reward."

If Orlando died, the agents have his body with them. Ragnar has not forgotten his oath of vengeance against characters who slew Basal, but he set that aside for the moment. After slaying any xivorts that escaped the rooftop, Green Fey and Summer Fey come up from the grand hall as Uma and Ragnar speak with the characters. Familiar faces—such as Robin, Nettle, Cobweb, Kelindria, and Peaseblossom, as well as (perhaps) Ariel, Hamish, and Argus—are among them. Orlando also comes up the stairs if he lives.

Juliana recovers soon after, and she is reunited with Orlando. If Orlando is dead, Juliana is heartbroken. Uma comforts her, saying, "Fear not, dear one. The Fountain All Heal can restore your love to you. Let us go."

When all is said and done, Ragnar and Uma lead the characters to **The Tomb**.

The Tomb

When the characters enter the tomb, read:

The fey lead you inside the white dome. You see that from the inside, the dome is transparent. Within it is a tomb, its occupants resting eternally beneath the sun and stars. Two white marble sarcophagi—one carved in the likeness of Porpherio, the other Caerwyn—are side by side upon a circular dais. An elegant fountain, whose waters flow along a small channel before exiting the tomb in a waterfall along the back of the palace, is all that separates the stone coffins.

If a character touches a sarcophagus, it becomes transparent, revealing the perfectly preserved body of Porpherio or Caerwyn within. The waters within the tomb comprise the **Fountain All Heal**.

Fountain All Heal

When you are ready, read:

Uma gestures to the pure water bubbling up between the sarcophagi. "This is the Fountain All Heal," she says. "Drink from it, if you will, and make the wish that was offered you. But let me drink first, so that we can keep our promise that the fountain should not bind you to this isle."

Uma takes a drink of the water, then says aloud, "I wish for the archfey, Oran the Green Lord and Tiandra the Summer Queen, to know what has come to pass here and to join us if they wish."

Two forms materialize in the tomb. One takes shape, amid the smell of a thriving forest, as a mighty male eladrin bedecked in a mask of green leaves and clothes that look like living plants. His dark eyes grimly survey the room. The other form takes shape in a warm glow, until a radiant female eladrin dressed in gold, jewels, and booming flowers appears. Her smile warms the chamber.

All the fey bow low to the newcomers.

"All is as it should be. You have done a mighty deed," says Oran, looking at you.

"Yes," says Tiandra, "mighty indeed. You have earned your drink, and freedom from its binding."

"But first things first," says Oran. "Uma has partaken. Drink, Ragnar, and make your wish."

Ragnar smiles and drinks, saying "I wish for prowess and the authority among the fey that is my due."

"It is yours," says Tiandra.

"But freedom I do not grant you," Oran says, his voice rising. "No, Ragnar, you shall be bound to this island, its greatest master and greatest servant. To those who call this place home, you shall ever after be known as the Green Man, the name of Ragnar forgotten. Now, go!"

Ragnar disappears in a flurry of falling leaves.

"Uma," says Tiandra, "you shall take the place of Rosaline on the bald hill, serving the fey of this island for me." Tiandra smiles. "I know you wish it."

With a bow and a sad smile, Uma says, "Yes, my queen. I wish to remain here for a while."

"Now, heroes," says Oran, "drink and wish, unburdened by the price the fountain exacts."

"What shall you have?" asks Tiandra.

Drinking from the fountain brings a character back to full health and counts as an extended rest. The water can restore life, and the archfey use it on behalf of any character who died. Tiandra allows Juliana a wish if Orlando died—when she uses it, Orlando is made whole and lives again, his soul intact.

The fountain is specific in interpretations, and it can neither alter the past nor grant experience points. If he or she wants to, a player can invent a tale about how the character's wish comes true and tell the story to the others. Here are some possible wishes and how they could manifest.

Ability Score Increase: The character's lowest ability score increases by 2—the fountain shores up weaknesses rather than increasing strengths.

Wealth: Within a month, the character receives 3,400 gold pieces, a fortune to a commoner.

Magic Item: Within a month, the character receives an uncommon magic item of up to four levels higher than the character's level.

Influence: Within a month, the character receives a position of influence in a realm of his or her choice. In that region, the character gains a +2 bonus to all Charisma-based checks involving nonhostile creatures familiar with the character's status.

Happiness: Within a month, the character receives an intangible, fulfilling reward of the player's choice. When this event occurs, the character's inner contentment grants him or her resist 5 psychic.

Longevity: The fountain adds 100 years to the character's natural life span, and the character gains a +2 bonus to death saving throws, saving throws against poison effects, and checks against disease.

Something Else: Improvise within the above parameters if a character wishes for something else. If the wish benefits someone other than the wisher, it is more likely to come true. Tiandra and Oran might reward a truly selfless wish, such as the revival of the original Crystalbrook search party, with a boon. This boon is a fey gift of up to five levels higher than the character's level. See *Player's Option: Heroes of the Feywild* for more on fey gifts.

If a character wishes for the revival of the slain members of the search party, Tiandra indicates it is so. The once-dead searchers are in Crystalbrook when the characters return.

Ending the Adventure

When the party is finished wishing, read:

"It is time to say goodbye," says Tiandra.

"And you must return to your own land," says Oran.

"As for Orlando and Juliana," says Tiandra, "the innocents in this game, they can stay if they wish."

"Whether you rise to greatness or live peacefully here," says Oran to the two, "this palace is yours."

Only a few loose ends remain. The archfey can clear up any mysteries about the adventure the players fail to understand. Orlando and Juliana wish to stay. However, they owe the heroes a debt of gratitude—if the characters insist they do so, the lovers return to the world. Hamish and Argus, if alive, either stay with Orlando and Juliana as the couple's servants, or the brothers return to the world alongside everyone.

When the lovers decide what they will do, read:

Tiandra says to you, "When you awaken, it will be as if from a dream. The oracle in the Crystal Cave shall remain a boon to the world for all time, but the crossing shall hereafter be closed to all but the innocent seeking refuge. Perhaps we shall meet again, but for now, sleep. Sleep..."

You awaken in the warm sun in a meadow full of wildflowers on the edge of the Sildaine Forest. Crystalbrook is within sight, its gates open.

Three weeks have passed since the characters left in search of the Crystal Cave. Weather that wracked the region for a year vanished completely a few days ago. Lady Tamora and Lord Carric have begun to reforge ties, and Sildaine fey can be seen among the folk of Crystalbrook. Healing might take a little while, but the process has already begun.

Orlando and Juliana are greeted with much joy and celebration if they returned to the world. If they did not, the lovers have already used magic in the Palace of Spires to contact Lady Tamora and Lord Carric. The two leaders believe the characters' account of events on the island to be truthful and hold a feast in the party's honor. (The leaders dispatch hunters and wardens to recover the original search party's bodies if necessary.) In Crystalbrook and the Sildaine Forest, the characters enjoy the status of heroes.

Count Varis honors his promise upon the return of the characters. He gives each character 50 gold pieces and publicly awards each one a silver medal of honor. The characters are also celebrated in Sybar.

Reward

At the end of the session, each character gains 500 XP for defeating Soryth, reuniting the lovers, dealing with the archfey, restoring Crystalbrook, and bringing peace to the region.

SORYTH RETURNS

Encounter Level 5

Setup

Soryth (S)

2 xivort slashers (X)

Characters start within 1 square of the water stair, which is the pool on the map.

When the battle begins, read:

Radiant with power, the now-beautiful hag raises her staff aloft. "Love and faith have been the keys to my dominion over this place," she says. "Now, I command this isle. Whatever fine emotion motivates you, pathetic fools, it shall also be your undoing!"

From the thick foliage of the roof garden, Soryth's sword-wielding xivorts creep toward you, their bulbous orange eyes flickering with malice.

Soryth quickly calls forth twig blights (see **Tactics**).

When she does so, read:

The hag laughs, and foul energy washes over the garden. Dead branches, roots, and foliage form into small, evil-looking plant creatures.

Soryth becomes aware of Soryth's bloodstone as soon as the character holding it starts his or her turn, whether the character presents the stone or not.

When Soryth senses the bloodstone, read:

A shadow of doubt darkens the hag's youthful face, and as she looks at you, she shudders. "A foul trinket," she says. "Tricks of jealous fey that owe me blood. I shall deal with them after your failure is complete."

Twig Blight Seedling Level 3 Minion Skirmisher

Small fey humanoid (plant)

HP 1; a missed attack never damages a minion. Initiative +6
AC 17, Fortitude 13, Reflex 16, Will 14 Perception +2
Speed 5 (forest walk), climb 5 Low-light Vision

STANDARD ACTIONS

⚔ Claw (poison) ♦ At-Will

Attack: Melee 1 (one creature); +8 vs. AC
Hit: 5 poison damage, plus 2 poison damage if the target is granting combat advantage to the seedling.

TRIGGERED ACTIONS

Blighter's Dodge ♦ At-Will

Trigger: An attack misses the seedling.
Effect (Immediate Reaction): The seedling shifts 1 square.

Skills Stealth +9

Str 8 (+0) Dex 17 (+4) Wis 12 (+2)
Con 10 (+1) Int 6 (-1) Cha 10 (+1)

Alignment chaotic evil Languages Elven

Soryth, Dream Queen (S) Level 5 Solo Controller (Leader)

Medium fey humanoid, hag

HP 252; Bloodied 126 Initiative +4
AC 19, Fortitude 16, Reflex 17, Will 18 Perception +9
Speed 6 Low-light vision

Saving Throws +5; Action Points 2

STANDARD ACTIONS

⚔ Compelling Staff (charm, psychic, weapon) ♦ At-Will

Attack: Melee 1 (one creature); +10 vs. AC
Hit: 1d8 + 2 damage, and the target makes a melee or ranged basic attack against a target of Soryth's choice. A ranged basic attack made in this way provokes no opportunity attacks. If the target's attack misses, the target takes 5 psychic damage.

☹ Nightmare Charm (charm, fear, psychic) ♦ At-Will

Attack: Ranged 5 (one creature); +8 vs. Will
Hit: 2d8 + 4 psychic damage, and Soryth slides the target up to 4 squares.

☹ Nightmare Compulsion ♦ Recharge ☹ ☹

Effect: Soryth makes two basic attacks.

☹ Visions of Desire (charm, illusion, psychic) ♦ Encounter

Requirement: Soryth must not be bloodied.
Attack: Area burst 2 within 10 (enemies in the burst); +8 vs. Will
Hit: 2d8 + 6 psychic damage, and Soryth slides the target up to 4 squares toward the burst's origin square. A target that slides into or adjacent to the origin square is immobilized (save ends).
Miss: Half damage, Soryth slides the target up to 2 squares toward the burst's origin square, and the target is slowed (save ends).

MOVE ACTIONS

☹ Dream Step (teleportation) ♦ Recharge when first bloodied

Effect: Soryth teleports herself and one creature within 5 squares of her up to 10 squares. Soryth and the creature are invisible to all but each other until the end of Soryth's next turn.

MINOR ACTIONS

☹ Dream Seeds ♦ Recharge when no twig blights are present

Effect: Four twig blight seedlings appear within 10 squares of Soryth. None can appear adjacent to an enemy, and all must appear on natural terrain. The twig blights take their turns just after Soryth in the initiative order.

TRIGGERED ACTIONS

☹ Field of Delusions (charm, illusion, psychic) ♦ At-Will

Trigger: An enemy starts its turn within 3 squares of Soryth while she is conscious.
Effect (No Action): Soryth slides the triggering enemy up to 2 squares, and the target must make a melee or ranged basic attack against the target's nearest ally. A ranged basic attack made in this way provokes no opportunity attacks. If the target's attack misses, the target takes 5 psychic damage.

Skills Arcana +10, Bluff +11, Insight +9, Stealth +9

Str 15 (+4) Dex 14 (+4) Wis 15 (+4)

Con 15 (+4) Int 16 (+5) Cha 19 (+6)

Alignment evil

Languages Common, Elven, Giant

Equipment robes, staff

Tactics

All the monsters know about the map edges (see **Features of the Area**).

Soryth: The hag opens with *visions of desire*, then uses *dream seeds* to enable her twig blights to hinder the party. Whenever she can, she uses *nightmare compulsion* to slide a character adjacent to her with *nightmare charm* and follow up with *compelling staff*. She might also use *dream step* to cull a character from the party. Otherwise, she is unafraid to enter melee when she

2 Xivort Slashers (X)		Level 1 Skirmisher
Small fey humanoid		
HP 26; Bloodied 13	Initiative +4	
AC 15, Fortitude 12, Reflex 13, Will 13	Perception +1	
Speed 5	Darkvision	
STANDARD ACTIONS		
⊕ Short Sword (weapon) ⊕ At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d6 + 5 damage.		
⊕ Dagger (weapon) ⊕ At-Will		
Attack: Ranged 5/10 (one creature); +6 vs. AC		
Hit: 1d4 + 3 damage.		
TRIGGERED ACTIONS		
Cunning Step ⊕ At-Will		
Trigger: An enemy adjacent to the slasher is hit by an attack.		
Effect (Free Action): The slasher shifts 1 square.		
Shadow Step (teleportation) ⊕ At-Will		
Trigger: An enemy adjacent to the slasher hits it.		
Effect (Immediate Reaction): The slasher teleports to another square adjacent to the triggering enemy.		
Skills Bluff +5, Stealth +7		
Str 13 (+1)	Dex 14 (+2)	Wis 12 (+1)
Con 10 (+0)	Int 10 (+0)	Cha 11 (+0)
Alignment evil		
Languages Common, Elven		
Equipment leather armor, short sword, 4 daggers		

can, using *field of delusions* against her foes and her aura to benefit allies.

Twig Blight and Xivorts: These creatures work together to attack with combat advantage and protect Soryth. When Soryth is defeated, the twig blights die and the xivorts flee.

Features of the Area

Illumination: Bright daylight.

Bushes: These plants are difficult terrain, and bush squares are lightly obscured.

Doors: These clear doors are open.

Map Edges: While Soryth is alive, if a creature moves off the edge of the map, even inside the garden house, that creature is teleported to the square adjacent to the edge on the opposite side of the map. The creature then continues its movement.

Mound: Moving up this hill is difficult terrain.

Statues: The Medium figures are blocking terrain. Large statues are difficult terrain, and a creature can use the statue to gain partial cover.

Tree: This old oak is 30 feet high (Athletics DC 9 to climb), and the trunk is blocking terrain. Above 10 feet, leaves render the area lightly obscured.

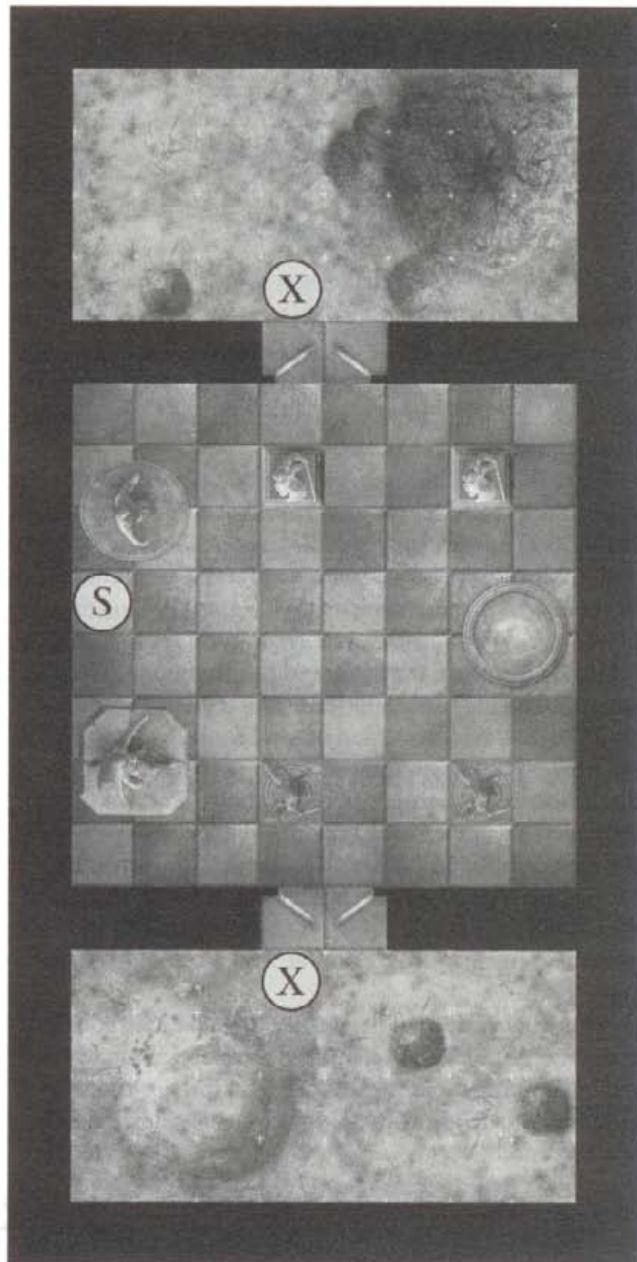
Water Stair: This “pool” is solid ground during the battle.

Development

Juliana: Juliana is unconscious.

Heal (DC 13): Her life is fading quickly.

Religion (DC 21): Her soul is not within her body.



Conclusion

When the characters defeat Soryth, read:

The hag falls to her knees, bitter defeat written upon her perfect face. “Oh, Kalbon,” she says, “would that I were a devil, so that I might have your company in the Hells.”

The beauty of the hag’s form peels away as it takes the form of pure light, and she screams. When the light finishes pulling free, it flits over to touch Juliana, then it flies from the garden into a white dome nearby. Soryth, again a twisted crone, is left silent.

Go to **High Garden**, page 60.



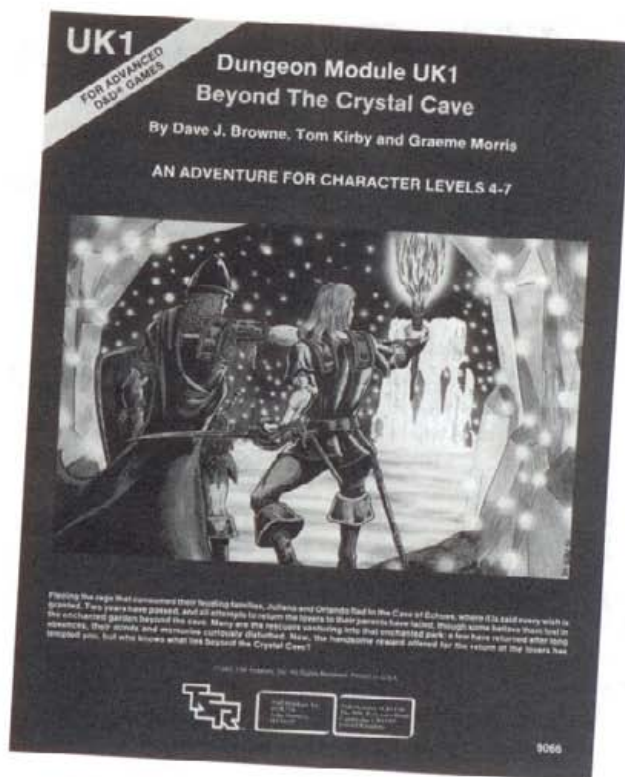
AFTERWORD: A PIONEER AMONG ADVENTURES

Designer's notes by Steve Townshend

Nearly thirty years ago, *UK1: Beyond the Crystal Cave* became the first *DUNGEONS & DRAGONS* adventure of its kind. Designed by British writers Dave J. Browne, Tom Kirby, and Graeme Morris, it was also the first module produced by TSR Ltd, the recently formed United Kingdom subsidiary of TSR, Inc.

The UK series of modules focused on a different play experience from the standard combat-oriented style of early D&D adventures. Roleplaying, problem-solving, and folklore were key elements of the UK modules, and in some adventures—such as the original *Beyond the Crystal Cave*—combat was rather severely punished. The original adventure transplanted the Romeo and Juliet story into a Faerielike subdimension called Porpherio's Garden, which existed on an island in the world of Greyhawk. The characters in the adventure had Shakespearean names and motivations. There were no villains whatsoever, and apart from a few dangers in the cave leading to Porpherio's Garden, the adventurers had no true adversaries. The way to “win” in *Beyond the Crystal Cave* was simply to solve the garden's puzzles, avoid fey trickery, avoid combat, and ask the lovers to come home.

This new version of *Beyond the Crystal Cave* retains many encounters and locations from the original, while adapting the adventure for use during a season of *DUNGEONS & DRAGONS ENCOUNTERS™* play. Like the original module, this version focuses on interaction,



puzzle-solving, mood, flavor, and story elements. Although it follows the structure of the original, it adds villains into the mix.

Due to the nature of the adaptation, this adventure is somewhat atypical of the *DUNGEONS & DRAGONS ENCOUNTERS* seasons that have preceded it, and the most successful groups will likely be the ones in which the players and the DM focus on a more immersive play experience exploring the world, the puzzles, and the story, rather than the tried-and-true combat of the week. As it was in *UK1*, so it is in this adaptation of *Beyond the Crystal Cave*.

SPECIAL NOTES FOR THE DUNGEON MASTER

From the introduction in the original adventure:

It will quickly become apparent to the DM that this is no ordinary adventure. It is possible for a group of 1st level characters to wander gently through the garden and succeed where a bullying group of 8th level characters could well fail. Diplomacy and tact will win the day where violence and aggression will lose it.

Normally the DM would reward experience points in relation to the number and type of monsters killed. It is strongly suggested that for this adventure experience points are awarded on a different basis. Success in an encounter with garden creatures may be judged as acquiring information or help without fighting and without antagonising the individual or group. In some cases this will prove extremely difficult. After successful encounters (usually an encounter can be considered successful if the party leaves the monsters on friendly terms) players may be awarded experience points as if they had overcome the monster(s). In making judgments, the DM should use his customary discretion, probably using as a yardstick the attitude of players during encounters.

... the whole scenario will be a sore temptation to many players to behave in an aggressive fashion—killing every monster in sight and taking their treasure. This kind of behaviour will yield them little in this adventure.

... To conclude this introduction, the authors wish you well in running “Beyond the Crystal Cave” and they sincerely hope you have *fun* doing so. The adventure is designed to be both amusing and irritating to players, though simply amusing to the Dungeon Master.

Create a character using the rules provided in *Heroes of the Fallen Lands™*, *Heroes of the Forgotten Kingdoms™*, the *Rules Compendium™*, and/or *Player's Option: Heroes of the Feywild™*. Use any method listed for generating ability scores besides rolling. After playing each session, record your character's treasure and experience points gained.

Class: _____ Level: _____
 Race: _____ Gender: _____
 Alignment: _____
 Languages: _____

ABILITIES AND SKILLS

Strength	<input type="text" value="MODIFIER"/>	<input type="text" value="CHECK"/>
<i>Strength measures your physical power.</i>		
Athletics	<input type="checkbox"/> Trained	<input type="text" value="MISC."/> <input type="text" value="CHECK"/>
Constitution	<input type="text" value="MODIFIER"/>	<input type="text" value="CHECK"/>
<i>Constitution represents health, stamina, and vital force.</i>		
Endurance	<input type="checkbox"/> Trained	<input type="text" value="MISC."/> <input type="text" value="CHECK"/>
Dexterity	<input type="text" value="MODIFIER"/>	<input type="text" value="CHECK"/>
<i>Dexterity measures coordination, agility, and balance.</i>		
Acrobatics	<input type="checkbox"/> Trained	<input type="text" value="MISC."/> <input type="text" value="CHECK"/>
Stealth	<input type="checkbox"/> Trained	<input type="text" value="MISC."/> <input type="text" value="CHECK"/>
Thievery	<input type="checkbox"/> Trained	<input type="text" value="MISC."/> <input type="text" value="CHECK"/>
Intelligence	<input type="text" value="MODIFIER"/>	<input type="text" value="CHECK"/>
<i>Intelligence describes how well you learn and reason.</i>		
Arcana	<input type="checkbox"/> Trained	<input type="text" value="MISC."/> <input type="text" value="CHECK"/>
History	<input type="checkbox"/> Trained	<input type="text" value="MISC."/> <input type="text" value="CHECK"/>
Religion	<input type="checkbox"/> Trained	<input type="text" value="MISC."/> <input type="text" value="CHECK"/>
Wisdom	<input type="text" value="MODIFIER"/>	<input type="text" value="CHECK"/>
<i>Wisdom measures common sense, self-discipline, and empathy.</i>		
Dungeoneering	<input type="checkbox"/> Trained	<input type="text" value="MISC."/> <input type="text" value="CHECK"/>
Heal	<input type="checkbox"/> Trained	<input type="text" value="MISC."/> <input type="text" value="CHECK"/>
Insight	<input type="checkbox"/> Trained	<input type="text" value="MISC."/> <input type="text" value="CHECK"/>
Nature	<input type="checkbox"/> Trained	<input type="text" value="MISC."/> <input type="text" value="CHECK"/>
Perception	<input type="checkbox"/> Trained	<input type="text" value="MISC."/> <input type="text" value="CHECK"/>
Charisma	<input type="text" value="MODIFIER"/>	<input type="text" value="CHECK"/>
<i>Charisma measures force of personality and leadership.</i>		
Bluff	<input type="checkbox"/> Trained	<input type="text" value="MISC."/> <input type="text" value="CHECK"/>
Diplomacy	<input type="checkbox"/> Trained	<input type="text" value="MISC."/> <input type="text" value="CHECK"/>
Intimidate	<input type="checkbox"/> Trained	<input type="text" value="MISC."/> <input type="text" value="CHECK"/>
Streetwise	<input type="checkbox"/> Trained	<input type="text" value="MISC."/> <input type="text" value="CHECK"/>

COMBAT STATISTICS

Initiative	Speed
<i>Roll initiative to determine the turn order in combat.</i>	<i>Your speed is the number of squares you can move with a move action.</i>
DEFENSES	
Armor Class (AC)	<i>AC measures how hard it is to physically land an attack on you.</i>
Fortitude	<i>Fortitude measures your toughness and resilience.</i>
Reflex	<i>Reflex measures your ability to deflect or dodge attacks.</i>
Will	<i>Will measures your strength of will, self-discipline, and devotion.</i>

Attack Bonus	<input type="text" value="WEAPON / POWER"/>	<input type="text" value="DAMAGE"/>
Attack Bonus	<input type="text" value="WEAPON / POWER"/>	<input type="text" value="DAMAGE"/>
<i>When you attack, roll a d20 and add your attack bonus. Compare the result to the monster's defense to see if you hit. If you do hit, roll damage.</i>		
Hit Points	Bloodied	<input type="text"/>
<i>Your hit points measure the damage you can take before falling unconscious. Your bloodied value is half of your hit points (rounded down).</i>		
Healing Surge Value	<input type="text"/>	
Surges Per Day	<input type="text"/>	
<i>When you spend a healing surge, you regain hit points equal to your healing surge value, which is one-quarter of your hit points (rounded down).</i>		

BEYOND THE CRYSTAL CAVE™

CHARACTER BACKGROUND

Beyond the Crystal Cave offers three backgrounds that come into play during the adventure. Choose one - your DM will have details on benefits.

Crystalbrooker Sildaine Sybaran

CHARACTER THEME

Pick a character theme from *Player's Option: Heroes of the Feywild or Dragon** (marked with an asterisk).

<input type="checkbox"/> Fey Beast Tamer	<input type="checkbox"/> Knight Hospitaller*
<input type="checkbox"/> Sidhe Lord	<input type="checkbox"/> Mercenary*
<input type="checkbox"/> Tuathan	<input type="checkbox"/> Noble*
<input type="checkbox"/> Unseelie Agent	<input type="checkbox"/> Ordained Priest*
<input type="checkbox"/> Alchemist*	<input type="checkbox"/> Outlaw*
<input type="checkbox"/> Chevalier*	<input type="checkbox"/> Scholar*
<input type="checkbox"/> Explorer*	<input type="checkbox"/> Seer*
<input type="checkbox"/> Guardian*	<input type="checkbox"/> Wizard's Apprentice*
<input type="checkbox"/> Guttersnipe*	

CHARACTER NOTES

Use this space however you like: to record what happens on your adventures, track quests, describe your background and goals, note the names of the other characters in your party, or draw a picture of your character.

POWERS AND FEATS

EQUIPMENT AND MAGIC ITEMS

WEALTH

ACTIONS IN COMBAT

On your turn in combat, you can take three actions:

- ◆ A standard action, which is usually an attack
- ◆ A move action, which involves movement
- ◆ A minor action, which is simple and quick

You can give up an action to take another action from lower on the list, so you can take a move or a minor action instead of a standard action or a minor action instead of a move action.

EXPERIENCE POINTS (XP)

XP for next level: _____

DUNGEONS & DRAGONS ENCOUNTERS™

BEYOND THE CRYSTAL CAVE PLAY TRACKER: CHAPTER 1

Character Creation: Create a 1st-level character using *Heroes of the Fallen Lands*, *Heroes of the Forgotten Kingdoms*, or *Player's Option: Heroes of the Feywild*. Follow the steps presented in the *Rules Compendium* ("Creating an Adventurer," page 75) or either of the *Heroes* books. You can use Method 1 or Method 2 to generate your ability scores; you cannot roll for your ability scores. This information is also available through the Character Builder if you're a *D&D Insider* subscriber. Alternatively, you can use a provided pre-generated character.

CHARACTER NAME:	PLAYER NAME:
------------------------	---------------------

SESSION 1 PLAY	
Starting Gold ____ Gold Gained ____ Total Gold ____ Starting Renown ____ Renown Gained ____ Total Renown ____	Starting XP ____ XP Gained ____ Total XP ____ Level ____ DM Name _____
Notes (Including Treasure Gained) _____ _____	

SESSION 2 PLAY	
Starting Gold ____ Gold Gained ____ Total Gold ____ Starting Renown ____ Renown Gained ____ Total Renown ____	Starting XP ____ XP Gained ____ Total XP ____ Level ____ DM Name _____
Notes (Including Treasure Gained) _____ _____	

SESSION 3 PLAY	
Starting Gold ____ Gold Gained ____ Total Gold ____ Starting Renown ____ Renown Gained ____ Total Renown ____	Starting XP ____ XP Gained ____ Total XP ____ Level ____ DM Name _____
Notes (Including Treasure Gained) _____ _____	

SESSION 4 PLAY	
Starting Gold ____ Gold Gained ____ Total Gold ____ Starting Renown ____ Renown Gained ____ Total Renown ____	Starting XP ____ XP Gained ____ Total XP ____ Level ____ DM Name _____
Notes (Including Treasure Gained) _____ _____	

END OF THIS CHAPTER	
Total Gold ____ Total XP ____ Level ____ Total Renown ____	
Other Notes _____ _____	

RENOWN POINT AWARDS

Some accomplishments are awarded only once per season (marked with an *) or per chapter. Check off those accomplishments as they are earned below. The amount of points earned for each accomplishment is available on the Renown Point Tracker and will be awarded by your DM. You earn special **D&D Fortune Cards** when you hit 20, 40, and 60 points this season.

Complete an Encounter 1/Session	Survive 8+ Sessions without Dying*	<input type="checkbox"/>	Revive a Dying Adventurer Ally	<input type="checkbox"/>
Bring a New Player 1/Session	Create Your Own Character*	<input type="checkbox"/>	Hit for 15+ Damage vs. 1 Enemy	<input type="checkbox"/>
Moment of Greatness <input type="checkbox"/>	Use the Character Builder*	<input type="checkbox"/>	Kill 3 Minions in 1 Attack	<input type="checkbox"/>
	Create a Character With a Fey Race*	<input type="checkbox"/>	Take 50 Enemy Damage in 1 Session	<input type="checkbox"/>

DUNGEONS & DRAGONS ENCOUNTERS™

BEYOND THE CRYSTAL CAVE PLAY TRACKER: CHAPTER 2

Character Creation: See Chapter 1 or the character sheet for character creation rules.

CHARACTER NAME:	PLAYER NAME:
------------------------	---------------------

SESSION 5 PLAY

Starting Gold ____ Gold Gained ____ Total Gold ____ Starting Renown ____ Renown Gained ____ Total Renown ____
 Starting XP ____ XP Gained ____ Total XP ____ Level ____ DM Name _____
 Notes (Including Treasure Gained) _____

SESSION 6 PLAY

Starting Gold ____ Gold Gained ____ Total Gold ____ Starting Renown ____ Renown Gained ____ Total Renown ____
 Starting XP ____ XP Gained ____ Total XP ____ Level ____ DM Name _____
 Notes (Including Treasure Gained) _____

SESSION 7 PLAY

Starting Gold ____ Gold Gained ____ Total Gold ____ Starting Renown ____ Renown Gained ____ Total Renown ____
 Starting XP ____ XP Gained ____ Total XP ____ Level ____ DM Name _____
 Notes (Including Treasure Gained) _____

SESSION 8 PLAY

Starting Gold ____ Gold Gained ____ Total Gold ____ Starting Renown ____ Renown Gained ____ Total Renown ____
 Starting XP ____ XP Gained ____ Total XP ____ Level ____ DM Name _____
 Notes (Including Treasure Gained) _____

SESSION 9 PLAY

Starting Gold ____ Gold Gained ____ Total Gold ____ Starting Renown ____ Renown Gained ____ Total Renown ____
 Starting XP ____ XP Gained ____ Total XP ____ Level ____ DM Name _____
 Notes (Including Treasure Gained) _____

END OF THIS CHAPTER

Total Gold ____ Total XP ____ Level ____ Total Renown ____

Other Notes _____

RENOWN POINT AWARDS

Some accomplishments are awarded only once per season (marked with an *) or per chapter. Check off those accomplishments as they are earned below. The amount of points earned for each accomplishment is available on the Renown Point Tracker and will be awarded by your DM. You earn special **D&D Fortune Cards** when you hit 20, 40, and 60 points this season.

Complete an Encounter 1/Session	Survive 8+ Sessions without Dying*	<input type="checkbox"/>
Bring a New Player 1/Session	Create Your Own Character*	<input type="checkbox"/>
Moment of Greatness <input type="checkbox"/>	Use the Character Builder*	<input type="checkbox"/>
	Create a Character With a Fey Race*	<input type="checkbox"/>
	Revive a Dying Adventurer Ally	<input type="checkbox"/>
	Hit for 15+ Damage vs. 1 Enemy	<input type="checkbox"/>
	Kill 3 Minions in 1 Attack	<input type="checkbox"/>
	Take 50 Enemy Damage in 1 Session	<input type="checkbox"/>

DUNGEONS & DRAGONS

ENCOUNTERS™

BEYOND THE CRYSTAL CAVE PLAY TRACKER: CHAPTER 3

Character Creation: See Chapter 1 or the character sheet for character creation rules.

CHARACTER NAME:	PLAYER NAME:
------------------------	---------------------

SESSION 10 PLAY	
Starting Gold ____ Gold Gained ____ Total Gold ____ Starting Renown ____ Renown Gained ____ Total Renown ____	Starting XP ____ XP Gained ____ Total XP ____ Level ____ DM Name _____
Notes (Including Treasure Gained) _____ _____	

SESSION 11 PLAY	
Starting Gold ____ Gold Gained ____ Total Gold ____ Starting Renown ____ Renown Gained ____ Total Renown ____	Starting XP ____ XP Gained ____ Total XP ____ Level ____ DM Name _____
Notes (Including Treasure Gained) _____ _____	

SESSION 12 PLAY	
Starting Gold ____ Gold Gained ____ Total Gold ____ Starting Renown ____ Renown Gained ____ Total Renown ____	Starting XP ____ XP Gained ____ Total XP ____ Level ____ DM Name _____
Notes (Including Treasure Gained) _____ _____	

SESSION 13 PLAY	
Starting Gold ____ Gold Gained ____ Total Gold ____ Starting Renown ____ Renown Gained ____ Total Renown ____	Starting XP ____ XP Gained ____ Total XP ____ Level ____ DM Name _____
Notes (Including Treasure Gained) _____ _____	

END OF THIS SEASON: Total Gold ____ Total XP ____ Level ____ Total Renown ____	
Other Notes _____ _____ _____ _____	

RENOWN POINT AWARDS

Some accomplishments are awarded only once per season (marked with an *) or per chapter. Check off those accomplishments as they are earned below. The amount of points earned for each accomplishment is available on the Renown Point Tracker and will be awarded by your DM. You earn special **D&D Fortune Cards** when you hit 20, 40, and 60 points this season.

Complete an Encounter 1/Session	Survive 8+ Sessions without Dying*	<input type="checkbox"/>	Revive a Dying Adventurer Ally	<input type="checkbox"/>
Bring a New Player 1/Session	Create Your Own Character*	<input type="checkbox"/>	Hit for 15+ Damage vs. 1 Enemy	<input type="checkbox"/>
Moment of Greatness <input type="checkbox"/>	Use the Character Builder*	<input type="checkbox"/>	Kill 3 Minions in 1 Attack	<input type="checkbox"/>
	Create a Character With a Fey Race*	<input type="checkbox"/>	Take 50 Enemy Damage in 1 Session	<input type="checkbox"/>

Event Name: _____ Event Code: _____
(This number was given to the organizer when the event was scheduled)

Adventure Title: _____ Session Number: _____
(For administrative use only)

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

Player Name	WIN/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
2	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
3	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
4	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
5	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
6	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>

DUNGEON MASTER

DM Name: _____

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Event Name: _____ Event Code: _____
(This number was given to the organizer when the event was scheduled)

Adventure Title: _____ Session Number: _____
(For administrative use only)

Date of Play: / /
Month Day Year

Start Time: :
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

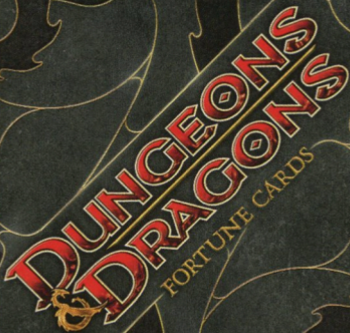
A legal table has no less than four players, and no more than six players.

Player Name	WIN/DCI Number
1	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
2	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
3	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
4	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
5	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>
6	<input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>

DUNGEON MASTER

DM Name: _____

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The logo for Dungeons & Dragons Fortune Cards is centered on a dark, textured background. The words "DUNGEONS" and "DRAGONS" are written in a large, bold, red, serif font with a white outline and a slight 3D effect. A thin gold line runs diagonally through the middle of the text. Below "DRAGONS", the words "FORTUNE CARDS" are written in a smaller, gold, serif font. The entire logo is set within a gold-bordered frame that features a repeating pattern of stylized dragon silhouettes in a lighter shade of gold.

DUNGEONS
DRAGONS
FORTUNE CARDS

ATTACK



CRYSTALBROOK BLOOD FEUD

Play when you hit an enemy with an attack during your turn.

The attack deals extra damage equal to 3 + one-half your level. If you have the fey origin and the target doesn't, or vice versa, the attack deals extra damage equal to 3 + your level instead. You gain vulnerability to all damage until the start of your next turn. The vulnerability equals one-half your level (minimum 1).

PROMO 2 ◆

TACTIC



CAVERN ORACLE

Play when you make a knowledge check.

Treat the result of the check as if you had rolled a 10.

PROMO 1 ●

Initiative Tracker

Character / Creature

Initiative

Hit Points

Passive Perception

Passive Insight

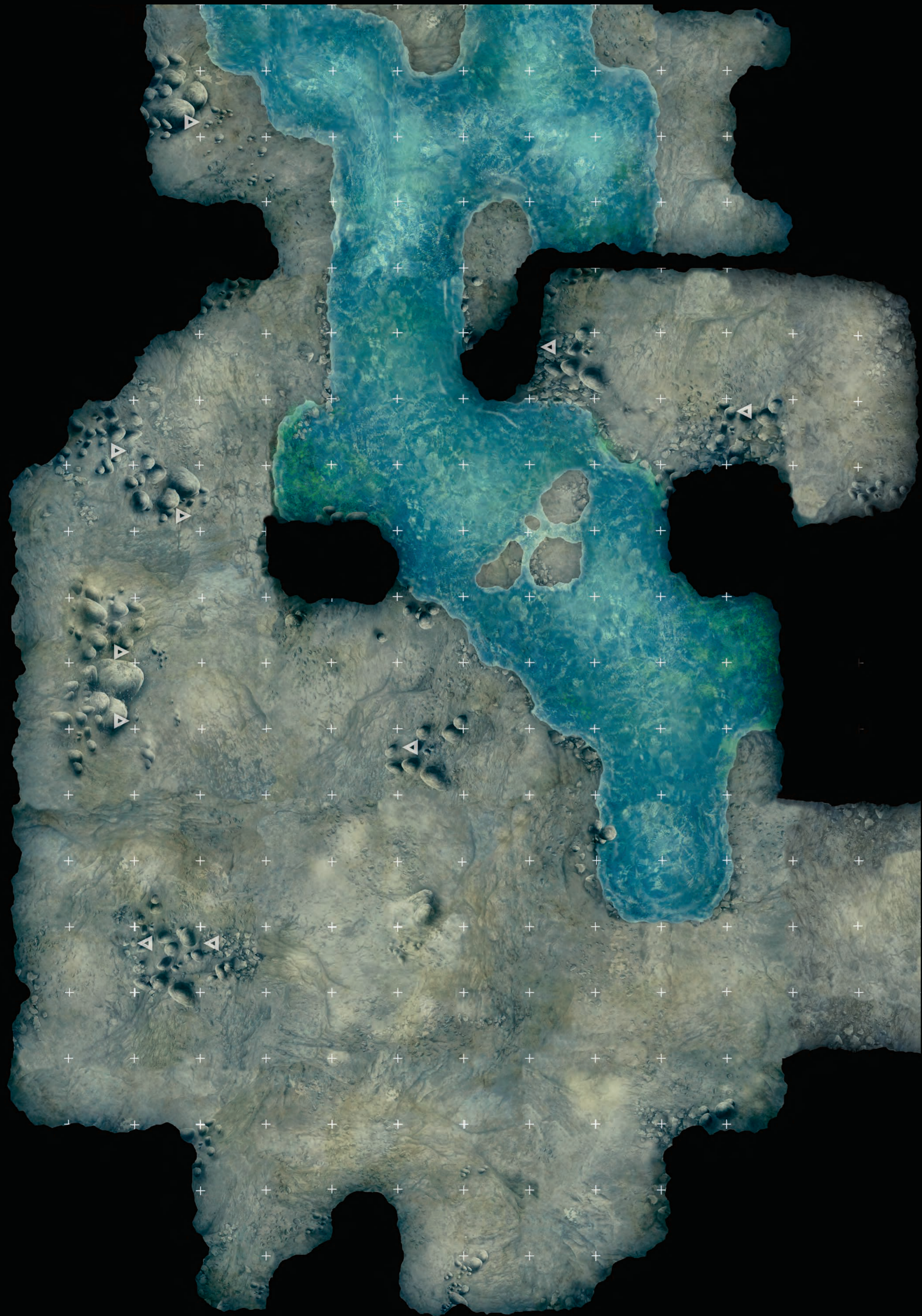
AC

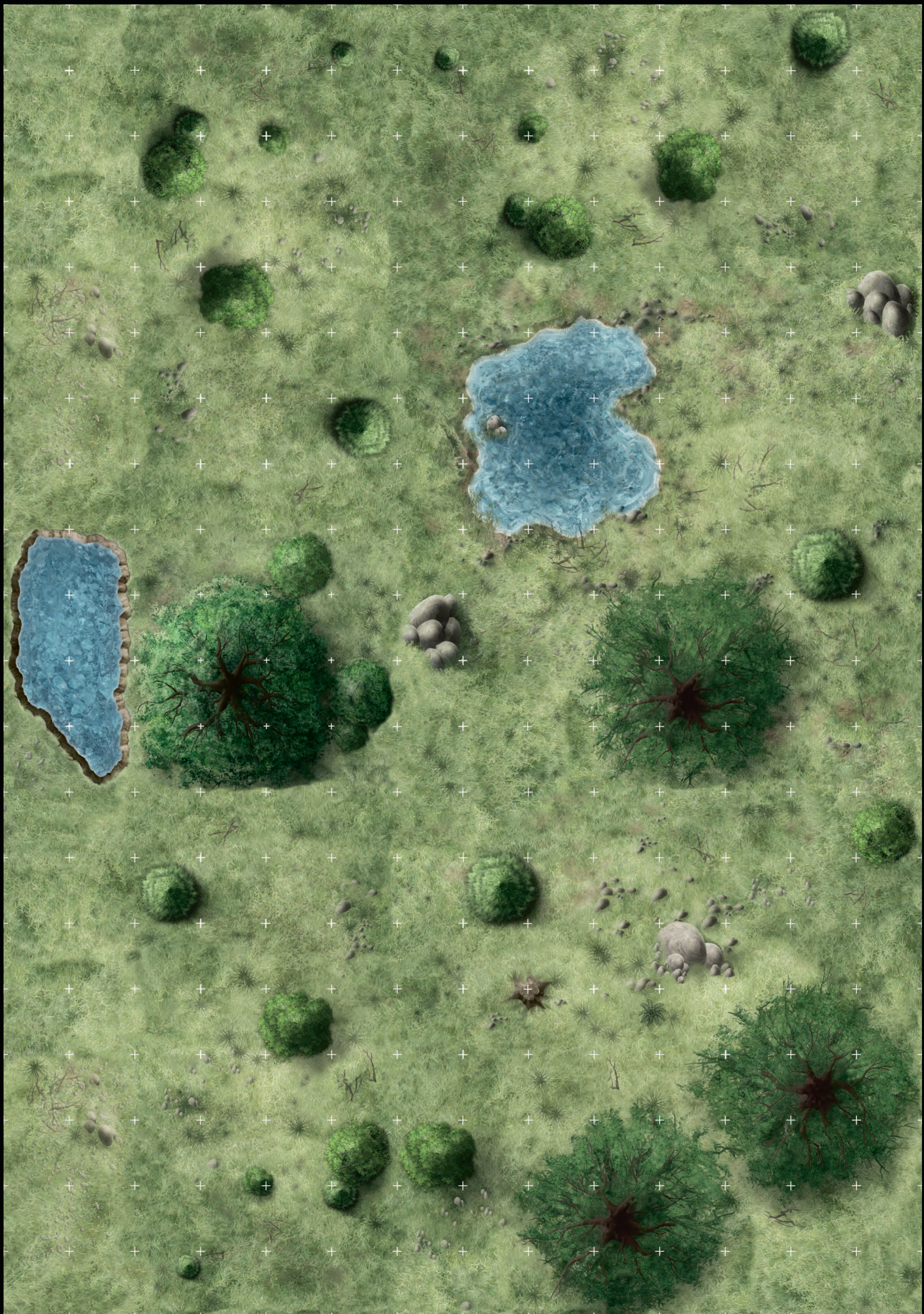
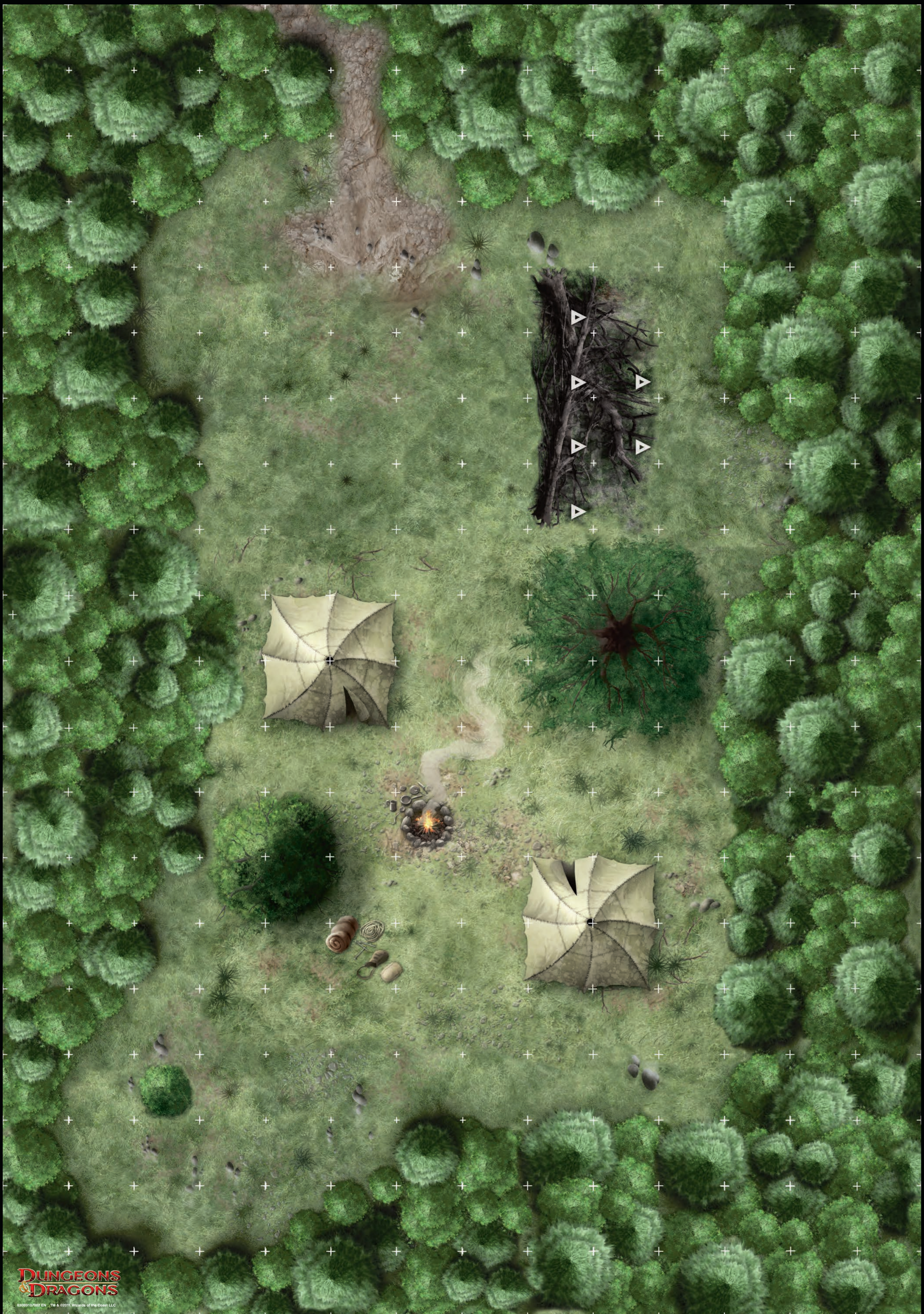
Fortitude

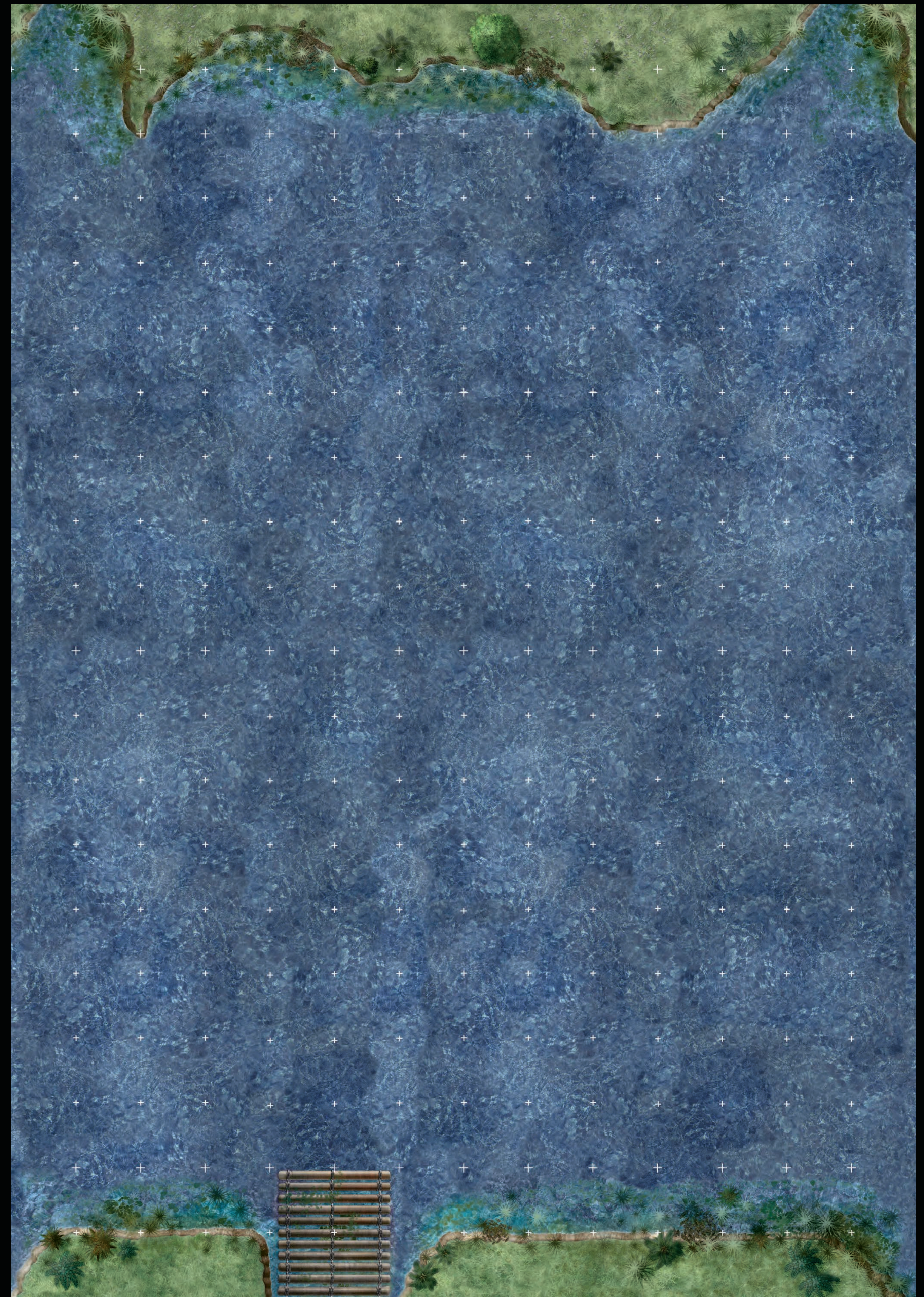
Reflex

Will

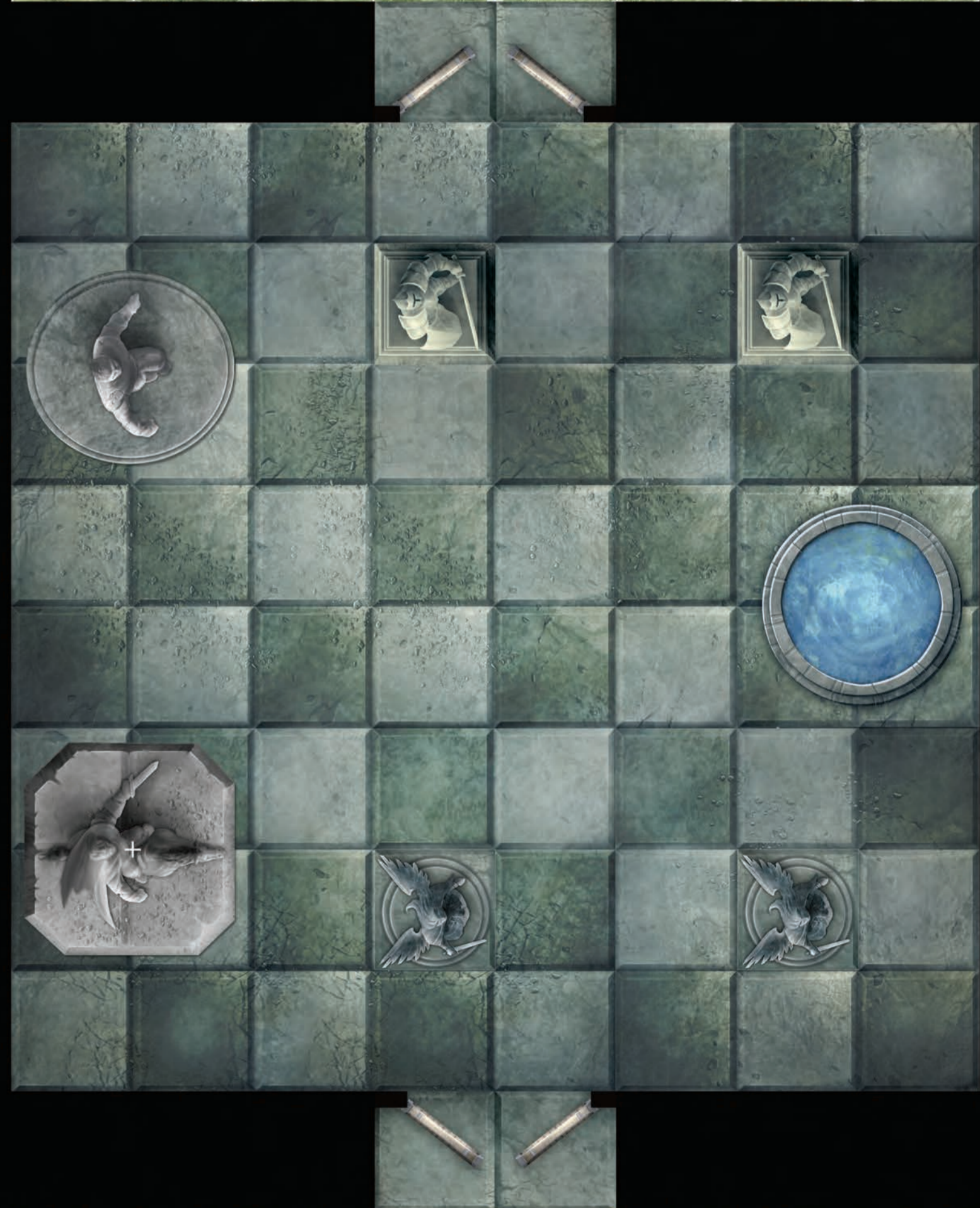
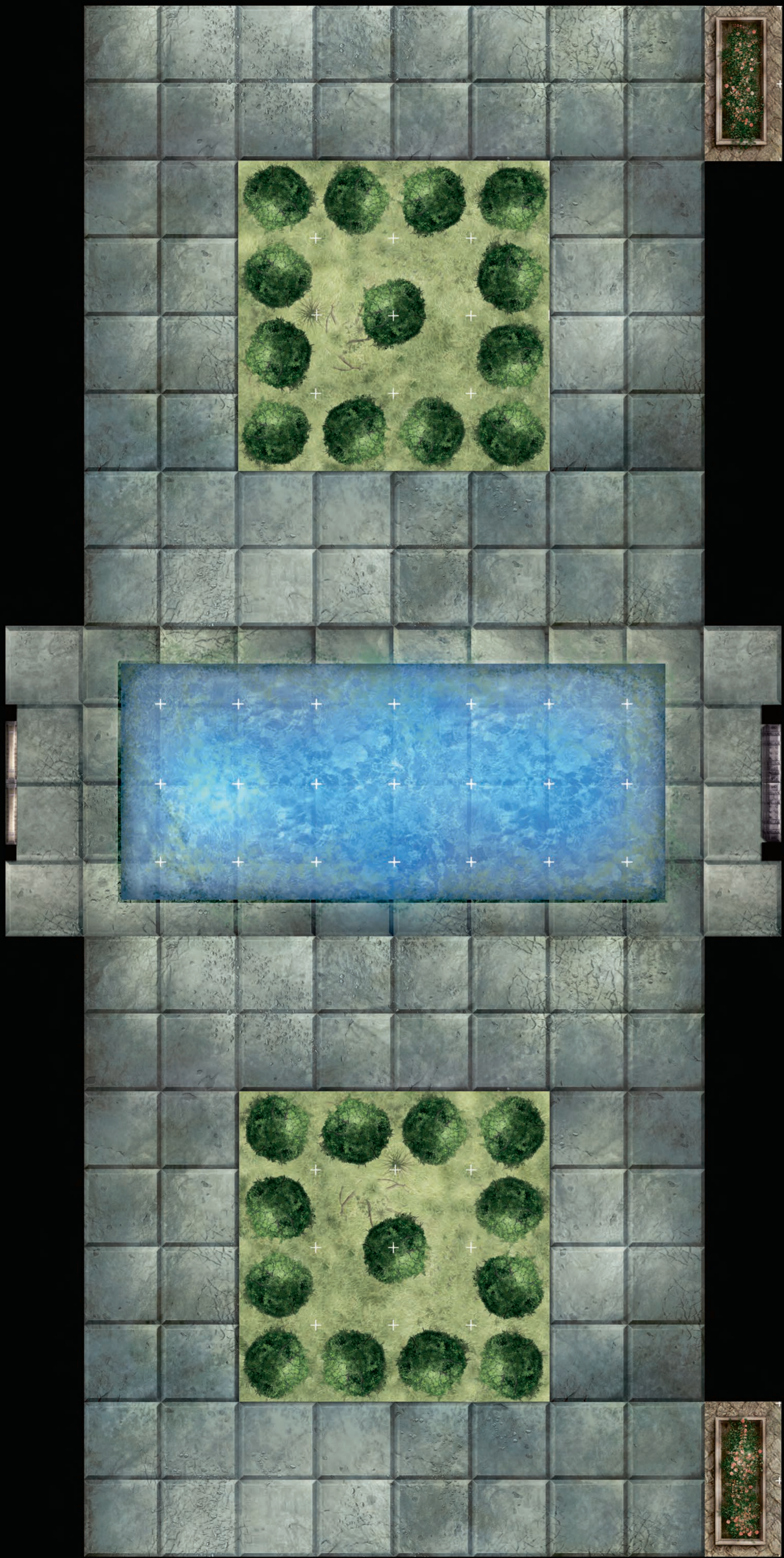
Illustration by Alexey Aparin. 128B9793001

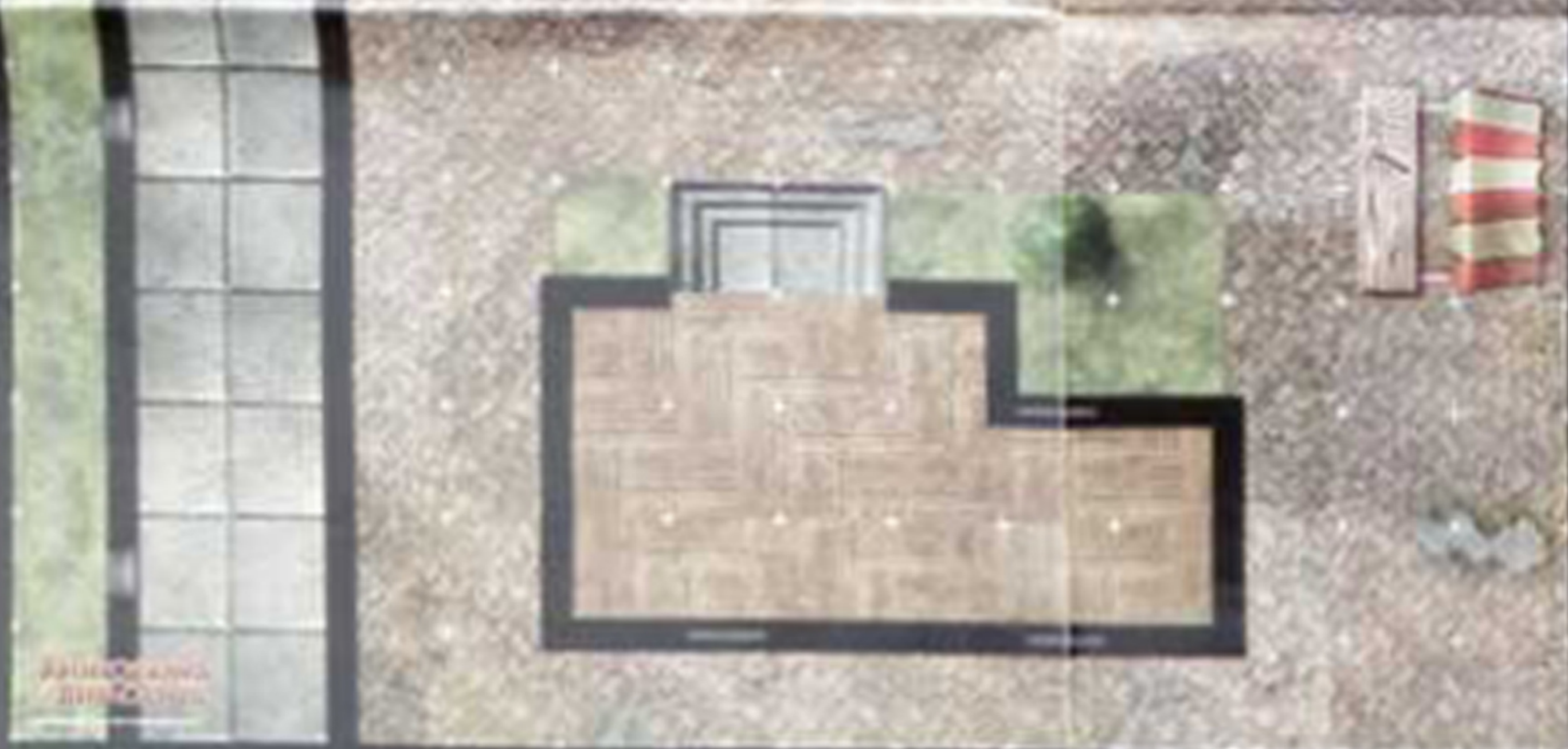
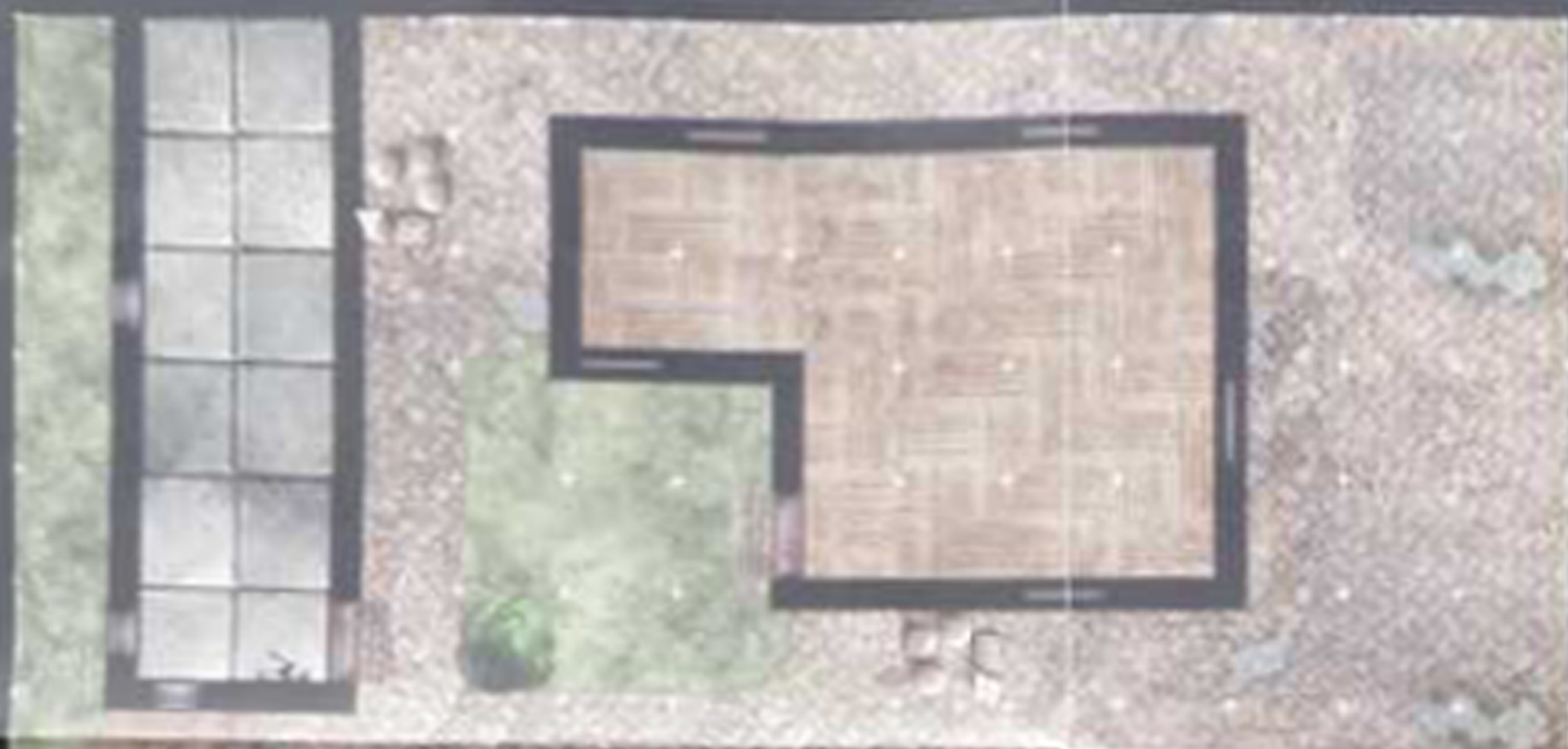














DUNGEONS & DRAGONS

ENCOUNTERS

ENTER A REALM OF ENCHANTMENT

When monsters threaten the village of Crystalbrook, it's up to adventurers to track down where they're coming from. The investigation leads them on a journey across planes. In the Feywild, the heroes must explore an enchanted island garden and unravel the plot of a foul hag, before she and her fiendish companion can perform a ritual to seize control of the island.

Beyond the Crystal Cave™ is a DUNGEONS & DRAGONS® Roleplaying Game adventure designed for the winter 2011 season of the DUNGEONS & DRAGONS ENCOUNTERS™ official play program. This season incorporates character options from *Player's Option: Heroes of the Feywild™*, and it comes with three full-color battle maps, thirteen ready-to-play encounters, and information on the D&D ENCOUNTERS program.

DUNGEONS & DRAGONS

ESSENTIALS™

For use with these DUNGEONS & DRAGONS products:

Heroes of the Fallen Lands™ *Player's Option: Heroes of the Feywild™*
Heroes of the Forgotten Kingdoms™ *Mordenkainen's Magnificent Emporium™*
Rules Compendium™ *DUNGEONS & DRAGONS Fortune Cards™*:
Dungeon Master's Kit™ *Fury of the Feywild™*

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