

GRM3-09

In the Blink of an Unseeing Eye

A One-Round D&D LIVING GREYHAWK[®] Gran March Regional Adventure

Version 1.1 – For Premiere at KetchupKon 2003 Only

by M. Sean Molley

**With many thanks to Nick Perch and Pete Winz,
without whose work this adventure would never have been written**

The town of Carern seems to be experiencing a haunting. Considering recent events in the Dim Forest, tales of shadowy figures accosting travelers at the Old Stable Inn certainly require further investigation. And when horses start panicking in broad daylight, it means serious trouble in a town whose four-legged residents are at least as important as the two-legged ones. This is a one-round Gran March Regional Adventure for APLs 2 through 16.

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

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Introduction

In the Blink of an Unseeing Eye is an RPGA® Network scenario for the Revised 3.5 Edition of the Dungeons & Dragons® game. This adventure is designed to fit in a standard RPGA four- to five-hour time slot, although there is an optional encounter that can extend the play time by about an hour if it is pursued.

The following guidelines are here to help you with both the preparation and voting segments of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

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

When you run an RPGA D&D adventure we assume that you have access to the following books: the 3.5 *Player's Handbook*, the 3.5 *Dungeon Master's Guide*, and the 3.5 *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the

bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

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

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

LIVING GREYHAWK Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure.

To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the chart below to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face.

LIVING GREYHAWK adventures are designed for APL 2 and higher. If the APL falls on an odd number, ask the players if they would like to play a slightly less difficult

adventure (in which case you would round down to the next-lowest even APL) or a slightly more difficult adventure (in which case you would round up to the next-highest even APL). This decision should be made at the start of the adventure and may not be changed once play begins.

APL also affects the amount of experience a PC may gain at the end of the adventure. If a character is three character levels or more either higher or lower than the APL that this adventure is being played at, then that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either the character was not as challenged as normal, or relied on help by higher-level characters to reach the mission objectives.

Is it a Full Moon?

No. This adventure takes place over several days, but it is well outside of the time of month when the full moon occurs. Lycanthropy will not be an issue in this module. Having your soul stolen away and bound to the Plane of Shadow might be an issue, but lycanthropy won't.

Time Units and Upkeep

This is a standard one-round Regional Adventure, and is set in Gran March. Characters native to Gran March pay one Time Unit per round; all others pay two Time Units per round. **There is an**

optional encounter, which costs 1 additional Time Unit for characters native to Gran March and 2 additional Time Units for all other characters.

Military PCs may use military TU, and do not have to pay upkeep for this event, as their costs are paid for by the Gran March military. Military PCs (and veterans) will be activated early on in the module, so the standard regional rules for payment of military salary and other benefits apply. For non-military PCs, Adventurer's Standard upkeep costs 12 gp per TU, Rich upkeep costs 50 gp per TU, and Luxury upkeep costs 100 gp per TU. Even non-military PCs that participated in the adventure GRM1-10 *Fading Vision* may be able to receive Standard upkeep for free, however. This is explained in more detail in the module.

Author's Note

This adventure is an attempt to tie together some regional plot lines from the first year of the campaign, as well as lay the groundwork for some of the new plot lines that will be taking place in the future. Every attempt has been made to conform to regional canon and to uphold the outstanding work of the authors who have established the Gran March region as one of the very best in the campaign.

If you find any conflicts between what is presented in this module and material presented in previous regional modules (and the conflicts are not explained away by the text of this adventure), or if you have any other feedback, positive or negative, please feel free to send me an e-mail at sean@basementsoftware.com and let me know your thoughts and suggestions.

Reference Materials

This adventure draws on source materials from several previously released Gran March Regional modules. In particular, plot threads and NPCs created or referenced in the following adventures have been utilized:

- GRM1-02 "Caravan Duty," by Pete Winz
- GRM1-03 "Horse Play," by Nick Perch
- GRM1-10 "Fading Vision," by Nick Perch
- GRM2-BI-01 "The Battle of Orlane" by Derrel Weaver (EconoCon 2002)

- “The Patrol” by Pete Winz (unpublished, but still considered part of Gran March canon)
- GRM3-BI-01 “When Sunlight Turns to Ashes” by M. Sean Molley, Andrew Garbade, and Ryan White (Dragon*Con 2003)

It is not necessary for a game master to have played, judged, or even read the above adventures in order to run this adventure, nor is it necessary for a player to have played them or for a particular PC to have taken part in them. For ease of reference, most of the relevant background information has been summarized in Appendix B. If time is short, you could use this material as a player handout; however, the intent is for you to use the material contained therein to help provide tidbits of information to refresh your players’ memories – for some players, it might have been more than two real-world years since they played some of the adventures in question, after all.

For those individuals who do have knowledge of the events that have transpired in the past, some of the things that take place in this adventure might make a bit more sense. Every attempt has been made to sustain the continuity of the Gran March region’s plotlines and major NPCs and to extend and enhance those plotlines and personages wherever possible. Special details and references to certificates from the original modules will help flesh out the experience for those lucky players.

Acknowledgements

Any list of this nature will invariably be incomplete. However, the author wishes to thank the following individuals and groups:

The Gran March Triad members, past and present, who directly assisted with the planning and plotting that led to this module: Will Dover, P. John Freeman, Lyman Green, and Michael D. Moore. Michael came late to the game, but did a heroic job proofing and editing the module on ridiculously short notice. The Circle member for the Sheldomar Valley region, Steven Conforti, was also extremely generous about cranking out a final edit and the AR with very little lead time. Daniel Wheeler took my pathetic attempt at cartography and turned it into the nice-looking map of Carern (and did so on about four hours’ notice). And, of course, I would be remiss if I

didn’t mention the authors of the first six Year Three Regional scenarios, all of whom got their work in on time, thus enabling me to have the opportunity to write this “bonus” adventure. Thanks, guys (and gal)!

The plot for this adventure was suggested by threads left open and avenues left unexplored in previous regional modules. In particular, the modules *Horse Play* and *Fading Vision* by Nick Perch served as obvious sources of inspiration for this event, as well as for the Battle Interactive that preceded it. All of the work that went into developing Carern and the various NPCs therein provided me with a wonderful starting point (see Player Handout 1 for my most blatant theft of material from the original modules), and I hope that I have successfully extended what was already there while remaining true to the original author’s vision.

Derrel Weaver and the other Year Two Regional authors also did an amazing and inspiring job with the events that led up to the *Battle of Orlane*. I think it was the experience of running *Eyes on Orlane* immediately followed by *Midnight Dawn* immediately followed by the Battle Interactive that really showed me how a Living Campaign has the power to create an immersive, ongoing story.

Extra-special thanks to Pete Winz, who provided invaluable historical source material concerning the characters he has developed over the last few years. Pete was extremely generous in allowing the use of his characters and material, particularly “The Patrol,” and has been very supportive of my attempts to hijack Captain Ennister and to prevent Corporal Birkit from having a peaceful retirement.

The playtesters, most of whom risked their characters’ lives on untested combat encounters and all of whom made suggestions and provided feedback that helped to make this adventure much better, were Ivan Alexander, Tim Chandler, Amy Elk, Dallan Elk, Andrew Garbade, David Haller, Suzanne Johnson, Jack Lucas, Heidi Pritchett, Brian Schoner, Melissa White, and Ryan “I can’t believe I rolled a natural 1” White.

The judges and players of the 2003 Dragon*Con Battle Interactive, which I co-wrote with Andrew Garbade and Ryan White, are also deserving of special mention. Large portions of the events of this module were determined because of the way that interactive transpired and because of the decisions that were made and actions that were taken by the people who participated. Thank you!

Adventure Background

The Dim Forest is a dark and unforgiving place, redolent with evil of all sorts. It is home to a myriad of creatures, both living and unliving, and has been the source of numerous plots against the good peoples of the Sheldomar Valley. Not all of the historical events referenced below are directly relevant to this adventure, but all of them played a part in setting up the situations and shaping the individuals who are central to this story.

What Has Gone Before: 591 CY

Although the Dim Forest is regarded as highly dangerous, it is not entirely uncontrolled. The Gran March Army maintains Fort Endurance within the boundaries of the Dim, and a trade route cuts through the forest between the cities of Orlane and Hochoch. Orlane has been relatively secure over the years (with at least one notable exception), but Hochoch is a recently-liberated city on the border of the war-torn lands of Geoff. One of the main priorities of the Gran March Army is to widen this trade route into a proper military road so that troops and supplies can more easily flow to the Army of Retribution, which is based in Hochoch.

In early 591 CY, a number of soldiers, veterans, and civilian advisors were assigned to guard various caravans traveling through the Dim. The 23rd Cavalry Squadron, under the command of Lieutenant Ennister and assisted by his Corporals Birkitt and Anthorn, was responsible for supervision of all of the caravan guards. One of these caravans, carrying a secret shipment of essential military supplies, was ambushed by a force of goblins. (This was the subject of GRM1-02 *Caravan Duty*.) Fortunately, the most vital supplies were recovered, although at great cost.

Later in that same year, a much larger force of goblins laid siege to Fort Endurance (see GRM1-05 *Under Siege* for details). This attack was narrowly foiled thanks to the efforts of a group of heroes who were sent through a secret escape tunnel to make their way behind enemy lines to bring reinforcements in time to prevent the destruction of Fort Endurance. This attack would prove to be just a preview of the troubles that lay ahead for the Warden of the Dim March in his future efforts to pacify the area.

Meanwhile, Barony Malthinius, which includes a substantial length of Gran March's border with the Dim Forest, was experiencing troubles of its own.

A group of orc raiders launched an attack against a horse farm near the village of Carern, stealing a sizable number of horses. (This was the subject of GRM1-03 *Horse Play*.) Although the orcs were being supplied and supported by some unknown force, a group of heroes managed to track them to their lair and defeat them. The help of Old Narril, a local druid, was instrumental in this effort. Most of the horses were not recovered, and the identity of the orcish raiding party's sponsor remained unknown, although the little evidence available pointed to Geoff.

Later in that same year, a force consisting of orcs, ogres, and even a giant made a much more substantial attack against the village itself. Carern was nearly destroyed. The local Elector, a nobleman named Timmor Ellthorn, was kidnapped during the attack. (This was the subject of GRM1-10 *Fading Vision*.) At Old Narril's urging, a group of heroes set out in pursuit of the Elector's kidnappers. What they discovered was beyond their wildest imaginings. An ancient artifact of the Occluded Empire, known as the Eye of Eternity, was the ultimate target of the evil wizard who had planned and carried out the attack against Carern. The Eye, which exists in a demiplane known as a Fading Land that at one time had been under the direct control of Vecna, lay beyond a portal in the Dim Forest that could only be activated by the sacrifice of a sentient being.

Aided by an ancient elven Shade Guardian who had long ago sworn eternal vigilance over the Eye and by a cleric of Solonor named Tyrriel Minaelon, the heroes pursued this evil worshipper of the Whispered One and managed to save the Elector and prevent the activation of the Eye of Eternity. Upon their return to the Material Plane from the Fading Land, the Shade Guardian promised that he would return to his duties, and everyone involved hoped that the portal and its terrible secret would once again fade into obscurity. The people of Carern began to rebuild their village.

What Has Gone Before: 592 CY

In early 592 CY, travelers began reporting that a group of hobgoblin bandits was operating along the road between Orlane and Buxton's Crossing. Subsequent investigation directed by Lieutenant (now Captain) Ramanche of the 20th Battle revealed a massive encampment of goblins, orcs, and even a few giants, within easy striking distance of Orlane. (This was the subject of GRM2-01 *Eyes on Orlane*.)

Before anyone could act on this intelligence, however, an army descended upon Orlane, bent on destroying the city and killing all those within. (*The Battle of Orlane* was a special interactive at EconoCon 2002 in Atlanta, and the adventure GRM2-03 *Midnight Dawn* detailed the beginnings of the invasion of the city of Orlane.) The ferocity of the initial assault was such that the defenders of Orlane were nearly routed. Knight-Colonel Watcher Tark Obleron, commander of the 20th Battle, withdrew the bulk of his forces into the keep at Orlane, deliberately allowing the 20th to come under siege, in order to give as many civilians as possible time to escape the city and to buy time for reinforcements to arrive. Rumor had it that the invading army consisted not only of goblins and orcs, but also of ogres, giants, and undead. The leader of this army was rumored to be a Death Knight.

Reinforcements did come, in the form of a hastily-formed 34th Provisional Battle, supplemented by adventurers and heroes from across the Sheldomar Valley. Over a period of two days of some of the most intense fighting that has ever taken place within the borders of the modern Gran March, Orlane was liberated, although at great cost. Among the most disturbing revelations was that the second-in-command of the Gran March reinforcements was actually a doppelganger in service to the Death Knight. Fortunately, this traitorous spy was detected and used to feed false information to the besieging army, and the final push to rescue Orlane was successful. The people of the city turned to rebuilding, while the 20th Battle turned a wary eye towards the Dim Forest, from whence the invading army had come.

In late 592 CY, the Gran March Army decided to conduct a reconnaissance-in-force deep into the Dim Forest. In addition to the attack on Orlane earlier in the year, there had been persistent rumors of an entity or small group that was serving as an organizer and commander of the various monstrous humanoid tribes of the Dim. If such an organizing force did in fact exist, it could spell serious trouble for the March, as one of the only things that had historically kept the massive numbers of evil humanoids in check was their own tendency to war with one another and their resistance to any kind of central command. Both the siege of Fort Endurance in 591 and the near-destruction of Orlane earlier in 592 served as vivid demonstrations of the potential power of a humanoid army, particularly if such an army had the backing of the giantish forces besieging Geoff.

The 23rd Cavalry Squadron under the command of Lieutenant Ennister was given the task of conducting this extended scouting mission. Unlike most military operations, no “civilian advisors” were permitted on the mission, due to the uncertain nature of the threat and the potential for great danger. This potential was realized, unfortunately, when a massive goblinoid force attacked and nearly destroyed the entire 23rd. Ennister himself was killed and beheaded in the conflict, although fortunately his body was recovered and he was subsequently *resurrected*. (These events were chronicled in *The Patrol*, an unpublished adventure that is nonetheless considered part of Gran March canon.)

A mysterious entity known as the Warlord of the Dim Forest was apparently the author of this attack, and the one prisoner who might have been able to reveal more about the Warlord and his plans – a kobold messenger captured before the goblinoid onslaught – managed to escape from the armed escort taking him to Fort Endurance for further questioning. The end result was a major defeat for the Army, a disastrous loss of life for the men and women of the 23rd, and a warning that someone was indeed organizing the evil humanoids of the Dim with the purpose of destroying Gran March.

What Has Gone Before: 593 CY

In the summer of 593 CY, a number of independent events coincided to blur the borders between the Plane of Shadow and the Material Plane, which are already weaker than normal in that area due to the forest’s own malevolent nature. A group of evil fey creatures known as shadar-kai (see Appendix D, which includes an excerpt from the *Fiend Folio*) were drawn to the Dim Forest due to the unusually strong pull of the Plane of Shadow that they could feel therein. They established an outpost and began carrying out a plot to break the barrier between the Material and the Shadow.

The entire shadar-kai race suffers under an ancient affliction, known as the Shadow Curse, which defines their very existence as one of constant agony and suffering. Their goal was to bind all of the living creatures within the Dim Forest to the Plane of Shadow, trapping their souls forever. By doing this, the shadar-kai believed that they could free their own souls from the grip of the Shadow Curse. The shadar-kai believed that for each soul that they entombed in Shadow one soul from among their own number would be freed.

In order to accomplish their goal, the shadar-kai needed to bring the Dim Forest itself as close to the Plane of Shadow as they possibly could. The shadar-kai constructed several artifacts known as Wells of Darkness and spent several months using the Wells to brew massive quantities of a substance known as *liquid night*. This substance is a much stronger version of the *night extract* described in the *Fiend Folio*. The *liquid night*, which is essentially the essence of highly distilled, magically infused shadow-stuff, began seeping into the water table beneath the Dim Forest, with the result that liquefied shadows were drawn up into the roots of every tree in the Dim Forest.

The shadow-elixir did not harm the trees directly, but as time passed, the trees began to radiate darkness in small quantities from their leaves and branches. The millions of leaves and branches of the affected trees, each radiating a tiny bit of darkness, caused the cumulative effect that led to the 2003 Battle Interactive *When Sunlight Turns to Ashes*: the Dim Forest became shrouded in an unending twilight, which attracted the attention of both the Gran March Army and the wizards of Syrloch.

The shadar-kai believed that once they pumped enough *liquid night* into the water and soil of the Dim Forest, they would be able to proceed with their ritual to transport the entire forest, and all the currently un-cursed souls within it, to the Plane of Shadow, thus freeing their own souls from the Shadow Curse. The preparations for this ritual were nearly complete, when a number of individuals entered the Dim Forest bent on determining the cause of the magical darkness and putting an end to it.

One of these groups was a volunteer military force sent by the Warden of the Dim Forest, who had observed the spreading of the magical darkness as far as Fort Endurance. Under the command of Lieutenant Ennister of the 23rd Cavalry Squadron, the Military Volunteers marched into the Dim, established a base camp, and set about conducting scouting operations to determine the nature and source of the darkness. The Military Volunteers' mission was complicated by the efforts of the Warlord of the Dim Forest, who made an unsuccessful attempt to kill Ennister (for the second time) and destroy the military encampment. The forces of the Army were able to defend themselves and rout their goblinoid attackers. The Warlord himself was not captured or killed, however, and is presumably still at large

and still in command of a sizable goblinoid and orcish army.

The other group was a collection of independent operatives, who slipped into the forest in small bands, seeking their own solution to the problem. Many of these Forest Operatives sought out a group of elves called the Free Band, who are known to be insurgents opposing the efforts of Gran March to build a road through the Dim Forest linking Hochoch and Orlane. Many people throughout Gran March believed that the magical darkness was likely another attempt by the Free Band to sabotage the road-building effort. The Forest Operatives' mission was complicated by a number of diplomatic issues, including the reluctance of the Free Band to lend their aid to any effort of the Army, even in the face of a much greater threat from the shadar-kai. The shadar-kai themselves attempted to assassinate the elven leaders, but luckily their plans were thwarted, and in the end the elves of the Dim Forest provided crucial support to the Army and helped turn the tide of what otherwise would have been a losing battle.

When all was said and done, the combined efforts of the Military Volunteers and the Forest Operatives, assisted by the Free Band and another group of elves known as the Runners of the Flame, were just barely sufficient to defeat the forces of the shadar-kai and put an end to their vile ritual. Although the leaders of the shadar-kai were destroyed, an unknown number of the dark fey escaped from the battle, and are thought to be still lurking within the Dim Forest, nursing their wounds and plotting their revenge. The magical darkness lifted, for the most part, although a few scattered pockets of unnatural darkness do remain deep within the heart of the Dim. Lieutenant Ennister was promoted to Captain for his efforts and for his command of the successful mission to defeat the shadar-kai.

The Current Situation

Although the shadar-kai ritual did not succeed, the powerful forces that were unleashed by the dark fey still caused a significant amount of damage. At the very moment that the last of the Wells of Darkness was destroyed, one of the High Arcanists of the shadar-kai completed his portion of the ritual, and a ripple of magical energy passed through the entire Dim Forest, seeking weak points in the barrier between the Material Plane and the Plane of Shadow.

As it happened, there was one place in the Dim Forest where an active gate between planes already existed – the ancient portal to the Fading Land. The energies released by the shadar-kai ritual warped and distorted the portal, and even touched the ancient relic, the Eye of Eternity. Although largely quiescent, the Eye felt the touch of this strange magic, and it responded. This connection not only activated some of the powers of the Eye, it also tore the planar portal loose from the Fading Land and instead pointed it to the Plane of Shadow.

The shadar-kai arcanist whose ritual had precipitated all of this did not have long to savor his triumph: he was slain mere moments later along with the rest of the leaders of the shadar-kai army. However, in his dying moments, he was able to draw upon the powers of the Eye of Eternity and his own Shadow Curse to give himself another chance at life – or rather, unlife. He became a Shadow Lord, a dark reflection of himself, a soul without a physical body, trapped on the Plane of Shadow. The Fading Land and the Plane of Shadow have been drawn together, and an “echo” of the Fading Land came into being. It is in this location that the shadowy reflection of the Eye of Eternity can be accessed from the Plane of Shadow, even though the Eye itself remains locked in its demiplane. Now, the Shadow Lord seeks to complete his mastery of the Eye of Eternity and use its formidable powers to resume his quest to free the shadar-kai from their ancient curse by capturing as many souls as possible and binding them to the Plane of Shadow.

Along with the Shadow Lord, several other evil forces are at work in the area. Kennigamek, better known as the Warlord of the Dim Forest, still commands a sizable goblinoid army, and his efforts to undermine the government of Gran March continue. The horse market of Carern, in which enough horses to outfit a small army are gathered in one place, is too tempting a target for him to ignore. However, his recent losses leave him unable to launch a direct attack against Carern at the current time.

Instead, Kennigamek has arranged for the horses at the marketplace to be infected with a special magical disease (concocted by certain allies of his who are beyond the scope of this adventure). This disease is slow-acting; the horses will not feel its effects for several months, thus making it more likely that they will have been disseminated throughout the March and maximizing the

chances of spreading the disease to other horses. The fundamental premise is that an army whose entire cavalry has lost its mounts will be much less able to resist Kennigamek’s future efforts.

A small team under the Warlord’s command has recently set up a camp in the Dim Forest and has kidnapped Old Narril, the druid who lives near Carern. Kennigamek knows that if Old Narril gets involved, he has the knowledge and the skill to detect and destroy the magical disease before it can take hold. Rather than kill the druid outright, which would raise suspicion, Kennigamek has ordered his men to capture and hold the druid until after the horses have all been thoroughly infected and have been taken away by their new owners to the far corners of the March.

As it turned out, Old Narril was an easy target for the kidnappers because he was distracted by his own concerns. A number of malevolent spirits called *wendigo* have recently taken up residence in the Dim Forest. These creatures hate normal animals of their own kind and seek to spread their own taint by corrupting others. One of the horses that was originally kidnapped by the orcish raiders back in 591 CY was infected with this spirit and set free. Although it took a while for the creature to come to grips with its new existence, it has now embarked on a campaign to add to its “herd” by spreading its magical corruption to others. Old Narril didn’t know exactly what was wrong, but he sensed that something was amiss, and his prophetic visions led him to believe that he should seek out this restless spirit and put an end to its evil. He was in the process of tracking the wendigo when he was ambushed and kidnapped by the forces of Kennigamek.

Meanwhile, the wendigo has been pursuing its latest victim, a warhorse on a small farm outside of Carern. Before the process of magical corruption could be completed, however, the targeted warhorse (along with its stablemates) was taken to Carern for the annual marketplace. Because there are no outward signs of corruption until the transformation is complete, the horse’s owner, retired Corporal Feodor Birkit, has no idea that he is about to receive a very unpleasant surprise – once the first horse in his herd becomes a wendigo, the others will soon follow, as the corruption spreads quickly.

To make matters worse, the Shadow Lord has been conducting some initial forays to the Material Plane, testing his control over the portal to the Plane of Shadow. As a result, two things have happened: some shadow creatures have slipped

through the portal and are now infesting the Dim Forest, and a group of shadar-kai who survived the recent battle have been drawn to the site of the portal. Their Shadow Curse can only be relieved while they are on the Plane of Shadow, and they have struck a deal with the Shadow Lord (whom they recognize as one of their own) to serve as guardians of the portal while he determines how best to take advantage of the situation.

All of the above events would be taking place in complete secrecy, were it not for the fact that one entity managed to escape the Dim Forest with the knowledge of what has transpired. Glanadriel, the Shade Guardian who centuries ago gave up his mortal existence as a sylvan elf to stand watch over the Eye of Eternity, felt the twisted magics of the Shadow Lord when they wrenched the portal away from the Fading Land and pointed it to the Plane of Shadow. In fact, Glanadriel was nearly destroyed, as a significant portion of his own essence is comprised of shadow-stuff, and the transformation of the portal nearly resulted in his unmaking. He was driven slightly mad by this experience and fled the Dim, taking refuge in the nearest familiar-seeming place he could find – the Old Stable Inn in Carern. The Old Stable Inn nearly burned down in 591 CY, and it was rebuilt with timbers that were cut from deep within the Dim Forest, coincidentally not too far from the portal. The natural resonance of this wood called to Glanadriel, and he has concealed his spirit within the walls of the Inn.

Although his experiences have driven him somewhat mad, Glanadriel is a formidable entity, who has survived for many centuries as the lone guardian of a terrible, evil artifact. Thus, he is certainly not beyond redemption, and in fact he subconsciously realizes that something is seriously wrong, both with himself and with the portal. Although he does not quite understand what he is doing, Glanadriel's ancient oaths direct his actions, and he has been trying to get someone to come and help. Unfortunately, due to his weakened state, Glanadriel is only able to communicate by manifesting himself and reaching out his arms in supplication, all the while calling out words of friendship and peace. Due to his madness, however, his words all come out in the tongue of his long-ago mortal existence, an ancient dialect of Elven that just sounds like gibberish or magical chanting to the poor commoners who hear it.

The repeated appearance of a shadowy figure reaching out from the walls and chanting evil spells has caused everyone in town to believe that the Old Stable Inn is haunted by a malevolent ghost. Although the hauntings have been terrible for business, the proprietor of the Old Stable Inn is not willing to abandon her livelihood, and she has been making a number of efforts to have the "evil spirit" exorcised from his establishment. To date, these efforts have all failed, as there are no clerics of any significant power in Carern. Because Glanadriel is trying to get someone to help him, and because he is good and noble, he has not harmed anyone (even in his madness), so the "haunted Inn" is more a curiosity than anything else at the moment. Some curiosity-seekers have even deliberately come to Carern to see the "ghost," and the PCs might be included among their number.

Worst of all is the fate that has befallen Tyrriel Minaelon, the elven cleric who accompanied a group of heroic adventurers on their quest into the Fading Land several years ago. Although he recognized it as evil, Tyrriel was fascinated by the portal and by the Fading Land beyond. Not to mention the fact that an entire lost tribe of elves who had been dwelling in the Fading Land were rescued in the process! Tyrriel resolved to study the elves, the portal, and the Fading Land. He had just returned to the area of the portal a few weeks before the shadar-kai began their insidious efforts to drag the Dim Forest to the Plane of Shadow. Tyrriel and Glanadriel struck up a friendship, and the Shade Guardian hoped that the elven cleric would find a way to destroy the portal stone once and for all, thus removing any future risk that the Eye of Eternity could be turned to evil ends. Although he obviously would not engage in the sacrifice necessary to empower the stone, Tyrriel did study it closely, and in fact was standing on the stone when the shadar-kai leaders were destroyed and the High Arcanist's ritual went awry.

As the uncontrolled magical energies ripped the portal open and bound it to the Plane of Shadow, Tyrriel was slain, and his "sacrifice" caused the portal to open – and remain open, with the hapless elven cleric's soul bound into the portal stone itself. Now, Tyrriel's soul serves as the fuel powering the portal, and the Shadow Lord has been able to manipulate this to his own ends, using the elf's energies to maintain the portal and project his own powers onto the Material Plane. One of the last sights that the Shade Guardian Glanadriel saw was his friend's horrified

expression as his soul was torn from his body and the portal, which had lain dormant for so long, sprang open, revealing the lifeless expanse of the Plane of Shadow beyond.

With the shadowy reflection of the Eye of Eternity at his command, as well as the ability to control the active portal between the Material Plane and the Shadow Plane, the Shadow Lord is now in a position to wreak serious havoc on the people of Gran March and the entire Sheldomar Valley. Fortunately, his grasp of the powers at his disposal is not yet complete, and there is still time for heroes to intervene.

Enter the PCs, who must find a way to rescue Old Narril from his kidnappers, destroy the wendigo spirit and the shadow creatures, defeat the shadar-kai and the Shadow Lord, and free the Shade Guardian and the soul of Tyrriel from their torments. Should the heroes fail, then the forces of Shadow will gain a grip on the beating heart of the Dim Forest that will be very hard to break.

Adventure Summary

As the adventure begins, the PCs are just arriving in the town of Carern, in southern Barony Mathinius. Carern is well-known as the location of an annual marketplace for horse farmers, in which the finest steeds from across the March are bred, displayed, traded, and sold. Military PCs have been sent to review the security arrangements or to look at some of the horses for possible purchase, depending on the branch of the military in which they serve. Non-military PCs will need to contrive their own reasons for being in Carern; details about the town, including some reasons why characters might want to visit, are provided in **Player Handout 1**.

One very reasonable option is that the PCs might have heard travelers' tales of the "haunting" of the Old Stable Inn. Being adventurers, this is naturally the sort of thing they might very well find worthy of investigation. This hook also occurs in the introductory boxed text.

Introduction

The PCs arrive in Carern just before noon. A brief description of the changes that have taken place (through rebuilding and through growth) is provided, along with some information about the horse market, which is sponsored by the Herdmasters' Guild.

Encounter 1: Stampede!

The PCs see a string of warhorses being led through town. Some of them may recognize the owner of these horses as ex-Corporal Feodor Birkit, with whom they may have served in the module *Caravan Duty*. Birkit completed his term of service under Lieutenant (now Captain) Ennister and retired, taking over the operation of his family's horse farm here in Barony Malthinius. He has had some success in breeding tougher, stronger warhorses and is bringing a number of his horses to the marketplace in hopes of selling them to the Gran March Cavalry.

Unfortunately, a malevolent nature spirit, known as a *wendigo*, is attempting to prey on the horses assembled here in Carern. A wendigo is a terrible, evil fey spirit that hates all living things, especially living things of its own race or species. This particular wendigo was formed several years ago when one of the horses stolen during an orcish raid on Carern was deliberately infused with an evil spirit by a cleric of Gruumsh. Now, the wendigo horse seeks to corrupt others of its kind, and it has chosen one of the horses in Birkit's string as its latest target.

Just as the PCs arrive in town, the wendigo (flying nearly invisibly overhead) uses one of its supernatural powers to finish the task of driving one of the horses mad. The victimized horse, which is now in danger of becoming a wendigo itself, rears and begins attacking the other horses, causing the potential for a stampede. The PCs must act quickly to either prevent or contain the stampede. Birkit, his two young ranch hands (Havar and Yldren, a pair of boys some of the PCs might have helped rescue from a fire in GRM1-03 *Horse Play*), and a number of other commoners (not to mention the PCs themselves) are in danger of being trampled.

Glanadriel, sensing the presence of the wendigo spirit, rises from the ground directly in front of Birkit's horse just as the wendigo passes overhead. Although the Shade Guardian is trying to warn Birkit of the danger, his actions may well be perceived by the PCs as threatening, thus increasing their resolve to track down and deal with the "hauntings" in town.

Encounter 2: Carern

If the PCs are Gran March natives, there is a good chance that they have been to Carern in the past. Several locations and individuals are detailed in this section, including the Elector and his estate, the marketplace and the various horse farmers who are setting up for the upcoming sale,

the local shrine in honor of St. Cuthbert, and the military hostel. A couple of young acolytes of Hieroneous are also collecting donations, seeking to raise enough funds to build a shrine or temple to their deity here in the village.

The various NPCs can tell the heroes some or all of the information about the history of Carern, the Marketplace, and the recent hauntings. In particular, the local cleric of St. Cuthbert attempted to turn the spirit, but his powers were not sufficient to the task. Still, the PCs can get a decent description of the ghost from the cleric, and this might trigger memories of the Shade Guardian from *Fading Vision* for those players who took part in the earlier adventure.

If they visit him, Elector Timmor Ellthorn will be overjoyed to see any of the heroes who took part in rescuing him two years ago. The Elector will implore them to help solve the problem, as the marketplace is very important to the overall economy of Carern. Any PC who successfully rescued the Elector in GRM1-10 *Fading Vision* can also stay for free (Standard upkeep) at the Elector's modest manor house, or he will gladly pay for their lodgings at the Old Stable Inn.

Several NPCs will also mention that no one has seen the druid, Old Narril, recently; this is unusual, because he always comes to town for the Marketplace to ensure that the horses are being well-treated and to look after any injuries or other problems that might crop up with that many animals being in one place at one time.

Encounter 3: The Haunting

Arriving at the Old Stable Inn, the PCs can interact with the proprietor and with the few hardy travelers who choose to stay here in spite of the "ghost" problems. The innkeeper, Verdana Pallorn, is not unfamiliar with magic herself (she's a 4th-level Sorceress) but is at a loss to explain the hauntings. All she knows for sure is that they have been bad for business, but at least no one has been hurt.

In hopes of driving out the ghost, Verdana has just imported a shipment of special magical candles from Faber's Way, where a somewhat famous goblin Chandler by the name of Nobish lives. The candles are supposed to be able to protect against evil spirits. (Nobish appeared in the Year One adaptable module *Festival Knight*; he doesn't appear in this adventure, although PCs with certified Festival Lanterns from that adventure can buy refills and all of the PCs will gain Regional access to various types of magical

candles if they assist Verdana in dealing with her problem.)

That night, assuming they give him the opportunity, Glanadriel will manifest to the PCs. If any of them are elves or speak Elven, or if they have some way of magically communicating with him, they should be able to get his story. All he knows is that something terrible has happened to the portal, his friend Tyrriel was affected, and he was nearly destroyed himself. This should be more than enough to convince the PCs that they need to head in that direction. Unfortunately, Glanadriel does not actually know how to get from Carern to the location of the portal; he does not travel by walking around in the Dim Forest, after all. The PCs might know the way, and several NPCs can also suggest that finding Old Narril and getting directions from him would be an excellent idea.

Encounter 4: Ambush!

Heading into the Dim Forest, the PCs may decide to stop off at Old Narril's hut to see if the druid is around. They won't find him, but they will find his dog's tracks and will be able to determine that the druid headed deeper into the Dim Forest, obviously on an errand of some sort, but that he did not return.

Whether following the druid's trail or simply moving in the direction of the portal, the PCs will be ambushed by the goblinoid forces of the Warlord of the Dim Forest, who have orders to deal with anyone who looks like they are searching for Old Narril. If the PCs are taking appropriate precautions, they may avoid being surprised; otherwise they will be at a significant disadvantage as the attackers will have time to cast their various prep spells. This encounter introduces players to a number of spells that have changed in the 3.5 edition of the rules, including *enlarge person*, *ray of enfeeblement*, and *scorching ray*. It has the potential to be a very dangerous encounter.

Assuming the PCs prevail, they can back-track the evil humanoids to their campsite, where they discover the bound and gagged Old Narril, along with some cryptic instructions from the Warlord indicating that some sort of attempt is going to be made to do something to the horses at the Marketplace in order to undermine the Gran March Army. Old Narril will also tell them about the wendigo spirit and his efforts to track it down and deal with it.

At this point, the adventure can go in several directions, although ultimately the heroes must deal with all of the threats.

Encounter 5: Nice Horsey!

The PCs (perhaps accompanied by Old Narril) must deal with the wendigo spirit that has begun preying on horses in the Dim Forest. If the PCs have brought mounts, then their own horses might be subjected to the creature's maddening attack. Tracking the wendigo is difficult, because the spirits fly and can become incorporeal, but with a high enough Survival check it is possible. Alternatively, the PCs may choose to bait a trap with one or more horses, and the wendigo will be drawn irresistibly to the lure.

At higher APLs, a creature known as an Ecalypse (basically a shadow horse with six legs) has come through the portal at the behest of the Shadow Lord and is aiding the wendigo in its efforts.

Destroying the evil fey spirits will remove one of the major threats to the equine population of Barony Malthinius.

Encounter 6: A Shadowy Reunion

Arriving at the area where the portal is located, the PCs must first deal with the shadar-kai who have taken up residence in the area and who are determined to protect their link to the Plane of Shadow at all costs. The PCs may also acquire some magical runes that will later enable them to *plane shift* back to the Material Plane from the Plane of Shadow.

The soul of Tyrriel Minaelon is bound to the portal, and in fact the Shadow Lord will use Tyrriel's own clerical powers against the PCs in their fight with the shadar-kai. Once the dark fey have been defeated, Tyrriel (who is in obvious agony – his soul is trapped between planes and being slowly torn apart to power the evil magics of this place) will beg the PCs to free him. Though he is an incorporeal spirit, he can be killed, and doing so will put him to rest, as well as closing the portal – at least, in theory. At lower-level tables, destroying Tyrriel's soul will indeed close the portal; however, at high-level tables, the Shadow Lord snatches Tyrriel's soul away before the portal can be closed, and the PCs must step through and confront the evil wizard in his lair on the Plane of Shadow.

Optional Encounter 1: The Marketplace

At APL 2 through 8, destroying Tyrriel's soul will cause the portal to the Plane of Shadow to

disappear. (It's left to the high-level tables to confront the Shadow Lord head-on.) Based on the information in the notes they recovered from the goblinoid camp, the PCs will know that someone is plotting to do something to the horses at the marketplace, specifically to the special new breed of warhorses that Corporal Birkit has been working on in secret for the last year. With Old Narril's help, the PCs must stake out the Marketplace and attempt to prevent the plan from succeeding.

The magical disease is being brought to the horses in the guise of their feed, which has been enchanted to spread the contagion. The PCs can discover this in a variety of ways. The feed is brought to the marketplace each day by a group of Gran March soldiers. Upon being discovered, these soldiers will turn out to be thralls in service to a group of doppelgangers. The doppelgangers and their unwilling allies will attempt to kill the PCs and proceed with their plan. If it becomes obvious that they are overmatched, the doppelgangers will flee. The magically-dominated soliders, sadly, have had their minds destroyed by being inoculated with a strange jelly (aboleth secretions) and cannot be revived or restored.

If they survive, the PCs will have gained a disturbing piece of information – this is not the first time that doppelgangers have turned up as infiltrators of the Gran March Army. Who, if anyone, can be trusted any more? How deep does this conspiracy run, and who's behind this insidious replacement of normal men and women with evil shape-changers?

Optional Encounter 2: The Plane of Shadow

At APL 10 and higher, "killing" Tyrriel is not sufficient to close the portal. The PCs must step through the portal to the Plane of Shadow and deal with the Shadow Lord and the Eye of Eternity directly. This is a very difficult battle, as the Shadow Lord has great arcane powers and he is also able to draw upon the denizens of the Plane of Shadow to aid him. The soul of Tyrriel Minaelon will make one last effort to aid the PCs in the final battle, breaking free of his imprisonment within the Eye of Eternity and spending his own life force to help ward the PCs against the draining touch of the undead shadows.

Unfortunately, the portal closes before the PCs have the chance to step back through it. However, the magical runes taken from the shadar-kai in Encounter 6 provide a way for the PCs to return home. Otherwise, if any of the PCs can cast the

plane shift spell, they can escape that way. If they have no other way to return home, then the PCs must wander the Shadow Plane until they are able to find a planar vortex and escape back to the Material Plane. Regardless, if the PCs succeed in defeating the Shadow Lord, the Eye of Eternity will once again be imprisoned in the Fading Land, hopefully for good this time.

For the high-level tables, Old Narril will leave prior to their heading to the Plane of Shadow, and he and Corporal Birkit will deal with the doppelgangers off-screen. The PCs will be informed of what happened if they successfully complete their mission and make it back to Carern.

For the low-tier tables, there will be a slight discontinuity, as to them it will appear that the portal closed when they successfully defeated the shadar-kai and put Tyrriel's soul to rest. This can be explained away by saying that the Shadow Lord was subsequently able to re-open the portal and this time it was dealt with by a different group of adventurers (specifically, a high-level group). This should not detract from the accomplishments of the lower-level tables, though.

Conclusion

Hopefully, the PCs were able to deal with all of the threats: the wendigo spirit preying on the horses, the Shadow Lord and his minions, and the forces of the Warlord of the Dim Forest working to undermine the military's supply of horses. If they successfully completed some, but not all, of these objectives, then the conclusion will vary depending on what they did and did not accomplish.

PCs who saved the horses (and their owners) from the stampede can get access to purchase some of Corporal Birkit's special new breed of warhorses.

PCs who helped "cleanse" the Old Stable Inn will be able to purchase magical candles from Verdana, with a frequency of Regional. The candles have a variety of beneficial effects.

PCs who helped deal with the portal to the Plane of Shadow and the Shadow Lord will have the gratitude of Glanadriel and of Elector Ellthorn, as well as coming to the attention of Syrloch.

Military PCs are eligible for a commendation for protecting the marketplace and preserving the supply of horses to the Gran March Army. Members of the cavalry, the Couriers, the Diplomatic Corps, or other primarily mounted

forces will receive additional notice with those organizations.

Depending on the overall outcome, the stage will be set for future developments, as the plots against Gran March (from within and without) continue to fester...

Introduction

Before beginning play, it will be useful for you to collect some information from the players about the Gran March regional adventures that their characters have previously participated in. A number of the events in this adventure will have extra significance to PCs that took part in several of the CY 591 Gran March regionals that were set in Carern. However, you don't want to give anything away about this adventure, so the best thing to do is to ask for more information than you really need. One way to do this is to take each player aside and ask that player if his or her PC has ever been to Carern, and if so, what sort of events or adventures did the PC have while he or she was there. The players know that this module is set in Carern already, assuming they have read the blurb, so you should be able to coax the necessary information about past events out of the players without needing to specifically ask questions that would spoil the surprises to come. The most important items are to note which PCs took part in *Horse Play* (and their outcome of their attempt to retrieve the stolen horses), and which PCs took part in *Fading Vision* (and the nature of their interactions with the Shade Guardian and the success or failure of their efforts to rescue the Elector). It would also be useful to know which PCs took part in *Caravan Duty*, as those PCs will already know Feodor Birkit. Finally, you should find out if any of the PCs participated in the Dragon*Con 2003 Battle Interactive, as those characters have already encountered the shadar-kai and thus will recognize these foes when the time comes.

While you are collecting information from the players, it is also useful to have each player pre-roll a few of the typical "opposed" skill checks for future reference. That way you can refer to the pre-rolled results when you need to have the PCs make a check without tipping off the players that something suspicious is happening. For this adventure, three Hide, Listen, Move Silently, and Spot checks are probably sufficient. Have each player make one Will save, too – you won't use it, but it always scares players when they have to make a Will save in advance (especially when they roll poorly).

Once everyone is ready to begin, read or paraphrase the following boxed text. This text does not assume that the PCs are traveling together, but PCs who already know one another or who are coming off of their last adventure

together are certainly welcome to decide that they are already in a group. All of the PCs traveling to Carern would have heard roughly the same tales and rumors from the folks they met along the way.

Your journey to the village of Carern has been largely uneventful. The roads are more crowded than usual, and you have seen several long strings of horses being taken to the southwest. Some of your fellow travelers have spoken of the annual marketplace that is held in Carern, and how the finest horses from across the region will be on display in just a few days. Although the Herdmaster's Guild maintains a presence in Carern year-round, it is only for a month or so during the fall that the full-blown marketplace is in session, and the ranchers always bring their best stock, looking not only to sell, but also to buy. Breeding horses is as much an art as it is a science, but all agree, some of the finest horseflesh in all of the Sheldomar Valley will be on display in Carern for the next few weeks.

By and large, the people you have met on the road were cheerful and friendly, enjoying the crisp fall air and the pleasant weather. Earlier today, however, you overheard several travelers having a heated debate about where they were going to stay while they were in Carern for the marketplace; one of them was insisting that she had heard the Old Stable Inn was haunted, and that a ghostly apparition had been attacking boarders on a nightly basis for the last month. Unfortunately, they knew little more than that, so you proceeded on your journey with your curiosity unassuaged.

Along with talk of the upcoming horse market, you have overheard a number of travelers discussing the recent incidents in the Dim Forest, during which a strange, magical darkness descended upon the entire forest. It was only through the efforts of a group of volunteers and Army members that the darkness was apparently banished, although some say that pockets linger, and that the shadow creatures of the Dim have been more aggressive than usual ever since the events of a few months past. Fortunately, Carern itself is about a half day's journey away from the edge of the Dim, and the military action took place to the north, closer to Fort Endurance, so the town was largely unaffected.

In any case, there are no signs of darkness on this day, magical or otherwise. A few puffy clouds do wander across the sky, lazily pausing in front of the sun every now and then and casting shadows on the ground at your feet. It's just before noon when you finally arrive at your destination.

Some of the text below describes the current level of activity at the various locations, but it is similar in nature to the text of **Player Handout 1**, so paraphrase it accordingly. Characters who have been to Carern previously will recognize a number of the landmarks described below, although naturally there have been a few changes since the last time the PCs have been to this village.

Carern is a small village, although it has been growing somewhat of late, with a population of around 250 people. There are no signs of the attacks from several years ago; although many of the buildings were destroyed by a rampaging horde of orcs, ogres, and giants, the townsfolk seem to have rebuilt and recovered quite nicely. The majority of structures in the village are sturdily constructed wooden buildings with thatched roofs. Easily the largest building in town is the famous Old Stable Inn, the only real boarding house available. There doesn't seem to be a lot of activity around the inn, though – perhaps the tales you heard of a ghost haunting the place are true, after all, or perhaps it's just the time of day. There are a few odd decorations – a variety of lanterns and candles, it appears – hanging from hooks and sitting on poles at various locations around the outside of the Inn.

To the north of town, you can see the fortified manor of Elector Timmor Ellthorn, built atop a man-made hill that overlooks the Green Stream, which provides most of the town's drinking water.

To the south, a tent city has sprung up around a large wooden show ring that looks like it could hold 20 or 30 horses at once. A number of small makeshift corrals and even a hastily-erected barn are also visible in that area. Although the marketplace is still about a week or so from its official opening, you can see a fair number of men and horses moving around in and among the various freshly-built buildings and fences. Perhaps some of the more enterprising merchants have decided to get an early start. The breeze shifts slightly,

and along with the smell of hay, you catch a whiff of the distinctive odor that comes from a large number of horses standing around. Sure enough, several young boys with shovels and pitchforks scurry back and forth among the stalls, performing what is surely the least pleasant task associated with the annual marketplace.

Along the eastern side of the street, taking up the northern length of the road, is a large produce market, with a variety of buyers and sellers haggling over grain and fruit. A number of makeshift stands have been set up along the other side of the road. They appear to be selling everything that a horse owner could desire, from tack to feed and everything in between. Next to the Old Stable Inn, you can see the small shrine of St. Cuthbert that serves as Carern's only real religious establishment. A bright orange awning a bit farther down the street also catches your eye. The small hostel for military visitors, a squat barracks-style building, appears to have a few current residents as well.

Refer to the map of Carern (**Appendix C**) for a depiction of the main section of Carern and **Player Handout 1** for an overview of the major locations. If there were groups of PCs traveling on the road, but not together, then this is an opportunity to have each group of PCs ride (or walk) up, provide character descriptions, and introduce themselves to one another. Give the players a moment to discuss what they want to do first, but before they actually go anywhere, proceed directly into Encounter One. This first encounter is designed to start things off with a bit of action and draw the players (as opposed to their characters) into the adventure.

Encounter One

It is a few minutes before noon, and the PCs are just arriving in Carern. If some or all of the PCs were traveling together, or if they met as part of the Introduction, then they are all in a group on the edge of the road leading into town. This encounter assumes that the PCs have chosen a destination somewhere in town and are heading in that direction. Before they can go anywhere, however, a chaotic series of events takes place.

The PCs should be placed on the map in roughly the center of the road, probably heading south, while the string of horses comes in from the north. If some of the characters have chosen a

destination to the north (probably the Elector's manor house) then those characters should be on the north end of the map and the string of horses should be to the south of them, heading towards the marketplace. Either way, the closest PC should be around 60 feet away from the edge of the string of horses when the commotion starts.

Read or paraphrase the following:

You can see a string of around 30 heavy horses coming towards you, obviously headed towards the southern marketplace area. The horses are accompanied by three riders: one middle-aged man, who appears to be directing the operation, and two teenage boys. The man sits his saddle easily, as if he has spent his entire life a horse. He calmly directs the boys as they ride along the flanks of the slowly-moving herd. The brisk tenor of his voice and the crispness of his commands indicate a man who has probably spent some time as a leader in the military, although his long, shaggy brown hair and slightly paunchy frame indicate a more relaxed lifestyle.

At this point, PCs that played *Caravan Duty* might recognize the man leading the string of horses. He is a former Corporal in the Gran March Army named Feodor Birkit. After serving his time, Corporal Birkit retired and returned to his family's horse farm here in Barony Malthinius. As a member of the 23rd Cavalry Squadron serving under (then-) Lieutenant Ennister, Birkit learned a lot about what makes a good cavalry mount and has been applying that knowledge over the last year. He managed to get hold of some special breeding stock from Keoland, and the horses that he is bringing to this year's marketplace are a special breed, tougher and stronger than normal warhorses.

Unfortunately for Birkit, a malevolent spirit from the Dim Forest has taken a "liking" to one of the horses in his herd. This creature is called a *wendigo*, and is an evil fey that hates all others of its own kind and seeks to infect them with its own dread disease. (See Appendix D for details on the wendigo template.) This particular wendigo was created over two years ago when a number of horses were stolen from a farm near Carern by a group of orcs led by a cleric of Gruumsh. Though adventurers managed to recover some of the horses, this particular animal was deliberately infected with the spirit of the wendigo and set loose to roam the Dim Foest in hopes that its corruption would spread.

The wendigo has been tracking a particular horse in Birkit's herd for the last few days, traveling in its gaseous form (wind walking) and using its *maddening whispers* special ability to drive the poor beast inexorably insane. Just as the PCs arrive on the scene, the wendigo (which is in gaseous form about 300 feet in the air) will make its final attack upon the horse that it has chosen as its victim, and the horse's mind will snap.

Meanwhile, Glanadiel, the Shade Guardian who is currently hiding in the timbers of the Old Stable Inn, senses the presence of the evil spirit. Although Glanadiel is still fundamentally good, his perceptions and ability to understand the world around him are currently somewhat limited. Fearing that the entity that corrupted the portal and nearly destroyed him has returned, Glanadiel rushes to the area and rises up from the ground just in front of Birkit's horse. This shadowy figure rising out of the earth spooks the horse, of course, and combined with the wendigo-tormented horse going insane and rearing unexpectedly, causes the rest of the horses to panic and threaten a dangerous stampede. The PCs must act quickly.

Each character should make a Spot check. The result determines which of the elements of the scene the character notices in the instant before everything goes crazy. A higher check result means that the character also sees the items given under lower check results, although it would be more fun if you are able to parcel these tidbits out as much as possible so that different people get different pieces of information.

DC 10 – The character sees the lead rider's horse rear up, as if frightened by something on the ground in front of it.

DC 15 – The character sees a horse in the middle of the pack suddenly rear up, foaming at the mouth, snap its traces, and bite another horse near it.

DC 20 – The character sees a shadowy figure about the size of a slender human rise up from the ground right in front of the lead rider. The figure has one arm outstretched, as if it is pointing at the rider. (DM note: in reality, Glanadiel is pointing into the sky, where the wind-walking wendigo hovers, but this is not obvious.)

DC 30 – The character sees a small cloud, or perhaps a wisp of fog, moving rapidly across the sky. It's impossible to tell what, but the character gets the impression that something is up there. (At lower APLs, it is unlikely that anyone will receive this piece of information, and that's okay.

Old Narril will be able to tell the PCs a bit more about the wendigo if they rescue him in Encounter 4.)

Read or paraphrase the following text for all PCs, regardless of the result of their Spot checks. For those PCs that gain additional information, you can work that information into this description as you see fit, or you can simply tell each player what his or her character saw.

All seems quiet as the town goes about its daily business. A cloud passes across the sun, momentarily darkening the bright glare of noon. Suddenly, a loud whinny erupts from the herd of horses moving down the street. Several horses rear, and you can see the ropes holding them together snap. The lead rider starts to yell a command to the two younger boys riding on the sides of the herd, but then his own horse rears, neighing in terror, and he is thrown to the ground. The entire herd seems to disintegrate instantly into a swirling mass of bared teeth and flashing hooves – it looks as though the horses are about to stampede!

Some of the PCs may believe that the shadowy figure or the strange ghostly form in the air probably have something to do with the stampede. Unfortunately, they have no time to act on this information, because they must take immediate action to deal with the stampede. In addition to Birkit, who is currently lying on the ground in front of the panicked herd, there are the two teenage boys, as well as any number of other commoners, all of whom are in danger.

Setup: Refer to Map 1 for the layout of the main street through town. As described above, the herd of horses was moving from the north edge of the map towards the south edge of the map. There are about 20 horses in the herd. (Note that under the D&D 3.5 rules, a horse takes up a 10' space, but because these are traveling so closely together, and for the sake of expediency, it's okay to assume that horses can share their spaces.)

Corporal Birkit should be prone, lying in front of the herd of horses. He will surely be trampled if they stampede. Birkit's horse is there as well. The two boys, Havar and Yldren, are on either side of the herd of horses (they are still mounted). The maddened horse is in the center of the pack, attacking any other horse that it can reach. Glanadriel, the shadowy figure, is just in front of Birkit's horse, but he will panic and flee in the first round, returning to his hideout within the Old

Stable Inn. The wendigo is 300 feet in the air above the herd of horses, in its wind walking form, and will fly away in the first round. There is no reason for it to linger, knowing that it has completed its work and that the horse it has just driven mad will attempt to kill one of its own kind and will thereafter transform into a wendigo. The PCs should **not** be able to engage the wendigo in combat during this encounter.

Dealing with the Situation: The PCs may take any number of steps to try and deal with the situation. Go ahead and roll initiative so that you can resolve the characters' actions in a sensible order and so that everyone will have a chance to do something helpful. The most immediate problem is preventing the horses from stampeding, if possible. Any of the following techniques have a chance of succeeding, as do any not listed here that you feel would be reasonable:

Handle Animal: A character with the Handle Animal skill can attempt to calm one horse as a standard action, if the character is within 5 feet of the horse. The DC for this is 15. For each 5 points above 15, the character can calm one extra horse within range. This can also be done as an untrained Charisma check, but the DC rises to 20 and no more than one horse may be calmed. Handle Animal will work to calm any of the panicked horses, but will not work on the maddened horse.

Wild Empathy: A character with the Wild Empathy class feature (druid or ranger) can make a check to try and calm a number of horses as a full-round action. The normal requirement that the character spend 1 full minute is waived in this case. The mechanics for Wild Empathy are described in the *Player's Handbook* (page 35 for druids and page 47 for rangers). Essentially, it functions like a special Diplomacy check, using the table on page 72. The character is trying to change the attitude of the horses from Hostile to Indifferent, which means that the DC for the check is 25. A successful check means that all of the horses within 30 feet of the character will calm down, with the exception of the maddened horse.

Speak with Animals: A character with some supernatural or magical ability to speak with normal animals can attempt to calm down the panicked horses, which will be saying the equine equivalent of "he's crazy, he's crazy, he's trying to kill us!" over and over and over again. Use the same mechanics as Handle Animal or Wild Empathy.

Command Normal Animals: A paladin's bonded mount has the ability to command normal animals of its type. See page 45 of the Player's Handbook for details on this ability, which requires the mount to succeed on a Concentration check and allows the affected creatures to attempt a Will save. Although it's unlikely, there are other creatures that might have the ability to speak with or command normal animals of their type, such as a spellcaster's familiar. While the normal horses can be calmed, preventing the stampede, almost nothing will cause the maddened horse to stop its rampage.

Killing the Maddened Horse: A PC with ranged weapons or a targeted spell might be able to pick out and kill just the crazed horse. Doing this will not stop the stampede right away, because the rest of the horses are still panicked, but it will lower the DC of any other attempts to calm or handle the remaining horses by 10.

Healing the Maddened Horse: If a PC casts *heal* or *remove disease* on the crazed horse, then the wendigo taint will be removed, and the horse will immediately calm down. This will not prevent the other panicked horses from stampeding, but it is about the only way to avoid having to kill the maddened horse. Other *cure* spells and *neutralize poison* will have no effect. As with killing the maddened horse, this will not stop the stampede, but it makes calming the remaining horses much easier (lower the DC by 10 for all checks).

Calm Animals or Calm Emotions: These spells will have a powerful effect on the panicked horses, although *calm emotions* does not necessarily have a large enough radius of effect to catch the entire herd with one casting. Still, either spell (if cast while a majority of the horses are still close enough together) can prevent the stampede from taking place, allowing the remaining horses to be handled individually. For simplicity's sake, assume that the panicked horses all automatically fail their Will saves against this or any similar spells. The maddened horse is immune to these spell and will continue attacking and biting the horses around it until it is dealt with, however.

Heavy warhorse (1): hp 30, Wisdom score has been reduced to 0; see *Monster Manual*.

Regardless of the APL, the maddened horse is a standard heavy warhorse. It has not yet completed the wendigo transformation and so does not have any of the characteristics of the template. Its current Wisdom score is effectively

zero, which affects its Will saves, but it is immune to any attempt to magically calm, charm, command, dominate, or otherwise control it. It can be affected by spells that do not involve manipulating its emotions, such as *hold animal* or *hold monster*. The only way to save it from transforming into a wendigo is to heal it of the disease, and the only way to stop it from continuing its rampage short of healing it is to kill it.

The rest of the horses are also heavy warhorses, but they will not engage in combat. They will attempt to flee the maddened horse and will trample anyone that happens to be in their way. Their initial direction of flight is directly south, which will cause them to trample Birkit and probably kill him unless the PCs are able to do something to save him.

Heavy warhorses (19): hp 30 each; see *Monster Manual*.

Tactics: The maddened horse has only one goal: to kill another horse and then gallop away into the woods, where it will complete its transformation into a wendigo and join its creator. To this end, it will attack every round, always preferring to attack another horse instead of another creature. Once it successfully kills another horse, it will run off at maximum speed in the direction of the Dim Forest, where it will soon complete the wendigo transformation. If it is tracked, the tracks will go for a mile or so and will then end abruptly with four long, bloody, vaguely hoofprint-shaped smears. Note that because the horse has not yet transformed into a wendigo, it has not yet acquired the template, so it does not have any of the special abilities and cannot pass on the curse to those it bites.

Glanadriel will sink back into the ground during the first round. The PCs might try to turn him, thinking that he is some kind of an undead shadow. Let the turn attempt proceed normally and then just describe the shadowy figure sinking back into the ground. The player can draw his or her own conclusions about whether or not this was because the turning attempt was successful.

The wendigo will simply fly away, still in its gaseous form, and able to move at up to 600 feet per round if it desires. It will not engage in combat or hang around to see what becomes of its new creation; it knows that it can (and will) create more.

The panicked horses will trample anyone and everyone in their path beginning on the second

round. Treat this as the horses moving into an occupied square, forcing anyone in that square to suffer 1d8 points of damage for each horse involved in the trample. A Reflex save (DC 15) is allowed for half damage. A typical commoner (3 hp, Reflex +0) will probably be severely wounded or killed if trampled by more than one horse.

Havar and Yildren, human male Com1/Exp1: hp 6; Dex 14. Skills: Handle Animal +5, Ride +9.

The two boys will do everything they can just to remain in the saddle and keep their own mounts from panicking. They must each attempt a Ride check every round as if they were controlling a mount in battle (DC 20) to avoid being unhorsed and to keep their own horses from joining the stampede. They won't have the opportunity to use their Handle Animal skill (although they can help chase down individual horses once the main stampede has been prevented).

Feodor Birkit, human male Ftr5: hp 32; Ref +2.

Birkit will realize that he is in a very precarious situation. With the herd of horses stampeding directly in front of him, he will concentrate on trying to avoid being trampled. If any PCs attempt to ride their own horses into the panicked herd, then they will find it difficult to control their mounts. Each mounted PC within 30 feet of the stampede must succeed on a Ride check (free action, DC 10 for a war-trained horse or DC 20 for a normal horse) to control the mount each round. A failure on the check means that the PC must spend the round doing nothing but keeping his or her horse under control. A failure that does not beat DC 5 means that the PC is thrown. A thrown PC suffers 1d6 points of damage from the fall and will be at risk of being trampled. The scent of panic and fear from its own kind will cause even the sternest horse to blanch at least a little bit. Paladin mounts are immune to this effect, of course.

In order to give the PCs as much of a chance as possible to prevent the stampede or to minimize the damage it causes, put the panicked horses last in the initiative order. On the first round, they will rear and whinny and panic; on the second round, they will begin stampeding. Roll initiative for the maddened horse normally.

Assume that the wendigo flies away at some point during the round (no need to put it into the initiative order, as there is really not much the PCs can do to affect it), and assume that Glanadriel has an initiative roll of 20. His only action is to sink back into the ground and disappear.

Glanadriel, Shade Guardian (elf) Rgr6/Wiz5: hp 82; see Appendix.

Glanadriel will take no offensive actions as long as he can try to escape, even if a PC somehow includes him in an area-effect spell or specifically targets him (perhaps with something like *searing light*). It would be best if Glanadriel succeeds on any saving throws that he might need to make in order to get away, but his full statistics are provided in the appendix in the event that the PCs are somehow able to prevent him from escaping. He does not want to fight, especially in his current state, but he will do so if cornered, and he is quite powerful.

Conversing with Birkit: If the PCs manage to prevent or stop the stampede, Birkit's first concern will be for the two boys, and his second concern will be for his horses. He will certainly understand the necessity of killing the maddened horse, but he will be very unhappy if the PCs deal with the stampede by killing large numbers of his herd. He will thank the PCs profusely for their efforts, and any of them that served with him in *Caravan Duty* should recognize him at this point if they have not already done so. (Birkit will remember the PCs, as well as any significant events that transpired when those PCs played the earlier module. He is not really in the mood for a long conversation about old war stories at the moment.)

Birkit did not see either the shadowy figure (Glanadriel) or the ghostly wisp in the air (the wendigo). He will be puzzled as to what drove his horse insane and will be very concerned for the safety of the rest of his herd. He has heard the rumors of a ghost haunting the Old Stable Inn but does not really know any of the details. He will concede that it's possible that the ghost could have possessed his horse and caused it to go mad, if the PCs bring that subject up, but he will not think of it on his own. (This is in fact incorrect, but Birkit has no way of knowing that, and if the PCs want to come to the wrong conclusion, that's fine.)

Birkit will invite the PCs to come and visit him once the marketplace is up and running. Since his days in the 23rd Cavalry Squadron, he has been running his family's horse farm and has been attempting to breed some better mounts for his fellow cavalymen. "After all," he will say with a smile, "I don't want some pikeman's nag carrying good cavalymen into battle. I figure I spent enough time with my butt stuck in a saddle to know what makes a good horse. Plus, I'm sick of hearing about how Keoland has all the best

warhorses.” At the conclusion of the module, if the PCs rescued him and did a minimum of damage to his herd, then Birkit will be willing to sell some of his special mounts (see the Adventure Record for details). Birkit, like most of the folks in these parts who raise horses, is a member in good standing of the Herdmaster’s Guild.

If asked, Birkit will talk a bit about some of the other NPCs that the characters might remember from previous modules. He has a lot of respect and admiration for Captain Ennister, and notes that the officer has “loosened up” a great deal since the two of them first started serving together. Corporal Anthorn, whom the PCs may recall from *Caravan Duty*, was unfortunately killed in battle, sacrificing himself so that a large number of his squadmates could survive a goblin ambush. “Anthorn always loved the Army, and I hear that his son is his spitting image.” Birkit sighs. “Me, I just wanted to serve my time and come home. I love my country, and I would do anything for the March, but spending the rest of my life caught in the meat grinder just didn’t seem like a smart thing to do. I’ve got a bit too much meat to grind, you know,” he adds, laughing and patting his stomach.

If asked about the two boys, Havar and Yldren, Birkit will respond that their parents were killed during the attacks on Carern a couple of years ago, and he has adopted them. They’re good boys, fast learners, and are getting to be quite good with the horses. Upon getting a closer look, some of the PCs might recognize the two boys as being the same lads they saved from a burning stable in the module *Horse Play*. The boys certainly remember their rescuers and will engage in the appropriate amount of hero-worship. It’s clear that they idolize Birkit above anyone else, though, and that he treats them very well. The boys recently turned 13, and are looking forward to joining the Army, although they have seen a fair amount of destruction in their young lives, so their enthusiasm is tempered by an understanding of the seriousness of war that few boys their age possess. Naturally, they both want to follow in Birkit’s footsteps and join the 23rd Cavalry Squadron.

Scene of the Crime: At this point, there is little more the PCs can learn about what really took place. Examining the (presumably dead) horse will not tell them much, although a DC 10 Knowledge (nature) check or a DC 15 Heal check will reveal that the horse was definitely suffering

from some kind of malady. Its eyeballs are bloodshot and there is blood coming from its ears. Birkit and the boys will both swear that the horse looked fine this morning. An attempt to *detect magic* or *detect poison* will reveal nothing (the wendigo is a natural spirit, and its “curse” is really a disease).

If a PC is somehow able to speak with the surviving animals, the other horses will relate that the affected horse had been acting very withdrawn and sullen lately, but that it had not attacked any of the other horses before now. Several of the horses will report that they have been frightened at night for the last several days, but they cannot explain why – they know instinctively that something is hunting them, but they cannot explain any better than that. However, the fact that the hunting started several days before the herd came to Carern might be a clue that the shadowy figure rising up from the ground actually did not cause the horse’s madness.

Examining the area where the shadowy figure rose up from the ground will tell the PCs very little. If anyone is able to *detect evil*, there will be a faint (and fading) aura of evil from that spot on the ground because Glanadriel is an undead creature, and all undead radiate evil. This might mislead the PCs and provide further (false) evidence that the shadowy figure is the source of the problem. The maddened horse will also radiate a faint evil, from the touch of the wendigo upon its mind.

If none of the PCs saw the shadowy figure rise up from the ground, then after the stampede is over, one of the nearby commoners will rush over and tell them that he saw “a ghost” trying to kill Birkit’s horse just before everything went crazy. He will describe the ghost as “all black, like a man made out of shadows” and say that it was pointing at Birkit just before the other horse went crazy. The commoner’s description matches the description of the ghost that has reportedly been haunting the Old Stable Inn.

Development: If the stampede killed any people or did significant damage to any of the buildings, then Elector Ellthorn will be informed, and he will send the file of pikemen normally stationed at his manor. These men will arrive within 10 minutes and attempt to restore order and begin cleaning up the mess.

After the PCs have dealt with the stampede as best they can and conversed with Birkit, they will probably want to pursue some lines of investigation in Carern. This is the subject of

Encounter 2. If the PCs instead want to proceed directly to the Old Stable Inn and track down the “ghost,” then proceed to **Encounter 3**.

The fates of Birkit and the two stable boys should be noted on the Critical Events Summary.

Encounter Two

There are a number of points of interest in Carern. The PCs might wish to visit some or all of these locations during their stay in the village. Each area is detailed briefly along with notes about the NPCs found there.

By the time the stampede has been calmed down and the PCs have completed their investigation of that area, it is about half an hour past noon. Night will fall in about six more hours. Carern is not a large village, so you can assume that it takes no more than 15 minutes for the PCs to visit any of the locations described below, or longer if they spend an extended amount of time in conversation. Since there won't be any more “incidents” until around midnight, it's not important to keep incredibly accurate track of the time. Glanadriel will manifest again around midnight if given the opportunity (see **Encounter 3** for details).

Locations in Carern that the PCs might want to visit include the Elector's manor, the army hostel, the shrine to St. Cuthbert, the produce market, and the horse marketplace (which is still being assembled). There is also an orange awning, under which two young acolytes of Hieroneous are soliciting donations for their efforts to build a shrine to that god here in Carern. The Old Stable Inn, one of the major landmarks and a focal point of this adventure, is described separately; see **Encounter 3** for details.

The Elector's Manor: Elector Timmor Ellthorn lives in a small but well-fortified manor atop a man-made hill just to the north of the village proper. The Green Stream, which flows along the base of the hill, provides most of the drinking water for the village. The manor house shows signs of having been damaged and repaired at some point in the past; it was attacked a couple of years ago when the Elector was kidnapped.

The military provides protection for the Elector in the form of a full file of pikemen. The garrison is led by a Corporal named Garven Bladdel (War3), who some PCs may have met in the adventures *Horse Play* or *Fading Vision*. The garrison is stationed at the manor, rather than in the village,

and the Elector considers them part of his household. Military PCs, as well as any character known to the Elector or to Corporal Bladdel because of the events of previous regional modules, will have no difficulty getting permission to speak with the Elector. Other PCs can also gain an audience if they convince the guards that they have important information (such as the stampede) or are investigating the recent disturbances.

The Elector is an older man (62 years of age) but appears to be in good health. He will be extremely happy to see any PCs that he has encountered in the past, particularly PCs that participated in rescuing him during the module *Fading Vision*. Any PC with the certified influence from that adventure will be invited to stay with the Elector for as long as needed (free Adventurer's Standard upkeep). If the PCs with influence would rather stay at the Old Stable Inn to investigate the ghost stories, then the Elector will gladly pay for their lodgings.

Some PCs might know that the Elector has a son, Jarvin Ellthorn, who is a member of the Knights of the Watch. Jarvin is not currently in Carern, but the Elector will happily talk about him if any of the PCs bring him up, and in general will be very friendly towards any Knights or Squires of the Watch in the party. Jarvin is a handsome man in his thirties, and is still unmarried, so the Elector will be sure to mention this fact to any eligible-looking female PCs. The Elector himself is a widower and isn't interested in remarrying.

The Elector will be disturbed to hear about the stampede. He will call for Glenna Sterner (human female Com4; Handle Animal +8, Ride +6), who manages his personal stables and is also a mid-ranking member of the Herdmaster's Guild. Glenna will question the PCs closely for details of the stampede. If the symptoms exhibited by the crazed horse are described to her, she will think for a few moments, look puzzled, and admit that she has never heard of any sort of disease or malady of that description that could turn a seemingly normal horse into a rabid killing machine.

If there was any loss of life or significant property damage, the Elector will personally go down to the village to examine the scene and will station his file of pikemen in the village proper to assist with keeping order and cleaning up. If no one was killed during the stampede, the Elector will express his thanks to the PCs for their efforts in saving Birkit and the local citizens. The

marketplace is very important to the economy of Carern, but the Elector is more concerned about the safety of his people. The village suffered significant losses during the attacks a few years ago, and the Elector wants nothing more than for his people to have a peaceful and trouble-free existence.

Although the Elector does not have much information about what's been going on, he will implore the PCs to do anything that they can to investigate the situation. The Elector is concerned about learning the cause of the stampede, but he is also worried about the "ghost stories" that have been coming from the Old Stable Inn. The Elector does not know much, other than that travelers have been reporting that a ghostly figure of some sort is terrorizing people at night. The proprietor of the inn has refused to close her business, however, and the Elector supports her efforts, as there is no other inn or tavern in the village. As far as he knows, no one has been injured by the ghost, and the local cleric of St. Cuthbert investigated the matter but was unable to make any progress. The PCs' assistance will be gratefully accepted.

Any military PCs or veterans who are willing to assist in these matters can consider themselves temporarily activated and assigned to the Elector's service for the purpose of investigating the problems that have been plaguing Carern and ensuring that the marketplace is not disrupted. The Army gets a substantial number of its horses from Barony Malthinius, so the security and smooth operation of the marketplace is definitely a valid military consideration.

The Army Hostel: This structure is a small barracks. The only permanent military forces in Carern are actually resident at the Elector's manor, so this building is provided for the use of military personnel who are assigned to special missions or passing through the southern portion of Barony Malthinius.

At present, there are several cavalymen staying here, in anticipation of the horse market. They've heard that ex-Corporal Birkit has managed to produce an exceptional breed of heavy warhorse, and they're eager to see for themselves. A lot of men in the Couriers and the Diplomatic Corps would be interested in superior mounts as well, but for a member of the cavalry, a good horse is at least as important as a good sword or lance, and probably more so.

The men staying here don't know a whole lot about the recent haunting of the Old Stable Inn; they mostly keep to themselves, but they have overheard a few of the local civilians talking about strange goings-on. Nobody seemed to be in any real danger, though, and these men only arrived a couple of days ago, so they haven't felt the need to investigate.

The Shrine to St. Cuthbert: This shrine is a very small, one-room shack. However, it is obviously well-maintained and seems to have recently been reinforced with new wood timbers and framing.

The current cleric is actually a retired soldier by the name of Dith Yrrgorn (LN male human War3 / Clr1) who accepted the mantle of village priest when his predecessor was slain during the raids of a few years ago. Dith was originally trained as a medic during his service in the military and had frequently served as the unofficial "village healer" of Carern. Dith worked as a carpenter until the former priest of St. Cuthbert (a man named Gadel Hallerian) was killed in 591 during the attack in which the Elector was kidnapped. So many people were injured in that attack that Dith's skills were sorely in demand. Dith found that he really enjoyed helping people, and he was a good healer, so it didn't come as too much of a surprise to most folks around here when he found that he had a calling to replace Gadel as the local priest. Like most rural folk of the March, Dith is not a proselytizer and has little patience for those who are. He is a simple man and lives a simple life, and he likes it that way.

Dith travels a lot, since there are a lot of family farms and ranches in the surrounding area, so the shrine to St. Cuthbert is frequently unoccupied (but it is always open and kept in good repair). He is in town for the marketplace because the high number of visitors means an increased possibility that someone will get sick or have an accident.

If asked about the marketplace, Dith will mention that he hasn't seen Old Narril in town yet; this is unusual, as the old druid always turns up a few days before the marketplace to ensure that all of the animals are being well-treated and to give the ranchers tips on improving their stock for next year.

If asked about the two young acolytes collecting money for Hieroneous down the street, Dith will shrug; he's not worried about possible "competition" and as a former military man, he certainly has no problem with Hieroneous. If enough people want to give money to establish a

shrine to Hieroneous in Carern, then Dith figures that's fine. This close to the Dim Forest and the creatures that sometimes come out of it, having a few martially-inclined priests around couldn't be anything but good for the town, anyway.

If asked about the ghost at the Old Stable Inn, Dith will admit that he was asked to try and do something about the restless spirit. Dith doesn't have a whole lot of experience as a cleric, but Verdana Pallorn is a kind woman and a staunch member of the community, so he figured he'd give it a try. Besides, Dith personally rebuilt the Old Stable Inn after it was nearly destroyed in the attacks back in 591, so he has a bit of an attachment to the place. The finest timber was used, taken from deep within the Dim Forest. Hoping to encounter the spirit, Dith stayed late one night in the Inn, and sure enough, he saw a shadowy figure come rising up out of the floorboards. The figure came towards him, with its arms outstretched, saying words that Dith couldn't understand. It was frightening, but not terrifying; the ghost was moving pretty slowly, and Dith got a good look at it. It looked like a rather small, slender man in some kind of ancient armor, with one sword strapped to his back and another at his hip. Both of the swords appeared to be of an archaic design. If asked to describe the creature's face, Dith will frown for a moment and say that he's not really sure – he could see right through the thing, after all – but now that he thinks about it, the ghost looked more like an elf than like a human. Calling upon the power of St. Cuthbert, Dith commanded the spirit to begone. He thought it might have worked, as the ghost turned and disappeared into one of the walls, but it came back a couple of nights later, so he figures that it must be more powerful than he can affect.

Dith will look a bit shamefaced if asked why he hasn't done more to deal with the ghost; after all, as the only cleric in town, it probably ought to be his responsibility. But, the ghost hasn't really injured anyone, and the Old Stable Inn is still open (just with less business), and Dith has to spend a lot of his time traveling to the various outlying farmsteads, so it's not really something that he's given a lot of thought to over the last few weeks. Verdana told him the other day that she thought she had a way to get rid of the spirit, or at least keep it out of the Inn, but he doesn't know what she has planned.

If any PCs were injured while dealing with the panicked horses during the stampede, Dith will be happy to provide what limited healing (magical

and mundane) that he can. If any of the commoners or Birkit were injured, then the PCs will encounter Dith at the scene of the stampede, tending to the wounded as he has done so many times in the past.

The Produce Market: Apart from the horse market, this large collection of stalls and tents serves both the local population's needs and the needs of several traders who buy goods and then take them to the baronial capital for sale. The variety and quality of the food here are good, but not particularly exciting. There are a decent number of farmers around Carern, but farming food (as opposed to horses and cattle) is not really the major focus of the area.

The PCs can speak with any number of commoners here. If the PCs helped to stop the stampede and kept anyone from being hurt, the market will be reasonably crowded and the people here will be very friendly. If there were injuries or deaths, then most people will have left, and the few who remain will be very subdued. Much of the market is given over to feed at the moment, and a very brisk trade is being done in alfalfa, hay, oats, and barley. There's also a small boy (about six years old) selling sugar cubes (horse treats) for a copper. He's eating at least two for every one he sells, naturally.

There's not a whole lot the PCs can learn here that will help them with their current situation. If none of the PCs participated in the modules described in the Adventure Background section, then feel free to have the folks here tell them a bit of the history of the village and the attacks that took place in 591. Things have been pretty peaceful since then, although folks around here were pretty worried a month or so ago when all of that nastiness took place in the Dim Forest. The magical darkness didn't envelop Carern, but a number of the locals saw it, and work on renovating the nearby watch tower came to a halt because the workers couldn't see what they were doing, even during the daylight hours.

Nearly everyone here can corroborate the stories of a ghostly figure haunting the Old Stable Inn: a few details that might be of interest are that the creature only comes out at night, that it seems to avoid areas that are brightly lit (like the common room with its big fire) and that it seems to reach for people out of the shadows. A number of people have been frightened away from the Inn by the spirit, although no one actually seems to have been hurt. The local healer tried to banish the spirit, but he didn't seem to have much luck.

If none of the PCs made the Spot check to see the shadowy figure of Glanadriel rising up just before Birkit's horse panicked during Encounter 1 or if he overhears them asking questions about the ghost at the Old Stable Inn, then the little boy selling sugar cubes will approach and ask one of the PCs (preferably one who looks like a wizard) if he or she saw "the shadow man come up out of the ground" right before the horses went crazy. The little boy (whose name is Galen Renwick) can provide a basic description of Glanadriel, saying that the shadow man looked like a soldier, because he was wearing armor and he had two swords (both of which were sheathed, one at his waist and the other across his back). It looked like the shadow man was pointing at a man on a horse (Birkit) and then all of the other horses started jumping and bucking and running everywhere and then Galen couldn't see the shadow man any more. Galen thinks the man had pointy ears, too, but he's not sure.

Galen will be sure to emphasize that he wasn't scared of the shadow man, because he's a very brave boy, that's what his mother always told him before she died when the orcs and ogres and giants came. His father is one of the local farmers, but Galen solemnly states (in that tone of absolute sincerity and confidence that only small children possess) that he isn't going to be a farmer when he grows up – someday he's going to be a powerful wizard, just like in the stories, and go back and kill all of the mean, evil orcs, every last one of them, for hurting his mother and making his father sad. (If any of the PCs specifically encourage or discourage Galen from pursuing his revenge in this fashion, please make a note of it on the Critical Events Summary.)

The Marketplace: The horse market in Carern is open year-round. Its primary operator is a man by the name of Jervic (War1 / Exp2) who lives in the village and collects a small fee on behalf of the Herdmaster's Guild and the Elector for each horse sold. There are a large number of temporary corrals and stalls that have been set up, along with a sizable parade ring and a long, flat area that looks suitable for racing. There is even a rudimentary steeplechase course, with a small water-filled pit and several fences for jumping. Everything is built of wood, but care has been taken to minimize the risk of fire, and the many large barrels and troughs of water scattered throughout the area serve both as horse drinking fountains and potential fire-suppression tools.

The bulk of the buyers and sellers for this year's big marketplace haven't arrived yet, although there are a few merchants here who will happily sell the PCs any of the standard mounts (light riding horse, heavy riding horse, light warhorse, or heavy warhorse) at standard prices. No one here is selling riding dogs, but ponies (normal and war) can be purchased for smaller-sized riders, as can donkeys and mules. All of the animals for sale here have the standard statistics for their type; see the *Monster Manual*. PCs with favors of the Herdmaster's Guild can use those to get a discount on purchases; see the Herdmaster's Guild Meta-Organization document for details. Birkit, assuming he survived the stampede, will be setting up here as well, but won't sell any of his "special" horses until after the official opening of the marketplace (i.e. at the end of the adventure).

There's a file of pikemen commanded by a corporal sent from the baronial capitol on special detached duty to oversee the smooth operation of the marketplace. These guards are not drawn from the same men as the file assigned to guard the Elector; those soldiers are stationed in Carern on a permanent basis. In addition to providing security, the soldiers here also play a part in helping with the unloading of the massive wagons of hay and feed that arrive on a daily basis. A small army of grooms and stable boys rushes hither and yon, carrying hay bales, stacks of wood for building fences, or shovels and pitchforks for performing some of the less savory duties that go along with maintaining a large number of horses in one place at one time.

The PCs won't be able to find anyone here who really knows much about the ghost at the Old Stable Inn. The stampede earlier in the day will already be common knowledge by the time the PCs arrive; Birkit will have extolled their virtues to his fellow ranchers if the PCs played a significant role in saving him and preventing the stampede from causing any real harm. Several of the ranchers, as well as Jervic, do agree that the horses have seemed to be a bit on edge lately, as if they are all nervous about something. No one really seems to know what it is, though, and as there is no obvious source of the horses' unhappiness, the marketplace will proceed as scheduled. Jervic in particular will lament the fact that Old Narril, the local druid, hasn't yet shown up. Jervic is sure that Old Narril would be able to figure out what was bothering the horses (by asking them directly, no doubt) and put them at ease. Although he wishes the druid would hurry up and get here, Jervic is not worried about Old

Narril, since the druid is somewhat cantankerous and pretty much goes where he pleases and does what he pleases, but he's never missed a marketplace, so Jervic is sure that he'll show up eventually. Jervic can provide the PCs with directions to Old Narril's hut in the Dim Forest if none of them have been there previously.

The Orange Awning: Just down the street from the Old Stable Inn and the shrine to St. Cuthbert, a bright orange awning has been set up. Standing beneath it are two young acolytes wearing silver tabards with the silver lightning bolt symbol of Hieroneous. Their names are Bradford (male human War2) and Eaddy (male human War1).

These earnest young men, who are in their early twenties, are local farm boys who have completed their term of service in the Army and recently returned home to Carern. As a result of their experiences, and also because of the attacks that the village has suffered, these two believe that the best way to provide for the future defense of Carern is to raise enough money to build a shrine or temple to Hieroneous and get some warrior-priests living here. Bradford and Eaddy decided to start raising money for a shrine only very recently, when a small group of military officers passed through town. That group included both a cleric and a paladin of Hieroneous, and their piety and bravery inspired the young men, who immediately decided that attracting more such individuals to Carern is exactly what the town needs. The official church of Hieroneous is unaware of the fund-raising drive, but certainly won't have any objection to a shrine being built here if enough money can be raised to fund its operation.

Bradford and Eaddy have certainly heard about the ghost haunting the Old Stable Inn, but as neither of them have any divine powers, they have no idea what's being done about it and no real desire to get involved. They do believe very strongly in Hieroneous and in their cause; they are not con artists or thieves. If any of the PCs donate money to the collection fund, please make a note of the character's name, the player's name and RPGA number, and the amount donated on the Critical Events Summary. Also be certain to have the player deduct the appropriate amount of coin on his or her Adventure Record.

Development: The PCs should be encouraged to pursue as many avenues of investigation as they see fit, but eventually, they will probably decide that their best course of action is to visit the Old Stable Inn and investigate the rumors that the building is haunted. Proceed to **Encounter 3** if

and when that finally occurs. If the players are bound and determined to ignore the ghost stories, however, then they might choose to spend the night elsewhere. The Elector will provide lodgings to any characters that rescued him during *Fading Vision*, as well as to commissioned officers or members of the Knights of the Watch, and any other military PCs and veterans can stay in town for free at the army hostel. Other characters will have no real choice but to get a room at the Old Stable Inn, since there is no other boarding house in town, unless they want to pitch a tent and camp down by the horse market.

If none of the PCs are willing to go to the Old Stable Inn for any reason, then you can modify the events of Glanadriel's manifestation as you see fit and have him pop up in the Elector's house or in a PC's tent – or you can simply decide that the adventure ends here for such a group of non-inquisitive non-heroic types. Another option is to stage an attack by the wendigo, which will keep coming back to use its special abilities on various horses until it is detected and defeated or until all of the horses in Carern have been corrupted. See **Encounter 5** for details on the wendigo. On the other hand, if the PCs want to investigate the fact that Old Narril has not yet shown up to help out with the horse market, then proceed to **Encounter 4**.

The PCs might also choose to visit the Old Stable Inn first, get the basics, and then talk to folks around town; simply jump back and forth between the notes in this encounter and **Encounter 3** as appropriate. The merchants and commoners of Carern will close up their shops and wrap up their business around six o'clock, when the sun goes down, so at that point there won't be anyone for the PCs to interact with unless they head over to the inn, which also houses the village's only tavern. Normally the tavern would be reasonably crowded at night, especially with the extra people in town for the marketplace, but the hauntings have made most of the commoners skittish, and thus the Inn is less crowded than usual at night – but its proprietor stubbornly refuses to close her business just because of some ghost, so she will maintain her normal business hours and keep the Inn open until around ten o'clock.

Encounter Three

In this encounter, the PCs visit the Old Stable Inn and can learn a great deal about the shadowy figure that has been popping out of the walls and

floor and scaring travelers over the last month. If they play their cards right, the PCs can arrange to have an encounter with this spirit, who turns out to be much more than just an ordinary ghost.

As the PCs approach the Old Stable Inn for the first time, read or paraphrase the following text:

The Old Stable Inn is the most noteworthy structure in the village proper. The main building is two stories tall, and looks as though it can hold a sizeable number of travelers. Judging by the relatively small number of horses hitched outside and the bored expression on the stable boy's face, however, it seems clear that business is not very good at the moment, which seems especially odd in light of the upcoming marketplace. This ought to be the busiest time of year for the inn, particularly as it also serves as Carern's only tavern.

As you approach the front door, you can't help but notice that the porch railing is festooned with lanterns and candles. There are all shapes, sizes, and colors – lamps hanging from hooks that have been nailed to the side of the building, candles stuck onto various surfaces with globs of melted wax, and more. As you step into the common room, you can see a variety of what appear to be holy symbols of various deities hang from every available surface. There are even more lanterns and candles inside than outside, and though the temperature is not especially cold outside, the fire in the hearth is built up to massive proportions, throwing off a great deal of light and heat.

The bar is obviously open for business and is being tended by a glum-looking, middle-aged woman, who perks up a bit as you enter, although her speech sounds somewhat rehearsed: "Greetings, travelers, and welcome to the Old Stable Inn! I'll just go ahead and say it – yes, the building IS haunted, so if that's a problem for you, then you might as well save us both the trouble and look elsewhere for lodgings, because I don't issue refunds if you see a ghost and run off screaming in the middle of the night."

Pausing and drawing a deep breath, the woman seems to look at you for the first time, and her brow furrows in thought. "On the other hand, you don't look like the typical bunch of ranch hands and cabbage farmers, so maybe you won't run off screaming after

all. Maybe you might even... but, where are my manners? I'm Verdana Pallorn, and this is my inn. As you can see, there's plenty of room at the bar, so step right up and let me get you something to eat or drink."

After she takes a moment to study the PCs, Verdana will recognize any who participated in the adventures *Horse Play* or *Fading Vision* and will greet them by name. She has an uncanny memory for names and faces, and she remembers quite well the chaos of a few years ago and those who came to Carern's aid in its time of need.

The Old Stable Inn is Carern's only boarding establishment, as well as its only tavern. The place is not very fancy, but it's comfortable in a folksy, homey sort of way. Some effort has been made to decorate the interior as if it were the inside of a stable, although the current décor fits more into the "we need an exorcism" school of design. The building is reasonably large, and there are a comparatively large number of rooms for a village the size of Carern. During the busy time of the horse market, the Inn is traditionally packed with guests; this year, however, only a few hardy souls are willing to brave the "haunted" rooms, with most of the other visitors to town choosing to sleep in tents or renting space from some of the locals. The Old Stable Inn has an actual stable, as well, which has burned down once and been destroyed on a separate occasion, both during the attacks of 591. The second, larger attack resulted in the destruction of most of the Inn, but it has since been rebuilt, and quite sturdily, using timber from the Dim Forest.

The proprietor of the Old Stable Inn is a middle-aged woman by the name of Verdana Pallorn. She's very friendly and loves to talk with travelers, trading gossip and stories from around the March. However, these days, her concern is for the continued survival of her establishment. She's done everything that she can think of in order to get rid of this ghost that seems to have taken up residence in her building, but so far, nothing has worked. Despite the loss of business, there are enough brave (or foolish) individuals who are still willing to take the risk of encountering a restless spirit in order to take advantage of the Old Stable's hospitality, particularly at the current rates, which have been drastically reduced in hopes of luring back some of the lost business.

Verdana Pallorn, female human Sor4: hp 11.

The PCs can order most sorts of food and drink here; the Old Stable has good victuals at reasonable prices. The house specialty is a special liquor, brewed from berries that only grow in the Dim Forest. The stuff doesn't travel well, so the Old Stable Inn is pretty much the only place you can find it. The drink has a very smooth taste, and even a connoisseur of fine wines will find it quite palatable and refreshing. Verdana also has a good selection of wines, as well as honey mead and a very thick stout ("liquid bread," as Verdana refers to it). Unfortunately, Verdana's prize employee (a professional chef who learned his craft in Gradsul, Keoland) has been scared away by the ghost and refuses to come back to work. She's not sure where he is at the moment; probably in Hookhill working at the Wayberry Inn, which has a reputation for fine dining. Without her chef, Verdana has hired a local woman to do the cooking, so the food here is warm and filling, but not especially flavorful.

Verdana will be glad to discuss her current situation, especially if it appears that there is any chance the PCs will offer to help get to the bottom of the mystery and deal with the ghost. The following sections are formatted as questions and answers. Use these, along with the Adventure Background, as a guideline for roleplaying Verdana. Her personality is inquisitive and friendly, and while she is worried about her business, the presence of the ghost hasn't really harmed her all that much, so she isn't desperate. There are a couple of diehard patrons in here, but Verdana will be the one doing all the talking (and listening).

When did the ghost first appear? The hauntings started about a month ago, right around the time all of that mess in the Dim Forest was ending. (DM note: it was actually at the exact moment that the leaders of the shadar-kai were destroyed and the portal was corrupted that Glanadiel fled here, but of course Verdana has no way of knowing that.)

How often does the ghost appear? Since the original haunting about a month ago, the ghost has appeared pretty regularly, although not every night. Sometimes it lets several days go by without showing up; one time it appeared thrice in a single night, although usually it only puts in a single appearance and then vanishes. Generally speaking, the ghost has been sighted three or four times a week, although it's possible that with business so slow, the ghost is showing up on

more nights and there just isn't anyone around to see it.

Does it show up in the same room every time, or is there any sort of pattern to where it appears? As far as Verdana can tell, there's no real rhyme or reason to the ghost's appearances, either in frequency or location (except, of course, that it always shows up somewhere inside her building!). The ghost has made appearances in a variety of the guest rooms, in the common room, in the cellar, and even in the privy. It doesn't appear in the common room much any more, because it seems to like areas where there is little or no light, and lately Verdana has been taking care to make sure that the fire in the common room is kept large and bright all night long.

What does the ghost look like? The number of different descriptions is nearly equal to the number of people who claim to have seen the ghost. Most people don't really get a good look at it – for one thing, they're generally running in fear when it appears, and for another, since it only emerges at night and from areas of shadow, it's hard to get a good look at the monster. However, most folks agree that it's definitely man-shaped, kind of on the small and thin side. Everyone agrees that you can see right through it. Some people claim that it has evil, glowing red eyes, but others have said that its eyes are the same color as the rest of it – entirely uniform, a flat shade of dark gray. The ghost definitely seems to be wearing some kind of armor, although different people who have seen it disagree about what kind or whether or not it looks like a Gran March soldier. (Most citizens of the March automatically assume that anyone they see in armor is part of the military, so there is some inherent bias in their perceptions.) Verdana does not think that the armor looks modern, although she has only seen the ghost on a couple of occasions herself, since there doesn't appear to be any pattern to which part of the building it actually materializes in and it doesn't really seem to roam around from one room to the next when it does appear.

Was there anything significant happening around the time the ghost first showed up?

Have there been any great tragedies, unexplained murders, or unusual occurrences? Well, there was a huge problem with magical darkness and evil creatures in the Dim Forest, although the troubles were pretty far to the north of here. Although the magical darkness did not reach Carern, Verdana has gotten most of the details of what happened from

various travelers, so she knows most of the story found in the Adventure Background (at least, the parts that are public knowledge). She also knows the entire recent history of Carern as detailed in the background, because she was here for it. As far as any extraordinary local events (people being killed under suspicious circumstances, people falling over dead in the inn, and so forth), absolutely nothing like that has happened. There were the attacks on Carern a couple of years ago, during which a lot of people died, but if someone from back then was going to show up as a ghost, it seems as though that would have happened long before now. Overall, Verdana honestly doesn't think that there has been a specific event associated with the Old Stable Inn that could have triggered the formation of a ghost.

(DM note: don't let the players waste too much time pursuing the question of whether or not the town is harboring some dark secret and the ghost is the product of a terrible crime that has gone unreported. There really isn't anything to find, because nothing like that has happened. If it seems as though the players want to start interviewing everyone in town who might "know something," you should gently suggest to the players that the best course of action is for them to try and actually confront the ghost, rather than spending a great deal of time researching the mystery of how it came into being and why it chose the Old Stable Inn.)

What does the ghost do when it appears? The hauntings always follow the same pattern, or nearly so. A shadowy figure emerges from someplace dark, whether it's in one of the rooms, reaching out of an unlit corner in the common room after the fire dies down, even once in the privy. The ghost has appeared to people who were by themselves and it has appeared in front of larger groups of as many as a dozen. The figure always behaves the same way – reaching out with both arms and heading straight for the nearest person, speaking in a language that nobody understands.

The ghost speaks? What does it say? No one who has heard the ghost has been able to make out any of the words, but it is definitely saying something, and it sounds like basically the same thing every time. (DM note: Glanadriel is actually saying "help me, please help me, there is terrible danger" in his native tongue, an ancient dialect of the sylvan elves.) Verdana knows what spellcasting sounds like, as she is a sorceress, so she knows that the ghost isn't chanting a spell,

but she does not speak Elven and isn't familiar with the way it sounds. Although she is a registrant of Syrloch, her sorcerous powers are mostly self-taught, and very few Elven travelers come through Carern. However, if a PC says something to her in the Elvish tongue, Verdana will recognize that it sounds very similar to the way the ghost speaks, although not exactly the same.

Does the ghost attack people? Has anyone been hurt or killed? So far, everyone who has been accosted by the ghost has been lucky and managed to get away. The ghost has not actually touched anyone. The fellow who was accosted in the privy had a rather embarrassing moment when he rushed back into the common room with his pants around his ankles, but so far, his pride is the only casualty of the hauntings. Well, that and Verdana's business, which has dropped off significantly since the ghost showed up. She even lost her chef, which was a real blow, since getting honest-to-goodness haute cuisine out here in the middle of Barony Malthinius wasn't exactly an easy task in the first place.

As she discusses the topic of the ghost's "attacks" with the PCs, Verdana will think for a moment, and will then realize (out loud) that the ghost actually seems to be about as frightened of the people in the Old Stable as they are of it. It never pursues people when they run away – in fact, it almost seems to flee in the other direction when people start screaming and panicking.

Has the ghost appeared anywhere else in town? As far as Verdana knows, the Old Stable Inn is the only place in Carern "fortunate" enough to have its own resident shadowy apparition. She is not aware of the ghostly figure appearing just before the stampede earlier today (although she will most likely have heard about the incident itself) and will be very surprised if the PCs mention that they saw a figure that looks very much like the same ghost appear outside, in broad daylight, no less (although there were shadows around). Verdana has no explanation for why the ghost would have appeared like that. Maybe it's gotten tired of haunting the Old Stable and is ready to move on to somewhere else. Or maybe it just doesn't like horses.

Have you tried getting a cleric in here to turn (or destroy) the ghost? Verdana asked Dith, who has taken over as the village cleric of St. Cuthbert, to see if there was anything he could do. Dith confronted the ghost and called upon his divine powers, and the ghost seemed to flee from

him, but it came back a day later, so apparently whatever Dith did, it didn't work. He hasn't been back to make a second attempt, but Verdana doesn't think it would help anyway.

What's with all the holy symbols? Verdana thought that maybe having religious icons around would cause the ghost to flee or be unable to appear. However, none of them seem to have any effect. It has appeared in rooms that were festooned with holy symbols, sprinkled with holy water, and even appeared in front of an actual cleric (Dith Yrrgorn from the shrine of St. Cuthbert here in town). In case anyone asks, all of the holy symbols are of good-aligned deities (and Verdana will insist that none of them were taken from dead clerics, either!). The major powers are all represented, but Verdana has even managed to get hold of a few less-well-known holy symbols, including one from the cult of Pelor that was given to her by a passing Hospitaller a few weeks ago.

What's with all the lamps and candles? Verdana discovered fairly early on that the ghost seems to like to stick to the shadows – any dark corner or unlit room is a potential hiding place, it seems. As a result, she's taken to hanging lanterns and placing candles everywhere, trying to squeeze out every possible patch of shadow from every nook and cranny in hopes that if there aren't any dark places, the ghost will give up and move elsewhere. Unfortunately, it's amazingly hard to banish every single shadow in a place, especially when your light sources are flickering candles and lanterns.

However, Verdana thinks that she might have hit on a possible solution. Although (like many sorcerers) she has tried to keep her distance from the organized magicians of Gran March, the severity of this problem clearly called out for magical advice. One of her old friends recommended a chandler (candle-maker) by the name of Nobish, who has a shop in Faber's Way (which is essentially a suburb of Hookhill). Nobish is quite an unusual fellow – he's a goblin, although he has earned citizenship in Gran March. Even more unusual is that he seems to have the ability to craft magical candles. In particular, Verdana was told that Nobish makes special "festival lanterns" that can be lit to provide protection, including warding off evil spirits and preventing demonic possession. It seems like a long shot, but at this point, she's willing to try anything, and has just gotten in a big shipment of the candles. (DM note: Nobish appeared in the Year One adaptable module *Festival Knight*.)

Some PCs might have previously obtained one of these festival lanterns (it was a certified item in the module), so they can attest to the fact that Nobish really is a goblin and he really is capable of making magical candles. Verdana will be glad to hear this, since she has just spent a substantial sum of money on a number of these candles. She knows they are enchanted, since she has the ability to cast *detect magic*, but she hasn't yet had the chance to try them on the ghost. If the PCs want to borrow a few, she'll be happy to loan them out as long as the PCs are trying to help her solve her ghost problem. See the Treasure Summary for details on the candles and what they do. During the actual adventure, the only kind of candles that Verdana will have available to loan out are the *protection from evil* candles, but at the conclusion of the adventure the PCs will have purchase access to a wider variety, if they have been successful.

Parts of the building look new – have you done some recent construction? The Old Stable Inn has suffered a lot of damage over the years, but fortunately, Dith Yrrgorn (see Encounter 2) is an excellent carpenter, and with the Dim Forest so close by, good wood is easily obtained. For the most recent rebuilding, Verdana paid a little bit extra and got some wood from deeper in the forest, where the trees are older and stronger. (DM note: this is the main reason why Glanadriel, in his frantic state, ended up choosing the Old Stable Inn as his hiding place. The "feel" of the wood was closest to what he had grown accustomed to during his centuries of guardianship.)

What are you going to do if the ghost never leaves? Verdana has always been a very self-sufficient woman and at this point is more or less resigned to the fact that her building is probably going to be haunted for the foreseeable future. If the PCs can do something about it, so much the better; however, she's past the point of getting bent out of shape over the whole mess and now is just trying to make the best of a bad situation. She's even thinking about making the ghost a tourist attraction – nobody's been hurt, after all, and how many verifiably haunted hotels can there possibly be in the Sheldomar Valley?

What are you willing to pay us if we get rid of the ghost for you? Business has been poor lately, and Verdana just spent most of her remaining free cash on the shipment of magical candles, so she doesn't really have anything left to offer the PCs as a reward, other than her

gratitude and an offer of free room and board at the Old Stable Inn any time they are ever in Carern in the future. She is also willing to use her connections with Nobish to help the PCs obtain his magical candles – apparently he makes quite a number of different kinds, with various beneficial powers and effects.

How do you recommend we deal with the ghost? Well, the easiest way is simply to stay at the Old Stable Inn and wait until late at night – the ghost is bound to show up sooner or later, if recent experience is any guide. At that point, it's up to the PCs. Verdana doesn't know how to deal with the restless spirit. Maybe the PCs can destroy it, or negotiate with it and convince it to leave, or something along those lines.

How can we be sure that we'll see the ghost if we stay here? If the PCs want to be sure that the ghost appears to them and not to anyone else, maybe the magical protective candles could be lit in every room except for one, and the PCs could stay in that room, hoping that the ghost would come to the only non-warded room in the building.

Eventually, the PCs will run out of questions to ask, and they will need to decide if they want to try and set up an encounter with the ghost or not. (Verdana will be most grateful to them if they agree to try and help her, and their food and drinks will be on the house.) To make a long story short, let the players come up with pretty much any plan they want – using the magical candles to “fence off” every part of the building except for one is a good tactic, but an infinite number of other reasonable ideas are also possible. If all the PCs want to sleep in one place and make sure that there are no light sources or candles, or if they want to split up and each sleep in a different part of the building in hopes that this will maximize their chances of one of them seeing the ghost, it doesn't really matter. Any plan that they come up with will work as long as it has some kind of logic behind it. They need to encounter Glanadriel in order to get on to the rest of the adventure, so Glanadriel is going to appear wherever they are as long as they give him the opportunity. Of course, the players don't need to know that!

Meeting Glanadriel: At around midnight, the shade guardian will once again manifest and try to find someone who can help him. His already-unsettled mind has been even more disturbed by the encounter with the wendigo earlier today, and he believes that whatever evil powers corrupted

the portal and killed his friend have pursued him here to Carern. As a result, he is growing desperate and will pursue them if the PCs react to him by running away.

Glanadriel appears in whichever location makes the most sense, based on the plan that the PCs devised for setting up an opportunity to encounter the ghost. Adjust the following text as necessary depending on how many PCs are present and how they arranged to give the ghost an excuse to visit them.

Swirling tendrils of darkness ripple out from a shadowed corner of the room. Where before there was nothing, now stands a small, slender figure. You realize that you can see right through its lusterless gray skin to the wall behind. The shadowy figure solidifies a bit more, and you realize that it is an elf, dressed in full armor of an obviously ancient design. The elf reaches both arms out, and you can see that he has one sword sheathed at his hip and another strapped across his back. The ghostly figure begins gliding forward, directly toward you, speaking in a sibilant language.

Pause at this point to see what the characters present decide to do. If they attack Glanadriel, he will fight back.

Glanadriel, Shade Guardian (elf) Rgr5/Wiz6: hp 82; see Appendix.

If any of the non-elven PCs know the Elven language, they can understand his words with a successful Intelligence check (DC 10) due to the fact that he is speaking in an ancient dialect of a people long since forgotten. Elven PCs do not need to make this check. He is saying, “help me, please help me, there is terrible danger.” If the PCs attempt to talk back to him, he will try to communicate with them, although he is clearly agitated and not really coherent. There are several ways that the PCs can calm him down and cause him to become rational enough for a productive conversation.

The best way is for the shade guardian to encounter someone that he already knows and trusts. If any of the PCs played *Fading Vision* and met Glanadriel, then those PCs will recognize him once they are face-to-face with him. If a PC that he knows speaks his name, Glanadriel's confusion will lift and he will return to his senses. (If the player is unable to remember the shade's

name, which is likely, then allow a DC 10 Intelligence check for the PC to remember it.)

If Glanadriel has never met any of the PCs, then any sort of curative magic cast upon him will restore his mental faculties, as will a successful Diplomacy check (DC 10 + APL, with the parlaying PC gaining whatever bonus for good roleplaying that you want to allow). This will be somewhat hampered by the fact that Glanadriel is currently only speaking in Elven (and an ancient dialect at that). If the PCs have no way of communicating with him, however, don't let it bring the adventure to a screeching halt. Perhaps Verdana has a scroll of *tongues*, or perhaps Dith Yrrgorn can cast *comprehend languages* for them, enabling them to at least understand what Glanadriel is saying. Once the PCs realize that the shade is an elf, they can search through town to find someone who speaks Elven if that language is not present in the party. Perhaps Elector Ellthorn picked up a smattering of Elven during his younger days. Be creative.

Once the PCs have gotten Glanadriel calmed down to the point where he is no longer in a panic, he will tell them everything that he knows. (He will also once again be able to speak Common at that point.) Some questions and answers are provided below. Glanadriel knows very little of the information in the Adventure Background, since he spends most of his time in a quiescent state, guarding the portal stone and paying little attention to other events transpiring in the Dim Forest. You might need to revise a few of the answers below if the PCs talking to Glanadriel already know him. The text below is written on the assumption that the PCs did not play *Fading Vision*; if they did, then much of the information below will already be familiar to them, but it is probably a good idea for them to get their memories refreshed on the details anyway.

Who are you? I am Glanadriel. I am the guardian of a gateway to an ancient evil artifact. I swore an oath many centuries ago when the Occluded Empire was overthrown that I would ward the gateway so that it could never again be used for fell purposes.

What is this gateway? What is this evil artifact that supposedly lies on the other side of the gateway? The portal-stone takes its users to another place... a place called a Fading Land. The Fading Land is a demiplane, an artificial reality constructed by powerful magic. There are many Fading Lands in the Flanaess, but this particular Fading Land contains a relic, an ancient

artifact of the Occluded Empire called the Eye of Eternity. The Eye is a scrying device, but it also has other capabilities when it is fully awakened. It is very powerful and very dangerous. It was used to bring great harm in ages past. My singular purpose is to keep this artifact from ever being used again for evil, and thus I am the guardian of the portal. (DM Note: The Fading Land and the Eye of Eternity were formerly possessions of Vecna. Glanadriel will not speak the name of the Whispered One, and he will become somewhat agitated if the PCs mention it.)

Why are you here? Something terrible has happened. The portal-stone has been corrupted in some fashion. I do not know exactly what happened, but my friend Tyrriel Minaelon is dead and I myself was nearly destroyed. I had to flee or my essence would have been consumed. This place seemed familiar, somehow, and so I came here.

Who is Tyrriel Minaelon? He is an elf, a cleric of Solonor Thelandria. (DM note: Elven PCs and PCs that succeed on a DC 15 Knowledge (religion) check know that Solonor is the elven deity of archery, hunting, and wilderness survival, and that one of his aspects deals with exorcism and summoning. If any of the PCs played the adventure *Fading Vision*, then they probably remember Tyrriel, even if the players don't. He was one of a group of three elves that the PCs encountered at the fallen watchtower on the edge of the Dim Forest, and he offered to accompany them on their quest. In the canon version of the events of that module, Tyrriel actually went with the party of heroes through the portal into the Fading Land and helped to rescue Elector Ellthorn.)

What happened to the portal in the Dim Forest? How was it corrupted? I do not know, but I believe it must be connected to the magical darkness that overtook the forest some time ago. I observed the falling of the darkness, but I did not know what it portended. Tyrriel did not know either, but he continued to study the portal-stone in case it was somehow causing the darkness. Then there was a great flash of light and the darkness vanished, but in that same instant I felt the portal open. The portal is not supposed to open of its own accord – and I know that Tyrriel would never have performed the ritual necessary to open it from this side. When the portal opened, I could tell that something was very wrong. The portal transports its users to a demi-plane, a Fading Land. But the portal itself is nothing more

than a gateway. Yet, when it opened this time, I could feel it pulling at me – trying to consume me. I felt as though I was being torn apart. I was barely able to escape before it unmade me.

Why do you think the portal tried to destroy you specifically? I do not know. I can only assume that it was somehow connected to the magical darkness. When I accepted the burden of undeath, my form became that of the shadow. Perhaps it was this shadow aspect of me that the portal sought to consume.

Why was Tyrriel Minaelon studying the portal?

The last time the portal was activated, by an evil man who wanted to make use of the artifact in the Fading Land, Tyrriel accompanied a group of heroes who went into the portal to pursue and defeat the evil one. Upon his return, Tyrriel was very interested in the portal and how it worked, as well as its history. I questioned him at great length to determine his motives, and we struck a bargain that if he could spend enough time learning about the portal in order to seal it off forever, then he would do so. This would fulfill my purpose and I could then rest, and Tyrriel would gain the understanding of how to create such things. I have no doubt that such portals could be used for good as well as for evil. Tyrriel is a being of good.

How is this portal supposed to work?

Normally, the portal is closed. A stone marks the location. To activate the portal, one must perform a ritual that includes the blood sacrifice of a sentient being. It is an evil ritual, used to gain access to an evil place by those who wish to do evil things. But something happened... I felt the portal open, even though the ritual was not performed.

What do you think happened to Tyrriel when the portal was corrupted? I heard his horrible screams. I heard him die. The magical energies must have torn him to pieces. I could not see what happened, as I was being torn apart myself.

Who do you think is responsible for corrupting the portal? I do not know. The magical darkness that fell over the Dim Forest was a work of great power. Perhaps whoever created that darkness did so in order to seize the power of the portal and the artifact beyond.

Why have you been frightening the patrons of the Old Stable Inn? I am sorry. I did not mean to frighten anyone. I have been trying to find someone who could help me. The portal-stone has been corrupted and it must be cleansed so

that the evil beyond cannot be unleashed. (DM note: Glanadriel doesn't really acknowledge that he has been operating at a reduced mental capacity for some time due to the severity of his experiences. He will just act as though he has been trying to get help in a perfectly rational fashion and the PCs are simply the first group who actually bothered to listen. Even ancient ghost elves have their pride.)

Why did you frighten Birkitt's horse earlier today? I did not mean to frighten anyone. I sensed the presence of a powerful evil spirit in the area and I was trying to warn the people that they were in danger. I am sorry if my actions caused anyone to be afraid.

What sort of evil spirit? I do not know what it is. I could feel its malevolence. It hates all life. Perhaps it was released when the portal opened. (DM note: this is incorrect; actually, the wendigo and the portal are not directly connected to one another, although there is no way that Glanadriel could know this. In his mind, after so many years of a singular focus on warding the portal and its evil, the shade guardian has come to have a slightly skewed view of the world, in which all evil actions are somehow related to the portal.)

Can you tell us how to find this portal? I am not certain... it has been many centuries since I last walked the forest. Tyrriel knew, of course, and there was one other who I had encountered... a druid, I believe. (DM note: PCs that played the adventure *Fading Vision* already know how to find the location of the portal-stone. It has not moved since the last adventure. PCs that only played *Horse Play* do not know how to find the portal, however. The citizens of Carern do not know how to find the portal, either, although they have heard the stories about how the Elector was kidnapped and taken to another plane.)

Was the druid's name Old Narril? I do not know. We did not exchange a great many pleasantries when we met. But I would imagine that there cannot be many human druids living in the Dim Forest.

If we agree to help you with this, will you stop haunting the inn and wait quietly for us to return? Yes, if you will swear an oath on whatever it is that you hold most sacred. You must swear that you do this only to remove the corruption from the portal and to make sure that it is once again closed. I will be able to feel when the danger has passed and I can once again resume my duties as guardian. Until that time, I

will wait here and I will make no further efforts to contact people. However, if you do not return within one week, I will assume that you have failed, and I will attempt to find others who can help. Is this acceptable? (DM note: Glanadiel will insist that the PCs swear the oath, and in turn, he will certainly hold up his end of the bargain. He genuinely wants the PCs to be successful, as he is greatly afraid of what will happen if the portal remains open. He does not realize that the portal no longer opens up onto the Fading Land, but rather onto the Plane of Shadow.)

After the PCs have gotten as much information as they can from Glanadiel, they can finish getting their night's rest. In the morning, they will undoubtedly want to set off. Verdana will want to hear all of the details of their conversation with Glanadiel and will be relieved to learn that they have arranged for him to stop haunting the Inn. She will be quite worried about the fact that the ancient portal seems to be involved, however – the last time someone tried to mess with that portal, half the town was destroyed and Elector Ellthorn was kidnapped and nearly sacrificed by a follower of the Whispered One.

In case no one has yet advised the PCs of the fact that Old Narril hasn't been seen in a while, Verdana will suggest that they stop off at the old druid's hut on their way into the Dim Forest (she can't give them directions, but she knows that Jervic down at the horse market is a friend of his). Old Narril's visions proved to be quite useful in saving Elector Ellthorn's life the last time there was trouble involving the portal, so perhaps he can give the PCs some good advice on this situation. For PCs that did not play *Fading Vision*, finding Old Narril is really their only good option for getting the location of the portal, as well, since Glanadiel is not capable of giving them accurate directions and none of the citizens of Carern have ever been there (other than the Elector, but he was unconscious and stuffed in a sack at the time, so it's unlikely that he could find his way back).

Development: Proceed to **Encounter 4** if the PCs decide to head for Old Narril's hut, or to **Encounter 5** if the PCs decide to head directly for the location of the portal without stopping off to look for the druid first.

Important Note: High-level tables frequently have the capability to magically *teleport* from place to place. Since many Gran March PCs have been to the site of the portal in the past, and since the situation seems quite urgent, it would be very

reasonable for them to want to try and transport themselves directly to the site of the portal. Unfortunately, this fails (the spell simply does not take them anywhere). The magics of the Eye of Eternity and the portal stone are specifically keyed to defeat any scrying attempts or other divination magics, and attempts to *teleport* to locations anywhere within one mile of the portal itself are automatically countered. Thus, the PCs cannot use spells like *find the path*, *scrying*, or *greater scrying* to discern the location or current status of the portal. Old Narril, on the other hand, has no such protections. If his location is scried, then the PCs will be able to see that he is currently bound, gagged, and unconscious, and he appears to be in a small encampment somewhere in the Dim Forest.

Encounter Four

The PCs arrive at Old Narril's hut and discover that he isn't there. They can follow what appear to be dog tracks deeper into the woods, whereupon they will be ambushed by the same evildoers who have taken Old Narril prisoner. Defeating their assailants and locating their camp, the PCs can rescue Old Narril, and will learn that the goblinoids are working for Kennigamek, the Warlord of the Dim Forest, and were sent specifically to get Old Narril out of the way because an attempt is being made to poison the horses at the marketplace. The PCs can also catch hints that Kennigamek is working with some other, quite powerful, entity, and that this individual seems to be intent on destroying Gran March.

The Dim Forest is not difficult terrain, but travel is nonetheless unpleasant. Most experienced Gran March PCs have been in the Dim on more than one occasion, but it never hurts to remind them that (to most people) it is an unnaturally dark, forbidding, and altogether disturbing place. The ancient trees are spaced fairly far apart, with ten or fifteen feet separating most of the trunks, but they grow so tall and their branches are so thick that almost no light penetrates the canopy of branches overhead. As a result, there is little to no undergrowth. The forest is shrouded in perpetual gloom (although it is not a supernatural gloom; the magical darkness that afflicted the forest earlier in the year has completely faded from this area).

There are a few small animals, and there are birds in the trees, but by and large the forest has an isolated, deserted, lonely atmosphere. The air is thick and feels heavy, making breathing difficult.

Without much sunlight, the temperature drops by a noticeable amount, although the number of trees means that there is still a fair amount of humidity, leaving travelers covered in a cold, clammy sweat. At night, the darkness seems to press in on all sides; the sky can never be seen, except in the occasional place where a tree has fallen, opening up a temporary hole to the heavens. Most individuals, even those who are comfortable with nature, find the Dim Forest to be an oppressive place. Characters that are not comfortable at all in wilderness settings find the atmosphere positively malevolent.

The trip from Carern to the edge of the Dim Forest covers about 10 miles, so it should only take the PCs a couple of hours at most. Just at the edge of the forest, the characters will come to the site of an old, mostly collapsed watchtower. The tower stood about 20 feet tall at one time, but it has no roof and one of the walls is partially caved in. Several attempts have been made to rebuild this tower over the last few years, but the most recent attempt was disrupted in 591 during the attacks, and the town has been too focused on its own rebuilding to worry about the abandoned tower for the moment. Old Narril's hut is about another hour or so past the edge of the forest.

Read or paraphrase the following text:

Through the gloom, you can see a small hut that has been built against the base of a tall oak tree. There is no clearing; the resident of this place has obviously taken great care to disturb the natural environment of the forest as little as possible. If you hadn't known where to look, you might not have noticed it at all. A small fire pit has been dug in front of the hut, but there is no sign of smoke or other recent habitation.

Old Narril's hut is a simple, one-room affair. There is no lock on the door. The interior of the hut appears to be undisturbed, although there are signs that the druid and his dog have not abandoned the place entirely. Judging by the conditions both inside and outside the hut, one might estimate that the hut has been uninhabited for perhaps the last five days to a week. There are no signs of a struggle, nor are there any signs that Old Narril was preparing for a lengthy journey, although those characters who have met the druid in the past will notice that his walking stick, his knife, and his faithful dog are all missing, which implies that he definitely left of his own accord.

The reality is that Old Narril sensed the presence of the foul spirit of the wendigo when it came into this area about a week ago. He was not sure exactly what sort of entity he was dealing with, but he felt that it definitely needed further investigation. Unfortunately, while trying to track down the wendigo, Old Narril was ambushed and taken prisoner by some agents of Kennigamek, the Warlord of the Dim Forest. One of Kennigamek's allies is hatching a plan to undermine the Gran March Army by infecting all of the horses with a magical disease, and Old Narril is the only person in Carern who could reasonably be expected to detect and solve the problem. The old druid is not an easy mark, but he was taken by surprise and was unable to fend off his attackers.

Even though Old Narril is a druid, and thus capable of traveling through the forest without leaving any trace of his passage, he decided to hedge his bets slightly against the possibility that whatever evil force he was tracking would prove to be more than he could handle. Thus, although his own tracks are nonexistent, he chose to allow his dog's tracks to remain, and the PCs can find these tracks with a Search check (DC 22; it is permissible to take 20 on this check). Once the tracks have been discovered, the party can follow them with a Survival check for tracking (also DC 22, but Old Narril wanted potential rescuers to be able to find him, so the DC is reduced by 10 to DC 12, which should be within reach of any party).

If no one in the party has the Track feat, then they will be unable to use the Search skill to follow the tracks because the DC is higher than 10. However, the tracks around the hut do provide a clear indication of the direction that the dog (and thus presumably the druid) was heading, so the PCs will have no real choice but to set off in that direction and hope for the best. Because there is a penalty for failure, a PC cannot take 20 on a Survival check made to follow tracks, but taking 10 is allowed. Be sure to find out what the actual check result is, as this will partially determine if the PCs give themselves away to the goblinoid forces lying in ambush.

After following the tracks (or heading in roughly the right direction) for about three hours, the PCs will come into the area where Old Narril was ambushed. There are several bugbears and a human sorcerer, all of whom are agents of the Warlord of the Dim Forest, operating in this area. During the day, they are alert for any attempt to rescue Old Narril, and so they conceal themselves and attempt to lay an ambush. The

success or failure of the ambush is determined by the efforts that the PCs make to conceal themselves and how perceptive the PCs are. A series of opposed skill checks should be used to determine how much preparation time the ambushers have and whether or not the evil humanoids get a surprise round.

First, if the PCs are actually following the tracks, they have the chance to notice that the ground is disturbed in the place where Old Narril was ambushed. This requires a Survival check, as the ambushers made an effort to hide the signs of a struggle. The DC for this check is 15 plus the APL. If the check succeeds, then the PCs will notice the disturbed area and this might cause them to begin preparing for trouble. They can also get a rough idea of the number of enemies they face (it appears as though two or three people were involved in attacking another person and a dog). The area where Old Narril was initially attacked is 200 feet from where the PCs will be ambushed. If the PCs cannot track, then they will not have the chance to notice this.

Second, the amount of noise being made by the PCs will determine how soon their adversaries become aware of their presence. The initial encounter distance is 200 feet. The PCs' Move Silently checks should be opposed by the goblinoids' Listen checks. All Listen checks are at a -20 penalty. If the monsters become aware of the party, then a silent initiative should begin at that point because the sorcerer will begin casting his prep spells. Once the sorcerer starts casting or the bugbears start moving around, the PCs are entitled to begin making their own Listen checks. The next check should be made at 100 feet (-10 penalty to Listen checks) and the final check should be made at 50 feet (resulting in a -5 penalty).

At APL 12 and higher, the sorcerer's *prying eyes* spell gives him a good chance to detect the PCs from a distance. There are enough eyes within range to give the sorcerer three Spot checks, and the spell grants a bonus on these checks equal to his caster level. If any of the eyes detect any of the PCs, then the magical sensors will fly back to the sorcerer and warn him. In this case, he will have cast his entire complement of prep spells well in advance of the PCs' arrival. The PCs are entitled to a Spot check to notice the *prying eyes*, although it's very difficult (DC 36). All of these checks should be made in secret to avoid tipping off the ambush.

Once the PCs are within 100 feet, opposed Spot checks should also be made. There is simply not enough illumination to allow visual detection beyond this range. The goblinoids have taken care to conceal themselves (taking 20 on their Hide checks by helping one another) and so are difficult to spot. At most APLs, the sorcerer will already be invisible and this makes him essentially impossible to spot without magical assistance. At the lower APLs he will have the lowest Hide check result among the ambushers, however. (The entire area of the Dim Forest is considered to provide sufficient concealment to allow use of the Hide skill.) If the sorcerer became aware of the PCs via his *prying eyes*, then he and the bugbears are automatically aware of the PCs. If he did not, then the opposed Spot checks will determine awareness if the opposed Listen checks do not.

At APL 10 and below, if the PCs get within 50 feet of the bugbears without becoming aware of them, then the monsters will get a surprise round (in addition to whatever preparations they have already been making). At APL 12 and above, if the PCs are detected by the *prying eyes* and do not get within 100 feet of the monsters, then the sorcerer will begin the surprise round with one of his longer-range spells, most likely *slow* if the PCs are close enough together.

Setup: No specific map is provided for this encounter, since it takes place in what is essentially trackless wilderness within the Dim Forest. On the battle map, there should be enough trees placed to make running or charging in any direction difficult (but there are not enough low-hanging branches or undergrowth to make it specifically impossible). The bugbears are positioned so as to come at the PCs all from one side (targeting whichever part of the party's marching order looks the weakest). The bugbears prefer to remain within 30 feet of one another for the first few rounds so that they can come to each other's aid and so that they will all be within range of certain of the sorcerer's multi-target spells (like *haste*). The sorcerer is positioned slightly out of the way, behind the bugbears.

Creatures: Several bugbears and their partner, a human sorcerer who has served as an apprentice to Kennigamek himself, wait here to ambush the PCs.

APL 2 (EL 5)

Bugbears (2): hp 16; See *Monster Manual*, page 29.

Avindar, male Human Sor2: hp 8; See Appendix.

APL 4 (EL 6)

Bugbears, Ftr1 (2): hp 27; See Appendix.

Avindar, male Human Sor4: hp 16; See Appendix.

APL 6 (EL 8)

Bugbears, Ftr3 (2): hp 42; See Appendix.

Avindar, male Human Sor6: hp 24; See Appendix.

APL 8 (EL 10)

Bugbears, Ftr5 (2): hp 65; See Appendix.

Avindar, male Human Sor8: hp 40; See Appendix.

APL 10 (EL 13)

Bugbears, Ftr7 (3): hp 82; See Appendix.

Avindar, male Human Sor9 / Rog1: hp 51; See Appendix.

APL 12 (EL 15)

Bugbears, Ftr9 (3): hp 99; See Appendix.

Avindar, male Human Sor11 / Rog1: hp 57; See Appendix.

APL 14 (EL 17)

Bugbears, Ftr11 (3): hp 116; See Appendix.

Avindar, male Human Sor11 / Rog3: hp 87; See Appendix.

APL 16 (EL 19)

Bugbears, Ftr13 (3): hp 133; See Appendix.

Avindar, male Human Sor13 / Rog3: hp 99; See Appendix.

Tactics: The bugbears are canny combatants and will attempt to gang up on the most dangerous PC melee combatant. They rely on the sorcerer to weaken their opposition and deal with any enemy spellcasters. The sorcerer will use his spells to best effect. He prefers to buff up the bugbears as much as possible, and will then attempt to use his offensive spells to disable the strongest-looking PC. Specific tactics vary by the APL, and are described below. Be sure to pay attention to the fact that at higher levels, the sorcerer has the Arcane Preparation feat, and has prepared a number of his spells with metamagic feats already applied. This allows him to cast

those spells without having to take a full-round action. When he spontaneously applies a metamagic feat to a spell, however, he still has to take a full-round action, which limits his mobility.

APL 2: The main contribution the sorcerer can make at this APL is to cast *enlarge person* on the bugbears and then provide ranged support (unlike many arcane casters, he has the ranged combat feats needed to make this a viable option). If forced into melee, the sorcerer will attempt to use *touch of fatigue* to make it easier for him to escape.

APL 4: The sorcerer has several good options at this level. *Enlarge person* will turn the bugbear fighters into killing machines, increasing the base damage of a greatsword from 2d6 to 3d6. *Ray of enfeeblement* is an excellent choice for rendering PC fighters ineffective. *Scorching ray* is a powerful ranged attack spell.

APL 6: The sorcerer's first offensive action will always be to cast *slow* on the party. He will then cast *invisibility* on himself if he feels threatened. At this APL, *enlarge person* lasts long enough that he can consider pre-casting it on the bugbears if the monsters learn the PCs are coming before the PCs detect the ambush. *Reduce person* is useful for automatically dispelling any enlargement spells that the PCs use on their own fighters. Spontaneously applying the Empower Spell feat to *ray of enfeeblement* is an extremely effective tactic for reducing the PC fighters' melee abilities. *Scorching ray* is a powerful ranged attack spell.

APL 8: The sorcerer's first offensive action will be to cast *slow* on the party. He will then cast *invisibility* on himself (if necessary) and then cast *mass enlarge person* and *haste* on his allies (neither of which breaks his invisibility). From there he will attempt to reduce the PCs' effectiveness wherever possible, using *ray of enfeeblement*, *scorching ray*, and his metamagic feats.

APL 10: Similar to APL 8, but the sorcerer gains the added bonus of sneak attack damage when using his ray spells. (This increases the damage of a *scorching ray* by 25%, for example.) *Enervation* is an excellent spell for reducing the effectiveness of just about any character, because it does not allow a saving throw. Note that spellcasters lose available spells from their highest levels first whenever they suffer negative levels.

APL 12: With the ability to cast *greater invisibility* on himself, the sorcerer gains the power to use

his ray spells with impunity, picking up extra sneak attack damage whenever he strikes (within 30 feet). Any PC arcane spellcasters will be subjected to at least one *feeblemind*. Meanwhile, the *hasted*, *enlarged* bugbears will be wreaking havoc on *slowed* PCs.

APL 14: Same as APL 12, but with the addition of an extra die of sneak attack damage and Evasion for the sorcerer. The combination of a Split Ray and several dice of sneak attack damage can add up quickly.

APL 16: *Disintegrate* deals damage even if the target makes its saving throw; combined with the Split Ray feat, this can produce two “save or die” attacks per round, or preceded by a Quickened *true strike*, can result in a guaranteed hit. As always, the sorcerer’s first priority is to buff up his bugbear allies, as their combat effectiveness is greatly increased by spells such as *mass enlarge person* and *haste*. An Empowered *enervation* or two can whittle PCs down quickly.

The human sorcerer does not want to be captured. Once the battle starts to go badly, he will start thinking about making his escape. Be sure to note on the Critical Events Summary whether the sorcerer escaped or if he was captured or killed. If any of the PCs get a good look at him, he appears to be of Suel origin, although his features are not especially distinctive or reflective of any particular nationality. The bugbears are disposable, and these particular bugbears have a much greater fear of what the Warlord will do to them if they fail than they do of being killed, so they will fight to the death.

If captured, none of the NPCs talk willingly, but under some sort of magical compulsion they can be made to reveal what little they know (which is basically no more than what is contained in **Player Handout 2**). They kidnapped Old Narril because the Warlord told them to do so, and they fear the Warlord far more than they fear anything else in this world (or the next).

Treasure: The bugbears’ equipment and the sorcerer’s equipment can be looted.

Development: If the PCs defeat their ambushers, then they will have little difficulty back-tracking to the monsters’ camp, which is not far from the site of the battle. Here, they discover Old Narril, unconscious and badly beaten (0 hp plus a few extra points of non-lethal damage) but still very much alive. He has taken too much damage to be revived by *cure minor wounds*, but a single *cure light wounds* or any higher-level healing spell is

sufficient for him to regain consciousness. His dog, sadly, was killed in the initial attack (and eaten by the bugbears; they can find the poor creature’s bones in the fire pit). Old Narril’s captors were well aware of his druidic abilities, so they kept him bound and gagged, and bludgeoned him regularly to keep him unconscious (otherwise he probably could have used his *wild shape* ability to escape).

Old Narril, male human Drd6: hp 54 (currently 0); see Appendix.

For those PCs who have met Old Narril in the past, he hasn’t changed much: he is still somewhat reclusive, but he believes that the best way to make peace between civilization and nature is for “city folk” to gain a better understanding of the forest and its ways, not to prohibit them from entering the forest or provoking hostility. He is cautious when dealing with people he doesn’t know, but once they explain the situation and their encounter with Glanadriel, he will gladly provide them with directions to the location of the portal. Old Narril does not know what has happened to cause Glanadriel’s distress or what is wrong with the portal, but he at least knows that it is located about 30 miles from here and can give the PCs a description of various landmarks (a burnt section of forest, a small stream, and so forth) that will enable them to find the portal even if they do not have much knowledge of the forest and its ways.

If asked what he was doing in the forest on his own, Old Narril will tell the PCs that about a week ago, he had a vision of an evil wind sweeping through the Dim Forest towards Carern. In the vision, Old Narril saw a herd of horses fighting, biting and smashing one another. Each time one of the horses collapsed from its wounds, it stood back up as a bloody, ghostly outline of itself and began attacking the other horses, until finally the entire herd was destroyed and only the ghost horses remained. Then the evil wind came back and the ghost horses rode away on it. The vision did not make it clear what this wind was, but Old Narril is sure that it is some kind of evil spirit and that the vision was telling him that every horse in the area is in great danger. He had set out to find and destroy this evil spirit when he was ambushed by the bugbears, and that’s pretty much the last thing he remembers until the PCs showed up.

Assuming they conduct a thorough dissection of their attackers’ camp (Search DC 20), the PCs will also discover **Player Handout 2** half buried in the

fire pit. This handout is a note from Kennigamek to his sorcerous minion detailing certain orders concerning the druid and explaining that Old Narril needs to be taken out of the way because certain allies are going to be carrying out an operation against the horse market. Kennigamek hates it when his orders fall into the wrong hands, so he forces all of his subordinates to memorize a series of codes and he only communicates his orders using these coded messages. However, this particular servant is not especially adept with the translation of the coded messages, and he needed to write this one down so that he could work out the details. He never got around to fully destroying the note and his scrawled calculations (with the deciphered text) are still legible.

The information contained in the handout should give the PCs cause for concern: their immediate mission is to deal with the corrupted portal, but a plot against all of the horses at the marketplace is also very serious. Old Narril will also tell the PCs about the evil nature spirit that he sensed and will ask them to deal with this threat as well. The PCs must decide in which order they would like to pursue their objectives.

Deciding what to do with any prisoners could also be a problem, as the PCs can't really afford to take the time to escort their captives all the way back to Carern, and Old Narril is in no condition to pull guard duty. Given a day's rest, however, the old druid can probably summon up a few allies from within the forest to take charge of the prisoners. Don't let this delay the adventure unnecessarily, though it does pose a moral dilemma if the PCs feel that they have no choice but to murder their prisoners rather than leave them unguarded or delay their mission.

If the PCs can heal him, Old Narril will suggest that he should return to Carern and begin warning the ranchers and the Elector about the threat against the horses, which means that the PCs only need to choose between going after the wendigo (which is the subject of **Encounter 5**) or proceeding to the portal (which is the subject of **Encounter 6**). The order in which they pursue these encounters is not exclusive, and the wendigo may take matters into their own hands if the PCs have horses, so the most likely course of action is to proceed to **Encounter 5**.

Encounter Five

The PCs continue their journey through the Dim Forest, and they may encounter the evil wendigo,

along with some creatures from the Plane of Shadow that have slipped through the open portal. If the PCs have horses, the wendigo is drawn to them and will attempt to corrupt one of their mounts. If they do not, then Old Narril can help them track it to its lair deep within the forest. Either way, the PCs must defeat the wendigo before it wreaks further havoc on the horses assembled for the marketplace in Carern.

Arranging the Encounter: The most likely way that this encounter will occur is while the PCs are still on their way to the portal in the Dim Forest. The journey from Encounter 4 to Encounter 6 covers about 30 miles, which means that it will take the better part of a day, particularly in the Dim Forest. By the time Encounter 4 takes place and the PCs have rescued Old Narril, they have already lost a large portion of the day, and traveling in the Dim at night is highly inadvisable for most parties. Therefore it is likely that the PCs will have to make camp for at least one night within the confines of the Dim. This provides an ideal opportunity for the wendigo spirits to make their move.

If the PCs brought any mounts with them, then the lure of live horses will inexorably draw the wendigo spirits to attack. If the PCs instead go on the offensive and actively attempt to seek out the wendigo, they will find that the evil fey are rather difficult to track, since a wendigo does not touch the ground, as it does not have lower appendages and instead flies or wind walks. However, a sufficiently high Survival check (DC 30) will enable them to follow the faint trails of blood that drip from the sheared-off stumps of the creatures' hooves. Otherwise, they will have to lay a trap for the wendigo, perhaps by assembling all of the horses at the marketplace in Carern in one place (which the fey will certainly attack sooner or later) or by setting some horses of their own out in an isolated area.

The wendigo spirits begin their attack while they are wind walking, using their *maddening whispers* on one or more horses in the party. If there are multiple wendigos and multiple horses, then each malevolent spirit will target a different horse. Once a horse fails its Will save against this ability, it will turn and attack one of the other horses in the party. While the PCs have been distracted by the bizarre behavior of their mounts, the evil creatures will take corporeal form and attack. If some of their mounts have been driven mad by the wendigo's *maddening whispers*, then PCs who

rely on those mounts for combat will find themselves at a disadvantage.

Setup: No map is provided for this encounter. Improvise a map based on where the encounter is taking place (a good time to initiate this battle is while the PCs are camped for the night). Apart from the initial mental assault on any horses in the party, the wendigo spirits attack without any surprise or subtlety. They are feral creatures and hate all life. They will focus their initial attacks on any horses that have not yet been affected by the maddening whispers, preferring to kill their own kind rather than other creatures, but once they start taking damage, they will focus on their attackers. The shadow horses (if present) will focus strictly on the PCs; they harbor no particular ill will towards the horses of the Material Plane.

Read or paraphrase the following when the PCs first see a wendigo horse:

A white mist coalesces before your eyes, wisps of fog coiling to form sinew and bone. Emerging from the mist is a horse – or rather, a twisted mockery of a horse. A chill radiates from the creature even as steam curls from its heaving flanks. Where the hooves should be, only charred, rotted, bloody stumps remain. Twin pinpoints of cold light regard you with pure malevolence, set above an equine mouth lined with impossibly sharp-looking teeth. The creature whinnies, a high-pitched squeal that carries an unmistakable sense of the purest hatred for all life and its boundless appetite for the flesh of its own kind. You can only imagine what foul spirit could transform a living thing into this monstrosity.

If there are shadow horses present, then also read or paraphrase the following when the PCs get their first glimpse of an ecalypse:

The shadows themselves seem to come to life as a bizarre, six-legged creature that otherwise vaguely resembles the outline of a horse lunges towards you. Its form is difficult to see, as the monster is wreathed in shifting, twining shadows. Mist and smoke constantly swirl around its lower limbs, wicked-looking dark hooves appearing just for an instant and then vanishing again. The creature looks as though it has just stepped out of a small child's nightmares, a formless lurker that has taken on the vague aspect of a horse. It snorts once, and attacks.

Creatures: In addition to the original wendigo that was created several years ago, there are one or more additional wendigo-possessed horses here, along with some allies that have come through the portal to the Plane of Shadow at the higher APLs. The Shadow Lord became aware of the wendigo by means of the Eye of Eternity and has sent several of the bizarre shadow horses known as ecalypses to help in sowing confusion and extending his control of the Dim Forest. The presence of multiple wendigo horses should be used to frighten the PCs – is there an entire herd of these evil spirits lurking deeper within the Dim Forest? The PCs have no way of knowing; they can only deal with the threat before them and hope for the best.

APL 2 (EL 3)

Lesser Wendigo, Light Horse: hp 22; See Appendix.

APL 4 (EL 6)

Lesser Wendigo, Light Horse (3): hp 22; See Appendix.

APL 6 (EL 8)

Wendigo, Light Warhorse (5): hp 22; See Appendix.

APL 8 (EL 9)

Wendigo, Heavy Warhorse (5): hp 34; See Appendix.

APL 10 (EL 11)

Wendigo, Dire Horse (3): hp 95; See Appendix.

Ecalypse: hp 85; See Appendix.

APL 12 (EL 13)

Wendigo, Dire Horse (3): hp 95; See Appendix.

Ecalypse (3): hp 85; See Appendix.

APL 14 (EL 15)

Wendigo, Legendary Horse (3): hp 252; See Appendix.

Ecalypse (3): hp 85; See Appendix.

APL 16 (EL 17)

Wendigo, Legendary Horse (4): hp 252; See Appendix.

Ecalypse, Advanced 20 HD (2): hp 193; See Appendix.

Tactics: This is a fairly straightforward encounter. The wendigo hate all living things and will fight to the death. The shadow horses (if present) are thralls of the Shadow Lord and have been commanded to assist the evil spirits. However, they will not fight to the death; once they are reduced below 25 hit points, they will use their *plane shift* ability to escape back to the Plane of Shadow. It is not possible for PCs to “break” the ecalypses for use as mounts, nor is it possible to charm, command, dominate, or otherwise compel or control them, because the Shadow Lord is already controlling them by means of the Eye of Eternity.

Treasure: Defeating the evil spirits does not result in any material gain for the PCs; the fey don't even leave corpses, seeming to dissipate into a bloody spray and evaporate on the wind when slain. However, the destruction of the wendigo will be a significant benefit to the people of Carern, as otherwise the malevolent creatures will prey on more and more horses until this entire portion of the Dim Forest is overrun. Old Narril by himself is probably not powerful enough to prevent this, especially as he will be some time in recovering from his recent ordeal, so the PCs are the only real hope of preventing the decimation of the horses of Barony Malthinius.

Development: From here, proceed to **Encounter 6** if this encounter occurred while the PCs were still on their way to the portal (this is the most likely scenario unless the PCs did not bring any horses with them). Proceed to **Optional Encounter One** (APL 2-8) or to the **Conclusion** (APL 10-16) if the PCs have already completed their primary mission and are returning to Carern. Be sure to note on the Critical Event Summary whether or not the PCs were successful in destroying all of the wendigo in this encounter.

Remember that any PCs that were bitten by a wendigo must succeed on a Fortitude save (DC varies; see the relevant statistics block in the Appendix) to avoid contracting the terrible disease themselves. The onset time for the disease is 1d3 days, but for purposes of this adventure, you should assume that it requires the full three days before taking effect. This will give the PCs time to complete their mission and return to Carern. The intent of this encounter is really not to have the entire party turn into a pack of evil fey cannibals.

Encounter Six

Arriving at the location of the ancient portal, the PCs discover that the portal is now guarded by a number of shadar-kai, survivors of the battle earlier in the year. The portal now points to the Plane of Shadow and is held open by the soul of Tyrriel Minaelon, the elven cleric who was studying it with Glanadriel's help in hopes of finding a way to seal off the Fading Land forever. Unfortunately, Tyrriel's soul is now inexorably bound to the portal, and the only way to free him from his torment is to kill him. The Shadow Lord is partially able to control Tyrriel's clerical powers and will use them to aid the shadar-kai and try to destroy the PCs before they can free Tyrriel.

At low APLs, killing Tyrriel will close the portal; at high APLs, the portal remains open as Tyrriel's soul is drawn deeper into the Plane of Shadow, and the PCs must decide if they are brave enough to go through the portal and close it from the other side by defeating the Shadow Lord.

The journey from the site where Old Narril was ambushed to the portal covers about 30 miles. The terrain does not change much, although there is one place where the party must cross over a small stream with an abandoned hut on the far side. The location was the subject of a very dangerous encounter with undead shadows and a shade cleric in the module *Fading Vision*; feel free to play it up for effect if you have players who took part in that module. The area is currently uninhabited, however.

When the PCs get within a mile or so of their destination, they will begin to feel a palpable sense of despair and evil. They are also being scried upon by the Shadow Lord, who is making use of the Eye of Eternity to detect intruders. This is an artifact-level effect, but for this purpose it is essentially equivalent to the *greater scrying* spell combined with *true seeing*. There is no mundane or magical way to avoid this detection, but each PC is entitled to a Will save (DC 20) to notice the sensation of being watched.

There are no natural creatures in this part of the forest, no birds chirp in the trees, and the only sound is that made by the heroes themselves as they creep through the undergrowth. Even that sound seems somehow muted (+2 circumstance bonus to all Move Silently checks within one mile of the portal). The temperature drops precipitously, and each breath results in a cloud of misty white fog.

Though most of the trees in the Dim Forest are ancient and massive, the trees here seem to be even older and larger than elsewhere. The trunks appear to loom ominously over the travelers, making them seem tiny and insignificant. Light sources are partially suppressed in this area because of the residual effects of the magical darkness created by the shadar-kai earlier in the year. All light sources have their ranges reduced by 50%. Even darkvision is affected by this, as the trees' dark halo is magical in nature. There is no natural light at all within 500 feet of the clearing, so the PCs will need to make use of light sources if they wish to continue their investigation.

When the PCs reach the edge of the clearing, read or paraphrase the following:

Your light reveals that a small clearing lies just ahead. Surrounding the edges of the clearing are the oldest and largest trees that you have have yet seen. There are gaps large enough to squeeze through, but the trees almost seem to resist passage, shifting slightly and making it difficult to clamber through to the other side. The clearing is covered with lush green grass, which seems completely out of place, as no sunlight penetrates the canopy overhead. The light you have brought with you seems weak and flickering, almost as if it is somehow being absorbed by the trees themselves.

The corrupted portal-stone rests within this clearing. The grass feels normal to the touch but shows no tracks or other signs of passage (all characters within the clearing are constantly under the equivalent of a *pass without trace* spell). The edge of the slab is 40 feet from the edge of the clearing on all sides (so the clearing is 60 feet in diameter).

Once a PC gets into the clearing far enough to see the portal-stone, continue with the following:

A weathered circular slab of hard gray stone rests in the exact center of the clearing. The stone is 20 feet in diameter and about four feet tall. It is completely covered with with carved arcane runes and sigils. A dark shape sprawls motionless on the far side of the slab. The air is completely still here, as though the world is holding its breath and waiting to see what happens next.

Tyrriel Minaelon's dead body lies sprawled across the slab, on the edge farthest from the PCs. Close inspection will reveal that he seems to have been burned and charred over most of his body. His

eyes are open and an expression of purest horror is frozen on his face, his fine elven features locked into a grimace of absolute pain and terror. There are bloodstains everywhere, although not as many as one would expect from the condition of the body: it appears as though the slab itself has been absorbing the blood.

Unfortunately for the PCs, their investigation of the clearing is about to be cut short. When the first PC approaches the slab, or when the entire party has entered the clearing, read or paraphrase the following. Characters that met Tyrriel Minaelon in the adventure *Fading Vision* will recognize him as "the elf" in the boxed text below.

A razor-thin sliver of light suddenly appears, floating in mid-air above the stone slab. It rotates, lengthening as it moves, until a single vertical line of brilliant white energy about six feet in length streams from the center of the stone. The arcane sigils carved into the slab's surface begin pulsing with energy, and the line of energy begins to widen, almost as if a slit has been cut in the fabric of the universe. In the blink of an eye, something opens, revealing a doorway composed of pure darkness. You are unable to see what lies beyond, as the opening is blocked by the ghostly figure of an elf, suspended in the portal, his body straddling the line between two worlds. Pinpoints of white light break through his skin and he writhes in in obvious torment.

The elf turns his head toward you, and you can see that his eyes are empty sockets, filled with an endless void. In a ragged, raspy voice, he gasps: "You... must... leave... this... place. Flee now! Please..."

Suddenly, the elf's head snaps back, and his mouth opens and closes in a silent scream. A different voice now issues from the figure, this one powerful and dripping with scorn: "You have come here to find only death, children of the light. I am the Lord of Shadow. This soul is mine, this place is mine, and now YOU are mine."

The elf howls in agony as twisting tendrils of black energy ripple along his form. The edges of his body blur and seem to flow into the outline of the portal, almost as if its existence and his existence are one and the same.

If none of the PCs successfully spotted the hidden shadar-kai, add the following:

Suddenly, the impossible occurs: where before the clearing was empty, now there stand a number of gaunt, pale-skinned, elf-like creatures. Wicked-looking spiked chains whirl ominously in their hands as they move to attack.

Creatures: A small force of shadar-kai warriors who managed to escape the slaughter of their army earlier this year have taken up residence in this place, drawn by the portal to the Plane of Shadow. They have sworn oaths of service to the Shadow Lord and serve as the guardians of the gateway. Tyrriel's soul has also been forced into the service of the Shadow Lord, although the evil being's control over the elven cleric's spirit is not complete (see below).

Once the Shadow Lord became aware of the PCs' approach, he informed his shadar-kai minions, and they are currently using their hide in plain sight ability, waiting patiently for the most opportune moment to strike. This moment occurs once a single PC approaches the portal or once all of the PCs have come into the clearing, if none of them seem willing to go near the stone. The shadar-kai are positioned such that all of them are within 30' of the stone, so that they can get sneak attack damage against their initial targets.

Each PC within the clearing is entitled to a Spot check opposed by the shadar-kai's Hide check (taking 10 and gaining their +10 racial bonus due to the lighting conditions, so effectively taking 20) to avoid being surprised when the dark fey launch their attack. Needless to say, this will be a very difficult check, so it is likely that most of the PCs (if not all of them) will be surprised. The surprise round can be completely avoided if a PC casts *daylight* immediately upon entering the clearing, however, as this will reveal the hiding shadar-kai and illuminate the entire area.

APL 2 (EL 4)

Shadar-Kai (4): hp 10; see Appendix

Tyrriel Minaelon, corrupted Clr1: hp 7; see Appendix

APL 4 (EL 6)

Shadar-Kai, Ftr1 (4): hp 20; see Appendix

Tyrriel Minaelon, corrupted Clr3: hp 19; see Appendix

APL 6 (EL 8)

Shadar-Kai, Ftr2 / Rog1 (4): hp 31; see Appendix

Tyrriel Minaelon, corrupted Clr5: hp 32; see Appendix

APL 8 (EL 11)

Shadar-Kai, Ftr3 / Rog3 (4): hp 46; see Appendix

Tyrriel Minaelon, corrupted Clr7: hp 45; see Appendix

APL 10 (EL 12)

Shadar-Kai, Ftr4 / Rog3 (4): hp 53; see Appendix

Tyrriel Minaelon, corrupted Clr9: hp 58; see Appendix

APL 12 (EL 14)

Shadar-Kai, Ftr6 / Rog3 (4): hp 78; see Appendix

Tyrriel Minaelon, corrupted Clr11: hp 71; see Appendix

APL 14 (EL 16)

Shadar-Kai, Ftr6 / Rog5 (4): hp 89; see Appendix

Tyrriel Minaelon, corrupted Clr13: hp 84; see Appendix

APL 16 (EL 18)

Shadar-Kai, Ftr8 / Rog5 (4): hp 104; see Appendix

Tyrriel Minaelon, corrupted Clr15: hp 97; see Appendix

Tactics: The shadar-kai seek to defend the portal stone and kill all of the PCs. Their initial attack in the surprise round will be with their bows, but they will quickly switch to their spiked chains once a PC closes with them. The shadar-kai work together very efficiently. They focus their attacks on individual PCs, attempting to set up flanking opportunities so that they can get sneak attack damage. They use the reach of their spiked chains to best advantage, making trip attacks for their attacks of opportunity (and thereby gaining free attacks at higher APLs thanks to the Improved Trip feat).

Remember that under the 3.5 rules, standing up from prone also provokes an attack of opportunity. However, you cannot make another trip attack as an attack of opportunity against a creature that is

already prone and trying to stand up, although you do gain the +4 bonus on the attack of opportunity for attacking a prone target with a melee weapon since the attack of opportunity is made while the creature is still technically prone.

Tyrriel: The elf cleric's trapped soul struggles against the grip of the Shadow Lord. However, it is ultimately a losing struggle, as the power of the Eye of Eternity is simply too much for the tortured elf to resist. Every few rounds, depending on the APL, the Shadow Lord will force Tyrriel to cast an attack spell against the PCs:

APL 2 – 4: One spell every third round (he skips the first two rounds of combat, casts on the third, skips the fourth and fifth, and so on).

APL 6 – 10: One spell every other round (he skips the first round of combat, casts on the second, skips the third, and so on).

APL 12 – 16: Three spells every four rounds (he skips the first round of combat, casts on the second, third, and fourth rounds, skips the fifth round, and so on).

The spells that Tyrriel can cast are detailed in his statistics block at each APL. During the rounds when Tyrriel is not casting a spell, describe him struggling to resist some unseen force that rips and tears at him, as black energies crackle all around the portal. During the rounds when he does cast a spell, he will whisper things like "I'm sorry" and "please forgive me" even as he rains down destruction upon the PCs. While Tyrriel lives, the portal cannot be entered by anyone other than a servant of the Shadow Lord (so the shadar-kai can use it to flee, but the PCs cannot follow until they have dealt with Tyrriel).

The Shadow Lord can see everyone on the battlefield, thanks to the scrying powers of the Eye and will select the most appropriate spell for the tactical situation. Tyrriel's effective caster level is one less than the APL (this is reflected in his statistics block). For purposes of these abilities, Tyrriel has the ability to project any melee touch spell as if it were a ray spell (he still must succeed on a ranged touch attack, and the spell still allows its normal saving throw, if any).

All of the spells that Tyrriel casts have visual effects that look like "shadow" or "darkness" versions of the normal spell. Their effects, saves, etc. are unchanged, except that they are all negative-energy spells. For example, if Tyrriel casts *searing light*, the appearance of the spell is actually that of a beam of slashing darkness, and

it would heal undead instead of harming them (if there were any undead in the fight, which there aren't). If Tyrriel casts *flame strike*, the spell's appearance is a column of purple-black flames (and the non-fire half of the damage is treated as unholy instead of holy).

Tyrriel can't cast the same spell twice until he has cast at least three different spells, and he can't cast a spell of the same spell level twice in a row (in other words, he can't just keep using his highest spell level over and over). Try to mix his spell selection up to keep things interesting. He's there to complicate the battle, not to make a major difference in the outcome (which is why he doesn't have *slay living*, *harm*, or *destruction* at the higher APLs). Also, remember that *inflict* spells allow a Will save for half damage.

Tyrriel can be attacked directly. He is treated as if he were an incorporeal creature, although he cannot move and automatically fails any Reflex saving throws. If any PC attacks Tyrriel, all of the shadar-kai change their tactics and focus their efforts on stopping that PC. If Tyrriel is reduced to 0 hit points or below, then he will stop casting spells, but his form does not dissipate and the portal does not close. Instead he just hangs limply, still suspended within the portal. The shadar-kai will howl in despair and will redouble their efforts to kill whichever PC dealt the final blow. (Tyrriel cannot really be destroyed until after the battle is over, but the shadar-kai and the PCs don't know that). The most likely scenario is that the PCs will have to deal with the shadar-kai before they can really afford to focus on the cleric and the portal, however.

Escaping: The shadar-kai are determined fighters and are loyal to the Shadow Lord, who used to be one of their most powerful arcanists. However, they are not fanatics, and a shadar-kai that is near death will attempt to flee through the portal and hide on the Plane of Shadow. (This is kind of gruesome, as the escaping shadar-kai basically climbs directly through Tyrriel's chest, and he screams in pain.) On the other hand, the shadar-kai's main goal is to protect the portal. If the PCs flee the battlefield, they will not be pursued. However, the shadar-kai will be completely healed by the time the PCs return and will once again mount a determined defense of the portal.

Tracking an escaped shadar-kai once it passes through the portal is essentially an impossible task, especially because the PCs themselves will be unable to use the portal until they have dealt

with the soul of Tyrriel Minaelon. (At APL 2 through 8, the PCs can't go through the portal at all; at APL 10 and higher, don't let them get distracted from the primary goal of their optional encounter by haring off across the Plane of Shadow in search of an escaped shadar-kai.)

Treasure: The treasure consists of the shadar-kai equipment. Furthermore, each of the shadar-kai carries one or more small, oblong black stones. Each stone has a single arcane rune etched on its face. A Knowledge (arcana) check (DC 20) or Knowledge (the planes) check (DC 15) will reveal that this rune represents the Plane of Shadow. When held on the Material Plane, the runes are cold; on the Shadow Plane, however, the runes pulse with faint warmth. Tyrriel does not have any material possessions, of course.

At the low tier, the PCs have plenty of time to loot the bodies. At the high tier, depending on how quickly they approach the portal, they may only have time to grab the loose items, particularly the *lesser blackstone runes*, before they must step through to the Plane of Shadow. However, they may return later and loot the bodies, if they remember to do so.

Regardless of how many PCs there are in the party, the shadar-kai have enough *lesser blackstone runes* among them so that there is exactly one rune per character in the party.

All APLs – L: 0 gp; C: 0 gp; M: one *lesser blackstone rune* per PC (46 gp per rune);

After the Battle: Once the shadar-kai have been defeated or have fled, the PCs can approach the portal. If Tyrriel was reduced to 0 hit points during the battle, then some form of magical healing will be needed to return him to consciousness (even a *cure minor wounds* will do for this, regardless of how much damage Tyrriel actually took). If he remains conscious, or once the PCs awaken him, then he will manage to temporarily break free of the Shadow Lord's control. Read or paraphrase the following:

A terrible, unseen struggle is obviously occurring between the soul of the elf trapped in the portal and whatever force is attempting to control him. Bursts of energy and screams of pain echo across the clearing. With what appears to be a supreme effort of will, the elf clenches his fists and grits his teeth. There is a brilliant flash of energy, and you are momentarily dazzled by the glare. When your vision returns, you can see that the elf is still

suspended within the portal. However, his eyes have returned to normal, and he is regarding you with a hollow, infinitely sad, but clearly rational gaze.

Tyrriel will thank the PCs for coming to his rescue. He knows that he only has a few moments before the Shadow Lord reasserts control, and he knows that the portal must be destroyed. Sadly, there is no way to free him other than to kill him in his incorporeal form, permanently destroying his soul. Tyrriel knows this as well and will tell the PCs in no uncertain terms that he prefers oblivion to an eternity of torture and slavery. If the PCs seem reluctant to kill him, he will openly beg them to put an end to his existence. Good-aligned PCs cannot possibly ignore his plight; even though the destruction of a soul is a terrible thing, Tyrriel's current condition is far, far worse. (Some high-level tables might try to save Tyrriel by casting *raise dead* or even *resurrection* on him; unfortunately, these efforts fail, because his soul is partially trapped by the Eye of Eternity. He can be destroyed, but he cannot be freed. However, please note the name of any character that tries this on the Critical Events Summary, as it is a truly noble thing to do.)

Any PC can destroy Tyrriel (outside of combat) by simply using the coup de grace action on him with a magical weapon (+1 enhancement bonus or better). If none of the PCs has a magic weapon, then Tyrriel will concentrate for a moment and will channel his powers to create the equivalent of a *magic weapon* spell on one weapon of the PCs' choice. This weapon will flicker with an ominous black light and will be very cold to the touch. The spell only lasts for one minute, and Tyrriel does not have the strength to cast it twice, so the chosen PC must act quickly.

When Tyrriel is destroyed, one of two things will happen, depending on the APL. At APL 8 and lower, Tyrriel's death will close the portal. At APL 10 and above, Tyrriel's soul will be drawn into the Eye of Eternity, still under the control of the Shadow Lord, and the PCs will have to go through the portal onto the Plane of Shadow in order to complete their task. (You might want to gently suggest that if they haven't already, the PCs really ought to loot the shadar-kai bodies before they proceed, as the *lesser blackstone runes* thereon just might be essential for them to be able to return from the Plane of Shadow. One good way to encourage this is to describe a small, oddly-shaped stone falling from the hand of the first shadar-kai that is killed in battle. Most players will

naturally be curious about this and someone will pick it up.)

At APL 8 and below, read or paraphrase the following:

Tyrriel gasps as the death blow is struck. A trickle of ectoplasm runs from the center of his chest, splashing on the stone slab, which pulses and begins to shudder. Suddenly, the portal begins to waver. Tyrriel closes his eyes as the magical energies begin to tear him apart. You can do nothing but watch as his soul is torn asunder, the portal collapsing into a million tiny specks of black light and each speck slowly fading into nothingness. At the last, as the valiant elf slides into eternal oblivion, you think that you see him smile, and a whisper emerges from the vortex of energy just before it slams shut: "Thank you..."

With a terrible CRACK, the stone slab splits. A huge jagged fissure erupts from the very center and spreads in all directions. The grass surrounding the stone blackens and dies in an instant. The earth groans, and the ancient trees surrounding the clearing shake as if they will topple over and bury this place beneath the weight of their mighty boughs. Then all is silent, so terribly silent and so utterly still, with nothing left save the shattered rocks to mark the grave of Tyrriel Minaelon.

At APL 10 and above, instead read or paraphrase the following:

Tyrriel gasps as the death blow is struck. A trickle of ectoplasm runs from the center of his chest, splashing on the stone slab, which pulses and begins to shudder. Tyrriel closes his eyes to await oblivion as the magical energies of the portal begin to tear him apart. Then his eyes open again, and within them you see a look of purest horror and terror such as no mortal could ever imagine. It is the look of a lost soul that knows it will never be free.

The terrible voice that you heard earlier suddenly hisses through the clearing: "YOU. ARE. MINE!"

A massive, clawed black hand made of pure shadow materializes around the portal and the stone, clenching into a mighty fist and ripping the elf's form backward, through the portal and into the space beyond. A chill shudders through your very bones as the hand vanishes from sight, leaving only the open portal and

whatever lies beyond. Through the gateway, you see the hand receding into the distance, and the faint cry of Tyrriel Minaelon echoes across time and space: "Nooooooooooooo!"

Small cracks appear around the edges of the stone slab as the portal's edges begin to waver and flicker. You know beyond any shadow of a doubt that Tyrriel is not free, and that whatever being has his soul in its palm awaits on the other side of the rapidly-collapsing gate. You have only mere moments to make your choice.

At this point, begin counting to ten under your breath. Each player who states that his or her character is stepping through the portal will continue to **Optional Encounter 2**. For those that do not step through the portal, the adventure basically ends here. When you reach the count of ten, the portal shimmers and vanishes, and it does not reappear. PCs that want to look through the portal before they decide to enter will see what looks like a photographic negative image of the very clearing they stand in, but everything is devoid of color, composed only of black and white and infinitely many shades of grey.

Development: Low-tier tables have no choice but to return to Carern, now that the portal has been dealt with. There, they can attempt to find out what plot has been hatched to ruin the horse market. High-tier tables are hopefully all moving on the Plane of Shadow, but if not then they too must return to Carern and make their report. Either way, the portal to the Plane of Shadow is closed on this side, at least for now.

If the wendigo has not yet been dealt with for some reason, then proceed to **Encounter 5**; otherwise, proceed to **Optional Encounter 1** (APL 2-8) or **Optional Encounter 2** (APL 10-16) or to the **Conclusion**, as appropriate.

Optional Encounter One (Low Tier)

This is an optional encounter, which costs 1 additional Time Unit for characters native to Gran March and 2 additional Time Units for all other characters.

Returning to Carern, the PCs must attempt to determine who is trying to do harm to the horses at the marketplace, and how. Staking out the marketplace, the PCs can eventually discover that the Gran March soldiers who have been assigned

to security and who bring in the wagons of feed each day are actually transporting grain that has been infected with some kind of magical disease.

During the ensuing battle, the PCs may discover that some of their adversaries are actually doppelgangers, who apparently killed and replaced their targets at some point, with no one the wiser. The guardsmen are actually still the original bodies of the soldiers, but the minds within have been twisted and warped and they are now obedient thralls of the doppelgangers. Though the threat has been stopped for the moment, the question lingers – how deep has the Gran March Army been infested by these shapechangers, and who can be trusted?

The setup for this encounter is fairly free-form. The Elector will gladly put the PCs in charge of organizing the defense of the marketplace. There is a file of pikemen available, and they can be stationed wherever the PCs wish. The main areas are the “parade ring,” the various tents where humans are staying, the various corrals and stalls where horses are staying, and the temporary barn where all of the feed and hay are stored. Each day, a small group of farmers arrive with wagons containing additional hay, feed, and other supplies for the many horses that are here. All of the ranchers participating in the marketplace pay money into a common fund so that the distribution and supply systems can be kept as simple as possible. The Herdmaster’s Guild has made arrangements with the Gran March Army to provide a few men from the detachment stationed at the baronial capital to act as caravan guards for the daily supply wagons.

Once the PCs have determined their security arrangements, the first few days pass uneventfully. On the third day of the marketplace, the guards and farmers are ambushed on the road to Carern, and the contents of the caravan are replaced. The commoners are replaced with doppelgangers, while the guardsmen are infected with a strange paste made from the secretions of an aboleth. This paste essentially destroys the individual’s free will and leaves him *dominated*. It also has the unfortunate side effect of destroying most of the victim’s original mind, leaving behind what is essentially a mindless husk – but a mindless husk that is still able to do everything that it was previously able to do, and that can function autonomously as long as one of its controllers is nearby.

The new hay and feed have been infested with a powerful, yet subtle, magical disease. This

disease only affects horses, and it has an incubation period of about three months. Over the period of time that the disease is quiescent, it slowly goes to work on the horse’s bone mass, eating away at the bones and the connective tissues, so that once the disease has run its course, the horse is invisibly weakened in such a fashion that it is very likely to break down the first time it is ridden in a stressful situation (like combat). Furthermore, once the incubation period is over, the horse can spread the disease to other horses simply through close proximity. The disease has been carefully crafted by individuals beyond the scope of this module. Suffice to say that if it is not stopped here, then it is likely to infect a large portion of the equine population of Gran March, which could have disastrous results, not only for the cavalry, but also for day-to-day travelers and certainly for commerce.

If the PCs are smart, one of the areas they’re guarding is the feed barn, of course. Any sort of divination spell cast in the days leading up to this attack will give the caster cryptic information that should point him or her in the direction of the food supply.

Setup: On the afternoon of the “special delivery,” the usual wagon rolls up to the barn. Several soldiers in Gran March livery stand guard, while the farm hand begins shoveling the hay into the communal barn and carrying the bags of feed into the storage area. The PCs can detect the tainted items in a variety of ways. If someone casts *detect poison* or *detect magic* on the grain, it will be revealed as having some kind of supernatural properties. A Knowledge (nature) check (DC 20) will also give an indication that something doesn’t seem right about the feed. The doppelgangers are natural shapeshifters, so they do not radiate magic, and they have consumed potions to conceal their true alignment. The guardsmen are thralls of the doppelgangers, but their alignment is neutral, as they lack free will. However, the guardsmen do radiate magic of the Enchantment school.

Old Narril is also present in Carern at this point, and he will be glad to examine anything or cast any spells that the PCs would like to assist with their efforts, so he might actually be the one to discover the tainted feed. He will only take part in combat if the PCs are in grave trouble, however (his statistics are provided in the Appendix).

If the PCs specifically ask, and if they have been guarding the barn each day, they may notice that there is only one farm hand instead of the usual

two. (This is so that the melee fighters do not have to go without weapons; the lone “commoner” is actually a wizard.) Questioning the farmer closely will reveal that he knows the basics about his duties (gathered from the people they are impersonating via *detect thoughts*) but only superficial facts about Gran March. The guardsmen will not answer questions, instead deferring to the farmer. If this seems odd to the PCs (which it should), the commoner will explain it away by saying that the guardsmen were up too late the night before sharing a wineskin around the campfire.

Once the PCs become suspicious enough, which should not take long as the NPCs do not tell a very convincing story, the doppelganger will most likely realize that its odds of successfully completing its mission are dropping rapidly. It will be actively attempting to *detect thoughts* on everyone it encounters and will react instantly if any PC formulates a decision to attack. Read or paraphrase the following:

No sooner has the thought crossed your mind that something is seriously wrong here than everyone seemingly goes into motion at once. The farm hand steps back and begins gesturing in the patterns of an arcane spellcaster. The soldiers draw their weapons and step forward, grim-faced, their movements slightly jerky but nonetheless competent. The movements of your adversaries seem to be extremely well-coordinated, and it seems clear that quarter will neither be asked nor given as the battle is joined.

Creatures: Once the deception has been discovered, the “farmer” and “soldiers” will attack, hoping to kill all of the PCs and set up a fake combat scene far away from the barn so as to draw attention away from the tainted supplies. If the PCs make any significant amount of noise, however, they can pretty easily attract the attention of various ranchers, stable boys, and other commoners, any of whom can go for additional help.

APL 2 (EL 6)

Thralls, Human War2 (3): hp 13; see Appendix

Doppelganger Enc2: hp 35; see Appendix

APL 4 (EL 8)

Thralls, Human War3 (3): hp 19; see Appendix

Doppelganger, Enc4: hp 44; see Appendix

APL 6 (EL 10)

Thralls, Human War5 (3): hp 32; see Appendix

Doppelganger, Rog4: hp 60; see Appendix

Doppelganger, Enc4: hp 44; see Appendix

APL 8 (EL 12)

Thralls, Human War5/Ftr2 (3): hp 47; see Appendix

Doppelgangers, Rog5 (2): hp 66; see Appendix

Doppelganger, Enc5: hp 48; see Appendix

Tactics: The former soldiers who were guarding the wagon are the fighters. Although they retain their former abilities and some level of basic autonomic functions, their tactics will be very straightforward. Essentially, they will engage the closest PC and will remain on that PC unless he or she moves more than 30 feet away, whereupon they will look for the next-closest PC. If anyone attacks the doppelganger enchanter directly, then it will send out a mental command and they will move to defend it, even giving up attacks of opportunity if necessary. Although they are no longer free-willed, they are not mindless, so they will take advantage of openings that are presented (like flanking and attacks of opportunity).

The unarmed “farmer” is actually an enchanter and will stay out of melee and use his spells to try and influence the outcome of the combat as best he can. His first action is always to cast shield on himself. At APL 2, he will open with *sleep*. At APL 4 and 6, he will use *scorching ray* against spellcasters or ranged attackers and *tasha’s hideous laughter* against melee attackers. At APL 8, he will attempt to use his Silent, Still *charm person* on a suitable-looking target before combat begins; after that, he will try to use *deep slumber* and *hold person* to end the battle quickly. If things start to turn against him, he will flee the battlefield, but will attempt to sneak back around and use his scroll of *fireball* to destroy the grain wagon and any nearby PCs.

At APL 6 and 8, after the second round of combat, one or two more soldiers will come running up from the opposite side of the camp, calling out to the PCs that they are the reinforcements. Unfortunately, this is another deception; these “soldiers” are doppelganger rogues. They have killed several members of the local garrison and taken on their appearance, so these individuals will look familiar to the PCs (who have been

sharing guard duty with the locals for several days now). The new arrivals will attempt to move in amongst the PCs and get into a good flanking position, hoping to catch a character by surprise with an unexpected sneak attack.

At APL 6 and 8, all of the doppelgangers (not the thralls) will make an attempt to destroy the evidence (the tainted grain) if it looks as though the PCs are going to win the fight. At APL 6 and APL 8, the rogues have flasks of alchemist's fire, which they will use on the wagon. One direct hit from a flask is sufficient to put the grain on fire, although the PCs will have several rounds to quench the blaze before the grain is all destroyed. At APL 8, the enchanter has a scroll of *fireball*, which can destroy most of the wagon and the grain in one fell swoop.

The first time a doppelganger is slain (dropped to -10 hit points or below, not just dropped unconscious or staggered), read or paraphrase the following:

The man before you staggers, clutching at his wounds, and falls to the ground. Suddenly, his features and skin begin to shift and ripple, the flesh seeming to move of its own accord. Mere moments later, where previously there had been a human male of typical build and appearance, there now lies a tall, emaciated, gray-skinned humanoid with a bulbous head and oversized, alien-looking eyes.

The doppelgangers do not fight to the death, particularly the enchanter, but neither do they surrender. Instead, they will attempt to flee, blend into the crowd, and change their forms to appear like a commoner. They will change their shape and size as well as their appearance, and most likely will be very difficult for the PCs to capture.

The thralls have no choice but to fight to the death at their master's command. Their instructions persist even if the doppelganger enchanter is slain, although once the fight is over, they will simply sit down and stare glassy-eyed at the world. Each time one of the thralls is slain in combat, the PCs will notice a strange clear jelly-like substance leaking out of his ears. This is the remnants of the aboleth jelly extract which was used to destroy their minds and turn them into servants of the doppelgangers. Unfortunately, there is no hope of an immediate cure for these men; their minds and personalities have literally been dissolved. However, if they are subdued and turned over to the military, they will be sent to Syrloch for further study. Please make a note on

the Critical Events Summary as to the final disposition of the doppelgangers and the thralls.

Treasure: The bulk of the treasure consists of the doppelgangers' and thralls' equipment. Be sure to keep track of how many doppelgangers escape, as the value of their equipment must be deducted from the total treasure values given for this encounter. The human thralls cannot escape and will not even attempt to flee.

There is a small pouch hidden in the back of the wagon (Search DC 20 to find it, or DC 10 if someone specifically states that they intend to search the wagon thoroughly). The pouch contains 100 gp, which the doppelganger enchanter intends to use to buy a horse (so that the conspirators can track the progression of the disease) after the infected grain has a few days to make its way through the entire local food supply. The PCs can claim this for their own, if they wish. If the wagon burns because the grain was set on fire, then the pouch will be destroyed, but the gold coins will definitely survive the fire intact. However, if the wagon is destroyed by a direct hit from the *fireball* scroll at APL 8, the coins will be reduced to a puddle of molten slag and the PCs cannot recover this treasure.

All APLs: L: 0 gp; C: 100 gp; M: 0 gp.

Development: Once the infiltration attempt has been busted up and the magically infected grain seized, the remainder of the marketplace will pass without incident and the PCs will have done a major service for Carern and for all of Gran March. Proceed to the **Conclusion**.

Optional Encounter Two (High Tier)

This is an optional encounter, which costs 1 additional Time Unit for characters native to Gran March and 2 additional Time Units for all other characters.

Stepping through the portal to the Plane of Shadow, the PCs must find the Shadow Lord and defeat him to free Tyrriel Minaelon from having his soul slowly consumed to power the portal. Doing this closes the portal with the PCs trapped on the Plane of Shadow, but several options are available for them to be able to return home.

The Plane of Shadow: Once through the portal, the PCs will find themselves on the Plane of Shadow. Some information about this plane is provided in the *Dungeon Master's Guide* on page

152. The Manual of the Planes provides additional material, but is not necessary to be able to run this encounter.

Being on the Plane of Shadow has a number of effects that differ from the Material Plane. Please read and remember to apply the rule changes listed below. Not all of these are listed in the *Dungeon Master's Guide* (some are found in the *Manual of the Planes* and some are unique to this module). Travel among the planes of existence is an ever-changing experience, and the conditions that are present on one trip away from the Material Plane might be completely different on another.

Characters who have made a study of the planes of existence have a chance to know some or all of the facts listed below. A Knowledge (the planes) check (DC 10) reveals basic information about the key traits of the Plane of Shadow. A check result beating DC 15 reveals information about specific spells or other items listed below. A check result beating DC 25 automatically knows everything described herein.

Planar Traits: The Plane of Shadow is in many ways a copy of the Material Plane, although the subtle differences crop up in surprising and disturbing ways. Gravity and time are identical to the Material Plane, although neither sun nor stars exist to mark the passage of time. The plane is infinite in size, though it tends to mirror the landscape and geography of the Material Plane in most respects. The majority of the Plane of Shadow is mildly neutral-aligned, which means that no characters suffer penalties because of their alignment being “out of tune” with that of the plane. The Plane of Shadow also has no specific elemental or energy traits, although certain types of magic are either enhanced or suppressed, as detailed below.

No Access to the Ethereal Plane: There is no connection between the Plane of Shadow and the Ethereal Plane in the standard D&D cosmology. (See page 61 of *Manual of the Planes* for an explanation.) Thus, spells and effects that require access to the Border Ethereal will not function. Attempts to cast these spells or use these abilities simply fail with no other ill effect, as if they had been counterspelled at the time of casting. Examples include *blink*, *ethereal jaunt*, *etherealness*, *ghostform*, *phase door*, and similar magics. Spell-like and supernatural abilities that rely on these spells and items that replicate their effects also fail to function. Ghosts are not found on the Plane of Shadow, because they dwell

partially on the Ethereal Plane. Intrinsically incorporeal creatures (like wraiths) and creatures that are incorporeal because they are partially made of shadowstuff (like undead shadows) are unaffected.

Dimension door is unaffected, since the spell description specifically states that the character moves through the Astral Plane, not the Ethereal, and access to the Astral Plane is unimpeded. Any other spells or effects that involve astral travel also function normally, although if anybody actually wants to cast *astral projection* in the middle of this module, that person is probably in need of some serious help!

Most spells (other than *blink*) that grant a miss chance, such as *blur*, *displacement*, and *entropic shield*, still function normally, as they work by interfering with the perceptions of observers, not by moving the target back and forth to the Ethereal Plane.

Summon Monster: Some PCs have special certificates that allow them to summon Ether creatures. It is not possible to reach the Ethereal Plane from the Plane of Shadow, so spells cast to summon such creatures simply fail. Other monsters may be summoned as normal.

Summon Nature's Ally: This spell fails if cast to summon anything other than an elemental. There are no suitable natural creatures within range of the spell. The caster will know why the spell failed, as the PC will get a sensation that the magic is searching but unable to find a target. Summoning an elemental is still possible, as access to the Elemental Planes is not restricted on the Plane of Shadow.

Summon Swarm: This spell fails. There are no suitable insects on the Plane of Shadow. *Creeping doom* also fails to work.

Magical Darkness: Despite the dark nature of the Plane of Shadow, spells that produce, use, or manipulate darkness are unaffected by the plane. However, spells that directly manipulate shadows (or that have the [shadow] descriptor) are enhanced, since the caster is able to work directly with the base material of the plane. Such spells are cast as if they were prepared with the Maximize Spell feat, but they don't take up higher-level spell slots.

Shadow Conjuration, Shadow Evocation, Shades: PCs using any of the *shadow conjuration* or *shadow evocation* line of spells will receive a pleasant surprise when casting these

spells on the Plane of Shadow. *Shadow conjuration* and *shadow evocation* spells are 30% as powerful as the spells they mimic (as opposed to the usual 20%). *Greater shadow conjuration* and *greater shadow evocation* are 70% as powerful (not 60%), and a *shades* spell conjures at 90% of the power of the original (not 80%).

Light and Fire Spells: Spells that use or generate light or fire may fizzle when cast on the Plane of Shadow. A spellcaster attempting to cast a spell with the [light] or [fire] descriptor must succeed on a Spellcraft check (DC 20 + the level of the spell) or the spell fails. Any spell that produces light (such as *dancing lights*, *light*, *continual flame*, or *daylight*) has its area of effect decreased by 50%, as its energies are partially suppressed by the supernatural energies of the Plane of Shadow. This applies both to new spells cast while on the plane and to existing items (such as *everburning torches*) brought onto the Plane of Shadow from the Material Plane.

Searing Light and Sunbeam: These spells deal only half their normal damage as part of the magical energy of their light is negated by the Plane of Shadow. The spells' game mechanics are not otherwise altered. For example, a ranged touch attack is still required to hit with *searing light*, and the spell still does not allow a saving throw. The size and quantity of the damage dice are not reduced (and still vary depending on the target's type; see the spell description for details). Simply calculate the normal damage for the spell and then divide it in half, rounding down.

Cure Light Wounds: This spell functions normally. We just felt we should include it because somebody was bound to ask.

Sun Domain: Any PC cleric with the Sun domain suffers from a strange sensation. The PC cannot shake the feeling that the Plane of Shadow harbors a specific resentment towards the gods of light. Such characters will feel that the very air has taken living form and is crawling up and down their skin, seeping into their pores, flowing into their eyes, nose, and mouth, etc. This has no in-game effect, but it leaves the affected PCs feeling oily and slightly nauseous. Naturally, this means that you should play it up as much as possible for the scare factor. Feel free to have the PC make a Will save (DC 0) for every attempt to cast a spell or concentrate on some action. The feeling is suppressed only as long as the PC is standing in an area that is illuminated by some kind of magical light source.

Extradimensional Spaces: Most spells and magical items that rely on extradimensional spaces are unaffected, as they store their contents in self-contained pocket dimensions or tiny demiplanes. Examples include *bags of holding*, *gloves of storing*, and *quivers of Ehlonna*. Any spell or item that specifically relies on access to the Ethereal Plane, such as *Leomund's secret chest*, does not function.

Once you are ready to proceed, read or paraphrase the following:

The landscape on the other side of the portal is at once oddly familiar and yet disturbingly alien. You find yourself standing in a clearing very much like the one you just left, but it is as if all color has been washed completely away, leaving only black and white. Everything you see jumps out at you in sharp contrast as the edges of things are emphasized by the lack of hues and visual nuances. A stone slab rests in the center of the clearing in which you stand, and tall, dark trees form an ominous ring at the edge of the expanse of grass. The grass itself is purest black, the lush green of its material counterpart completely turned to shadow. You cannot see the sky through the branches of the trees, but somehow you know that even were the trees removed, you would see nothing in the heavens save a flat, black, featureless vault with neither sun nor stars.

Moments after the last member of your group has passed through the gateway, it shudders and collapses inward, winking out of existence without a sound. The path taken by the spectral hand that snatched away Tyrriel's spirit is easy to spot, as small patches of faintly glowing ectoplasm trail off into the distance. One can only imagine the amount of suffering that it would take to make a soul bleed.

The PCs should have a sense of urgency about their mission. However, their journey across the Plane of Shadow takes about 36 hours, so they will need to rest (and regain spells) at least once along the way. Let them press onward if they truly wish to do so, but they will be at a disadvantage in the final confrontation with the Shadow Lord if they are not at full strength.

Once beyond the clearing, the characters find themselves in what appears to be the shadow equivalent of the Dim Forest. There are no familiar landmarks beyond the clearing, however, and from time to time, someone will get the feeling that

just out of sight, the very fabric of the plane is shifting and moving, altering the landscape even as the party moves. Looking backwards reveals that the trail behind has vanished: their only hope is to proceed ever onward.

As the PCs travel, they are able to glimpse a few of the inhabitants of the Plane of Shadow. None of these are intended to provide combat encounters. If the PCs attempt to attack any of the denizens of the plane that they see, the creatures simply fade away, leaving the characters to wonder if what they had seen was an actual creature or simply a mirage composed of shadows.

An entire herd of the six-legged shadow horses (like the ones they found in Encounter 5) thunders past, seeming to leap from shadow to shadow as they travel, passing right through any trees that happen to stand in their path. Later, a strange, two-headed lizard-like creature is sighted as it crawls out of a small canyon. The beast moves on four appendages that look like shadowy tentacles, but trail away into nothingness. It snarls at the party, as if to say that it will viciously defend its territory, before stalking off in search of easier prey.

A cluster of massive trees, larger than any that the PCs have ever seen before, stands to one side of the trail. Thick, ropy tendrils dangle from the branches, slithering along the ground in search of prey. Broken bodies lie among the roots, serving both as fertilizer for the tree and a warning to the unwary. (Some characters might recognize these as umbral banyans: they were used as guardians of the Wells of Darkness by the shadar-kai army.)

On the second day of their journey, the PCs pass by what looks like a ruined city, broken cobblestones peeking up from the forest floor and shattered walls and columns standing mutely among the trees. There is no sign of who or what might once have lived in this place, but dark figures slip in and out of the doors and along the overgrown streets, as if still going about their daily business, unaware that their lives ended long, long ago.

Throughout their journey, the trail of ectoplasm that the PCs are following continues to guide their steps, although it seems to be growing fainter, as if Tyrriel's soul is becoming weaker and weaker. If they attempt to veer away from the path, then no matter what they do, the fabric of the plane shifts subtly under their feet and guides them back to the right path. The Shadow Lord desires a confrontation, and in this place, his wishes will not

be denied. The strange black stone runes that the PCs took from the shadar-kai in Encounter 6 remain cold and silent; if the items have magic within them, it seems to be dormant for the moment.

If the PCs have some way to leave the Plane of Shadow, perhaps by casting the *plane shift* spell, then there is no way for them to return to this place: the adventure is over and Tyrriel is truly damned.

After about thirty hours of travel, the terrain around the PCs begins to shift. No longer are they marching through a twisted reflection of the Dim Forest; instead, their surroundings appear to be more jungle-like. After about five miles of traveling through the jungle, the PCs pass by what appears to be a small abandoned village of some kind, large enough to hold perhaps 100 people. There is no sign of any current inhabitation, however. Players who took part in the adventure *Fading Vision* might be starting to get a little bit suspicious at this point; their suspicions are confirmed after a few more miles of travel.

Read or paraphrase the following:

Standing before you is a set of five towers, joined by walls. The central tower stands some three hundred feet tall, and is composed of what seems to be black basalt. The tower tapers gently near the top, with a slightly rounded point. The other four towers, each about half the size of the central tower, are evenly spaced around their taller sibling. The towers are seamless: no bricks, no seams, no signs of mortal construction mar their featureless, smooth surface.

On one side of the main tower is a set of three broad stone stairs leading to a set of huge double doors. On each door is engraved the symbol of an eye.

These towers look very familiar to characters that participated in the events of *Fading Vision*: this place looks just like the Forbidden Tower in which the Eye of Eternity was housed. Strange, however, that it should be here: the Eye of Eternity is housed in its own pocket dimension, called a Fading Land. How can it have been transported here? The only way to find out, of course, is to go inside. The doors swing open easily, revealing that the central tower is completely hollow, lined with balconies connected by spiral staircases. Opposite the doors is a raised wooden platform. A throne rests atop this

platform, and for the briefest moment, the PCs might think that they see a shadowy figure seated atop the throne, leering down at them with one eye, the other a vacant socket. When they look again, however, the apparition seems to have vanished without a trace.

No matter which direction the PCs choose to go, they will end up in the right place. Whether they choose a balcony or a stairway – or even turn around and try to leave the tower – all they find before them is a short passageway leading down about 50 feet, where it ends on a landing. An open door beckons, and the PCs can hear a faint whimpering and sobbing coming from beyond the doorway. They might decide that this is a good time to start casting preparatory spells, and they would be right.

Read or paraphrase the following once they are ready to continue:

Stepping through the doorway, you find yourself in a 50-foot diameter circular stone chamber with a domed ceiling 30 feet high. The walls are black, dotted with faint pinpoints of a grayish light. In the exact center of the room is a ten-foot diameter disk made of some kind of dark, smoky crystal. Black vortices swirl within its depths, and for a moment, you think you see the face of Tyrriel Minaelon, pressed up against the glass as if it were a window and he trapped on the other side.

Suddenly, the room begins to spin wildly, the walls twisting and whirring. Harsh laughter echoes in your ears. A moment later you realize that it is not that the room is moving – it is that what you thought were walls are actually a horde of moving shadows, twirling through the air on all sides of you. Clawed hands reach out, as if the thousands and thousands of shadowy figures can sense the light and life that you carry within you, and they want nothing more than to rip you open and feast upon your glowing essence. Slowly, their whirling patterns cease, leaving you surrounded by an ocean of shadowy man-like shapes for as far as the eye can see. Of the door through which you entered, there is no sign.

As if on cue, mocking laughter erupts from all sides. Before you, standing in the exact center of the smoky crystal, is a tall, fey creature that you recognize as perhaps having once been one of the shadar-kai. Now, its form is blackened and twisted, twin coals of pure

hatred burning where once its eyes had been. “So,” purrs the figure, “you WERE foolish enough to come after the soul of this pathetic, mewling elf. How wonderful... for me. Shall we get right down to the festivities, or would you like to exchange a few pleasantries first?”

This, of course, is the Shadow Lord. The PCs can ask him a few basic questions, if they want, or they may simply choose to attack. He's quite prepared for either option.

Who are you? Once, I was a shadow fey, one of the shadar-kai. Now, I am the Shadow Lord. I need no other name.

Were you part of the group that attacked the Gran March last summer? I was a leader of the great army and served as their High Arcanist, yes. My ritual to transport the Dim Forest to the Plane of Shadow would have freed my people from our ancient curse. It was a beautiful enchantment, the culmination of the work of a thousand lifetimes. Alas, it was not to be. A group of heroes intervened at precisely the wrong moment, and the spell had some ... unexpected ... effects.

What effects? Well, for one thing, instead of dying, I ended up here. For another, this artifact, the Eye of Eternity, came under my control, even though it is not really here. I can manipulate its reflection here on the Plane of Shadow and it responds. It is not yet fully empowered, as I will need to bring it entirely to this plane in order to make full use of its capabilities.

What does the Eye do? Ah, I'm glad you asked that question. You're about to find out, in the most detailed way possible. You see, although lovely Tyrriel here has done a fine job powering the portal-stone for me, I need a few more souls to fully activate my new toy, and I think that yours will do nicely!

With his final words spoken, the Shadow Lord's form begins to waver and twist. The manlike aspects of his body curl and become serpentine in nature, a long, sinuous neck sprouting from his shoulders. Within moments, he stands before you, no longer a man at all, but rather in the shape of a terrible dragon, a dragon made of shadows.

Simultaneously, from the direction of the Eye of Eternity, you see the soul of Tyrriel Minaelon push against, and then break through, the crystal barrier that holds him. Lines of energy seem to flow from his hands, enveloping each of you in a faint, milky-white

aura. As suddenly as he appeared, Tyrriel vanishes, dragged back down into the swirling mists of the Eye by an unseen force. His defiant screams are cut short as he vanishes from sight.

Wordlessly, the horde of shadows that surround you rush forward to attack, while the draconic form rears above you and opens its terrible maw.

Although the Shadow Lord would like the PCs to think that he is actually a shadow dragon, in fact, this is a trick. He has really done nothing more than alter his appearance. Any PC that has actually met a shadow dragon (for example, a PC with the Notice of the Shadow Dragon cert from Geoff) will recognize that rather than looking like a true dragon, the Shadow Lord merely looks like the outline of a dragon – a dragon's shadow, as it were.

At this moment, several things are happening at once. First, if the PCs picked up the *lesser blackstone runes* from the bodies of the shadar-kai back in the Dim Forest, each person holding one of those stones suddenly feels it pulsing with warmth. The PC intuitively knows that the item's magic has activated and that he or she can use the rune to *plane shift* back to the Material Plane simply by willing it to be so. This can provide a PC with a way to escape the battle, should things go badly. However, it requires an action to activate the rune, which means that a PC can only do so on his or her own turn.

Second, Tyrriel Minaelon, though he is trapped within the Eye of Eternity, has one last part to play. With a supreme effort of will, he projects his life energies through the Eye of Eternity, enveloping each of the PCs in a faint, milky-white aura. This aura will absorb the first 8 points of damage that each individual PC suffers from the Strength-draining touch of the Greater Shadows during combat. As a PC is struck by the shadows, the aura fades and eventually vanishes once it has negated 8 points of ability damage. Tyrriel's aura is immune to *dispel magic*.

Darklands: With the Shadow Lord fully manifested and the shadowy reflection of the Eye of Eternity present, this encounter takes place in what is known as a Darkland. Essentially, the area gains the "minor negative-dominant" planar trait. This means that living creatures suffer 1d6 points of negative energy damage per round (no saving throw). The Shadow Lord and his minions are healed of a like amount. Any living being

reduced to 0 hit points or less within the area of a Darkland instantly crumbles to ash (in other words, the -10 "buffer" is not in effect for living creatures, exactly as if they were undead).

Spells and items that protect against negative energy can negate both the 1d6 points of damage per round and the "instant death at 0 hp" effects of this place, however. (*Death ward*, for example, protects a character against all of the effects of the Darkland.) The aura created by Tyrriel Minaelon does not protect against the negative energy damage each round, but it does protect a living creature from dying when it reaches 0 hit points. Once the aura is destroyed for a particular PC, however, the full effects of the Darkland take over.

While the Shadow Lord lives, none of the undead creatures in this place can be turned or destroyed by a cleric. After the Shadow Lord falls, the remaining greater shadows (if any) can be affected by turning attempts. Essentially, the Eye of Eternity confers the special quality "+20 turn resistance" on every undead creature present. The Eye also confers immunity to *disrupting* weapons upon the undead creatures and grants them positive energy resistance 5, which negates the first 5 points of damage from every positive energy attack (such as a *cure* spell cast offensively). At APL 14 and 16, this effect improves to positive energy resistance 10.

Creatures: In addition to the Shadow Lord himself, a few of his powerful minions emerge from the teeming mass of dark shapes to engage the PCs.

APL 10 (EL 14)

Greater Shadows (3): hp 58; See *Monster Manual*, page 221.

The Shadow Lord, shadar-kai Wiz11: hp 91; see Appendix A.

APL 12 (EL 16)

Greater Shadows, Ftr2 (3): hp 71; see Appendix

The Shadow Lord, shadar-kai Wiz13: hp 104; see Appendix A.

APL 14 (EL 18)

Greater Shadows, Ftr4 (3): hp 84; see Appendix

The Shadow Lord, shadar-kai Wiz15: hp 117; see Appendix A.

APL 16 (EL 20)

Greater Shadows, Ftr6 (3): hp 100; see Appendix A.

The Shadow Lord, shadar-kai Wiz17: hp 130; see Appendix A.

Tactics: Place a large number of markers (three or four per PC) on the battle map to indicate the horde of shadows that surround the PCs. Three of these markers represent the actual greater shadows; the rest are figments, incapable of dealing actual damage. The figments are there to distract and confuse the PCs and to make them think that their situation is hopeless. Each time a figment is destroyed, another appears on the next round to take its place. (When the greater shadows are destroyed, they don't come back, of course.)

The Shadow Lord will use his spells to best effect. The Greater Shadows will initially attempt to attack with their Strength-draining incorporeal touches. However, if the PCs are somehow protected against ability damage even after Tyrriel's protection fades, the Shadow Lord will realize this and will begin using targeted *dispel magic* spells to try and bring down whatever spells or effects are warding the PCs.

Tyrriel, having spent his last few bits of life energy to cloak the PCs in his protective aura, is (as far as anyone can tell) completely and utterly destroyed. No matter the outcome of this battle, his sacrifices will long be remembered by the gods.

Treasure: The Shadow Lord's equipment remains behind when he is sucked into the Eye of Eternity. Beyond that, there is no treasure for this encounter.

Development: If the PCs are defeated in this battle, then they have little hope of being recovered. However, make a note on the Critical Events Summary of the character name, player name, and player RPGA number of anyone who ends up either turned into a shadow (drained to 0 Strength) or who dies in the battle and is unable to be returned to life.

Once the Shadow Lord and his minions have been defeated, read or paraphrase the following:

As the last of the gigantic shadows is dispatched, a howl of fury and despair issues from the Shadow Lord. You can see that his form has begun to dissipate and weaken, and some invisible force seems to be pulling him inexorably closer to the Eye of Eternity. He

seems to realize what is happening just as he begins to be drawn into the crystal. "No... I am your master! I AM YOUR MASTER! I AM ..."

The crystal disc flashes with a brilliant light. It engulfs the Shadow Lord, opening and closing in a single instant that seems to last forever, the blink of an unseeing eye. The Shadow Lord's voice trails off into a horrible scream. A moment later, he is gone, and the rest of the shadows that surrounded you have gone with him. You notice that the smoky crystal artifact seems to be losing its form as well. As you watch, it wavers and finally vanishes, its connection to the Plane of Shadow apparently severed.

Of Tyrriel Minaelon, there is no sign. You can only hope that his long torment is finally at an end.

The Eye of Eternity cannot be accessed from the Plane of Shadow once the Shadow Lord has been defeated, and Tyrriel Minaelon's soul has vanished, presumably destroyed forever. There is nothing left for the PCs to do here. They must return home, to the Material Plane.

There's No Place Like Home: If the PCs have the *lesser blackstone runes* from Encounter 6, then each rune can transport a single PC back to the Material Plane. If one of the party's spellcasters can cast *plane shift*, then the party can get home that way as well. If all else fails, the PCs can wander the Plane of Shadow, looking for a way home. Fortunately, each time someone on either plane makes use of certain spells or abilities that enable transportation via shadows, a planar vortex is created – a weak spot in the fabric between the Shadow Plane and the Material Plane. It takes the PCs a long time (they must pay an additional 2 Time Units apiece in addition to the extra 1 or 2 TUs for the optional encounter) but eventually they are able to locate one of these vortices and slip through it.

Regardless of how the PCs return to the Material Plane, they find themselves back in the clearing in the Dim Forest. They may loot the bodies of the shadar-kai, if they did not do so previously. The bodies will be undisturbed; the magic of the clearing is still strong enough to keep away scavengers, and Glanadiel will have sensed the destruction of the Shadow Lord and returned to his post as guardian.

Regardless of how long it takes the PCs to claim any loot and rest up, they will find themselves

returning to Carern about a day or so after the events detailed in **Optional Encounter 1** have already taken place. Birkit and Old Narril can fill the PCs in on the fact that there was a plot to infect the horses with some kind of magical poison or disease, and that at least some of the individuals responsible were doppelgangers posing as Gran March soldiers and citizens. This is a disturbing development, but there is nothing further that the PCs can do at the present time. Proceed to the **Conclusion**.

Conclusion

Assuming that the PCs have successfully completed their objectives, they are hailed as heroes in Carern (for some of them, this isn't the first time). Specific outcomes that are affected by the PCs' actions are detailed below. If you are running this event within the appropriate time period, please be sure to fill out the Critical Event Summary and return your results to the Gran March Triad Point of Contact.

Special certificates and specific awards are detailed following the Treasure Summary. The information in this section is provided for you to be able to bring the module to a satisfying conclusion and tie up the loose ends for the players.

The Stampede: If Birkit and his two stable boys survived the stampede, then he is very grateful to the PCs. His new, stronger breed of horses is a big hit at the marketplace, but he promises to keep a few around "just in case you ever want to come by and pick one out." If Birkit survived but one or both boys did not, he will be saddened and subdued, but still grateful. If Birkit did not survive, the knowledge of how to breed the special horses died with him. The boys will be adopted by other residents of Carern and will have to rebuild their lives for the second time.

The Old Stable Inn: Even if the PCs failed to deal with the portal, as long as they were able to talk with Glanadiel and free him from his madness, he will stop haunting the Old Stable Inn. This might not help Verdana much, of course, due to the greatly increased dangers that Carern will face sitting only 40 miles from an open portal to the Plane of Shadow.

If the PCs have successfully closed the portal to the Plane of Shadow, Glanadiel will be extremely grateful, although he mourns the loss of his friend Tyrriel. Glanadiel informs the heroes that he will return to the site and resume his vigil. Although the portal has been closed for now, the stones might still hold some latent magic, and Glanadiel does not feel that he is yet released from his oaths. If the Eye of Eternity had truly been destroyed or sealed away forever, then Glanadiel would be able to go to his eternal rest; since he is still present, he knows that the danger to the Flanaess has not yet been removed.

With the hauntings stopped, business at the Old Stable Inn returns to normal in a hurry. Verdana Pallorn will thank the PCs and promise them free

room and board any time they care to spend the night in Carern. She also says that she is quite impressed with the magical candles that she purchased, and she's thinking about buying some more of them and offering them for sale. What household couldn't use a candle that wards away evil spirits? Verdana will gladly include the PCs in her sales of the magical candles, and will give them a more than fair price.

The Warlord of the Dim Forest: If the PCs failed to defeat the goblinoids and rescue Old Narril, then he will be taken away a few days after the annual horse market ends in Carern, since the magical disease should have been introduced into the horse population by that time. His fate will remain unknown, but the Warlord must have wanted him captured instead of killed for a good reason...

If the PCs defeated the goblinoids and rescued the druid, then he will resume his stewardship of the portion of the Dim Forest near Carern. He is unfazed by his experiences, although he will be very upset over the loss of his dog (animal companion). In his own gruff way, he thanks the PCs for his rescue and says that while he hopes he never sees them again (because trouble always seems to follow), he considers them to be "not as bad as most folks" and won't be too unhappy if they meet again someday under better circumstances.

The Wendigo: If the PCs were unable to defeat the wendigo spirits in the Dim Forest, then they will continue to prey on horses in Carern and the surrounding area. Old Narril will eventually have to mount an expedition to track them down and deal with them.

If the PCs destroyed the evil spirits, then the horses are safe, and the curse of the wendigo will fade into obscurity in this area, although mothers will use tales of the "bloody ghost horse" to frighten disobedient children for generations to come.

The Doppelgangers: If the PCs participated in this optional encounter and failed to discover the infected grain, then please make a note of it on the Critical Events Summary. Depending on the overall outcome, the magical disease could spread not only to the horses in Carern, but throughout Gran March and beyond.

If the PCs participated in the optional encounter and defeated the doppelgangers, then they have successfully prevented a terrible fate for horses all across Gran March. The identity of the creators of

the magical disease remains unknown, but there obviously had to be a powerful spellcaster and someone with an intimate knowledge of nature involved in designing such a plague. Perhaps of greater concern is the increasing presence of doppelgangers impersonating members of the Gran March Army. This mission raises more questions than it answers: Who controls the doppelgangers? What is their agenda? How deeply have they managed to embed themselves in the ranks of the military?

The Portal and the Eye of Eternity: If the PCs failed to deal with the portal, then Glanadriel will remain a restless spirit and will resume his efforts to find heroes worthy of the name. Meanwhile, the Shadow Lord will consolidate his grip on power in preparation for hatching future plots against the people of Gran March, and the Dim Forest will continue to see an influx of shadow creatures. If the PCs sealed the portal but failed to defeat the Shadow Lord, then he will be able to use the powers of the Eye to reopen it and will continue his efforts to conquer the Dim Forest unabated. The surviving shadar-kai in the region will continue to be drawn to the site of the portal, and Carern will be in grave danger from the increasing mass of evil creatures building up nearby.

If the PCs defeated the shadar-kai and sealed the portal (either by killing Tyrriel or by defeating the Shadow Lord and shattering the Eye of Eternity) then the threat is ended... at least for the moment. The Eye is an ancient and powerful artifact, after all, and what the PCs saw was really only a reflection projected onto the Plane of Shadow (if they even saw that). The original artifact might well have survived the destruction of the portal and the defeat of the Shadow Lord, though with the portal destroyed, learning the truth of the matter will be very difficult. The Shadow Lord himself might not have been permanently destroyed; one never knows with such fell creatures.

In any case, the PCs can feel good about their efforts; they have, once again, thwarted evil and banished the oncoming darkness for another day.

The End ... ?

Experience Point Summary

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

Encounter One (Story Award)

Preventing the stampede, or ending it without loss of life (other than perhaps a horse, regardless of how the maddened horse was dealt with, as long as it was dealt with in some fashion)

APL 2 – 30 xp

APL 4 and higher – 60 xp

Encounters Two and Three (Story Award)

Working out the truth behind the “haunting” of the Old Stable Inn and negotiating a peaceful resolution with Glanadriel

APL 2 and APL 4 – 30 xp

APL 6 and higher – 60 xp

Encounter Four

Defeating Kennigamek’s minions and rescuing Old Narril

APL 2 – 150 xp

APL 4 – 180 xp

APL 6 – 240 xp

APL 8 – 300 xp

APL 10 – 390 xp

APL 12 – 450 xp

APL 14 – 510 xp

APL 16 – 570 xp

Encounter Five

Defeating the wendigo and any shadow creatures

APL 2 – 90 xp

APL 4 – 180 xp

APL 6 – 240 xp

APL 8 – 270 xp

APL 10 – 330 xp

APL 12 – 390 xp

APL 14 – 450 xp

APL 16 – 510 xp

Encounter Six

Defeating the shadar-kai and “killing” Tyrriel Minaelon

APL 2 – 120 xp

APL 4 – 180 xp

APL 6 – 240 xp

APL 8 – 330 xp

APL 10 – 360 xp

APL 12 – 420 xp

APL 14 – 480 xp

APL 16 – 540 xp

Discretionary Roleplaying Award

You may award different amounts to different players

APL 2 – 30 xp

APL 4 – 45 xp

APL 6 – 60 xp

APL 8 – 105 xp

APL 10 – 150 xp

APL 12 – 195 xp

APL 14 – 240 xp

APL 16 – 285 xp

Total Possible Experience

WITHOUT the Optional Encounter

APL 2 – 450 xp

APL 4 – 675 xp

APL 6 – 900 xp

APL 8 – 1125 xp

APL 10 – 1350 xp

APL 12 – 1575 xp

APL 14 – 1800 xp

APL 16 – 2025 xp

Optional Encounter: Combat Experience

Defeat the doppelgangers, OR defeat the Shadow Lord

APL 2 – 180 xp

APL 4 – 240 xp

APL 6 – 300 xp

APL 8 – 360 xp

APL 10 – 420 xp

APL 12 – 480 xp

APL 14 – 540 xp

APL 16 – 600 xp

Optional Encounter: Bonus Story Award

Given ONLY if the PCs successfully completed all four parts of the mission – rescuing Old Narril, defeating the wendigo, defeating the shadar-kai, and either exposing the doppelgangers or defeating the Shadow Lord and closing the portal to the Plane of Shadow

APL 2 – 45 xp

APL 4 – 95 xp

APL 6 – 150 xp

APL 8 – 200 xp

APL 10 – 255 xp

APL 12 – 305 xp

APL 14 – 360 xp

APL 16 – 410 xp

Total Possible Experience WITH the Optional Encounter

APL 2 – 675 xp

APL 4 – 1,010 xp

APL 6 – 1,350 xp

APL 8 – 1,685 xp

APL 10 – 2,025 xp

APL 12 – 2,360 xp

APL 14 – 2,700 xp

APL 16 – 3,035 xp

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter, add it up and that is the number of gold pieces a character gains at the end of the adventure. Write this total in the GP Gained field of the Adventure Record.

Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure, so this total may be modified by other circumstances.

L: Looted gear from enemy (sell value)

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Four

APL 2: L: 8 gp; C: 15 gp; M: 16.5 gp; *potion of cure light wounds* (4 gp), *scroll of eagle's splendor* (12.5 gp) – Total 28 gp per PC

APL 4: L: 16.5 gp; C: 15 gp; M: 37.5 gp; *potion of cure moderate wounds* (25 gp), *scroll of eagle's splendor* (12.5 gp) – Total 59.5 gp per PC

APL 6: L: 66.5 gp; C: 20 gp; M: 87.5 gp; *potion of barkskin* +2 (2) (25 gp each, total 50 gp); *potion of cure moderate wounds* (25 gp); *scroll of eagle's splendor* (12.5 gp) – Total 71 gp per PC

APL 8: L: 66.5 gp; C: 20 gp; M: 170.5 gp; *potion of barkskin* +2 (2) (25 gp each, total 50 gp); *potion of cure moderate wounds* (25 gp); *scroll of eagle's splendor* (12.5 gp); *vest of resistance* +1 (83 gp) – Total 258 gp per PC

APL 10: L: 91.5 gp; C: 39 gp; M: 791 gp; *mithral shirt* (3) (92 gp each, total 275 gp); *potion of barkskin* +2 (3) (25 gp each, total 75 gp); *potion of cure moderate wounds* (25 gp); *vest of resistance* +1 (83 gp); *cloak of charisma* +2 (333 gp) – Total 906.5 gp per PC

APL 12: L: 91.5 gp; C: 39 gp; M: 991 gp; *mithral shirt* (3) (92 gp each, total 275 gp); *potion of barkskin* +3 (3) (50 gp each, total 150 gp); *potion of cure moderate wounds* (25 gp); *vest of resistance* +1 (83 gp); *brooch of shielding* (125 gp); *cloak of charisma* +2 (333 gp) – Total 1,121.5 gp per PC

APL 14: L: 91.5 gp; C: 90 gp; M: 2,233 gp; *mithral shirt* (3) (92 gp each, total 275 gp); *potion of barkskin* +4 (3) (75 gp each, total 225 gp); *cloak of resistance* +1 (3) (83 gp each, total 250 gp); *brooch of shielding* (125 gp); *cloak of charisma* +2 (333 gp); *amulet of health* +2 (333 gp); *gloves of dexterity* +2 (333 gp); *vest of resistance* +2 (333 gp); *potion of cure moderate wounds* (25 gp) – Total 2,414.5 gp per PC

APL 16: L: 91.5 gp; C: 141 gp; M: 4,267 gp; +1 *mithral shirt* (3) (175 gp each, total 525 gp); *cloak of resistance* +1 (3) (83 gp each, total 250 gp); *potion of barkskin* +5 (3) (100 gp each, total 300 gp); *javelin of lightning* (3) (125 gp each, total 375 gp); *brooch of shielding* (125 gp); *cloak of charisma* +4 (1333 gp); *amulet of health* +2 (333 gp); *gloves of dexterity* +2 (333 gp); *vest of resistance* +3 (667 gp); *potion of cure*

moderate wounds (25 gp) – Total 4,499.5 gp per PC

Encounter Six

All APLs: L: 0 gp; C: 0 gp; M: 46 gp (*lesser blackstone rune*) – Total 46 gp per PC

APL 2: L: 27 gp; C: 0 gp; M: 208 gp; +1 *gal-ralan* (4) (52 gp each, total 208 gp) – Total 235 gp per PC

APL 4: L: 217 gp; C: 0 gp; M: 208 gp; +1 *gal-ralan* (4) (52 gp each, total 208 gp) – Total 425 gp per PC

APL 6: L: 217 gp; C: 0 gp; M: 833 gp; +2 *gal-ralan* (4) (208 gp each, total 833 gp) – Total 425 gp per PC

APL 8: L: 242 gp; C: 0 gp; M: 833 gp; +2 *gal-ralan* (4) (208 gp each, total 833 gp) – Total 1,075 gp per PC

APL 10: L: 75 gp; C: 0 gp; M: 2,000 gp; +2 *gal-ralan* (4) (208 gp each, total 833 gp); +1 *spiked chain* (4) (194 gp each, total 775 gp); +1 *studded leather armor* (4) (98 gp each, total 392 gp) – Total 2,075 gp per PC

APL 12: L: 75 gp; C: 0 gp; M: 5,033 gp; +3 *gal-ralan* (4) (467 gp each, total 1867 gp); +1 *shocking spiked chain* (4) (694 gp each, total 2775 gp); +1 *studded leather armor* (4) (98 gp each, total 391 gp) – Total 5,108 gp per PC

APL 14: L: 75 gp; C: 0 gp; M: 6,033 gp; +3 *gal-ralan* (4) (467 gp each, total 1867 gp); +1 *shocking spiked chain* (4) (694 gp each, total 2775 gp); +2 *studded leather armor* (4) (348 gp each, total 1391 gp) – Total 6,108 gp per PC

APL 16: L: 75 gp; C: 0 gp; M: 12,500 gp; +4 *gal-ralan* (4) (833 gp each, total 3333 gp); +2 *shocking spiked chain* (4) (1527 gp each, total 6108 gp); +3 *studded leather armor* (4) (765 gp each, total 3058 gp) – Total 12,575 gp per PC

Total Possible Treasure WITHOUT the Optional Encounter (Maximum Allowed)

APL 2: L: 35 gp; C: 15 gp; M: 271 gp – Total 321 gp per PC (max 400)

APL 4: L: 233.5 gp; C: 15 gp; M: 291.5 gp – Total 540 gp per PC (max 600)

APL 6: L: 283.5 gp; C: 20 gp; M: 966.5 gp – Total 1,270 gp per PC (max 800)

APL 8: L: 308.5 gp; C: 20 gp; M: 1,049.5 gp – Total 1,378 gp per PC (max 1,250)

APL 10: L: 166.5 gp; C: 39 gp; M: 2,837 gp – Total 3,042.5 gp per PC (max 2100)

APL 12: L: 166.5 gp; C: 39 gp; M: 6,070 gp – total 6,275.5 gp per PC (max 3000)

APL 14: L: 166.5 gp; C: 90 gp; M: 8,312 gp – total 8,568.5 gp per PC (max 6,000)

APL 16: L: 166.5 gp; C: 141 gp; M: 16,813 gp – total 17,120.5 gp per PC (max 9,000)

Optional Encounter Treasure

APL 2: L: 35 gp; C: 100 gp; M: 167 gp (*ring of protection* +1) – Total 302 gp per PC

APL 4: L: 35 gp; C: 100 gp; M: 167 gp (*ring of protection* +1) – Total 302 gp per PC

APL 6: L: 152 gp; C: 100 gp; M: 167 gp (*ring of protection* +1) – Total 419 gp per PC

APL 8: L: 152 gp; C: 100 gp; M: 916 gp; +1 *shortsword* (2) (192.5 gp each, total 385 gp); *ring of protection* +1 (3) (167 gp each; total 500 gp); *scroll of fireball* (31 gp) – Total 1,168 gp per PC

APL 10: L: 0 gp; C: 0 gp; M: 333 gp (*headband of intellect* +2) – Total 333 gp per PC

APL 12: L: 0 gp; C: 0 gp; M: 333 gp (*headband of intellect* +2) – Total 333 gp per PC

APL 14: L: 0 gp; C: 0 gp; M: 1,333 gp; *headband of intellect* +2 (333 gp); *ring of minor energy resistance (sonic)* (1,000 gp) – Total 1,333 gp per PC

APL 16: L: 0 gp; C: 0 gp; M: 2,333 gp; *headband of intellect* +4 (1,333 gp); *ring of minor energy resistance (sonic)* (1,000 gp) – Total 2,333 gp per PC

Total Possible Treasure WITH the Optional Encounter (Maximum Allowed)

APL 2: L: 70 gp; C: 115 gp; M: 438 gp – Total 623 gp per PC (max 600)

APL 4: L: 268.5 gp; C: 115 gp; M: 458.5 gp – Total 842 gp per PC (max 900)

APL 6: L: 435.5 gp; C: 120 gp; M: 1,133.5 gp – Total 1,689 gp per PC (max 1,200)

APL 8: L: 460.5 gp; C: 120 gp; M: 1965.5 gp – Total 2,546 gp per PC (max 1,875)

APL 10: L: 166.5 gp; C: 39 gp; M: 3,170 gp – Total 3,375.5 gp per PC (max 3,150)

APL 12: L: 166.5 gp; C: 39 gp; M: 6,403 gp – Total 6,608.5 gp per PC (max 4,500)

APL 14: L: 166.5 gp; C: 90 gp; M: 9,645 gp – Total 9,901.5 gp per PC (max 9,000)

APL 16: L: 166.5 gp; C: 141 gp; M: 19,146 gp – Total 19,453.5 gp per PC (max 13,500)

Note: Remember to remind the players at your table that if their PCs made a donation to the two acolytes collecting money to build a shrine to Hieroneous in Carern, that amount should be recorded on the Adventure Record under “other coin spent.” Be sure to include the character name, player name, player RPGA number, and amount donated on the Critical Events Summary.

Special Certificates and Awards

PCs may receive commendations and other special awards depending on the specific objectives that they accomplished. It is not necessary for the PCs to successfully complete the entire module in order to receive the special awards for the encounters that they did complete.

Encounter 1: Gratitude of Feodor Birkit

If the PCs successfully saved Birkit and both of his stable boys from being trampled during the stampede, and did the best they could to contain or prevent the stampede without harming the horses, then Birkit will offer the PCs the opportunity to purchase his specially bred mounts. The PCs should receive the *Special Mount from Feodor Birkit*.

Encounter 2: Gratitude of Verdana Pallorn

If the PCs successfully solved the problem of the haunting being experienced by the Old Stable Inn, its business will eventually return to normal. The PCs should receive the *Gratitude of Verdana Pallorn*.

Encounter 5: Influence Point with the Herdmaster's Guild

PCs that destroy the evil wendigo spirit will gain an influence point with the Herdmaster's Guild for their efforts to protect the horses of Carern from a fate worse than death.

Encounter 6: Commendation

Military PCs that defeat the shadar-kai guarding the portal to the Plane of Shadow and who report this deed to the proper authorities will be commended. The shadar-kai proved themselves to be a dangerous threat during the recent events of summer 593, and any reports that these creatures still have a presence in the Dim Forest will be taken very seriously.

Optional Encounters: Meta-Organization Influence

Regardless of which optional encounter the PCs face, if they are successful in their mission, then they will come to the attention of several of the meta-organizations within Gran March. Syrloch is eager to learn more about the shadar-kai and about the portal to the Plane of Shadow. The cavalry, Couriers, and Diplomatic Corps are

grateful to the PCs for having protected the horse market in Carern and ensuring that the supply of horses to the military was not undermined. This recognition can take a variety of favors, depending on the particular character.

Items for the Adventure Record

◊ *Gal-Ralan*: When this cold-forged iron armband is donned (taking up the spot where a bracer would be worn), it pierces the wearer's forearm with long needles of the same metal. The device fixes the wearer's soul to her body, but also causes never-ending pain. As long as a character wears a gal-ralan, she takes 1 point of Constitution damage that cannot be healed by any means until after the gal-ralan is removed.

A gal-ralan provides its wearer with a +1 to +5 resistance bonus on her saving throws (depending on the type of gal-ralan). This bonus increases by an additional +2 against death effects, energy drains, and effects that attack the wearer's soul (such as the Shadow Curse or *magic jar*). For example, a +2 *gal-ralan* provides a +4 resistance bonus against these effects, a +3 *gal-ralan* provides a +5 resistance bonus against these effects, and so on.

Faint Abjuration; CL: 5th; *Prerequisites*: Craft Wondrous Item, *resistance*, caster level must be three times that of the gal-ralan's bonus; *Market Price*: 625 gp (+1), 2,500 gp (+2), 5,600 gp (+3), 10,000 gp (+4), or 15,600 gp (+5). *Weight*: - lbs.

◊ *Lesser Blackstone Rune*: Shadar-kai overcome by the shadow curse often make use of the *blackstone rune*. The rune is a complex sigil drawn on a small, glossy stone. On command, a *blackstone rune* allows its bearer to *plane shift* between the Plane of Shadow and the Material Plane (in either direction), along with up to 50 pounds of objects.

This particular *blackstone rune* is of a lesser variety. It has only one charge, and it can only be used to return from the Plane of Shadow to the Material Plane, not the other way around.

Moderate Conjuration; CL: 9th; *Prerequisites*: Craft Wondrous Item, *plane shift*, unknown ritual (cannot be crafted by PCs); *Market Price*: 550 gp; *Weight*: - lbs.

◊ *Gratitude of Verdana Pallorn*: The PC named above did a great service on behalf of Verdana Pallorn, proprietor of the Old Stable Inn in Carern. Any time the PC is in Carern, Verdana will gladly let the PC stay for free. This counts as

Adventurer's Standard upkeep for any adventure starting in Carern or nearby areas of Barony Malthinius.

Furthermore, the character may purchase special magical candles (Frequency: Regional) that Verdana has begun importing from a goblin chandler in the village of Faber's Way, near Hookhill. No more than three candles (total) can be purchased at any one time, because Verdana does not keep that many in stock due to their cost. These candles act as per the unfettered candles created by a Candle Caster (*Tome & Blood*). The following unfettered candles are available from Verdana (and cost the same as the equivalent potion from the *DMG*): *shield of faith* +2, *protection from evil*, *sanctuary*, *delay poison*, *barkskin* +2, *resist energy* 10, *magic circle against evil*.

◦ *Special Mount from Feodor Birkit*: The PC named above has done a great favor for ex-Corporal Feodor Birkit, a horse breeder in Barony Malthinius. Birkit has managed to breed several lines of especially hardy warhorses, and he is willing to sell the PC one (and only one) of these horses (the PC may choose either a light warhorse or a heavy warhorse). This item should be crossed off once the favor has been expended and the purchase of the special mount should be noted on the Adventure Record. This favor may only be redeemed immediately following the play of a Gran March Regional scenario. These hardy warhorses have maximum hit points per HD, as opposed to the average warhorse. They cost the same price as average warhorses listed in the *PH*.

◦ *Influence Point with the Herdmaster's Guild*: The PC named above has earned the respect and admiration of the members of the Herdmaster's Guild operating in and around the village of Carern. This influence point may be redeemed for discounts on mounts or combined with other influence points to purchase special mounts. Full details and available mounts are provided in the Herdmaster's Guild Meta-Organization document. Other uses for this influence may be determined by the Triad in the future.

◦ *Commendation*: The PC named above has been commended for his or her valor and initiative. The PC voluntarily undertook a dangerous mission into the Dim Forest and defeated a force of evil Fey creatures known as shadar-kai. These creatures have recently emerged as a new and significant threat to the safety of Gran March, and the military chain of

command takes any reports of their activities very seriously.

◦ *Meta-Organization Influence*: The PC named above has been recognized for special services in dealing with a number of threats to Gran March and in preserving the supply of horses that is crucial to the Army's continued campaigns. This certificate may be treated as a recommendation to join any of the military meta-organizations that are most directly impacted by the supply of horses (the Couriers, Diplomatic Corps, or any Cavalry battle), or as a commendation (special citation) specific to that unit if the PC is already a member of any such organization. Any other membership requirements for a particular organization are not waived, but this certificate fulfills any requirements for an invitation or for special military permission to obtain an assignment with one of these special units. Because of the character's efforts in dealing with the influence of the Plane of Shadow, this certificate may also be counted as an Influence Point with Syrloch. See the various organizations' respective documentation for details on the ways in which this influence may be used.

Item Access

APL 2 and 4:

- ❖ *Lesser Blackstone Rune* (Adventure, see above, each PC may only buy **one** of these)
- ❖ *+1 Gal-Ralan* (Adventure, see above, each PC may only buy **one** gal-ralan from this AR)

APL 6 (APL 2 and 4 Items plus):

- ❖ *+2 Gal-Ralan* (Adventure, see above, each PC may only buy **one** gal-ralan from this AR)

APL 8 (APL 2 and 4, 6 Items plus):

- ❖ *Vest of Resistance* +1 (Adventure, T&B)

APL 10 (APL 2 and 4, 6, 8 Items plus):

- ❖ *Mithral Shirt* (Adventure, DMG)
- ❖ *Cloak of Charisma* +2 (Adventure, DMG)
- ❖ *Headband of Intellect* +2 (Adventure, DMG)

APL 12 (APL 2 and 4, 6, 8, 10 Items plus):

- ❖ *+3 Gal-Ralan* (Adventure, see above, each PC may only buy **one** gal-ralan from this AR)

- ❖ *+1 Shocking Spiked Chain (Adventure, DMG)*
- ❖ *Brooch of Shielding (Adventure, DMG)*
- ❖ *Potion of Barkskin +3 (Adventure, DMG)*

APL 14 (APL 2 and 4, 6, 8, 10, 12 Items plus):

- ❖ *+2 Studded Leather Armor (Adventure, DMG)*
- ❖ *Amulet of Health +2 (Adventure, DMG)*
- ❖ *Gloves of Dexterity +2 (Adventure, DMG)*
- ❖ *Vest of Resistance +2 (Adventure, T&B)*
- ❖ *Potion of Barkskin +4 (Adventure, DMG)*
- ❖ *Ring of Minor Energy Resistance, Sonic (Adventure, DMG)*

APL 16 (APL 2 and 4, 6, 8, 10, 12, 14 Items plus):

- ❖ *+4 Gal-Ralan (Adventure, see above, each PC may only buy **one** gal-ralan from this AR)*
- ❖ *+2 Shocking Spiked Chain (Adventure, DMG)*
- ❖ *+3 Studded Leather Armor (Adventure, DMG)*
- ❖ *+1 Mithral Shirt (Adventure, DMG)*
- ❖ *Javelin of Lightning (Adventure, DMG)*
- ❖ *Cloak of Charisma +4 (Adventure, DMG)*
- ❖ *Vest of Resistance +3 (Adventure, T&B)*
- ❖ *Potion of Barkskin +5 (Adventure, DMG)*
- ❖ *Headband of Intellect +4 (Adventure, DMG)*

Appendix A: Key NPCs and Monsters

All APLs

Old Narril, Human Drd6: Medium Humanoid; **HD** 6d8+6; hp 54; **Init** +0; Spd 30 ft; **AC** 12 (+2 natural); touch 10, flat-footed 12; Base Atk +4; Grp +4; Atk +4 melee (1d6, sickle); Full Atk +4 melee (1d6, sickle); **Space/Reach:** 5 ft / 5 ft; **SA** Spells; **SQ** Animal companion, nature sense, resist nature's lure, trackless step, wild empathy, wild shape (2/day), woodland stride; **AL** LN; **SV** Fort +6, Ref +2, Will +8; Str 11, Dex 10, Con 13, Int 14, Wis 17, Cha 10.

Skills and Feats: Concentration +1 (+5 combat), Handle Animal +9, Heal +12, Knowledge (nature) +11, Listen +12, Spot +12, Survival +12; Brew Potion, Combat Casting, Endurance, Track.

Languages: Common, Druidic, Elven, Sylvan.

Possessions: +2 *amulet of natural armor*, sickle, knife, walking stick, homespun clothing, hut, old dog.

Spells Prepared: (5 / 4 / 4 / 3, save DC = 13 + spell level): 0 – *create water, cure minor wounds, detect poison, know direction, purify food and drink*; 1st – *charm animal, cure light wounds, entangle, shillelagh*; 2nd – *animal messenger, chill metal, hold animal, tree shape*; 3rd – *greater magic fang, neutralize poison, remove disease*

Old Narril is a recluse, but that belies his true motivations. He's mainly interested in preserving the forest, but he intends to do that by helping people get along in it, rather than by keeping them out of it. He wants to help society appreciate the forest, instead of seeing it as something to be defeated. He's not terribly fond of orcs and the like running around in his forest, and is willing to help out against them when he can.

Encounter 3

Glanadiel, Shade Guardian: CR 15; Medium Undead (Augmented Humanoid, Incorporeal); **HD** 11d12 (82 hp); **Init** +8; Spd fly 30 ft (50 ft in darkness) (perfect); **AC** 17 (18) (+4 Dex, +3 deflection); touch 17 (18), flat-footed 13 (14); (+1 Dodge); Base Atk +8; Grp +11 (vs. Shadow only); Atk +12 melee (1d4, incorporeal touch) or +11 melee (1d8+3, longsword vs. Shadow only); Full

Atk +12/+7 melee (1d4, incorporeal touch) or +9/+4 melee (1d8+3, longsword vs. Shadow only) and +9/+4 melee (1d6+1, shortsword vs. Shadow only); **Space/Reach** 5 ft / 5 ft; **SA** Corpse possession, corrupting gaze, favored enemies, shadow manifestation, telekinesis; **SQ** Control light, fast healing 2, incorporeal traits, invisibility, rejuvenation, shadesight, shadow image, shadow stride, turn resistance +4, undead traits; **AL** CG; **SV** Fort +6 (+10), Ref +10 (+14), Will +8 (+12); Str 16, Dex 18, Con --, Int 14, Wis 10, Cha 16 (18).

Skills and Feats: Concentration +8 (+9), Hide +21 (+29), Knowledge (Fading Lands) +7, Knowledge (geography) +11, Knowledge (nature) +11, Knowledge (Plane of Shadow) +7, Listen +19 (+23), Move Silently +13, Search +21, Spellcraft +7, Spot +19 (+23), Survival +9; Craft Magic Arms and Armor, Dodge, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Scribe Scroll, Track, Quick-Draw.

Favored Enemies: Outsiders (evil) +2, Undead +4.

Languages: Common, Draconic, Elven, Sylvan.

Possessions: (Weapons and armor function on the Plane of Shadow only) studded leather armor, longsword, shortsword, spell component pouch.

Spells Prepared (4 / 4 / 3 / 1; save DC = 12 + spell level): 0 – *daze, detect magic, flare, light*; 1st – *cause fear, color spray, mage armor, shield*; 2nd – *detect thoughts, glitterdust, web*; 3rd – *slow*.

Special: When Glanadiel is in an area of natural or magical darkness, use the parenthesized values for his saves, abilities, and skills. He also gains an additional +1 deflection bonus to his Armor Class, and a +2 competence bonus to his attack and damage rolls (none of which are included above).

Note: Due to his transformation into an undead shade guardian, Glanadiel lost the wild empathy, endurance, and animal companion abilities from his ranger class levels, as well as the summon familiar ability from his wizard class levels.

Glanadiel is a shade guardian (see Appendix D), an ancient ghost-like creature created by

tapping into the essence of the Plane of Shadow. In his mortal life, he was a sylvan elf. When the Occluded Empire was overthrown centuries ago, Glanadiel accepted undeath to become the eternal guardian of the portal to the Fading Land that contains an evil artifact known as the Eye of Eternity. He had warded off the curious, the lost, and the power-hungry for all that time. In 591 CY, Glanadiel was unable to turn away a man named Kalrell Mock, who knew secret rituals that rendered Glanadiel powerless. Fortunately, a group of heroes pursued Mock through the portal and into the Fading Land, where they defeated him. Glanadiel resumed his vigil, although he occasionally had the company of an elf named Tyrriel Minaelon, who had helped to thwart Mock's efforts and who sought to find a way to close the portal to the Fading Land forever. When the shadar-kai made an attempt to transport the Dim Forest to the Plane of Shadow during the summer of 593 CY, something happened to the portal, killing Tyrriel and forcing Glanadiel to flee or be destroyed. The shade guardian took refuge in the best place he could find, the Old Stable Inn in Carern. Now, he haunts the Inn, hoping that he will find someone to help him by investigating the portal and correcting whatever terrible thing has been done.

Animal References: *Monster Manual*, pages 273-274

Horse, Light: CR 1; Large Animal; HD 3d8 + 6; hp 19; Init +1; Spd 60 ft; AC 13 (-1 size, +1 Dex, +3 natural); touch 10, flat-footed 12; Base Atk +2; Grp +8; Atk -2 melee (1d4+1, hoof)*; Full Atk -2 melee (1d4+1, 2 hooves)*; Space/Reach: 10 ft / 5 ft; SA None; SQ Low-light vision, scent; AL N; SV Fort +5, Ref +4, Will +2; Str 14, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +4, Spot +4; Endurance, Run.

* Suffers an additional -4 penalty to hit for not being a creature that normally uses its natural weapons in combat

Horse, Heavy: CR 1; Large Animal; HD 3d8 + 6; hp 19; Init +1; Spd 50 ft; AC 13 (-1 size, +1 Dex, +3 natural); touch 10, flat-footed 12; Base Atk +2; Grp +9; Atk -1 melee (1d4+1, hoof)*; Full Atk -1 melee (1d4+1, 2 hooves)*; Space/Reach 10 ft / 5 ft; SA None; SQ Low-light vision, scent; **SV** Fort +5, Ref +4, Will +2; Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +4, Spot +4; Endurance, Run.

* Suffers an additional -4 penalty to hit for not being a creature that normally uses its natural weapons in combat.

Warhorse, Light: CR 1; Large Animal; HD 3d8 + 9; hp 22; Init +1; Spd 60 ft; AC 14 (-1 size, +1 Dex, +4 natural); touch 10, flat-footed 13; Base Atk +2; Grp +9; Atk +4 melee (1d4+3, hoof); Full Atk +4 melee (1d4+3, 2 hooves); and -1 melee (1d3+1, bite); Space/Reach 10 ft / 5 ft; SA None; SQ Low-light vision, scent; AL N; SV Fort +6, Ref +4, Will +2; Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +4, Spot +4; Endurance, Run.

Warhorse, Heavy: CR 2; Large Animal; HD 4d8 + 12; hp 30; Init +1; Spd 50 ft; AC 14 (-1 size, +1 Dex, +4 natural); touch 10, flat-footed 13; Base Atk +3; Grp +11; Atk +6 melee (1d6+4, hoof); Full Atk +6 melee (1d6+4, 2 hooves) and bite +1 melee (1d4+2); Space/Reach 10 ft / 5 ft; SA None; SQ Low-light vision, scent; AL N; SV Fort +7, Ref +5, Will +2; Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +5, Spot +4; Endurance, Run.

Dire Horse Reference: *Monster Manual II*, page 75

Dire Horse: CR 4; Large Animal; HD 8d8 + 51; hp 87; Init +1; Spd 60 ft; AC 16 (-1 size, +1 Dex, +6 natural); touch 10, flat-footed 15; Base Atk +6; Grp +16; Atk +11 melee (1d6+6, hoof); Full Atk +11 melee (1d6+6) and bite +6 melee (1d4+3, 2 hooves); Space/Reach 10 ft / 5 ft; SA None; SQ Low-light vision, scent; AL N; SV Fort +12, Ref +7, Will +8; Str 22, Dex 13, Con 22, Int 2, Wis 15, Cha 11.

Skills and Feats: Listen +8, Spot +8; Endurance, Run, Toughness.

Legendary Horse Reference: *Monster Manual II*, pages 137-138

Legendary Horse: CR 8; Large Animal; HD 18d8+153; hp 234; Init +2; Spd 80 ft; AC 19 (-1 size, +2 Dex, +8 natural); touch 11, flat-footed 17; Base Atk +13; Grp +26; Atk +21 melee (2d6+9, hoof); Full Atk +21 melee (2d6+9, 2 hooves) and +16 melee (1d6+4, bite); Space/Reach 10 ft / 5 ft; SA None; SQ Low-light vision, scent; SV Fort +19, Ref +13, Will +13; Str 29, Dex 14, Con 27, Int 2, Wis 15, Cha 10.

Skills and Feats: Listen +14, Spot +11;
Endurance, Improved Overrun, Power Attack,
Run, Toughness (x3).

APL 2 Encounters

Encounter 4 (EL 5)

Bugbears (2): CR 2; Medium Humanoid (Goblinoid); HD 3d8+3; hp 16; Init +1; Spd 30 ft; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +4; Atk +5 melee (Morningstar, 1d8+2) or +3 ranged (javelin, 1d6+2); Full Atk +5 melee (Morningstar, 1d8+2) or +3 ranged (javelin, 1d6+2); Space / Reach 5 ft / 5 ft; SA None; SQ Darkvision 60 ft, scent; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4; Alertness, Weapon Focus (morningstar).

Possessions: Morningstar, light wooden shield, leather armor, 3 javelins, 6 gp

Avindar, male Human Sor2: CR 2; Medium Humanoid (Human); HD 2d4+2; hp 8; Init+2; Spd 30 ft; AC 16 (+2 Dex, +4 *mage armor*); touch 12, flat-footed 10; Base Atk +1; Grp +0; Atk Shortspear +0 melee (1d6-1) or light crossbow +3 ranged (80') (1d8 / 19-20); Full Atk Shortspear +0 melee (1d6-1) or light crossbow +3 ranged (80') (1d8 / 19-20); Space / Reach 5 ft / 5 ft; SA Spells; SQ None; AL CE; SV Fort +3, Ref +2, Will +3; Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 15.

Skills and Feats: Concentration +6, Knowledge (arcana) +6, Spellcraft +8; Point-Blank Shot, Precise Shot.

Possessions: Shortspear, light crossbow, 10 bolts, spell component pouch, potion of *cure light wounds*, scroll of *eagle's splendor*, 9 gp.

Spells Known: (5 / 2; save DC 12 + spell level) *acid splash*, *mage hand*, *read magic*, *resistance*, *touch of fatigue*; 1 – *enlarge person*, *mage armor*

Spells Per Day: 6 / 5

Pre-Cast Spells: *mage armor* on self

Spells Available: 6 / 4

Scroll of Eagle's Splendor: +4 enhancement bonus to Charisma (new total 19); +2 to spell save DCs; lasts 3 minutes (not included above)

Encounter 5 (EL 3)

Lesser Wendigo, Light Horse (1): CR 3; Large Fey (Augmented Animal, Cold); HD 3d6 + 12; hp 22; Init +5; Spd fly 120 ft (perfect); AC 18 (-1 size, +5 Dex, +1 deflection, +3 natural); touch 15, flat-footed 13; Base Atk +2; Grp +10;

Atk +5 melee (2d4+4, bite); Full Atk Bite +5 melee (2d4+4); Space/Reach 10 ft / 5 ft; SA Disease, maddening whispers; SQ Cold subtype, DR 5 / cold iron, corner of the eye, low-light vision, regeneration 5, scent, wind walk; AL CE; SV Fort +7, Ref +8, Will +3; Str 18, Dex 21, Con 19, Int 2, Wis 14, Cha 10.

Skills and Feats: Hide +9, Listen +5, Move Silently +13, Spot +5, Survival +10; Endurance, Run, Track.

Cold Subtype (Ex): A wendigo is immune to cold damage. It takes half again as much damage from fire, regardless of whether a saving throw is allowed, or the save is a success or failure.

Corner of the Eye (Su): A wendigo that is stalking a victim while wind walking always seems to lurk just as the corner of the chosen victim's field of vision. This victim takes a -2 penalty to all Wisdom-based skill checks for as long as the wendigo stalks him.

Disease (Su): Any creature hit by a wendigo's bite attack must succeed on a Fortitude save (DC 15). Failure means that the victim has contracted a terrible disease. See the template entry in Appendix D for further details.

Maddening Whispers (Su): Once per day, the wendigo can whisper its madness into a chosen victim's mind. The wendigo may use this power while wind walking. Only the victim can hear the insane whispers and invitations of the wendigo. The victim must make a successful Will save (DC 11) or suffer 1d3 points of Wisdom damage. See the template entry in Appendix D for further details.

Ravenous Bite (Ex): A lesser wendigo does not gain this special attack. It also only adds its Strength modifier to damage when using its bite, instead of the usual 1.5 times Strength.

Regeneration 5 (Ex): Fire deals normal damage to a wendigo.

Wind Walk (Su): A wendigo can *wind walk* at will, transforming to physical form to gaseous form or back again as a move-equivalent action.

Encounter 6 (EL 4)

Shadar-Kai (4): CR 1; Medium Fey (Extraplanar) HD 3d6; hp 10; Init +3; Spd 30 ft; AC 16 (+3 Dex, +3 studded leather armor); touch 13, flat-footed 13; Base Atk +1; Grp +1; Atk +4 melee (2d4, spiked chain) or +4 ranged (1d6/x3, shortbow); Full Atk +4 melee (2d4, spiked chain) or +4 ranged (1d6 / x3, shortbow); Space/Reach 5 ft / 5ft (10 ft with spiked chain); SA Sneak attack +1d6; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort

+2, Ref +7, Will +4; Str 10, Dex 16, Con 12 (11), Int 11, Wis 10, Cha 9.

Skills and Feats: Hide +8 (+18), Listen +8, Move Silently +8, Search +6, Spot +8, Survival +6 (+8 following tracks); Alertness, Exotic Weapon Proficiency (spiked chain) (B), Weapon Finesse.

Possessions: +1 *gal-ralan*, spiked chain, studded leather armor, shortbow, 20 arrows, *lesser blackstone rune*.

Tyrriel Minaelon, corrupted Clr1: CR 1; Medium Undead (Incorporeal); HD 1d12; hp 7; Init +0; Spd 0 (can't move); AC 12 (+2 deflection); touch 12, flat-footed 12; Base Atk +0; Grp --; Atk +2 ranged (by spell, ray spells); Space/Reach 5 ft / 5 ft; SA Spells; SQ Incorporeal traits, undead traits; AL CG; SV Fort +2, Ref --, Will +5; Str --, Dex --, Con --, Int 10, Wis 17, Cha 15.

Skills and Feats: Concentration +6 (+10); Combat Casting, Project Touch Spell.

Spells Available: (save DC = 13 + spell level, no limit on spells per day, spontaneously casts any of listed spells, can cast spells with a range of touch as if they were rays): 0 – *inflict minor wounds*; 1st – *bane*, *doom*, *inflict light wounds*.

Optional Encounter 1 (EL 6)

Human Thrall, War2 (3): CR 1; Medium Humanoid; HD 2d8 + 4; hp 13; Init +1; Spd 30 ft; AC 17 (18) (+1 Dex, +4 chain shirt, +2 heavy steel shield) (+1 Dodge); touch 11 (12), flat-footed 16; Base Atk +2; Grp +4; **Atk** +5 melee (1d8+2/19-20, longsword); Full Atk Longsword +5 melee (1d8+2/19-20, longsword); Space/Reach 5 ft / 5ft; SA None; SQ None; AL N; **SV** Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Handle Animal +2, Ride +4; Dodge, Weapon Focus (longsword).

Possessions: Longsword, chain shirt, heavy steel shield

Doppelganger Enchanter: male
Doppelganger Enc2: CR 5; Medium Monstrous Humanoid (Shapechanger); HD 4d8 + 2d4 + 12; hp 35; Init +3; Spd 30 ft; AC 18 (19) (+3 Dex, +4 natural, +1 deflection) (+1 Dodge); touch 14 (15), flat-footed 14; Base Atk +5; Grp +5; **Atk** +5 melee (1d4/19-20, dagger)
Full Atk +5 melee (1d4/19-20, dagger);
Space/Reach 5 ft / 5ft; **SA** Detect thoughts,

spells; **SQ** Change shape, darkvision 60', immunity to *sleep* and charm effects; AL N; **SV** Fort +5, Ref +7, Will +10; Str 10, Dex 16, Con 15, Int 17, Wis 16, Cha 13.

Skills and Feats: Bluff +10*, Concentration +7, Diplomacy +3, Disguise +19*, Intimidate +3, Knowledge (arcana) +5, Listen +7, Sense Motive +7, Spellcraft +6, Spot +7; Dodge, Great Fortitude, Scribe Scroll, Spell Focus (Enchantment)

Possessions: Spell component pouch, dagger, *ring of protection* +1.

Spellbook: 0 – all; 1st – *charm person*, *hypnotism*, *magic missile*, *shield*, *sleep*.

Spells Prepared: (5 / 4, save DC 13 (14) + spell level) 0 – *daze* (x3), *ray of frost*, *touch of fatigue*; 1st – *hypnotism*, *magic missile*, *shield*, *sleep*.

Detect Thoughts (Su): A doppelganger can continuously use *detect thoughts* as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

***Skills:** A doppelganger has a +4 racial bonus on Bluff and Disguise checks (included above). When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks (also included above). If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks (not included above).

APL 4 Encounters

Encounter 4 (EL 6)

Bugbear Fighters (2): male, Bugbear Ftr 1: CR 3; Medium Humanoid (Goblinoid); HD 3d8 + 1d10 + 8; hp 27; Init +3; Spd 30 ft; AC 19 (+3 Dex, +3 natural, +3 studded leather armor), touch 13, flat-footed 16; Base Atk +3; Grp +8; Atk +9 melee (2d6+7 / 19-20, greatsword) or +6 ranged (30') (1d6+5, javelin); Full Atk +9 melee (2d6+7 / 19-20, greatsword) or +6 ranged (30') (1d6+5, javelin); Space / Reach 5 ft / 5 ft; SA None; SQ

Darkvision 60 ft, scent; AL CE; SV Fort +5, Ref +6, Will +2; Str 20, Dex 16, Con 15, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +6, Hide +7, Listen +5, Move Silently +8, Spot +5; Alertness, Power Attack, Weapon Focus (greatsword).

Possessions: Greatsword, studded leather armor, 3 javelins, 12 gp

Avindar, male Human Sor4: CR 4; Medium Humanoid (Human); HD: 4d4 + 4; hp 16; Init +2; Spd 30 ft; AC 16 (+2 Dex, +4 *mage armor*); touch 12, flat-footed 10; Base Atk +2; Grp +1; Atk +1 melee (1d6-1, shortspear) or +4 ranged (80') (1d8 / 19-20, light crossbow); Full Atk +1 melee (1d6-1, shortspear) or +4 ranged (80') (1d8 / 19-20, light crossbow); Space / Reach 5 ft / 5 ft; SA Spells; SQ None; AL CE; SV Fort +4, Ref +3, Will +4; Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 16.

Skills and Feats: Concentration +8, Knowledge (arcana) +8, Spellcraft +10; Extend Spell, Point-Blank Shot, Precise Shot.

Possessions: Shortspear, light crossbow, 10 bolts, spell component pouch, potion of *cure moderate wounds*, scroll of *eagle's splendor*, 9 gp.

Spells Known: (6 / 3 / 1; save DC 13 + spell level) 0 – *acid splash*, *light*, *mage hand*, *read magic*, *resistance*, *touch of fatigue*; 1 – *enlarge person*, *mage armor*, *ray of enfeeblement*; 2 – *scorching ray*.

Spells Per Day: 6 / 7 / 4

Pre-Cast Spells: Extended *mage armor* on self

Spells Available: 6 / 7 / 3

Scroll of Eagle's Splendor: +4 enhancement bonus to Charisma (new total 20); +2 to spell save DCs; lasts 3 minutes (not included above).

Encounter 5 (EL 6)

Lesser Wendigo, Light Horse (3): CR 3; Large Fey (Augmented Animal, Cold); HD 3d6 + 12; hp 22 hp; Init +5; Spd fly 120 ft (perfect); AC 18 (-1 size, +5 Dex, +1 deflection, +3 natural); touch 15, flat-footed 13; Base Atk +2; Grp +10; Atk Bite +5 melee (2d4+4); Full Atk Bite +5 melee (2d4+4); Space/Reach: 10 ft / 5 ft; SA Disease, maddening whispers; SQ Cold subtype, DR 5 / cold iron, corner of the eye, low-light vision, regeneration 5, scent, wind walk; SV

Fort +7, Ref +8, Will +3; Str 18, Dex 21, Con 19, Int 2, Wis 14, Cha 10.

Skills and Feats: Hide +9, Listen +5, Move Silently +13, Spot +5, Survival +10; Endurance, Run, Track.

Cold Subtype (Ex): A wendigo is immune to cold damage. It takes half again as much damage from fire, regardless of whether a saving throw is allowed, or the save is a success or failure.

Corner of the Eye (Su): A wendigo that is stalking a victim while wind walking always seems to lurk just as the corner of the chosen victim's field of vision. This victim takes a -2 penalty to all Wisdom-based skill checks for as long as the wendigo stalks him.

Disease (Su): Any creature hit by a wendigo's bite attack must succeed on a Fortitude save (DC 15). Failure means that the victim has contracted a terrible disease. See the template entry in Appendix D for further details.

Maddening Whispers (Su): Once per day, the wendigo can whisper its madness into a chosen victim's mind. The wendigo may use this power while wind walking. Only the victim can hear the insane whispers and invitations of the wendigo. The victim must make a successful Will save (DC 11) or suffer 1d3 points of Wisdom damage. See the template entry in Appendix D for further details.

Ravenous Bite (Ex): A lesser wendigo does not gain this special attack. It also only adds its Strength modifier to damage when using its bite, instead of the usual 1.5 times Strength.

Regeneration 5 (Ex): Fire deals normal damage to a wendigo.

Wind Walk (Su): A wendigo can *wind walk* at will, transforming to physical form to gaseous form or back again as a move-equivalent action.

Encounter 6 (EL 6)

Shadar-Kai Fighters (4): male Shadar-Kai
Ftr1: CR 2; Medium Fey (Extraplanar); HD 3d6 + 1d10 + 4; hp 20; Init +3; Spd 30 ft; AC 16 (+3 Dex, +3 studded leather armor); touch 13, flat-footed 13; Base Atk +2; Grp +4; Atk +6 melee (2d4+3, masterwork spiked chain) or +5 ranged (1d6+1/x3, shortbow); Full Atk +6 melee (2d4+3, masterwork spiked chain) or +5 ranged (1d6+1/x3, shortbow); Space/Reach 5 ft / 5 ft (10 ft with spiked chain); SA Sneak attack +1d6; SQ Hide in plain sight, shadow curse, superior low-light vision; AL NE; SV Fort +4, Ref +7, Will +4; Str 14, Dex 17, Con 14 (13), Int 15, Wis 10, Cha 9.

Skills and Feats: Hide +9 (+19), Listen +8, Move Silently +8, Search +8, Spot +9, Survival +6 (+8 following tracks); Alertness, Combat

Expertise, Exotic Weapon Proficiency (spiked chain) (B), Weapon Finesse

Possessions: +1 *gal-ralan*, masterwork spiked chain, studded leather armor, composite shortbow (+1 Str), 20 arrows, *lesser blackstone rune*

Tyrriel Minaelon, corrupted Clr3: CR 2; Medium Undead (Incorporeal); HD 3d12; hp 19; Init +0; Spd 0 (can't move); AC 12 (+2 deflection); touch 12, flat-footed 12; Base Atk +2; Grp --; Atk Ray spells +4 ranged (by spell); Space/Reach 5 ft / 5 ft; SA Spells; SQ Incorporeal traits, undead traits; AL CG; **SV** Fort +3, Ref --, Will +6; Str --, Dex --, Con --, Int 10, Wis 17, Cha 15.

Skills and Feats: Concentration +8 (+12); Combat Casting, Project Touch Spell.

Spells Available: (save DC 13 + spell level, no limit on spells per day, spontaneously casts any of listed spells, can cast spells with a range of touch as if they were rays): 0 – *inflict minor wounds*; 1st – *bane*, *doom*, *inflict light wounds*; 2nd – *hold person*, *inflict moderate wounds*, *sound burst*.

Optional Encounter 1 (EL 8)

Human Thrall, War3 (3): CR 2; Medium Humanoid; HD 3d8 + 6 (19 hp); Init +1; **Spd** 30 ft; **AC** 17 (18) (+1 Dex, +4 chain shirt, +2 heavy steel shield) (+1 Dodge); touch 11 (12), flat-footed 16; Base Atk +3; Grp +5; Atk +6 melee (1d8+2/19-20, longsword); **Full Atk** +6 melee (1d8+2 / 19-20, longsword); **Space/Reach:** 5 ft / 5ft; **SA** None; **SQ** None; AL N; **SV** Fort +5, Ref +2, Will +2; Str 15, Dex 13, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Handle Animal +3, Ride +4; Dodge, Endurance, Weapon Focus (longsword).

Possessions: Longsword, chain shirt, heavy steel shield.

Doppelganger Enchanter: male Doppelganger Enc4: CR 7; Medium Monstrous Humanoid (Shapechanger); HD 4d8 + 4d4 + 16; hp 44; Init +3; Spd 30 ft; **AC** 18 (19) (+3 Dex, +4 natural, +1 deflection) (+1 Dodge); touch 14 (15), flat-footed 14; Base Atk +6; Grp +6; Atk +6 melee (1d4/19-20, dagger); Full Atk +6 melee (1d4 / 19-20, dagger); Space/Reach 5 ft / 5ft; SA Detect thoughts, spells; SQ Change shape, darkvision 60', immunity to *sleep* and charm effects; AL N; **SV** Fort +6, Ref +8, Will +11; Str 10, Dex 16, Con 15, Int 18, Wis 16, Cha 13.

Skills and Feats: Bluff +10*, Concentration +9, Diplomacy +3, Disguise +19*, Intimidate +3, Knowledge (arcana) +11, Listen +7, Sense Motive +7, Spellcraft +13, Spot +7; Dodge, Great Fortitude, Scribe Scroll, Spell Focus (Enchantment).

Possessions: Spell component pouch, dagger, *ring of protection* +1

Spellbook: 0 – all; 1st – *charm person*, *hypnotism*, *magic missile*, *shield*, *sleep*; 2nd – *daze monster*, *scorching ray*, *Tasha's hideous laughter*, *touch of idiocy*.

Spells Prepared: (5 / 5 / 4, save DC = 14 (15) + spell level) 0 – **daze** (x3), *ray of frost*, *touch of fatigue*; 1st – **hypnotism**, *magic missile* (x2), *shield*, **sleep**; 2nd – **daze monster**, *scorching ray*, **Tasha's hideous laughter** (x2).

Detect Thoughts (Su): A doppelganger can continuously use *detect thoughts* as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

***Skills:** A doppelganger has a +4 racial bonus on Bluff and Disguise checks (included above). When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks (also included above). If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks (not included above).

APL 6 Encounters

Encounter 4 (EL 8)

Bugbear Fighters: male, Bugbear Ftr 3 (2): CR 5; Medium Humanoid (Goblinoid); HD: 3d8 + 3d10 + 12; hp 42; Init +3; Spd 30 ft; AC 19 (+3 Dex, +3 natural, +3 studded leather armor); touch 13, flat-footed 16; Base Atk +5; Grp +10; Atk +11 melee (2d6+7 / 19-20, greatsword) or +8 ranged (30') (1d6+5, javelin); Full Atk +11 melee (2d6+7 / 19-20, greatsword) or +8 ranged (30') (1d6+5, javelin); Space / Reach 5 ft / 5 ft; SA None; SQ Darkvision 60 ft, scent; AL CE; **SV** Fort +6, Ref +7, Will +5; Str 20, Dex 16, Con 15, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +6, Hide +8, Listen +5,

Move Silently +9, Spot +5; Alertness, Cleave, Iron Will, Power Attack, Weapon Focus (greatsword).

Possessions: Greatsword, studded leather armor, 3 javelins, potion of *barkskin* +2, 22 gp.

Potion of Barkskin (+2): +2 enhancement bonus to natural armor (new total +5); lasts 30 minutes (not included above)

Avindar, male Human Sor 6 (1): CR 6; Medium Humanoid (Human); HD 6d4 + 6; hp 24; Init+2; Spd 30 ft; AC 16 (+2 Dex, +4 *mage armor*); touch 12, flat-footed 10; Base Atk +3; Grp +2; Atk +2 melee (1d6-1, shortspear) or +5 ranged (80') (1d8 / 19-20, light crossbow); Full Atk +2 melee (1d6-1, shortspear) or +5 ranged (80') (1d8 / 19-20, light crossbow); Space / Reach 5 ft / 5 ft; SA Spells; AL CE; SQ None; SV Fort +5, Ref +4, Will +5; Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 16.

Skills and Feats: Concentration +10, Knowledge (arcana) +10, Spellcraft +12; Empower Spell, Extend Spell, Point-Blank Shot, Precise Shot.

Possessions: Shortspear, light crossbow, 10 bolts, spell component pouch, potion of *cure moderate wounds*, scroll of *eagle's splendor*, 54 gp

Spells Known: (7 / 4 / 2 / 1; save DC 13 + spell level) 0 – *acid splash*, *detect magic*, *light*, *mage hand*, *read magic*, *resistance*, *touch of fatigue*; 1st – *enlarge person*, *mage armor*, *ray of enfeeblement*, *reduce person*; 2nd – *scorching ray*, *invisibility*; 3rd – *slow*.

Spells Per Day: 6 / 7 / 6 / 4

Pre-Cast Spells: Extended *mage armor* on self

Spells Available: 6 / 7 / 5 / 4

Spontaneous Metamagic Combos: Extended *enlarge person* (2nd-level slot), Extended *reduce person* (2nd-level slot), Empowered *ray of enfeeblement* (3rd-level slot)

Scroll of Eagle's Splendor: +4 enhancement bonus to Charisma (new total 20); +2 to spell save DCs; lasts 3 minutes (not included above)

Encounter 5 (EL 8)

Wendigo, Light Warhorse (4): CR 4; Large Fey (Augmented Animal, Cold); HD 3d6 + 15; hp 25; Init +5; Spd fly 120 ft (perfect); AC 19 (-1 size, +5 Dex, +1 deflection, +4 natural); touch 15, flat-footed 13; Base Atk +2; Grp +10; +2 / +10; Atk +5 melee (2d4+6/18-20x3, bite); Full Atk +5

melee (2d4+6/18-20x3, bite); Space/Reach 10 ft / 5 ft; SA Disease, maddening whispers, ravenous bite; SQ Cold subtype, DR 5 / cold iron, corner of the eye, low-light vision, regeneration 5, scent, wind walk; AL CE; SV Fort +7, Ref +8, Will +3; Str 20Dex 21, Con 21, Int 2, Wis 15, Cha 10.

Skills and Feats: Hide +9, Listen +5, Move Silently +13, Spot +5, Survival +10; Endurance, Run, Track.

Cold Subtype (Ex): The wendigo is immune to cold damage. It takes half again as much damage from fire, regardless of whether a saving throw is allowed, or the save is a success or failure.

Corner of the Eye (Su): A wendigo that is stalking a victim while wind walking always seems to lurk just as the corner of the chosen victim's field of vision. This victim takes a -2 penalty to all Wisdom-based skill checks for as long as the wendigo stalks him.

Disease (Su): Any creature hit by the wendigo's bite attack must succeed on a Fortitude save (DC 16). Failure means that the victim has contracted a terrible disease. See the template entry in Appendix D for further details.

Maddening Whispers (Su): Once per day, the wendigo can whisper its madness into a chosen victim's mind. The wendigo may use this power while wind walking. Only the victim can hear the insane whispers and invitations of the wendigo. The victim must make a successful Will save (DC 11) or suffer 1d3 points of Wisdom damage. See the template entry in Appendix D for further details.

Ravenous Bite (Ex): The wendigo threatens a critical hit on a natural roll of 18-20 when attacking with its bite, and deals triple damage on a successful critical hit. A wound resulting from a critical hit (not a regular hit) bleeds for an additional 3 points of damage every round thereafter. Multiple wounds from such critical hits result in cumulative bleeding. The bleeding can be stopped only by a Heal check (DC 10) or the application of at least one point of magical healing.

Regeneration 5 (Ex): Fire deals normal damage to the wendigo.

Wind Walk (Su): The wendigo can *wind walk* at will, transforming to physical form to gaseous form or back again as a move-equivalent action.

Encounter 6 (EL 8)

Shadar-Kai: male Shadar-Kai Ftr2/Rog1 (4):

CR 4; Medium Fey (Extraplanar); HD 3d6 + 2d10 + 1d6 + 6; hp 31; Init +3; Spd 30 ft; AC 16 (17) (+3 Dex, +3 studded leather armor) (+1 Dodge); touch 13 (14), flat-footed 13; Base Atk +3; Grp +5; Atk +8 melee (2d4+3, spiked chain) or +6 ranged (1d6+1/x3, shortbow); Full Atk +8 melee (2d4+3, spiked chain) or +6 ranged (1d6+1/x3, shortbow); Space/Reach 5 ft / 5 ft (10 ft with spiked chain); SA Sneak attack +2d6; SQ Hide in plain sight, shadow curse, superior low-light vision, trapfinding; AL NE; SV Fort +7, Ref

+10, Will +5; Str 14, Dex 17, Con 14 (13), Int 15, Wis 10, Cha 9.

Skills and Feats: Hide +12 (+22), Listen +9, Move Silently +9, Search +9, Spot +11, Survival +6 (+8 following tracks), Tumble +9; Alertness, Combat Expertise, Dodge, Exotic Weapon Proficiency (spiked chain) (B), Weapon Finesse, Weapon Focus (spiked chain).

Possessions: +2 *gal-ralan*, masterwork spiked chain, masterwork studded leather armor, composite shortbow (+1 Str), 20 arrows, *lesser blackstone rune*.

Tyrriel Minaelon, corrupted Clr5: CR 3; Medium Undead (Incorporeal); **HD** 5d12 (32 hp); **Init** +0; **Spd** 0 (can't move); **AC** 12 (+2 deflection); touch 12, flat-footed 12; Base Atk +3; Grp --; **Atk** Ray spells +5 ranged (by spell); **Space/Reach** 5 ft / 5 ft; **SA** Spells; **SQ** Incorporeal traits, undead traits; AL CG; **SV** Fort +4, Ref --, Will +8; Str --, Dex --, Con --, Int 10, Wis 18, Cha 15.

Skills and Feats: Concentration +10 (+14); Combat Casting, Project Touch Spell.

Spells Available: (save DC 14 + spell level, no limit on spells per day, spontaneously casts any of listed spells, can cast spells with a range of touch as if they were rays): 0 – *inflict minor wounds*; 1st – *bane*, *doom*, *inflict light wounds*; 2nd – *hold person*, *inflict moderate wounds*, *sound burst*; 3rd – *dispel magic*, *inflict serious wounds*, *searing light*.

Optional Encounter 1 (EL 8)

Human Thrall, War5 (3): CR 4; Medium Humanoid; **HD** 5d8 + 10 hp 32; **Init** +1; **Spd** 30 ft; **AC** 17 (18) (+1 Dex, +4 chain shirt, +2 heavy steel shield) (+1 Dodge); touch 11 (12), flat-footed 16; Base Atk +5; Grp +8; **Atk** +10 melee (1d8+3 / 19-20, longsword); **Full Atk** +10 melee (1d8+3 / 19-20, longsword); **Space/Reach** 5 ft / 5 ft; **SA** None; **SQ** None; AL N; **SV** Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Handle Animal +4, Ride +5

Feats: Dodge, Endurance, Weapon Focus (longsword).

Possessions: Masterwork longsword, chain shirt, heavy steel shield.

Doppelganger Rogue: male Doppelganger Rog4: CR 7; Medium Monstrous Humanoid (Shapechanger); **HD** 4d8 + 4d6 + 24; hp 60; **Init**

+4; **Spd** 30 ft; **AC** 21 (22) (+4 Dex, +4 natural, +3 studded leather) (+1 Dodge); touch 14 (15), flat-footed 17; Base Atk +7; Grp +9; **Atk** +12 melee (1d6+2/19-20, shortsword); **Full Atk** +12/+7 melee (1d6+2 / 19-20, shortsword); **Space/Reach:** 5 ft / 5 ft; **SA** Detect thoughts, sneak attack +2d6; **SQ** Change shape, darkvision 60', evasion, immunity to *sleep* and charm effects, trapfinding, trap sense +1, uncanny dodge; AL N; **SV** Fort +7, Ref +12, Will +6; Str 15, Dex 18, Con 16, Int 14, Wis 12, Cha 13.

Skills and Feats: Bluff +15*, Diplomacy +3, Disguise +19*, Hide +11, Intimidate +3, Listen +5, Move Silently +11, Sense Motive +5, Spot +12, Tumble +11, Use Magic Device +8; Dodge, Great Fortitude, Weapon Finesse.

Possessions: Masterwork shortsword, masterwork studded leather armor, flask of alchemist's fire

Detect Thoughts (Su): A doppelganger can continuously use *detect thoughts* as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

***Skills:** A doppelganger has a +4 racial bonus on Bluff and Disguise checks (included above). When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks (also included above). If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks (not included above).

Doppelganger Enchanter: male Doppelganger Enc4: CR 7; Medium Monstrous Humanoid (Shapechanger); **HD** 4d8 + 4d4 + 16;

hp 44; **Init** +3; **Spd** 30 ft; **AC** 18 (19) (+3 Dex, +4 natural, +1 deflection) (+1 Dodge); touch 14 (15), flat-footed 14; Base Atk +6; Grp +6; **Atk** +6 melee (1d4/19-20, dagger); **Full Atk** +6 melee (1d4 / 19-20, dagger); **Space/Reach** 5 ft / 5 ft; **SA** Detect thoughts, spells; **SQ** Change shape, darkvision 60', immunity to *sleep* and charm effects; AL N; **SV** Fort +6, Ref +8, Will +11; Str 10, Dex 16, Con 15, Int 18, Wis 16, Cha 13.

Skills and Feats: Bluff +10*, Concentration +9, Diplomacy +3, Disguise +19*, Intimidate +3, Knowledge (arcana) +11, Listen +7, Sense Motive +7, Spellcraft +13, Spot +7; Dodge, Great Fortitude, Scribe Scroll, Spell Focus (Enchantment).

Possessions: Spell component pouch, dagger, *ring of protection* +1

Spellbook: 0 – all; 1st – *charm person*, *hypnotism*, *magic missile*, *shield*, *sleep*; 2nd – *daze monster*, *scorching ray*, *Tasha's hideous laughter*, *touch of idiocy*.

Spells Prepared: (5 / 5 / 4, save DC = 14 (15) + spell level) 0 – **daze** (x3), *ray of frost*, *touch of fatigue*; 1st – **hypnotism**, *magic missile* (x2), *shield*, **sleep**; 2nd – **daze monster**, *scorching ray*, **Tasha's hideous laughter** (x2).

Detect Thoughts (Su): A doppelganger can continuously use *detect thoughts* as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

***Skills:** A doppelganger has a +4 racial bonus on Bluff and Disguise checks (included above). When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks (also included above). If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks (not included above).

APL 8 Encounters

Encounter 4 (EL 10)

Bugbear Fighters: male, Bugbear Ftr 5 (2):

CR 7; Medium Humanoid (Goblinoid); HD: 3d8 + 5d10 + 24; hp 65; Init +3; Spd 30 ft; AC 19 (+3 Dex, +3 natural, +3 studded leather armor), touch 13, flat-footed 16; Base Atk +7; Grp +12; Atk +14 melee (2d6+9 / 19-20, masterwork greatsword) or +10 ranged (30') (1d6+5, javelin); Full Attack +14/+9 melee (2d6+9 / 19-20, masterwork greatsword) or +10 ranged (30') (1d6+5, javelin); Space / Reach: 5 ft / 5 ft; SA None; SQ Darkvision 60 ft, scent; AL CE; SV Fort +8, Ref +7, Will +5; Str 20, Dex 16, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +6, Hide +9, Listen +5,

Move Silently +10, Spot +5; Alertness, Cleave, Iron Will, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: Masterwork greatsword, studded leather armor, 3 javelins, potion of *barkskin* +2, 22 gp.

Potion of Barkskin (+2): +2 enhancement bonus to natural armor (new total +5); lasts 30 minutes (not included above)

Avindar, male Human Sor 8: CR 8; Medium Humanoid (Human); HD 8d4 + 16; hp 40; Init +2; Spd 30 ft; AC 16 (+2 Dex, +4 *mage armor*); touch 12, flat-footed 10; Base Atk +4; Grp +3; Atk +3 melee (1d6-1, Shortsword) or +6 ranged (80') (1d8 / 19-20, light crossbow); Full Atk +3 melee (1d6-1, Shortsword) or +6 ranged (80') (1d8 / 19-20, light crossbow); Space / Reach 5 ft / 5 ft; SA Spells; SQ None; AL CE; SV Fort +7, Ref +5, Will +7; Str 8, Dex 14, Con 14, Int 12, Wis 10, Cha 16.

Skills and Feats: Concentration +13, Knowledge (arcana) +12, Spellcraft +14; Empower Spell, Extend Spell, Point-Blank Shot, Precise Shot.

Possessions: Shortsword, light crossbow, 10 bolts, spell component pouch, *vest of resistance* +1, *potion of cure moderate wounds*, scroll of *eagle's splendor*, 54 gp

Spells Known: (8/5/3/2/1; save DC 13 + spell level) 0 – *acid splash*, *detect magic*, *ghost sound*, *light*, *mage hand*, *read magic*, *resistance*, *touch of fatigue*; 1st – *mage armor*, *magic missile*, *ray of enfeeblement*, *reduce person*, *true strike*; 2nd – *scorching ray*, *invisibility*, *see invisibility*; 3rd – *slow*, *haste*; 4th – *mass enlarge person*.

Spells Per Day: 6 / 7 / 7 / 6 / 3

Pre-Cast Spells: Extended *mage armor* on self
Spells Available: 6 / 7 / 6 / 5 / 3

Spontaneous Metamagic Combos: Extended *reduce person* (2nd-level slot), Empowered *ray of enfeeblement* (3rd-level slot), Extended *slow* or *haste* (4th-level slot), Empowered *scorching ray* (4th-level slot)

Scroll of Eagle's Splendor: +4 enhancement bonus to Charisma (new total 20); +2 to spell save DCs; lasts 3 minutes (not included above).

Encounter 5 (EL 9)

Wendigo, Heavy Warhorse (4): CR 5; Large Fey (Augmented Animal, Cold); HD 4d6 + 20; hp 34; Init +5; Spd fly 120 ft (perfect); AC 19 (-1 size, +5 Dex, +1 deflection, +4 natural); touch 15, flat-footed 14; Base Atk +3; Grp +13; Atk +8 melee (2d4+9/18-20x3, bite); Full Atk +8 melee (2d4+9/18-20x3, bite); Space/Reach 10 ft / 5 ft; SA Disease, maddening whispers, ravenous bite; SQ Cold subtype, DR 5 / cold iron, corner of the eye, low-light vision, regeneration 5, scent, wind walk; AL CE; **SV** Fort +9, Ref +9, Will +3; Str 22, Dex 21, Con 21, Int 2, Wis 15, Cha 10.

Skills and Feats: Hide +9, Listen +6, Move Silently +13, Spot +5, Survival +10; Endurance, Run, Track.

Cold Subtype (Ex): The wendigo is immune to cold damage. It takes half again as much damage from fire, regardless of whether a saving throw is allowed, or the save is a success or failure.

Corner of the Eye (Su): A wendigo that is stalking a victim while wind walking always seems to lurk just as the corner of the chosen victim's field of vision. This victim takes a -2 penalty to all Wisdom-based skill checks for as long as the wendigo stalks him.

Disease (Su): Any creature hit by the wendigo's bite attack must succeed on a Fortitude save (DC 17). Failure means that the victim has contracted a terrible disease. See the template entry in Appendix D for further details.

Maddening Whispers (Su): Once per day, the wendigo can whisper its madness into a chosen victim's mind. The wendigo may use this power while wind walking. Only the victim can hear the insane whispers and invitations of the wendigo. The victim must make a successful Will save (DC 12) or suffer 1d3 points of Wisdom damage. See the template entry in Appendix D for further details.

Ravenous Bite (Ex): The wendigo threatens a critical hit on a natural roll of 18-20 when attacking with its bite, and deals triple damage on a successful critical hit. A wound resulting from a critical hit (not a regular hit) bleeds for an additional 3 points of damage every round thereafter. Multiple wounds from such critical hits result in cumulative bleeding. The bleeding can be stopped only by a Heal check (DC 10) or the application of at least one point of magical healing.

Regeneration 5 (Ex): Fire deals normal damage to the wendigo.

Wind Walk (Su): The wendigo can *wind walk* at will, transforming to physical form to gaseous form or back again as a move-equivalent action.

Encounter 6 (EL 11)

Shadar-Kai: male Shadar-Kai Ftr3/Rog3 (4): CR 7; Medium Fey (Extraplanar); HD 3d6 + 3d10 + 3d6 + 9; hp 46 hp; Init +4; Spd 30 ft; **AC** 17 (18) (+4 Dex, +3 studded leather armor) (+1 Dodge); touch 14 (15), flat-footed 13; Base Atk

+6; Grp +8; Atk +12 melee (2d4+3, spiked chain) or +10 ranged (1d6+2/x3, shortbow); Full Atk +12/+7 melee (2d4+3, spiked chain) or +10/+5 ranged (1d6+2/x3, shortbow); Space/Reach 5 ft / 5ft (10 ft with spiked chain); SA Sneak attack +3d6; SQ Evasion, Hide in plain sight, shadow curse, superior low-light vision, trapfinding, trap sense +1; AL NE; **SV** Fort +8, Ref +13, Will +7; Str 14, Dex 18, Con 14 (13), Int 15, Wis 10, Cha 9.

Skills and Feats: Hide +15 (+25), Listen +11, Move Silently +12, Search +11, Spot +13, Survival +11 (+13 following tracks), Tumble +12; Alertness, Combat Expertise, Dodge, Exotic Weapon Proficiency (spiked chain) (B), Improved Trip, Weapon Finesse, Weapon Focus (spiked chain).

Possessions: +2 *gal-ralan*, masterwork spiked chain, masterwork studded leather armor, composite shortbow (+2 Str), 20 arrows, *lesser blackstone rune*.

Tyrriel Minaelon, corrupted Clr7: CR 4; Medium Undead (Incorporeal); HD 7d12 hp 45; Init +0; Spd 0 (can't move); AC 12 (+2 deflection); touch 12, flat-footed 12; Base Atk +5; Grp --; Atk Ray spells +7 ranged (by spell); Space/Reach 5 ft / 5 ft; SA Spells; SQ Incorporeal traits, undead traits; AL CG; **SV** Fort +5, Ref --, Will +9; Str --, Dex --, Con --, Int 10, Wis 18, Cha 15.

Skills and Feats: Concentration +12 (+16); Combat Casting, Project Touch Spell.

Spells Available: (save DC 14 + spell level, no limit on spells per day, spontaneously casts any of listed spells, can cast spells with a range of touch as if they were rays): 0 – *inflict minor wounds*; 1st – *bane*, *doom*, *inflict light wounds*; 2nd – *hold person*, *inflict moderate wounds*, *sound burst*; 3rd – *dispel magic*, *inflict serious wounds*, *searing light*; 4th – *dismissal*, *inflict critical wounds*, *poison*.

Optional Encounter 1 (EL 12)

Human Thralls: male Human War5/Ftr2 (3): CR 6; Medium Humanoid; **HD:** 5d8 + 2d10 + 14; hp 47; **Init** +1; **Spd** 30 ft; **AC** 17 (18) (+1 Dex, +4 chain shirt, +2 heavy steel shield) (+1 Dodge); touch 11 (12), flat-footed 16; Base Atk +7; Grp +10; **Atk** +12 melee (1d8+3 / 19-20, longsword); **Full Atk** +12/+7 melee (1d8+3 / 19-20, longsword); **Space/Reach** 5 ft / 5ft; **SA** None; **SQ** None; AL N; **SV** Fort +9, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Handle Animal +5, Ride +6; Diehard, Dodge, Endurance, Power Attack, Quick Draw, Weapon Focus (longsword).

Possessions: Masterwork longsword, chain shirt, heavy steel shield.

Doppelganger Rogues (2): male Doppelganger Rog5: CR 8; Medium Monstrous Humanoid (Shapechanger); HD 4d8 + 5d6 + 27; hp 66; **Init** +4; **Spd** 30 ft; **AC** 22 (23) (+4 Dex, +4 natural, +3 studded leather, +1 deflection) (+1 Dodge); touch 15 (16), flat-footed 18; Base Atk +7; Grp +9; **Atk** +13 melee (1d6+3/19-20, +1 *shortsword*); **Full Atk** +13/+8 melee (1d6+3/19-20, +1 *shortsword*); **Space/Reach** 5 ft / 5ft; **SA** Detect thoughts, sneak attack +3d6; **SQ** Change shape, darkvision 60', evasion, immunity to *sleep* and charm effects, trapfinding, trap sense +1, uncanny dodge; AL N; **SV** Fort +7, Ref +12, Will +8; Str 15, Dex 18, Con 16, Int 14, Wis 12, Cha 13.

Skills and Feats: Bluff +16*, Diplomacy +3, Disguise +20*, Hide +12, Intimidate +3, Listen +6, Move Silently +12, Sense Motive +6, Spot +13, Tumble +13, Use Magic Device +9; Dodge, Great Fortitude, Iron Will, Weapon Finesse.

Possessions: +1 *shortsword*, *ring of protection* +1, masterwork studded leather armor, flask of alchemist's fire

Detect Thoughts (Su): A doppelganger can continuously use *detect thoughts* as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

***Skills:** A doppelganger has a +4 racial bonus on Bluff and Disguise checks (included above). When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks (also included above). If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks (not included above).

Doppelganger Enchanter: male Doppelganger Enc5: CR 8; Medium Monstrous Humanoid (Shapechanger); HD 4d8 + 5d4 + 16; hp 48; **Init** +3; **Spd** 30 ft; **AC** 18 (19) (+3 Dex, +4 natural, +1 deflection) (+1 Dodge); touch 14 (15), flat-footed 14; Base Atk +6; Grp +6; **Atk** +6 melee (1d4/19-20, dagger); **Full Atk** +6 melee (1d4/19-20, dagger); **Space/Reach** 5 ft / 5ft; **SA** Detect thoughts, spells; **SQ** Change shape, darkvision 60', immunity to *sleep* and charm effects; AL N; **SV** Fort +6, Ref +8, Will +11; Str 10, Dex 16, Con 15, Int 18, Wis 16, Cha 13.

Skills and Feats: Bluff +10*, Concentration +10, Diplomacy +3, Disguise +19*, Intimidate +3, Knowledge (arcana) +12, Knowledge (local – Sheldomar Valley) +7, Listen +7, Sense Motive +7, Spellcraft +14, Spot +7; Dodge, Great Fortitude, Scribe Scroll, Silent Spell, Spell Focus (Enchantment), Still Spell.

Possessions: Spell component pouch, dagger, *ring of protection* +1, scroll of *fireball* (5th-level caster).

Spellbook: 0-Level: all; 1st-Level: *charm person*, *hypnotism*, *magic missile*, *shield*, *sleep*; 2nd-Level: *daze monster*, *scorching ray*, *Tasha's hideous laughter*, *touch of idiocy*; 3rd-Level: *deep slumber*, *hold person*

Spells Prepared: (5 / 5 / 4 / 3, save DC 14 (15) + spell level) 0 – *daze* (x3), *ray of frost*, *touch of fatigue*; 1st – *hypnotism*, *magic missile* (x3), *shield*; 2nd – *scorching ray* (x2), *Tasha's hideous laughter* (x2); 3rd – *deep slumber*, *hold person*, *charm person* (Silent and Still).

Detect Thoughts (Su): A doppelganger can continuously use *detect thoughts* as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

***Skills:** A doppelganger has a +4 racial bonus on Bluff and Disguise checks (included above). When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks (also included above). If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks (not included above).

APL 10 Encounters

Encounter 4 (EL 13)

Bugbear Fighters: male, Bugbear Ftr 7 (3):

CR 9; Medium Humanoid (Goblinoid); HD 3d8 + 7d10 + 30; hp 82; Init +3; Spd 30 ft; AC 20 (+3 Dex, +3 natural, +4 mithral shirt); touch 13, flat-footed 17; Base Atk +9; Grp +14; Atk +16 melee (2d6+9 / 19-20, masterwork greatsword) or +12 ranged (30') (1d6+5, javelin); Full Atk +16/+11 melee (2d6+9 / 19-20, masterwork greatsword) or +12 ranged (30') (1d6+5, javelin); Space/Reach 5 ft / 5 ft; SA None; SQ Darkvision 60 ft, scent; AL CE; SV Fort +9, Ref +10, Will +6; AL CE; Str 20, Dex 16, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +7, Hide +11, Listen +5, Move Silently +12, Spot +5; Alertness, Cleave, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: Masterwork greatsword, mithral shirt, 3 javelins, potion of *barkskin* +2, 47 gp.

Potion of Barkskin (+2): +2 enhancement bonus to natural armor (new total +5); lasts 30 minutes (not included above).

Greater Magic Weapon (+2): Net +1 enhancement to hit and +2 enhancement to damage with greatsword (not included above)

Avindar, male Human Sor 9/Rog 1: CR 10; Medium Humanoid (Human); HD 9d4 + 1d6 + 20; hp 51; Init +2; Spd 30 ft; AC 16 (+2 Dex, +4 *mage armor*); touch 12, flat-footed 10; Base Atk +4; Grp +3; Atk +3 melee (1d6-1, shortspear) or +6 ranged (80') (1d8 / 19-20, light crossbow); Full Atk +3 melee (1d6-1, shortspear) or +6 ranged (80') (1d8 / 19-20, light crossbow); Space/Reach 5 ft / 5 ft; SA Sneak attack +1d6, spells; SQ Trapfinding; AL CE; SV Fort +8, Ref +8, Will +7; Str 8, Dex 14, Con 14, Int 12, Wis 10, Cha 16 (18).

Skills and Feats: Concentration +13, Hide +3, Knowledge (arcana) +12, Move Silently +6, Spellcraft +14, Tumble +6; Arcane Preparation, Empower Spell, Extend Spell, Point-Blank Shot, Precise Shot.

Possessions: Shortspear, light crossbow, 10 bolts, spell component pouch, *cloak of charisma* +2, *vest of resistance* +1, potion of *cure moderate wounds*, 79 gp

Spells Known: (8 / 5 / 4 / 3 / 2; save DC 14 + spell level): 0 – *acid splash*, *detect magic*, *ghost sound*, *light*, *mage hand*, *read magic*, *resistance*, *touch of fatigue*; 1st – *mage armor*, *magic missile*, *ray of enfeeblement*, *reduce person*, *true strike*; 2nd – *melf's acid arrow*, *scorching ray*, *invisibility*, *see invisibility*; 3rd – *greater magic weapon*, *haste*, *slow*; 4th – *enervation*, *mass enlarge person*.

Spells Per Day: 6 / 7 / 7 / 7 / 5

Pre-Cast Spells: Extended *mage armor* on self, *greater magic weapon* (x3) on bugbears' greatswords

Prepared Spells (via Arcane Preparation): 3rd – Empowered *ray of enfeeblement*, Empowered *magic missile*, Extended *melf's acid arrow*; 4th – Extended *haste*, Extended *slow*.

Spontaneous Spells Available: 6 / 7 / 6 / 1 / 3

Spontaneous Metamagic Combos: Extended *reduce person* (2nd-level slot), Empowered *ray of enfeeblement* (3rd-level slot), Extended *slow* or *haste* (4th-level slot), Empowered *scorching ray* (4th-level slot).

Encounter 5 (EL 11)

Wendigo, Dire Horse (3): CR 7; Large Fey (Augmented Animal, Cold); HD 8d6 + 64 + 3; hp 95; Init +5; Spd fly 120 ft (perfect); AC 21 (-1 size, +5 Dex, +1 deflection, +6 natural); touch 15, flat-footed 16; Base Atk +6; Grp +16; Atk +13 melee (2d4+12/18-20x3, bite); Full Atk +13 melee (2d4+12/18-20x3, bite); Space/Reach 10 ft / 5 ft; SA Disease, maddening whispers, ravenous bite; SQ Cold subtype, DR 5 / cold iron, corner of the eye, low-light vision, regeneration 5, scent, wind walk; AL CE; SV Fort +14, Ref +11, Will +9; Str 26, Dex 21, Con 26, Int 2, Wis 17, Cha 15.

Skills and Feats: Hide +9, Listen +9, Move Silently +13, Spot +9, Survival +11; Endurance, Run, Toughness, Track.

Cold Subtype (Ex): The wendigo is immune to cold damage. It takes half again as much damage from fire, regardless of whether a saving throw is allowed, or the save is a success or failure.

Corner of the Eye (Su): A wendigo that is stalking a victim while wind walking always seems to lurk just as the corner of the chosen victim's field of vision. This victim takes a -2 penalty to all Wisdom-based skill checks for as long as the wendigo stalks him.

Disease (Su): Any creature hit by the wendigo's bite attack must succeed on a Fortitude save (DC 22). Failure means that the victim has contracted a terrible disease. See the template entry in Appendix D for further details.

Maddening Whispers (Su): Once per day, the wendigo can whisper its madness into a chosen victim's mind. The

wendigo may use this power while wind walking. Only the victim can hear the insane whispers and invitations of the wendigo. The victim must make a successful Will save (DC 16) or suffer 1d3 points of Wisdom damage. See the template entry in Appendix D for further details.

Ravenous Bite (Ex): The wendigo threatens a critical hit on a natural roll of 18-20 when attacking with its bite, and deals triple damage on a successful critical hit. A wound resulting from a critical hit (not a regular hit) bleeds for an additional 3 points of damage every round thereafter. Multiple wounds from such critical hits result in cumulative bleeding. The bleeding can be stopped only by a Heal check (DC 10) or the application of at least one point of magical healing.

Regeneration 5 (Ex): Fire deals normal damage to the wendigo.

Wind Walk (Su): The wendigo can *wind walk* at will, transforming to physical form to gaseous form or back again as a move-equivalent action.

Ecalypse: CR 9; Large Outsider; HD 10d8+40; hp 85; Init +3; Spd 40 ft, fly 90 ft (good); AC 22 (-1 size, +3 Dex, +10 natural); touch 12, flat-footed 19; Base Atk +10; Grp +19; Atk Hoof +15 melee (1d8+5, hoof); Full Atk +15 melee (1d8+5, 2 hooves); Space/Reach 10 feet / 5 feet; SA Spell-like abilities; SQ Discorporate, shadow blend; AL CE; SV Fort +11, Ref +10, Will +7; Str 20, Dex 16, Con 18, Int 8, Wis 10, Cha 15.

Skills and Feats: Balance +16, Hide +12, Jump +22, Listen +13, Move Silently +13, Spot +13, Survival +13; Endurance, Run, Spell Focus (Illusion), Weapon Focus (hoof).

Spell-Like Abilities: At will – *find the path*, *shadow walk*; 3/day – *repulsion*; 1/day – *plane shift* (self and rider only). These abilities are as the spells cast by a 15th-level sorcerer (save DC 12 + spell level).

Discorporate (Su): An ecalypse can become incorporeal as a standard action. In this state, it gains the standard immunities and special qualities of being incorporeal. Its AC changes to 14 (-1 size, +3 Dex, +2 deflection). Its hooves deliver incorporeal touch attacks with a +13 bonus, dealing 1d8 points of damage.

Shadow Blend (Su): During any conditions other than full daylight, an ecalypse can disappear into the shadows, giving it total concealment (50% miss chance). Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability; however, a *daylight* spell will.

Encounter 6 (EL 12)

Shadar-Kai, male Shadar-Kai Ftr4/Rog3 (4): CR 8; Medium Fey (Extraplanar); HD 3d6 + 4d10 + 3d6 + 10; hp 53 hp; Init +4; Spd 30 ft; AC

18 (19) (+4 Dex, +4 +1 *studded leather armor*) (+1 Dodge); touch 14 (15), flat-footed 14; Base Atk +7; Grp +9; Atk +13 melee (2d4+6, spiked chain) or +11 ranged (1d6+2/x3, shortbow); Full Atk +13/+8 melee (2d4+6, spiked chain) or +11/+6 ranged (1d6+2/x3, shortbow); Space/Reach 5 ft / 5ft (10 ft with spiked chain); SA Sneak attack +3d6; SQ Evasion, Hide in plain sight, shadow curse, superior low-light vision, trapfinding, trap sense +1; AL NE; SV Fort +9, Ref +13, Will +7; Str 14, Dex 18, Con 14 (13), Int 15, Wis 10, Cha 9.

Skills and Feats: Hide +16 (+26), Listen +11, Move Silently +12, Search +11, Spot +14, Survival +11 (+13 following tracks), Tumble +12; Alertness, Combat Expertise, Dodge, Exotic Weapon Proficiency (spiked chain) (B), Improved Trip, Weapon Finesse, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: +2 *gal-ralan*, +1 *spiked chain*, +1 *studded leather armor*, composite shortbow (+2 Str), 20 arrows, *lesser blackstone rune*.

Tyrriel Minaelon, male corrupted Clr9: CR 5; Medium Undead (Incorporeal); HD 9d12; hp 58; Init +0; Spd 0 (can't move); AC 13 (+3 deflection); touch 13, flat-footed 13; Base Atk +6; Grp --; Atk Ray spells +9 ranged (by spell); Space/Reach 5 ft / 5 ft; SA Spells; SQ Incorporeal traits, undead traits; AL CG; SV Fort +6, Ref --, Will +10; Str --, Dex --, Con --, Int 10, Wis 18, Cha 16.

Skills and Feats: Concentration +15 (+19); Combat Casting, Project Touch Spell.

Spells Available: (save DC 14 + spell level, no limit on spells per day, spontaneously casts any of listed spells, can cast spells with a range of touch as if they were rays): 0 – *inflict minor wounds*; 1st – *bane*, *doom*, *inflict light wounds*; 2nd – *hold person*, *inflict moderate wounds*, *sound burst*; 3rd – *dispel magic*, *inflict serious wounds*, *searing light*; 4th – *dismissal*, *inflict critical wounds*, *poison*; 5th – *flame strike*, *mass inflict light wounds*.

Optional Encounter 2 - (EL 14)

Greater Shadow (3): CR 8; Medium Undead (Incorporeal); HD 9d12; hp 58; Init +2; Spd Fly 40 ft (good); AC 14 (15) (+2 Dex, +2 deflection) (+1 Dodge); touch 14 (15), flat-footed 12; Base Atk +4; Grp --; Atk Incorporeal touch +6 melee (1d8 Str); Full Atk Incorporeal touch +6 melee (1d8 Str);

Space/Reach 5 ft / 5ft; **SA** Create spawn, Strength damage; **SQ** Darkvision 60', incorporeal traits, +2 turn resistance, undead traits; **AL** CE; **SV** Fort +3, Ref +5, Will +7; Str --, Dex 15, Con --, Int 6, Wis 12, Cha 14.

Skills and Feats: Hide +14*, Listen +9, Search +6, Spot +9; Alertness, Dodge, Mobility, Spring Attack.

The Shadow Lord, ex-shadar-kai Wiz11: CR 12; Medium Undead (Incorporeal); **HD** 14d12; hp 91; Init +3; Spd Fly 40 ft (good); AC 20 (+3 Dex, +3 deflection, +4 *mage armor*); touch 16, flat-footed 17; Base Atk +6; Grp --; Atk Incorporeal touch +6 melee (1d4 Str); Full Atk Incorporeal touch +6 melee (1d4 Str); Space/Reach 5 ft / 5 ft; SA Create spawn, Strength damage, Spells; SQ Incorporeal traits, undead traits; **AL** CE; **SV** Fort +4, Ref +6, Will +10; Str --, Dex 16, Con --, Int 21, Wis 14, Cha 16.

Skills and Feats: Concentration +17, Craft (demiplane) +14, Knowledge (arcana) +18, Knowledge (the planes) +18, Spellcraft +20; Empower Spell, Extend Spell, Spell Focus (Enchantment), Spell Focus (Evocation), Spell Focus (Necromancy), Spell Penetration, Greater Spell Focus (Evocation), Scribe Scroll.

Possessions: Headband of intellect +2

Pre-Cast Spells: see invisibility, *mage armor* (included above), *protection from good* (not included above).

Spells Prepared: (4 / 6 / 5 / 5 / 4 / 3 / 1) (base DC 15 + spell level; DC 16 + spell level for Enchantment and Necromancy; DC 17 + spell level for Evocation) 0 – *detect magic*, *mage hand*, *resistance*, *touch of fatigue*; 1st – ~~*mage armor*~~, *magic missile* (x2), ~~*protection from good*~~, *ray of enfeeblement*, *shield*; 2nd – *blindness/deafness*, *ghoul touch*, *scorching ray*, ~~*see invisibility*~~, *spectral hand*; 3rd – *dispel magic*, *fireball*, *slow*, *stinking cloud*, *vampiric touch*; 4th – *confusion*, *enervation*, *lesser globe of invulnerability*, *mass reduce person*; 5th – *cone of cold*, *dismissal*, *feeblemind*; 6th – *chain lightning*

APL 12 Encounters

Encounter 4 (EL 15)

Bugbear Fighters: male, Bugbear Ftr 9 (3): CR 11; Medium Humanoid (Goblinoid); **HD** 3d8 + 9d10 + 36; hp 99 hp; Init +3; Spd 30 ft; AC 20 (+3 Dex, +3 natural, +4 mithral shirt); touch 13, flat-

footed 17; Base Atk +11; Grp +16; Atk +18 melee (2d6+9 / 17-20, masterwork greatsword) or +14 ranged (30') (1d6+5, javelin); Full Atk +18/+13/+8 melee (2d6+9 / 17-20, masterwork greatsword) or +14 ranged (30') (1d6+5, javelin); Space/Reach 5 ft / 5 ft; SA None; SQ Darkvision 60 ft, scent; **AL** CE; **SV** Fort +10, Ref +11, Will +7; Str 20, Dex 17, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +7, Hide +12, Listen +5, Move Silently +13, Spot +5; Alertness, Blind-Fight, Cleave, Improved Critical (greatsword), Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: Masterwork greatsword, mithral shirt, 3 javelins, potion of *barkskin* +3, 47 gp.

Potion of Barkskin (+3): +3 enhancement bonus to natural armor (new total +6); lasts 60 minutes (not included above)

Greater Magic Weapon (+2): Net +1 enhancement to hit and +2 enhancement to damage with greatsword (not included above)

Avindar, male Human Sor11/Rog1: CR 12; Medium Humanoid (Human); **HD** 11d4 + 1d6 + 20 (51 hp); Init +2; Spd 30 ft; AC 16 (+2 Dex, +4 *mage armor*); touch 12, flat-footed 10; Base Atk +5; Grp +4; Atk +4 melee (1d6-1, Shortspear) or +7 ranged (80') (1d8 / 19-20, light crossbow); Full Atk +4 melee (1d6-1, Shortspear) or +7 ranged (80') (1d8 / 19-20, light crossbow); Space/Reach 5 ft / 5 ft; SA Sneak attack +1d6, spells; SQ Trapfinding; **AL** CE; **SV** Fort +8, Ref +8, Will +8; Str 8, Dex 14, Con 14, Int 12, Wis 10, Cha 17 (19).

Skills and Feats: Concentration +15, Hide +3, Knowledge (arcana) +14, Move Silently +6, Spellcraft +16, Tumble +6; Arcane Preparation, Empower Spell, Extend Spell, Point-Blank Shot, Precise Shot, Split Ray.

Possessions: Shortspear, light crossbow, 10 bolts, spell component pouch, *brooch of shielding* (101 hp), *cloak of charisma* +2, *vest of resistance* +1, potion of *cure moderate wounds*, 79 gp.

Spells Known: (9 / 5 / 5 / 4 / 3 / 2; save DC 14 + spell level): 0 – *acid splash*, *detect magic*, *ghost sound*, *light*, *mage hand*, *message*, *read magic*, *resistance*, *touch of fatigue*; 1st – *mage armor*, *magic missile*, *ray of enfeeblement*, *reduce person*, *true strike*; 2nd – *blindness/deafness*, *melf's acid arrow*, *resist energy*, *scorching ray*, *see invisibility*; 3rd – *greater magic weapon*, *haste*, *ray of exhaustion*, *slow*; 4th – *greater invisibility*, *enervation*, *mass enlarge person*; 5th – *prying eyes*, *feeblemind*.

Spells Per Day: 6 / 7 / 7 / 7 / 7 / 4

Pre-Cast Spells: Extended *mage armor* on self, *greater magic weapon* (x3) on bugbears' greatswords, *prying eyes* on self

Prepared Spells (via Arcane Preparation): 3rd – Empowered *ray of enfeeblement*, Empowered *magic missile*, Extended *melf's acid arrow*; 4th – Extended *haste*, Extended *slow*, Split *enervation*, Empowered *scorching ray*; 5th – Extended *greater invisibility*

Spontaneous Spells Available: 6 / 7 / 6 / 1 / 3 / 2

Spontaneous Metamagic Combos: Extended *reduce person* (2nd-level slot), Empowered *ray of enfeeblement* (3rd-level slot), Extended *slow* or *haste* (4th-level slot), Empowered *scorching ray* (4th-level slot).

Encounter 5 (EL 13)

Wendigo, Dire Horse (3): CR 7; Large Fey (Augmented Animal, Cold); HD 8d6 + 64 + 3; hp 95; Init +5; Spd fly 120 ft (perfect); AC 21 (-1 size, +5 Dex, +1 deflection, +6 natural); touch 15, flat-footed 16; Base Atk +6; Grp +16; Atk Bite +13 melee (2d4+12/18-20x3); Full Atk Bite +13 melee (2d4+12/18-20x3); Space/Reach 10 ft / 5 ft; SA Disease, maddening whispers, ravenous bite; SQ Cold subtype, DR 5 / cold iron, corner of the eye, low-light vision, regeneration 5, scent, wind walk; AL CE; SV Fort +14, Ref +11, Will +9; Str 26, Dex 21, Con 26, Int 2, Wis 17, Cha 15.

Skills and Feats: Hide +9, Listen +9, Move Silently +13, Spot +9, Survival +11; Endurance, Run, Toughness, Track.

Cold Subtype (Ex): The wendigo is immune to cold damage. It takes half again as much damage from fire, regardless of whether a saving throw is allowed, or the save is a success or failure.

Corner of the Eye (Su): A wendigo that is stalking a victim while wind walking always seems to lurk just as the corner of the chosen victim's field of vision. This victim takes a -2 penalty to all Wisdom-based skill checks for as long as the wendigo stalks him.

Disease (Su): Any creature hit by the wendigo's bite attack must succeed on a Fortitude save (DC 22). Failure means that the victim has contracted a terrible disease. See the template entry in Appendix D for further details.

Maddening Whispers (Su): Once per day, the wendigo can whisper its madness into a chosen victim's mind. The wendigo may use this power while wind walking. Only the victim can hear the insane whispers and invitations of the wendigo. The victim must make a successful Will save (DC 16) or suffer 1d3 points of Wisdom damage. See the template entry in Appendix D for further details.

Ravenous Bite (Ex): The wendigo threatens a critical hit on a natural roll of 18-20 when attacking with its bite, and deals triple damage on a successful critical hit. A wound resulting from a critical hit (not a regular hit) bleeds for an additional 3 points of damage every round thereafter. Multiple wounds

from such critical hits result in cumulative bleeding. The bleeding can be stopped only by a Heal check (DC 10) or the application of at least one point of magical healing.

Regeneration 5 (Ex): Fire deals normal damage to the wendigo.

Wind Walk (Su): The wendigo can *wind walk* at will, transforming to physical form to gaseous form or back again as a move-equivalent action.

Ecalypse (3): CR 9; Large Outsider; HD 10d8+40; hp 85; Init +3; Spd 40 ft, fly 90 ft (good); AC 22 (-1 size, +3 Dex, +10 natural); touch 12, flat-footed 19; Base Atk +10; Grp +19; Atk Hoof +15 melee (1d8+5, hoof); Full Atk +15 melee (1d8+5, 2 hooves); Space/Reach 10 feet / 5 feet; SA Spell-like abilities; SQ Disincorporate, shadow blend; AL CE; SV Fort +11, Ref +10, Will +7; Str 20, Dex 16, Con 18, Int 8, Wis 10, Cha 15.

Skills and Feats: Balance +16, Hide +12, Jump +22, Listen +13, Move Silently +13, Spot +13, Survival +13; Endurance, Run, Spell Focus (Illusion), Weapon Focus (hoof).

Spell-Like Abilities: At will – *find the path*, *shadow walk*; 3/day – *repulsion*; 1/day – *plane shift* (self and rider only). These abilities are as the spells cast by a 15th-level sorcerer (save DC 12 + spell level).

Disincorporate (Su): An ecalypse can become incorporeal as a standard action. In this state, it gains the standard immunities and special qualities of being incorporeal. Its AC changes to 14 (-1 size, +3 Dex, +2 deflection). Its hooves deliver incorporeal touch attacks with a +13 bonus, dealing 1d8 points of damage.

Shadow Blend (Su): During any conditions other than full daylight, an ecalypse can disappear into the shadows, giving it total concealment (50% miss chance). Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability; however, a *daylight* spell will.

Encounter 6 (EL 14)

Shadar-Kai: male Shadar-Kai Ftr6/Rog3 (4): CR 10; Medium Fey (Extraplanar); HD 3d6 + 6d10 + 3d6 + 24; hp 78; Init +8; Spd 30 ft; AC 18 (19) (+4 Dex, +4 +1 *studded leather armor*) (+1 Dodge); touch 14 (15), flat-footed 14; Base Atk +9; Grp +11; Atk +15 melee (2d4+6 +1d6 elec./19-20, spiked chain) or +13 ranged (1d6+2/x3, shortbow); Full Atk +15/+10 melee (2d4+5 +1d6 elec./19-20, spiked chain) or +13/+8 ranged (1d6+2/x3, shortbow);

Space/Reach: 5 ft / 5ft (10 ft with spiked chain); SA Sneak attack +3d6; SQ Evasion, Hide in plain sight, shadow curse, superior low-light vision, trapfinding, trap sense +1; AL NE; SV Fort +12, Ref +15, Will +9; Str 14, Dex 18, Con 15 (14), Int 15, Wis 10, Cha 9.

Skills and Feats: Hide +17 (+27), Listen +11, Move Silently +12, Search +11, Spot +14, Survival +11 (+13 following tracks), Tumble +15; Alertness, Combat Expertise, Dodge, Exotic Weapon Proficiency (spiked chain) (B), Improved Critical (spiked chain), Improved Initiative, Improved Trip, Weapon Finesse, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: +3 *gal-ralan*, +1 *shocking spiked chain*, +1 *studded leather armor*, composite shortbow (+2 Str), 20 arrows, *lesser blackstone rune*.

Tyrriel Minaelon, corrupted Clr11: CR 6; Medium Undead (Incorporeal); HD 11d12; hp 71; Init +0; Spd 0 (can't move); AC 13 (+3 deflection); touch 13, flat-footed 13; Base Atk +8; Grp --; Atk Ray spells +11 ranged (by spell); Space/Reach: 5 ft / 5 ft; SA Spells; SQ Incorporeal traits, undead traits; AL CG; SV Fort +7, Ref --, Will +11; Str --, Dex --, Con --, Int 10, Wis 18, Cha 16.

Skills and Feats: Concentration +17 (+21); Combat Casting, Project Touch Spell.

Spells Available: (save DC 14 + spell level, no limit on spells per day, spontaneously casts any of listed spells, can cast spells with a range of touch as if they were rays): 0 – *inflict minor wounds*; 1st – *bane*, *doom*, *inflict light wounds*; 2nd – *hold person*, *inflict moderate wounds*, *sound burst*; 3rd – *dispel magic*, *inflict serious wounds*, *searing light*; 4th – *dismissal*, *inflict critical wounds*, *poison*; 5th – *flame strike*, *mass inflict light wounds*; 6th – *greater dispel magic*, *mass inflict moderate wounds*.

Optional Encounter 2 (EL 16)

Greater Shadow, Ftr2 (3): CR 10; Medium Undead (Incorporeal); HD 11d12; hp 71; Init +2; Spd Fly 40 ft (good); AC 14 (15) (+2 Dex, +2 deflection) (+1 Dodge); touch 14 (15), flat-footed 12; Base Atk +6; Grp --; Atk Incorporeal touch +9 melee (1d8 Str); Full Atk Incorporeal touch +9 melee (1d8 Str); Space/Reach 5 ft / 5ft; SA Create spawn, Strength damage; SQ Darkvision 60', incorporeal traits, +2 turn resistance,

undead traits; AL CE; SV Fort +6, Ref +5, Will +7; Str --, Dex 15, Con --, Int 6, Wis 12, Cha 14.

Skills and Feats: Hide +15*, Listen +9, Search +6, Spot +9; Alertness, Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Focus (incorporeal touch).

The Shadow Lord, ex-shadar-kai Wiz13: CR 14; Medium Undead (Incorporeal); HD 16d12; hp 104;

Init +3; **Spd** Fly 40 ft (good); **AC** 20 (+3 Dex, +3 deflection, +4 *mage armor*); touch 16, flat-footed 17; Base Atk +7; Grp --; **Atk** Incorporeal touch +7 melee (1d4 Str); **Full Atk** Incorporeal touch +7 melee (1d4 Str);

Space/Reach 5 ft / 5 ft; **SA** Create spawn, Strength damage, Spells; **SQ** Incorporeal traits, undead traits; AL CE; **SV** Fort +5, Ref +7, Will +11; Str --, Dex 16, Con --, Int 22, Wis 14, Cha 16.

Skills and Feats: Concentration +19, Craft (demiplane) +17, Knowledge (arcana) +21, Knowledge (the planes) +21, Spellcraft +23; Empower Spell, Extend Spell, Spell Focus (Enchantment), Spell Focus (Evocation), Spell Focus (Necromancy), Spell Penetration, Greater Spell Focus (Evocation), Scribe Scroll, Quicken Spell.

Possessions: *Headband of intellect* +2

Pre-Cast Spells: *see invisibility*, *mage armor* (included above), *protection from good* (not included above)

Spells Prepared: (4 / 6 / 6 / 5 / 5 / 4 / 3 / 1) (base DC 16 + spell level; DC 17 + spell level for Enchantment and Necromancy; DC 18 + spell level for Evocation)

0 – *detect magic*, *mage hand*, *resistance*, *touch of fatigue*; 1st – ~~*mage armor*~~, *magic missile* (x2), ~~*protection from good*~~, *ray of enfeeblement*, *shield*; 2nd – *blindness/deafness*, *ghoul touch*, *scorching ray*, ~~*see invisibility*~~, *shatter*, *spectral hand*; 3rd – *dispel magic*, *fireball*, *slow*, *stinking cloud*, *vampiric touch*; 4th – *confusion*, *enervation*, *lesser globe of invulnerability*, *mass reduce person*, *Empowered scorching ray*; 5th – *cone of cold*, *dismissal*, *feeblemind*, *Quickened magic missile*; 6th – *chain lightning*, *disintegrate*, *Quickened scorching ray*; 7th – *waves of exhaustion*.

APL 14 Encounters

Encounter 4 (EL 17)

Bugbear Fighters: male, Bugbear Ftr 11 (3): **CR 13;** Medium Humanoid (Goblinoid); **HD** 3d8 + 11d10 + 42; hp 116; **Init** +3; **Spd** 30 ft; **AC** 20 (+3 Dex, +3 natural, +4 mithral shirt); touch 13, flat-footed 17; Base Atk +13; Grp +18; **Atk** +21 melee (2d6+9 / 17-20, masterwork greatsword) or +16 ranged (30') (1d6+5, javelin); **Full Atk** +21/+16/+11 melee (2d6+9 / 17-20, masterwork greatsword) or +16 ranged (30') (1d6+5, javelin); **Space / Reach** 5 ft / 5 ft; **SA** None; **SQ** Darkvision 60 ft, scent; **AL** CE; **SV** Fort +12, Ref +12, Will +8; Str 20, Dex 17, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +7, Hide +13, Listen +5, Move Silently +14, Spot +5; Alertness, Blind-Fight, Cleave, Greater Weapon Focus (greatsword), Improved Critical (greatsword), Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: Masterwork greatsword, mithral shirt, 3 javelins, *cloak of resistance* +1, potion of *barkskin* +4, 147 gp.

Potion of Barkskin (+4): +4 enhancement bonus to natural armor (new total +7); lasts 90 minutes (not included above)

Greater Magic Weapon (+2): Net +1 enhancement to hit and +2 enhancement to damage with greatsword (not included above).

Avindar, male Human Sor11/Rog 3: CR 14; Medium Humanoid (Human); **HD** 11d4 + 3d6 + 42; hp 87; **Init** +3; **Spd** 30 ft; **AC** 17 (+3 Dex, +4 *mage armor*); touch 13, flat-footed 10; Base Atk +7; Grp +6; **Atk** +6 melee (1d6-1, Shortsword) or +10 ranged (80') (1d8 / 19-20, light crossbow); **Full Atk** +6 melee (1d6-1, Shortsword) or +10 ranged (80') (1d8 / 19-20, light crossbow); **Space / Reach:** 5 ft / 5 ft; **SA** Sneak attack +2d6, spells; **SQ** Evasion, trapfinding, trap sense +1; **AL** CE; **SV** Fort +11, Ref +11, Will +10; Str 8, Dex 14 (16), Con 14 (16), Int 12, Wis 10, Cha 17 (19).

Skills and Feats: Concentration +16, Hide +9, Knowledge (arcana) +14, Move Silently +9, Spellcraft +16, Tumble +9; Arcane Preparation, Empower Spell, Extend Spell, Point-Blank Shot, Precise Shot, Split Ray.

Possessions: Shortsword, light crossbow, 10 bolts, spell component pouch, *brooch of shielding* (101 hp), *amulet of health* +2, *cloak of charisma* +2, *gloves of dexterity* +2, *vest of resistance* +2, potion of *cure moderate wounds*, 79 gp

Spells Known: (9 / 5 / 5 / 4 / 3 / 2): 0 – *acid splash*, *detect magic*, *ghost sound*, *light*, *mage hand*, *message*, *read magic*, *resistance*, *touch of fatigue*; 1st – *mage armor*, *magic missile*, *ray of enfeeblement*, *reduce person*, *true strike*; 2nd – *blindness/deafness*, *melf's acid arrow*, *resist energy*, *scorching ray*, *see invisibility*; 3rd – *greater magic weapon*, *haste*, *ray of exhaustion*, *slow*; 4th – *greater invisibility*, *enervation*, *mass enlarge person*; 5th – *prying eyes*, *feeblemind*.

Spells Per Day: 6 / 7 / 7 / 7 / 7 / 4

Pre-Cast Spells: Extended *mage armor* on self, *greater magic weapon* (x3) on bugbears' greatswords, *prying eyes* on self

Prepared Spells (via Arcane Preparation): 3rd – Empowered *ray of enfeeblement*, Empowered *magic missile*, Extended *melf's acid arrow*
4th – Extended *haste*, Extended *slow*, Split *enervation*, Empowered *scorching ray*; 5th – Extended *greater invisibility*.

Spontaneous Spells Available: 6 / 7 / 6 / 1 / 3 / 2

Spontaneous Metamagic Combos: Extended *reduce person* (2nd-level slot), Empowered *ray of enfeeblement* (3rd-level slot), Extended *slow* or *haste* (4th-level slot), Empowered *scorching ray* (4th-level slot).

Encounter 5 (EL 15)

Wendigo, Legendary Horse (2): CR 10; Large Fey (Augmented Animal, Cold); **HD** 18d6 + 180 + 9; hp 252; **Init** +10; **Spd** fly 120 ft (perfect); **AC** 25 (-1 size, +6 Dex, +2 deflection, +8 natural); touch 17, flat-footed 19; Base Atk +13; Grp +28; **Atk** +23 melee (2d4+16/18-20x3, bite); **Full Atk** +23 melee (2d4+16/18-20x3, bite); **Space/Reach** 10 ft / 5 ft; **SA** Disease, maddening whispers, ravenous bite; **SQ** Cold subtype, DR 5 / cold iron, corner of the eye, low-light vision, regeneration 5, scent, wind walk; **AL** CE; **SV** Fort +21, Ref +17, Will +14; Str 33, Dex 22, Con 31, Int 2, Wis 17, Cha 14.

Skills and Feats: Hide +10, Listen +15, Move Silently +14, Spot +12, Survival +11; Endurance, Improved Overrun, Power Attack, Run, Toughness (x3), Track.

Cold Subtype (Ex): The wendigo is immune to cold damage. It takes half again as much damage from fire, regardless of whether a saving throw is allowed, or the save is a success or failure.

Corner of the Eye (Su): A wendigo that is stalking a victim while wind walking always seems to lurk just as the corner of the chosen victim's field of vision. This victim takes a -2 penalty to all Wisdom-based skill checks for as long as the wendigo stalks him.

Disease (Su): Any creature hit by the wendigo's bite attack must succeed on a Fortitude save (DC 29). Failure means that the victim has contracted a terrible disease. See the template entry in Appendix D for further details.

Maddening Whispers (Su): Once per day, the wendigo can whisper its madness into a chosen victim's mind. The wendigo may use this power while wind walking. Only the victim can hear the insane whispers and invitations of the wendigo. The victim must make a successful Will save (DC 21) or suffer 1d3 points of Wisdom damage. See the template entry in Appendix D for further details.

Ravenous Bite (Ex): The wendigo threatens a critical hit on a natural roll of 18-20 when attacking with its bite, and deals triple damage on a successful critical hit. A wound resulting from a critical hit (not a regular hit) bleeds for an additional 3 points of damage every round thereafter. Multiple wounds from such critical hits result in cumulative bleeding. The bleeding can be stopped only by a Heal check (DC 10) or the application of at least one point of magical healing.

Regeneration 5 (Ex): Fire deals normal damage to the wendigo.

Wind Walk (Su): The wendigo can *wind walk* at will, transforming to physical form to gaseous form or back again as a move-equivalent action.

Ecalypse (3): CR 9; Large Outsider; HD 10d8+40; hp 85; Init +3; Spd 40 ft, fly 90 ft (good); AC 22 (-1 size, +3 Dex, +10 natural); touch 12, flat-footed 19; Base Atk +10; Grp +19; Atk Hoof +15 melee (1d8+5, hoof); Full Atk +15 melee (1d8+5, 2 hooves); Space/Reach 10 feet / 5 feet; SA Spell-like abilities; SQ Discorporate, shadow blend; AL CE; SV Fort +11, Ref +10, Will +7; Str 20, Dex 16, Con 18, Int 8, Wis 10, Cha 15.

Skills and Feats: Balance +16, Hide +12, Jump +22, Listen +13, Move Silently +13, Spot +13, Survival +13; Endurance, Run, Spell Focus (Illusion), Weapon Focus (hoof).

Spell-Like Abilities: At will – *find the path*, *shadow walk*; 3/day – *repulsion*; 1/day – *plane shift* (self and rider only). These abilities are as the spells cast by a 15th-level sorcerer (save DC 12 + spell level).

Discorporate (Su): An ecalypse can become incorporeal as a standard action. In this state, it gains the standard immunities and special qualities of being incorporeal. Its AC changes to 14 (-1 size, +3 Dex, +2 deflection). Its hooves deliver incorporeal touch attacks with a +13 bonus, dealing 1d8 points of damage.

Shadow Blend (Su): During any conditions other than full daylight, an ecalypse can disappear into the shadows, giving it total concealment (50% miss chance). Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability; however, a *daylight* spell will.

Encounter 6 (EL 16)

Shadar-Kai, male Shadar-Kai Ftr6/Rog5 (4): CR 12; Medium Fey (Extraplanar); HD 3d6 + 6d10 + 5d6 + 28 (89 hp); Init +8; Spd 30 ft; AC 19 (20) (+4 Dex, +5 +2 *studded leather armor*) (+1 Dodge); touch 14 (15), flat-footed 15; Base Atk +10; Grp +12; Atk +16 melee (2d4+6 +1d6 elec. / 19-20, spiked chain) or +14 ranged (1d6+2/x3, shortbow); Full Atk +16/+11 melee (2d4+6 +1d6 elec./19-20, spiked chain) or +14/+9 ranged (1d6+2 / x3, shortbow); Space/Reach 5 ft / 5ft (10 ft with spiked chain); SA Sneak attack +4d6; SQ Evasion, Hide in plain sight, shadow curse, superior low-light vision, trapfinding, trap sense +1, uncanny dodge; AL NE; SV Fort +12, Ref +16, Will +9; Str 14, Dex 18, Con 15 (14), Int 15, Wis 10, Cha 9.

Skills and Feats: Hide +19 (+29), Listen +15, Move Silently +16, Search +15, Spot +16, Survival +13 (+15 following tracks), Tumble +17; Alertness, Combat Expertise, Dodge, Exotic Weapon Proficiency (spiked chain) (B), Improved Critical (spiked chain), Improved Initiative, Improved Trip, Weapon Finesse, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: +3 *gal-ralan*, +1 *shocking spiked chain*, +2 *studded leather armor*, composite shortbow (+2 Str), 20 arrows, *lesser blackstone rune*.

Tyrriel Minaelon, corrupted Clr13: CR 7; Medium Undead (Incorporeal); HD 13d12; hp 84; Init +0; Spd 0 (can't move); AC 13 (+3 deflection); touch 13, flat-footed 13; Base Atk +9; Grp --; Atk Ray spells +12 ranged (by spell); Space/Reach 5 ft / 5 ft; SA Spells; SQ Incorporeal traits, undead traits; AL CG; SV Fort +8, Ref --, Will +12; Str --, Dex --, Con --, Int 10, Wis 19, Cha 16.

Skills and Feats: Concentration +19 (+23); Combat Casting, Project Touch Spell.

Spells Available: (save DC 14 + spell level, no limit on spells per day, spontaneously casts any of listed spells, can cast spells with a range of touch as if they were rays): 0 – *inflict minor wounds*; 1st – *bane*, *doom*, *inflict light wounds*; 2nd – *hold person*, *inflict moderate wounds*, *sound burst*; 3rd – *dispel magic*, *inflict serious wounds*, *searing light*; 4th – *dismissal*, *inflict critical wounds*, *poison*; 5th – *flame strike*, *mass inflict light wounds*; 6th – *greater dispel magic*, *mass inflict moderate wounds*; 7th – *mass inflict serious wounds*.

Optional Encounter 2 (EL 18)

Greater Shadow, Ftr4 (3): CR 12; Medium Undead (Incorporeal); HD 13d12; hp 84; Init +7; Spd Fly 40 ft (good); AC 15 (16) (+3 Dex, +2 deflection) (+1 Dodge); touch 15 (16), flat-footed 12; Base Atk +8; Grp --; Atk Incorporeal touch +12 melee (1d8 Str); Full Atk Incorporeal touch +12 melee (1d8 Str); Space/Reach 5 ft / 5ft; SA Create spawn, Strength damage; SQ Darkvision 60', incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +7, Ref +7, Will +10; Str --, Dex 16, Con --, Int 6, Wis 12, Cha 14.

Skills and Feats: Hide +15*, Listen +10, Search +6, Spot +9; Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Focus (incorporeal touch).

The Shadow Lord, ex-shadar-kai Wiz15: CR 16; Medium Undead (Incorporeal); HD 18d12; hp 117; **Init** +3; **Spd** Fly 40 ft (good); **AC** 20 (+3 Dex, +3 deflection, +4 *mage armor*); touch 16, flat-footed 17; Base Atk +8; Grp --; **Atk** Incorporeal touch +8 melee (1d4 Str); **Full Atk** Incorporeal touch +8 melee (1d4 Str); **Space/Reach:** 5 ft / 5 ft; **SA** Create spawn, Strength damage, Spells; **SQ** Incorporeal traits, undead traits; AL CE; **SV** Fort +6, Ref +8, Will +12; Str --, Dex 16, Con --, Int 22, Wis 14, Cha 16.

Skills and Feats: Concentration +21, Craft (demiplane) +19, Knowledge (arcana) +23, Knowledge (the planes) +23, Spellcraft +25; Empower Spell, Extend Spell, Spell Focus (Enchantment), Spell Focus (Evocation), Spell Focus (Necromancy), Spell Penetration, Greater Spell Focus (Evocation), Greater Spell Focus (Necromancy), Scribe Scroll, Quickened Spell.

Possessions: Headband of intellect +2, ring of minor energy resistance (sonic).

Pre-Cast Spells: see invisibility, mage armor (included above), protection from good (not included above).

Spells Prepared: (4 / 6 / 6 / 5 / 5 / 5 / 4 / 2 / 1; base DC 16 + spell level; DC 17 + spell level for Enchantment; DC 18 + spell level for Evocation and Necromancy) 0-Level: *detect magic*, *mage hand*, *resistance*, *touch of fatigue*; 1st – ~~*mage armor*~~, *magic missile* (x2), ~~*protection from good*~~, *ray of enfeeblement*, *shield*; 2nd – *blindness/deafness*, *ghoul touch*, *scorching ray*, ~~*see invisibility*~~, *shatter*, *spectral hand*; 3rd – *dispel magic*, *fireball*, *slow*, *stinking cloud*, *vampiric touch*; 4th – *confusion*, *enervation*,

lesser globe of invulnerability, *mass reduce person*, *Empowered scorching ray*; 5th – *cone of cold*, *dismissal*, *feeblemind*, *Quickened magic missile*, *wall of force*; 6th – *chain lightning*, *disintegrate*, *greater dispel magic*, *Quickened scorching ray*; 7th – *Mordenkainen's sword*, *waves of exhaustion*; 8th – *horrid wilting*.

APL 16 Encounters

Encounter 4 (EL 19)

Bugbear Fighters: male, Bugbear Ftr 13 (3): CR 15; Medium Humanoid (Goblinoid); HD 3d8 + 13d10 + 48; hp 133; Init +4; Spd 30 ft; AC 22 (+4 Dex, +3 natural, +5 *mithral shirt* +1); touch 14, flat-footed 18; Base Atk +15; Grp +20; Atk +23 melee (2d6+11/17-20, masterwork greatsword) or +18 ranged (30') (1d6+5, javelin); Full Atk +23/+18/+13 melee (2d6+11 / 17-20, masterwork greatsword) or +18 ranged (30') (1d6+5, javelin); Space/Reach 5 ft / 5 ft; SA None; SQ Darkvision 60 ft, scent; AL CE; SV Fort +13, Ref +14, Will +9; Str 20, Dex 18, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +7, Hide +15, Listen +5, Move Silently +16, Spot +5; Alertness, Blind-Fight, Cleave, Great Cleave, Greater Weapon Focus (greatsword), Greater Weapon Specialization (greatsword), Improved Critical (greatsword), Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: Masterwork greatsword, *mithral shirt* +1, 2 javelins, 1 *javelin of lightning*, *cloak of resistance* +1, *potion of barkskin* +5, 248 gp.

Potion of Barkskin (+5): +5 enhancement bonus to natural armor (new total +8); lasts 120 minutes (not included above)

Greater Magic Weapon (+3): Net +2 enhancement to hit and +3 enhancement to damage with greatsword (not included above)

Avindar, male Human Sor13/Rog3: CR 16; Medium Humanoid (Human); HD 13d4 + 3d6 + 48; hp 99 hp; **Init** +3; Spd 30 ft; **AC** 17 (+3 Dex, +4 *mage armor*); touch 13, flat-footed 10; Base Atk +8; Grp +7; Atk +7 melee (1d6-1, Shortspear) or +11 ranged (80') (1d8 / 19-20, light crossbow); Full Atk +7 melee (1d6-1, shortspear) or +11 ranged (80') (1d8 / 19-20, light crossbow); Space / Reach 5 ft / 5 ft; SA Sneak attack +2d6, spells; SQ Evasion, trapfinding, trap sense +1; AL CE; SV Fort

+13, Ref +13, Will +12; Str 8, Dex 14 (16), Con 14 (16), Int 12, Wis 10, Cha 17 (21).

Skills and Feats: Concentration +18, Hide +9, Knowledge (arcana) +16, Move Silently +9, Spellcraft +18, Tumble +9; Arcane Preparation, Empower Spell, Extend Spell, Point-Blank Shot, Precise Shot, Quicken Spell, Split Ray.

Possessions: Shortspear, light crossbow, 10 bolts, spell component pouch, *brooch of shielding* (101 hp), *amulet of health* +2, *cloak of charisma* +4, *gloves of dexterity* +2, *vest of resistance* +3, *potion of cure moderate wounds*, 79 gp.

Spells Known: (9 / 5 / 5 / 4 / 4 / 3 / 2; save DC 15 + spell level): 0 – *acid splash*, *detect magic*, *ghost sound*, *light*, *mage hand*, *message*, *read magic*, *resistance*, *touch of fatigue*; 1st – *mage armor*, *magic missile*, *ray of enfeeblement*, *reduce person*, *true strike*; 2nd – *blindness/deafness*, *melf's acid arrow*, *resist energy*, *scorching ray*, *see invisibility*; 3rd – *greater magic weapon*, *haste*, *ray of exhaustion*, *slow*; 4th – *greater invisibility*, *enervation*, *ice storm*, *mass enlarge person*; 5th – *feeblemind*, *prying eyes*, *teleport*; 6th – *disintegrate*, *greater dispel magic*.

Spells Per Day: 6 / 7 / 7 / 7 / 7 / 7 / 5

Pre-Cast Spells: Extended *mage armor* on self, *greater magic weapon* (x3) on bugbears' greatswords, *prying eyes* on self.

Prepared Spells (via Arcane Preparation): 3rd – Empowered *ray of enfeeblement*, Empowered *magic missile*, Extended *melf's acid arrow*; 4th – Extended *haste*, Extended *slow*, Split *enervation*, Empowered *scorching ray*; 5th – Extended *greater invisibility*, Quicken *true strike* (x2); 6th – Empowered *enervation* (x2), Quicken *scorching ray*.

Spontaneous Spells Available: 6 / 7 / 6 / 1 / 3 / 3 / 2

Spontaneous Metamagic Combos: Extended *reduce person* (2nd-level slot), Empowered *ray of enfeeblement* (3rd-level slot), Extended *slow* or *haste* (4th-level slot), Empowered *scorching ray* (4th-level slot).

Encounter 5 (EL 17)

Wendigo, Legendary Horse (4): CR 10; Large Fey (Augmented Animal, Cold); **HD** 18d6 + 180 + 9; **hp** 252; **Init** +10 **Spd** fly 120 ft (perfect); **AC** 25 (-1 size, +6 Dex, +2 deflection, +8 natural); **touch** 17, **flat-footed** 19; **Base Atk** +13; **Grp** +28; +13 / +28; **Atk** Bite +23 **melee** (2d4+16 / 18-20 / x3); **Full Atk** Bite +23 **melee** (2d4+16 / 18-20 / x3); **Space/Reach:** 10 ft / 5 ft; **SA** Disease, maddening whispers, ravenous bite; **SQ** Cold subtype, DR 5 / cold iron, corner of the eye, low-light vision, regeneration 5, scent, wind walk; **AL** CE; **SV** Fort +21, **Ref** +17, **Will** +14; **Str** 33, **Dex** 22, **Con** 31, **Int** 2, **Wis** 17, **Cha** 14.

Skills and Feats: Hide +10, Listen +15, Move Silently +14, Spot +12, Survival +11; Endurance, Improved Overrun, Power Attack, Run, Toughness (x3), Track.

Cold Subtype (Ex): The wendigo is immune to cold damage. It takes half again as much damage from fire, regardless of whether a saving throw is allowed, or the save is a success or failure.

Corner of the Eye (Su): A wendigo that is stalking a victim while wind walking always seems to lurk just as the corner of the chosen victim's field of vision. This victim takes a -2 penalty to all Wisdom-based skill checks for as long as the wendigo stalks him.

Disease (Su): Any creature hit by the wendigo's bite attack must succeed on a Fortitude save (DC 29). Failure means that the victim has contracted a terrible disease. See the template entry in Appendix D for further details.

Maddening Whispers (Su): Once per day, the wendigo can whisper its madness into a chosen victim's mind. The wendigo may use this power while wind walking. Only the victim can hear the insane whispers and invitations of the wendigo. The victim must make a successful Will save (DC 21) or suffer 1d3 points of Wisdom damage. See the template entry in Appendix D for further details.

Ravenous Bite (Ex): The wendigo threatens a critical hit on a natural roll of 18-20 when attacking with its bite and deals triple damage on a successful critical hit. A wound resulting from a critical hit (not a regular hit) bleeds for an additional 3 points of damage every round thereafter. Multiple wounds from such critical hits result in cumulative bleeding. The bleeding can be stopped only by a Heal check (DC 10) or the application of at least one point of magical healing.

Regeneration 5 (Ex): Fire deals normal damage to the wendigo.

Wind Walk (Su): The wendigo can *wind walk* at will, transforming to physical form to gaseous form or back again as a move-equivalent action.

Ecalypse, Advanced 20 HD (2): CR 14; Large Outsider; **HD** 20d8 + 100; **hp** 190; **Init** +7; **Spd** 40 ft, fly 90 ft (good); **AC** 22 (-1 size, +3 Dex, +10 natural); **touch** 12, **flat-footed** 19; **Base Atk** +20; **Grp** +29; **Atk** Hoof +25 **melee** (1d8+5); **Full Atk** 2 hooves +25 **melee** (1d8+5); **Space/Reach** 10 ft / 5 ft; **SA** Spell-like abilities; **SQ** Discorporate, shadow blend; **AL** N; **SV** Fort +17, **Ref** +15, **Will** +12; **Str** 21, **Dex** 16, **Con** 20, **Int** 8, **Wis** 10, **Cha** 15.

Skills and Feats: Balance +26, Hide +22, Jump +31, Listen +21, Sense Motive +21, Spot +21, Survival +22; Endurance, Greater Spell Focus (Illusion), Improved Initiative, Run, Spell Focus (Illusion), Weapon Focus (hoof).

Encounter 6 (EL 18)

Shadar-Kai: male Shadar-Kai Ftr8 / Rog5 (4): CR 14; Medium Fey (Extraplanar); **HD** 3d6 + 8d10 + 5d6 + 32; **hp** 104; **Init** +8; **Spd** 30 ft; **AC**

20 (21) (+4 Dex, +6 +3 *studded leather armor*) (+1 Dodge); touch 14 (15), flat-footed 16; Base Atk +12; Grp +14; **Atk** Spiked chain +20 melee (2d4+7 +1d6 elec. / 19-20) or shortbow +16 ranged (1d6+2 / x3); **Full Atk** Spiked chain +20/+15/+10 melee (2d4+7 +1d6 elec. / 19-20) or shortbow +16/+11/+6 ranged (1d6+2 / x3); **Space/Reach** 5 ft / 5ft (10 ft with spiked chain); **SA** Sneak attack +4d6; **SQ** Evasion, Hide in plain sight, shadow curse, superior low-light vision, trapfinding, trap sense +1, uncanny dodge; AL NE; **SV** Fort +14, Ref +17, Will +10; Str 14, Dex 19, Con 15 (14), Int 15, Wis 10, Cha 9.

Skills and Feats: Hide +20 (+30), Listen +16, Move Silently +16, Search +15, Spot +16, Survival +13 (+15 following tracks), Tumble +17; Alertness, Combat Expertise, Dodge, Exotic Weapon Proficiency (spiked chain) (B), Greater Weapon Focus (spiked chain), Improved Critical (spiked chain), Improved Disarm, Improved Initiative, Improved Trip, Weapon Finesse, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Possessions: +4 *gal-ralan*, +2 *shocking spiked chain*, +3 *studded leather armor*, composite shortbow (+2 Str), 20 arrows, *lesser blackstone rune*

Tyrriel Minaelon, corrupted Clr15: CR 8; Medium Undead (Incorporeal); HD 15d12; hp 97; **Init** +0; **Spd** 0 (can't move); **AC** 13 (+3 deflection); touch 13, flat-footed 13; Base Atk +11; Grp --; **Atk** Ray spells +14 ranged (by spell); **Space/Reach** 5 ft / 5 ft; **SA** Spells; **SQ** Incorporeal traits, undead traits; AL CG; **SV** Fort +9, Ref --, Will +13; Str --, Dex --, Con --, Int 10, Wis 19, Cha 16.

Skills and Feats: Concentration +21 (+25); Combat Casting, Project Touch Spell.

Spells Available: (save DC 14 + spell level, no limit on spells per day, spontaneously casts any of listed spells, can cast spells with a range of touch as if they were rays); 0 – *inflict minor wounds*; 1st – *bane*, *doom*, *inflict light wounds*; 2nd – *hold person*, *inflict moderate wounds*, *sound burst*; 3rd – *dispel magic*, *inflict serious wounds*, *searing light*; 4th – *dismissal*, *inflict critical wounds*, *poison*; 5th – *flame strike*, *mass inflict light wounds*; 6th – *greater dispel magic*, *mass inflict moderate wounds*; 7th – *mass inflict serious wounds*; 8th – *mass inflict critical wounds*.

Optional Encounter 2 (EL 20)

Greater Shadow, Ftr6 (3): CR 14; Medium Undead (Incorporeal); HD 15d12 + 3 (100 hp); **Init** +7; **Spd** Fly 40 ft (good); **AC** 15 (16) (+3 Dex, +2 deflection) (+1 Dodge); touch 15 (16), flat-footed 12; Base Atk +10; Grp --; **Atk** Incorporeal touch +14 melee (1d8 Str); **Full Atk** Incorporeal touch +14 melee (1d8 Str); **Space/Reach** 5 ft / 5ft; **SA** Create spawn, Strength damage; **SQ** Darkvision 60', incorporeal traits, +2 turn resistance, undead traits; AL CE; **SV** Fort +8, Ref +10, Will +11; Str --, Dex 16, Con --, Int 6, Wis 12, Cha 14.

Skills and Feats: Hide +15*, Listen +10, Search +6, Spot +10; Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Spring Attack, Toughness, Weapon Focus (incorporeal touch).

The Shadow Lord, ex-shadar-kai Wiz17: CR 18; Medium Undead (Incorporeal); HD 20d12 (130 hp); **Init** +3; **Spd** Fly 40 ft (good); **AC** 20 (+3 Dex, +3 deflection, +4 *mage armor*); touch 16, flat-footed 17; Base Atk +9; Grp --; **Atk** Incorporeal touch +9 melee (1d4 Str); **Full Atk** Incorporeal touch +9 melee (1d4 Str); **Space/Reach** 5 ft / 5 ft; **SA** Create spawn, Strength damage, Spells; **SQ** Incorporeal traits, undead traits; AL CE; **SV** Fort +6, Ref +8, Will +13; Str --, Dex 16, Con --, Int 25, Wis 14, Cha 16.

Skills and Feats: Concentration +23, Craft (demiplane) +21, Knowledge (arcana) +25, Knowledge (the planes) +25, Spellcraft +27; Empower Spell, Extend Spell, Spell Focus (Enchantment), Spell Focus (Evocation), Spell Focus (Necromancy), Spell Penetration, Greater Spell Focus (Evocation), Greater Spell Focus (Necromancy), Scribe Scroll, Quicken Spell.

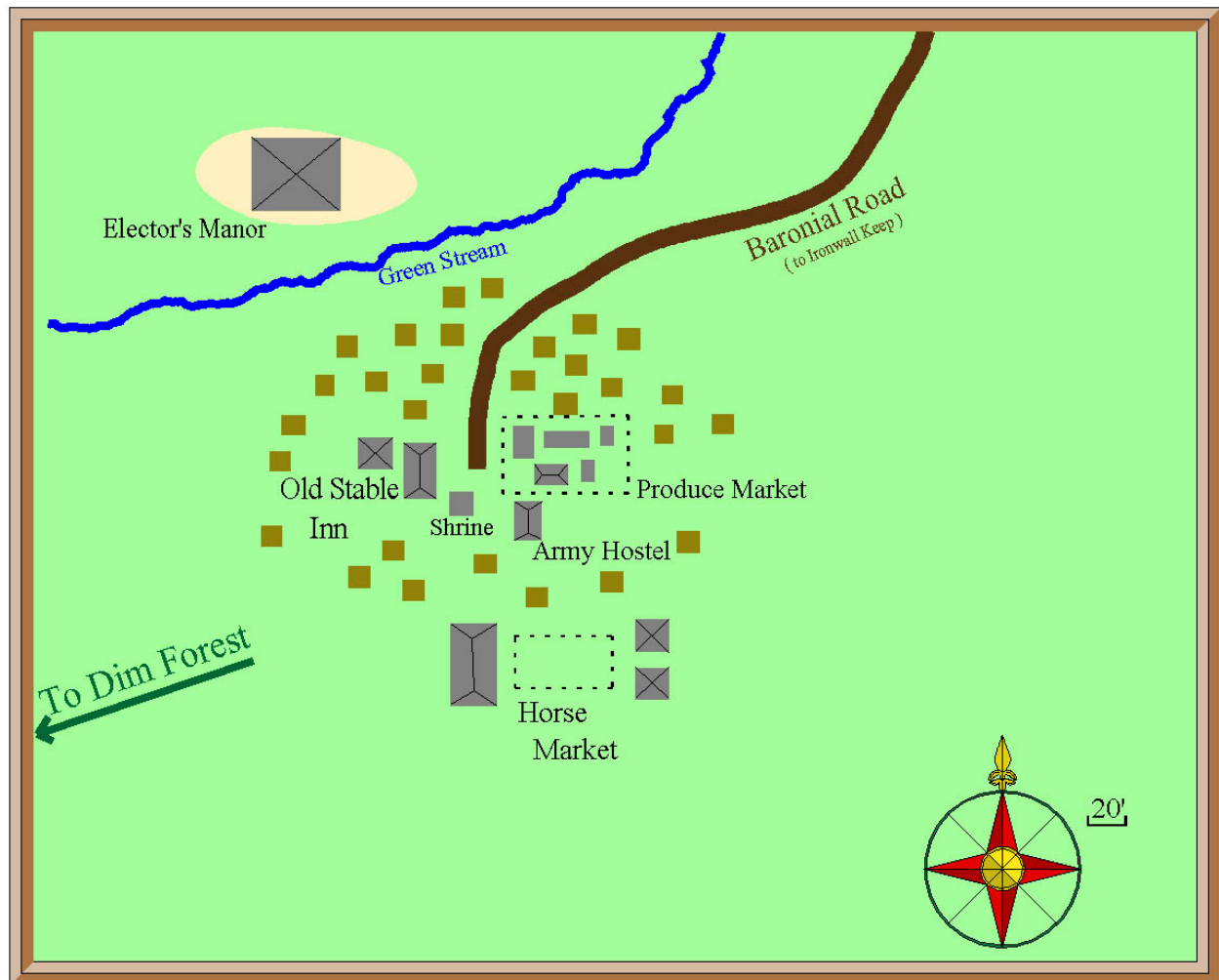
Possessions: *Headband of intellect* +4, *ring of minor energy resistance* (sonic)

Pre-Cast Spells: *see invisibility*, *mage armor* (included above), *protection from good* (not included above).

Spells Prepared: (4 / 6 / 6 / 6 / 5 / 5 / 5 / 4 / 2 / 1; base DC 17 + spell level; DC 18 + spell level for Enchantment; DC 19 + spell level for Evocation and Necromancy) 0 – *detect magic*, *mage hand*, *resistance*, *touch of fatigue*; 1st – ~~*mage armor*~~, *magic missile* (x2), ~~*protection from good*~~, *ray of enfeeblement*, *shield*; 2nd – *blindness/deafness*, *ghoul touch*, *scorching ray*, ~~*see invisibility*~~, *shatter*, *spectral hand*; 3rd – *dispel magic*, *fireball*, *slow*, *stinking cloud*, *vampiric touch*, *Extended Melf's acid arrow*; 4th –

*confusion, enervation, lesser globe of
invulnerability, mass reduce person,
Empowered scorching ray; 5th – cone of cold,
dismissal, feeblemind, Quickened magic missile,
wall of force; 6th – chain lightning, disintegrate,
greater dispel magic, Quickened scorching ray,
Empowered enervation; 7th – finger of
death, Mordenkainen's sword, waves of
exhaustion, Quickened fireball; 8th – horrid
wilting, polar ray; 9th – wail of the banshee.*

Appendix B: Map of Carern



Appendix C: Non-Core Material

SHADAR-KAI (Shadow Fey)

As presented in Fiend Folio, pages 150-151, including official updates for the 3.5 rules

Medium-Size Fey (Extraplanar)

Hit Dice: 3d6 (10 hp)

Initiative: +3

Speed: 30 ft

AC: 16 (+3 Dex, +3 studded leather); touch 13, flat-footed 13

Base Attack / Grapple: +1 / +1

Attack: Spiked chain +4 melee, or shortbow +4 ranged

Full Attack: Spiked chain +4 melee, or shortbow +4 ranged

Damage: Spiked chain 2d4, shortbow 1d6 (x3 crit)

Space / Reach: 5 ft / 5 ft (reach 10 ft with spiked chain)

Special Attacks: Sneak attack +1d6

Special Qualities: Hide in plain sight, shadow curse, superior low-light vision

Saves: Fort +2, Ref +7, Will +4

Abilities: Str 10, Dex 16, Con 12 (11), Int 11, Wis 10, Cha 9

Skills: Hide +8 (+18), Listen +8, Move Silently +8, Search +6, Spot +8, Survival +6 (+8 following tracks)

Feats: Alertness, Exotic Weapon Proficiency (spiked chain) (B), Weapon Finesse

Languages: Common, Elven, Sylvan

Climate / Terrain: Any forest and underground (Plane of Shadow)

Organization: Solitary, patrol (3-6), or raid (7-12)

Challenge Rating: 1

Treasure: +1 *gal-ralan* plus standard (the listed Constitution score of 11 includes the *gal-ralan* damage)

Alignment: Usually neutral evil

Advancement: By character class

The shadar-kai, or shadow fey, are a race of bitter, determined folks whose souls are poisoned by shadow. Gray-skinned and dark-eyed, the slender shadar-kai stand slightly taller than average humans, and their soft movements exude grace and uncanny stealth. Shadow follows the shadar-kai wherever they go. Shadows cast by the folds of their clothing seem deeper than those on humanoids, and a shadar-kai can seemingly fade out of sight by simply stepping into any common shadow. The shadar-kai prefer light weapons suited for grace and agility, especially spiked chains. Many shadar-kai favor a variety of piercings and tattoos.

Long ago, the shadar-kai thought to preserve the world from the rising humanoid races. Skilled in shadow magic, the shadar-kai made a pact with a dark power of the Plane of Shadow to cast the world into an endless twilight in which the shadow fey would rule supreme. But the experiment went awry, and the shadar-kai were left bound in the Plane of Shadow, cursed to lose their souls in its dark depths. This shadow curse affects shadar-kai to this day, and every member of the race is engaged in a lifelong struggle to stave off inevitable doom.

The continuous pull of the Plane of Shadow has left the shadar-kai grim and embattled. Few races understand the plight of the shadow fey. Even the temporary solutions the shadar-kai have found leave them struggling with constant pain, making them vicious. Their willingness to commit acts of cruelty and violence has increased with each generation.

COMBAT

Blessed and cursed with a great affinity for the Plane of Shadow, the shadar-kai are subtle and deceptive. They steal without being detected when they can, striking from ambush when necessary. Spellcasters among the shadar-kai favor shadow and illusion magic, and few groups of the shadow fey are without a powerful spell-casting leader. Skilled at stealth and gifted with visual acuity greater than that of most other creatures, the shadar-kai have little trouble making sure that combat occurs on their terms.

The shadar-kai described in the statistics block wears a +1 *gal-ralan* (see Shadar-Kai Items, below).

Sneak Attack (Ex): Anytime a shadar-kai's target is denied a Dexterity bonus, or when the target is flanked by the shadar-kai, the shadar-kai deals an additional 1d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Hide in Plain Sight (Su): Shadar-kai can use the Hide skill even while being observed. As long as they are not illuminated by natural daylight, the *daylight* spell, or a similar magical light, shadar-kai can hide themselves from view in the open without having anything to actually hide behind.

Shadow Curse (Su): The Plane of Shadow exerts a tremendous pull on a shadar-kai's soul, which is only tenuously connected to its mortal body. Any time a shadar-kai is stunned, dazed, staggered, or unconscious (other than from natural sleep), the shadow fey must make a Will save (DC 15) or lose a portion of her soul to the Plane of Shadow. The shadar-kai must also attempt a save any time she removes a *gal-ralan*, if she has one (see Shadar-Kai Items, below).

A shadar-kai with a damaged soul gains one negative level that cannot be removed until she restores her soul completely. If exposed to another event that requires a save against the shadow curse, a shadar-kai may gain additional negative levels. A shadar-kai on the Plane of Shadow can transfix her soul to her body again with a *greater restoration* spell. A shadar-kai on the Material Plane (or elsewhere) must use a *wish* or *miracle* spell to restore her soul.

A shadar-kai afflicted with the shadow curse cannot be raised from the dead or resurrected, and cannot gain experience. The touch of the shadow curse galls a shadar-kai, filling her heart with an icy emptiness that eventually drives all but the most determined individuals to capitulate and leave the Material Plane altogether.

A shadar-kai who goes to the Plane of Shadow and remains there ameliorates the effects of the shadow curse and suffers no ill effects. However, if she leaves the Plane of Shadow without restoring her soul, she suffers the effects of the shadow curse again until she returns to the Plane of Shadow or restores her soul as described above.

Important Note: For the purpose of this regional adventure, the *liquid night* that has been dispersed throughout the Dim Forest and the presence of an active portal to the Plane of Shadow have served to draw the forest close enough to the border between the Material Plane and the Shadow Plane that the shadar-kai do not need to make Will saves against the shadow curse as long as they are within the Dim Forest. In essence, treat the shadar-kai in this adventure as if they were already on the Plane of Shadow for purposes of the shadow curse. Information about the shadow curse is provided for reference purposes, however.

Superior Low-Light Vision (Ex): Shadar-kai have extraordinary vision in low-light circumstances. They can see four times as far as a human in low-light conditions.

Skills: Shadar-kai have a +10 racial bonus on Hide checks made in dark or shadowy conditions (anything other than daylight or the area of a *daylight* spell).

Fey Traits: Remember that the shadar-kai are of the Fey creature type, not Humanoid, so they are immune to spells that only affect Humanoids, including *charm person*, *dominate person*, and *hold person* (but not *hold monster*). Although many Fey have Damage Reduction that is only negated by cold iron, the shadar-kai do not share this trait, perhaps because most of them spend their lives with their bodies permanently pierced by enchanted cold iron in the form of their *gal-ralan* and thus lose any natural resistance to being damaged.

Dismissal and Banishment: Although the shadar-kai are not Outsiders (they are Fey), they are considered Extraplanar creatures (they are partially native to the Plane of Shadow). While inside the area of the Dim Forest, however, the shadar-kai are considered to be partially on their home plane, because of all of the shadow magics that have taken root in the forest. Thus, the shadar-kai encountered in this adventure are unaffected by spells that would forcibly remove them from the Material Plane or that otherwise specifically target Extraplanar creatures.

SHADAR-KAI ITEMS

The shadow curse haunts every aspect of shadar-kai culture, and remaining on the Material Plane is a constant struggle for these creatures. Most shadar-kai use a gal-ralan (described below) to fix their souls to their bodies and stave off the shadow curse.

Gal-Ralan: When this cold-forged iron armband is donned (taking up the spot where a bracer would be worn), it pierces the wearer's forearm with long needles of the same metal. The device fixes its wearer's soul to her body but also causes never-ending pain. As long as a character wears a gal-ralan, she takes 1 point of Constitution damage that cannot be healed by any means until after the gal-ralan is removed.

A gal-ralan provides its wearer with a +1 to +5 resistance bonus on her saving throws. This bonus increases by an additional +2 against death effects, energy drains, and effects that affect the wearer's soul (such as the shadow curse). For example, a +2 *gal-ralan* provides a +4 resistance bonus against these effects, a +3 *gal-ralan* provides a +5 resistance bonus against these events, and so on.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *resistance*, caster level must be three times that of the gal-ralan's bonus; *Market Price:* 625 gp (+1), 2,500 gp (+2), 5,600 gp (+3), 10,000 gp (+4), or 15,600 gp (+5). *Weight:* negligible.

Blackstone Rune: Shadar-kai overcome by the shadow curse often make use of a *blackstone rune*. The rune is a complex sigil drawn on a small, glossy stone. On command, a *blackstone rune* allows its bearer to *plane shift* between the Plane of Shadow and the Material Plane (in either direction), along with up to 50 pounds of objects. A *blackstone rune* can be used three times before its magic fades.

A lesser version of the *blackstone rune* also exists: this variety allows travel in only one direction, from the Plane of Shadow back to the Material Plane, and it has but one charge.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *plane shift*; *Market Price:* 3,300 gp (*blackstone rune*) or 550 gp (*lesser blackstone rune*); *Weight:* negligible.

Night Extract: When thrown or dropped, one vial of this magic liquid reduces the ambient light level to that of starlight in a 20-foot radius. Magical light still functions in the area (and counters the effect), but torches, lanterns, sunrods, and other mundane light sources are suppressed until removed from the area. The DC of Spot checks made against targets within the *night extract*'s area increases by +10, although creatures with darkvision or superior low-light vision ignore this increase, and creatures with low-light vision gain a +5 bonus on Spot checks made in starlight. The *night extract* provides concealment (20% miss chance) against creatures with low-light vision, and no concealment against creatures with darkvision or superior low-light vision. The effect lasts for 10 minutes.

Caster Level: 1st; *Prerequisites:* Craft Wondrous Item, *light*; *Market Price:* 50 gp; *Weight:* negligible.

SPECIAL SHADAR-KAI ITEM (not found in Fiend Folio)

Liquid Night: This magic liquid is a much more powerful version of the *night extract* described above. The shadar-kai in the Dim Forest have been brewing this concoction in special crucibles known as Wells of Darkness. These wells act as one-way portals to the Plane of Shadow, although living creatures cannot pass through from one plane to the other. Instead, the fabric of the Plane of Shadow itself is warped and twisted through the Well of Darkness, taking liquid form. The effects that this substance would have on creatures immersed in it are unknown. Its effect on plant life is known, however: over time, plants exposed to *liquid night* in their water source will draw the shadow-stuff up into their stems, branches, and leaves. This will cause the plant to begin radiating magical *darkness*. The strength of the *darkness* will increase over time as more and more of the plant's cells are infused with the *liquid night*. Eventually, the affected plants will exist on both the Material Plane and the Plane of Shadow.

During 593 CY, a large group of shadar-kai embarked on an ambitious effort to inundate the water table of the entire Dim Forest with *liquid night*, thereby hoping to cause the entire forest to exist on the Plane of Shadow simultaneously with the Material Plane. By moving the Dim Forest to the Plane of Shadow and enacting a special ritual, the shadar-kai believed that they could bind all of the souls of the creatures within the Dim Forest to the Plane of Shadow, thus freeing their own souls from the Shadow Curse.

ECALYPSE (Ephemera)

as presented in *Manual of the Planes*, pages 169-171, including official updates for the 3.5 rules

Large Outsider

Hit Dice: 10d8+40 (85 hp)

Initiative: +3

Speed: 40 ft, fly 90 ft (good)

AC: 22 (-1 size, +3 Dex, +10 natural); touch 12, flat-footed 19

Base Attack / Grapple: +10 / +19

Attack: Hoof +15 melee

Full Attack: 2 hooves +15 melee

Damage: Hoof 1d8+5

Space / Reach: 10 feet / 5 feet

Special Attacks: Spell-like abilities

Special Qualities: Discorporate, shadow blend

Saves: Fort +11, Ref +10, Will +7

Abilities: Str 20, Dex 16, Con 18, Int 8, Wis 10, Cha 15

Skills: Balance +16, Hide +12, Jump +22, Listen +13, Move Silently +13, Sense Motive +13, Spot +13, Survival +13

Feats: Endurance, Run, Spell Focus (Illusion), Weapon Focus (hoof)

Climate / Terrain: Any land (Plane of Shadow)

Organization: Solitary or herd (4-24)

Challenge Rating: 9

Alignment: Usually neutral

Advancement: 11-20 HD (Large), 21-30 HD (Huge)

Denizens of the Plane of Shadow, ephemera often find their way onto other planes as guardians, steeds, or hunters. Even so, they're composed of shadow-stuff, which makes them fearsome hunters. Ecalypsos are equine creatures that gallop across the Plane of Shadow in great herds. They're often used as steeds by those powerful enough to tame them.

Only at a great distance could an ecalypse be mistaken for a normal horse. The most obvious difference is its six legs, but other differences emerge on closer examination. Its coat is a flat gray that seems almost insubstantial – darker shadows beneath the skin reveal a rib cage, skull, and bones. The hooves fade off into tendrils of mist, as do the mane and tail. Its eyes are dull black orbs that reflect no light at all. Ecalypsos do not neigh or whinny but emit low, rumbling growls and snorts. They communicate telepathically with one another and with their riders, but never with strangers.

Combat: An ecalypse fights by kicking and stamping with its hooves, which coalesce from the shadowy mist just long enough to deliver crushing blows. If the tide of battle turns against it, the ecalypse becomes incorporeal and flees.

Spell-Like Abilities: At will – *find the path*, *shadow walk*; 3/day – *repulsion*; 1/day – *plane shift* (self and rider only). These abilities are as the spells cast by a 15th-level sorcerer (save DC 12 + spell level).

Discorporate (Su): An ecalypse can become incorporeal as a standard action. In this state, it gains the standard immunities and special qualities of being incorporeal. Its AC changes to 14 (-1 size, +3 Dex, +2 deflection). Its hooves deliver incorporeal touch attacks with a +13 bonus, dealing 1d8 points of damage.

Shadow Blend (Su): During any conditions other than full daylight, an ecalypse can disappear into the shadows, giving it total concealment (50% miss chance). Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability; however, a *daylight* spell will.

Ecalypsos as Mounts: While it is theoretically possible to break the wild nature of an ecalypse and tame it as a mount, the ecalypsos in this adventure are already being magically controlled and thus are not able to be tamed and ridden. Any such attempts, even if made according to the guidelines in the *Manual of the Planes*, automatically fail.

WENDIGO TEMPLATE

as presented in Fiend Folio, pages 186-188, including official updates for the 3.5 rules

A wendigo is a terrible and hungry nature spirit that haunts the frozen tundra and forest. Many believe wendigos to be undead spirits or evil outsiders, but in truth, they are wholly products of the natural world. They are the dark side of nature, eternal and hungry and cruel, forces of cannibalism, loneliness, and madness made flesh.

A wendigo spends most of its existence wind walking, turning solid only long enough to feed on its victims. At this time, it appears as a feral, wild-eyed, and supernaturally quick mockery of what it once was. A wendigo's eyes sometimes shine with hateful cold light, and its mouth is often full of sharp, tangled teeth. Some wendigos are covered with matted hair, while others are bald. All wendigos have one thing in common, though: their legs end in charred, bloody stumps. As spirits of the air, they have no need for feet.

Wendigos only speak Sylvan. They forget any other languages they knew in their previous life.

CREATING A WENDIGO

"Wendigo" is an acquired template that can be added to any animal, giant, humanoid, magical beast, or monstrous humanoid (referred to hereafter as the base creature). It uses all of the base creature's statistics and special abilities except as noted below.

Size and Type: The creature's type changes to Fey, and it gains the Cold subtype.

Hit Dice: Change to d6.

Speed: A wendigo gains a fly speed of 120 feet with perfect maneuverability, unless its previous fly speed was better, in which case the base creature's fly speed is retained. The wendigo loses all other movement types, including its base land speed. Wendigos do not travel by touching the ground.

AC: A wendigo gains a deflection bonus equal to its Charisma bonus (minimum of +1). It retains its previous bonuses, including natural armor.

Attacks: A wendigo's bite attack is its sole attack. If the base creature does not have a bite attack, the wendigo gains one.

Damage: A wendigo creature's bite attack deals damage as shown on the table below, or as the base creature, whichever is better. It adds 1.5 times its Strength bonus to the damage dealt.

Table: Wendigo Bite Damage

Size	Damage	Size	Damage
Fine	1	Large	2d4
Diminutive	1d2	Huge	2d6
Tiny	1d3	Gargantuan	2d8
Small	1d4	Colossal	4d6
Medium-size	1d6		

Special Attacks: A wendigo retains all of the special attacks of the base creature, and gains the following special attacks:

Disease (Su): Any creature hit by a wendigo's bite attack must succeed on a Fortitude save (DC 10 + $\frac{1}{2}$ the wendigo's HD + the wendigo's Constitution modifier). Failure means that the victim has contracted a terrible disease. The incubation period is 1d3 days, and the disease deals 1d3 points of Wisdom damage per day. Additionally, for each day that the victim takes damage from the disease, it must succeed on a Will save (DC 10 + $\frac{1}{2}$ the wendigo's HD + the wendigo's Charisma modifier) or become overwhelmed with an insatiable hunger for the flesh of its own race. The victim stalks and tries to kill the closest member of

its own race; if it does so, it feeds on the body and then returns home with no memory of the tragic event. If a victim of this hunger is reduced to a Wisdom score of 0 by the disease, then the victim immediately transforms into a wendigo and races off into the night sky at such speed that its feet burn away into bloody charred stumps.

Maddening Whispers (Su): A wendigo may use its maddening whispers ability once per day. The victim must be within 120 feet. The wendigo may use this ability while wind walking. Only the chosen victim can hear the insane whispers and invitations of the wendigo. The victim must make a successful Will save (DC 10 + $\frac{1}{2}$ the wendigo's HD + the wendigo's Cha modifier) or suffer 1d3 points of Wisdom damage. Typically, a wendigo stalks a chosen victim for days, wearing down the victim's Wisdom score until it finally attacks and attempts to pass along its disease to the poor soul. A wendigo will stop stalking a target that resists the maddening whispers for more than three days, flying off in search of easier prey.

Ravenous Bite (Ex): A wendigo threatens a critical hit on a natural roll of 18-20 when attacking with its bite, and deals triple damage on a successful critical hit. A round resulting from a critical hit (not a regular hit) bleeds for an additional 3 points of damage every round thereafter. Multiple wounds from such critical hits result in cumulative bleeding. The bleeding can be stopped only by a successful Heal check (DC 10) or the application of at least one point of magical healing.

Special Qualities: A wendigo retains all of the special qualities of the base creature and gains the following special qualities as well:

Cold Subtype (Ex): A wendigo is immune to cold damage. It takes half again as much (+50%) damage from fire, regardless of whether a saving throw is allowed, or the save is a success or failure.

Corner of the Eye (Su): A wendigo that is stalking a victim while wind walking always seems to lurk just at the corner of the chosen victim's field of vision. This victim takes a -2 penalty to all Wisdom-based skill checks for as long as the wendigo stalks him.

Damage Reduction (Ex): A wendigo has Damage Reduction 5 / cold iron.

Regeneration 5 (Ex): Fire deals normal damage to a wendigo.

Wind Walk (Su): A wendigo can *wind walk* at will, transforming from physical form to incorporeal form or back again as a move-equivalent action.

Abilities: Increase from base creature as follows: Strength +4, Dexterity +8, Constitution +4, Wisdom +2, Charisma +4.

Skills: Same as the base creature, except that the wendigo gains a +8 racial bonus on Hide, Move Silently, and Survival checks.

Feats: Same as the base creature, and the wendigo gains Track as a bonus feat.

Challenge Rating: Same as the base creature +2. (*Author's note: I have adjusted some of the Wendigo CRs by an additional +1 for purposes of this module because of the extreme deadliness of the Ravenous Bite ability.*)

Alignment: Always chaotic evil.

Appendix D: New Rules

SHADE GUARDIAN TEMPLATE

Originally presented in GRM1-10 Fading Vision. Combines material from the Forgotten Realms Campaign Setting (shade template) and the Monster Manual (ghost template). Updated to reflect the 3.5 rules changes.

“Shade Guardian” is a template that can be applied to any humanoid. The creature (referred to hereafter as the base creature) must have a Charisma score of at least 6. A shade guardian is similar in many ways to a ghost, but instead of forming when a creature cannot rest easily in its grave, a shade guardian forms when a creature takes a specific oath and willingly accepts the burden of undeath. A shade guardian greatly resembles its corporeal form in life, but all color is bleached away, leaving the creature and its equipment with a uniform, lusterless, flat gray tone.

A shade guardian uses all the base creature's statistics and special abilities, except as noted here. A shade guardian is partially infused with Shadow essence, so it derives part of its existence from the Plane of Shadow. Although the shade guardian is an incorporeal creature, it does not share a ghost's dual existence between the Material Plane and the Ethereal Plane. Instead, it dwells partly on the Material Plane and partly on the Plane of Shadow. A shade guardian is essentially considered the same as a constantly-manifested ghost, except that where a ghost can affect and be affected by ethereal creatures even when manifested, a shade guardian can affect and be affected by creatures on the Plane of Shadow.

Size and Type: The creature's type changes to Undead (Augmented Humanoid). Do not recalculate the creature's base attack bonus, saves, or skill points. It gains the Incorporeal subtype. Size is unchanged.

Hit Dice: All current and future Hit Dice become d12s.

Speed: Shade guardians have a fly speed of 30 feet, unless the base creature has a higher fly speed, with perfect maneuverability. In darkness, the shade guardian's speed increases by 20 feet, giving it a base fly speed of 50 feet.

Armor Class: Natural armor is the same as the base creature's, but this applies only to Shadow encounters. When the shade guardian manifests (see below), its natural armor bonus is +0, but it gains a deflection bonus equal to its Charisma modifier or +1, whichever is higher. In darkness, a shade guardian gains an additional +4 deflection bonus to AC. This stacks with the deflection bonus from its Charisma modifier.

Attack / Full Attack: A shade guardian retains all the attacks of the base creature, although those relying on physical combat do not affect creatures that are not Shadow. In darkness, a shade guardian gains a +2 competence bonus to its attack and damage rolls.

Damage: Against Shadow creatures, a shade guardian uses the base creature's damage values. Against non-Shadow creatures, the shade guardian usually cannot deal damage at all but can use its special attacks, if any, when it manifests (see below).

Special Attacks: A shade guardian retains all of the special attacks of the base creature, although those relying on physical contact do not affect non-ethereal creatures. The shade guardian also gains the *shadow manifestation* ability plus the other special abilities described below. The save DC against a special attack is equal to 10 + one-half the shade guardian's Hit Dice + the shade guardian's Charisma modifier, unless otherwise noted.

Corpse Possession (Su): The shade guardian may possess the corpse of any mortal creature slain within the last hour. The possessed corpse retains all of the original creature's abilities, and gains the shade guardian's special qualities of immunity to critical hits, control light, and shadesight. The shade guardian's

other abilities are suppressed while it is in possession of a corpse. The shade guardian may possess the corpse for a maximum of one day per Hit Die of the corpse, before decay begins to set in and expels the shade guardian. Corpses possessed in this manner are treated as if they had been under the effects of a *gentle repose* spell for the duration of the possession. The shade guardian may choose to abandon the corpse at any time. While in possession of the corpse, the shade guardian is not hedged out by barriers that prevent mental control or the passage of extraplanar creatures (such as *forbiddance* or a *magic circle against evil*). The shade guardian may be forced out of the corpse by the *banishment* or *dismissal* spells or similar magic. If the possessed corpse is raised from the dead after the shade guardian has left, some of the Shadow essence remains, and the once-possessed creature is left with the Touch of Shadow (see below). This power is incompatible with the ghostly power of *malevolence*: no creature may possess both special attacks.

Corrupting Gaze (Su): A shade guardian can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the shade guardian's gaze must succeed on a Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

Shadow Manifestation (Su): This ability functions identically in most respects to the *manifestation* ability of a ghost. See page 118 in the *Monster Manual* for details, but replace all references to the Material Plane with references to the Plane of Shadow, and the shade guardian is always considered fully manifested on the Material Plane and its movements are restricted to the prevailing conditions on the Material Plane (it cannot shift between planes at will, in other words). The shade guardian cannot remove its Material component any more than it can remove its Shadow component, so it is considered incorporeal to creatures on either plane.

Telekinesis (Su): A shade guardian can use *telekinesis* as a standard action (caster level 12th or equal to the shade guardian's HD, whichever is higher). When a shade guardian uses this power, it must wait 1d4 rounds before using it again.

Special Qualities: A shade guardian has all the special qualities of the base creature as well as those described below.

Control Light (Sp): A shade guardian can decrease the level of light within a 100-foot radius of itself by a factor of 10% per level. This decreases the overall range of vision for characters and creatures whose vision is dependent on light by the same percentage. For example, a human can normally see 20 feet by the light of a torch. If a 5th-level shade guardian were to diminish the light by 50%, then the human could see only 10 feet. Characters within the affected area gain a +1 bonus to Hide checks for each 25% decrease in light.

Fast Healing (Ex): A shade guardian regains 2 lost hit points every round. The shade guardian cannot regain hit points while in an area of bright light.

Invisibility (Sp): A shade guardian can use this spell-like ability once per day as a sorcerer of its character level.

Rejuvenation (Su): This ability functions identically to the rejuvenation ability of a ghost. See page 118 in the *Monster Manual* for details.

Shadesight (Su): A shade guardian has 60-foot darkvision. It can see normally through any darkness effects, whether natural or magical, but not through fog, invisibility, concealment, and so forth.

Shadow Image (Sp): Three times per day, a shade guardian can use this spell-like ability (similar to the *mirror image* spell) as a sorcerer of its character level. The ability creates figments of the shade guardian.

Shadow Stride (Sp): A shade guardian of at least 8th level can vanish from its current location and reappear in any shadowy area within 300 feet, as often as once every 2 rounds. Using this ability is a move-equivalent action.

Turn Resistance (Ex): A shade guardian has +4 turn resistance.

Abilities: Same as the base creature, except that the shade guardian has no Constitution score, and its Charisma score increases by +4. In darkness, the shade guardian's Charisma score increases by an additional +2.

Saves: A shade guardian gains a +4 luck bonus on all saving throws while it is within an area of natural or magical darkness.

Skills: Shade guardians gain a +8 racial bonus on Hide, Listen, Search, and Spot checks. They gain an additional +4 bonus on Spot and Listen checks made in darkness and an additional +8 bonus on Hide checks made while in darkness. Shade guardians suffer no penalties to Spot checks due to natural lighting conditions. As an incorporeal creature, a shade guardian always moves silently and cannot be heard unless it wishes to be. All other skills are the same as the base creature.

Environment: Any, as the base creature.

Organization: Solitary. A shade guardian is generally a unique individual that has voluntarily accepted the curse of undeath in order to ward a particular place or object, frequently a place or object that has the potential to be used for great evil. More often than not, the evil that a shade guardian wards is one that it helped to fight against during its mortal existence.

Challenge Rating: Same as the base creature +4.

Treasure: None.

Alignment: Any good. A certain purity of spirit is necessary to take the oaths that bind a shade guardian to its eternal vigil. A shade guardian detects as both evil (because of its undead nature) and good (because of its alignment). A shade guardian has the equivalent of a cleric or paladin's aura of good extraordinary ability, so that its good aura is not overwhelmed by its evil aura.

Level Adjustment: Same as the base creature +6.

Shade Guardian Equipment: When a shade guardian forms, all its equipment and carried items automatically become ethereal along with it. In addition, the shade guardian retains 2d4 items that it particularly valued in life (provided they are not in another creature's possession). The equipment works normally on the Shadow Plane but passes harmlessly through material objects or creatures. A weapon of +1 or better enhancement bonus, however, can be used to harm material creatures, but any such attack has a 50% chance to fail unless the weapon is a *ghost touch* weapon (just as magic weapons can fail to harm the shade guardian). Unlike when a ghost forms, the original items do not remain behind, and cannot be seized by other creatures to remove them from the shade guardian.

Touch of Shadow (Su): When a shade guardian possesses a corpse, some of the Shadow essence that makes up the guardian is left behind in the corpse after the shade guardian leaves or is ejected. If the corpse is later raised from the dead, the creature retains a bit of the essence. The creature gains the ability to Control Light just as a shade guardian does (see above). This ability functions at two levels higher than the level of the creature at the time it died, and the effective level of this ability decreases by one for every six months that pass, as the creature's body and soul rid themselves of the Shadow essence.

Appendix E: Key Regional Modules from CY 591

Note: The information below comes from Year One Gran March Regional adventures that served as inspiration or background material for this adventure, as well as one CY 592 adventure that unfortunately was never published. These modules are retired, so spoilers are included.

DMs are encouraged to use the information in this Appendix to aid players in remembering things that their PCs have done in the past (but that the player might have forgotten about). For tidbits of information that you feel would be hard to remember, feel free to allow an Intelligence check (DC 5 for basic information, DC 10 for most names and details of major events, and DC 15 or even DC 20 for very minute details) to see if the PC can remember something from his or her past adventures. Bards should also be able to gain most of the following information with Bardic Knowledge checks, even if the bard did not personally take part in the adventure in question.

“Caravan Duty” (GRM1-02), by Pete Winz, introduced the region to the Dim Forest, as well as to Lieutenant Ennister. We learned that the Dim is an inhospitable place, filled with goblinoids and shadow creatures. The PCs were assigned as guards for a caravan of military supplies under the command of Lieutenant Ennister, who at the time was a newly-minted officer and very much a “by the book” sort of fellow. The men respected him, but felt that he took things a bit too far in terms of the rules and regulations. During the adventure, the PCs were asked to sit as jurors on a military tribunal investigating men from the Dim Forest work gangs who had been charged with desertion, and judged the fate of a young man named Bikko Nilst, easily the best tree-cutter in the history of Gran March. The PCs also met Olowyn, the leader of a group of elves called the Free Band, for the first time in this module, although Olowyn did not then have quite the level of absolute hatred for the Gran March Army that he seemingly does today. The caravan was subsequently attacked and heavily damaged by goblins, and the PCs were sent to recover vital military supplies being carried on two “special” wagons that had been stolen.

“Horse Play” (GRM1-03), by Nick Perch, introduced the PCs to Barony Malthinius, which occupies the southwestern portion of Gran March and abuts the Dim Forest. A horse-breeder’s farm outside of the trade village of Carern was attacked by orcs, who made off with a large number of horses (rather peculiar behavior for orcs, who tend to eat things rather than rustle them). The PCs were asked to track the orcs down, and might have received some assistance from a local druid by the name of Old Narril. The PCs also might have visited an abandoned watch tower, just inside the Dim Forest, fought some Shadow creatures, interacted with some of the local elves (of an unknown tribe), and finally confronted the orcs in their lair and defeated them. The available evidence indicated that the orcs were being sponsored by forces connected with the nation of Geoff, which is besieged by massive Giant armies and whose defenders are being reinforced in part by the Army of Retribution from Gran March.

“Fading Vision” (GRM1-10), by Nick Perch, returned the PCs to Carern. The PCs learned on the road that Carern had just been attacked and nearly destroyed by a force of orcs, ogres, and perhaps even giants. The local Elector (Timmor Elthorn) had been kidnapped, and with all of the able-bodied soldiers in the town dead or badly wounded, there was no one but the PCs with any hope of pulling off a rescue. Old Narril was in town as well, helping with the repairs, and told the PCs of a vision he had experienced in which a pack of wolves were rushing to rescue their leader. He urged the PCs to make haste and they set out after the Elector’s kidnappers as quickly as possible.

Moving back through the Dim Forest, the PCs returned to the site of the abandoned watchtower, which had been under reconstruction but now was collapsed, trapping a miner beneath the rubble. The PCs also had the chance to talk with some more sylvan elves, and learned that they were on the right track. Deeper within the Dim Forest, the PCs faced perhaps the most infamous combat encounter of any CY 591 Gran March Regional, in which they had to cross a stream while being attacked by undead shadows and a Shade. At least one special mission was assembled as a result of this combat encounter, so that various PCs’ souls could be put to rest after they were drained of Strength and turned into shadows themselves. Those PCs that survived this battle encountered another being of Shadow, but this one was non-hostile. An ancient spirit from ages past named Glanadriel, this former elf had voluntarily become a Shade Guardian to try and help protect the world from a horrible evil lurking deep within the Dim Forest... an ancient portal to a pocket dimension, called a Fading Land. What made this particular Fading Land

especially nasty is that it was once the property of Vecna, and still contained artifacts of the Occluded Empire. The portal could only be activated by a blood sacrifice. Following the shade's directions, the PCs found the portal and dealt with the guards left there by their quarry (who had apparently passed through the portal already, with the Elector still in tow).

The PCs made the sacrifice of a sentient creature (perhaps one of their own, or an orcish prisoner) and entered the Fading Land, where they had to overcome a number of obstacles and challenges, including a floating necromantic head that had formerly been a devoted servant of the Whispered One. Ultimately, the PCs won their way through to the heart of the Fading Land, a strange castle with several towers surrounded by jungle. Within the jungle, the PCs encountered a tribe of elves, who told of a legend in which they would be freed and Returned to their native land of Oerth. Venturing to the five-towered building, the PCs finally discovered the evil wizard who had orchestrated the capture of the Elector. This wizard, who was allied with the evil Giants besieging Geoff but was really pursuing his own ends, was hoping to use the Elector's noble blood to activate a fearsome artifact of the Occluded Empire known as the Eye of Eternity. The ensuing battle was perhaps the second most infamous combat encounter of any CY 591 Gran March Regional, as the evil wizard and his two ogre henchmen proved to be quite a formidable trio for low-level parties to face. Defeating the evildoers, the PCs rescued the Elector from his sacrificial fate, and were able to use the Eye of Eternity to return both themselves and the tribe of elves home to the Sheldomar Valley. (The elves ultimately settled in Barony Dieren, not in Barony Malthinius.)

“The Patrol,” an unpublished CY 592 Gran March Regional by Pete Winz, continues the tale of Lieutenant Ennister and the 23rd Cavalry Squadron. In this module, which was designed for military characters only, the PCs are assigned to the 23rd as part of a large-scale reconnaissance-in-force into the heart of the Dim Forest. The Warden of the Dim March and other senior military officers believe that there is a leader or force of some kind that is unifying the goblin and orc tribes and focusing their efforts against Gran March. The purpose of the patrol, then, is to look for evidence of this leader.

The PCs surprise a group of orcs and capture a kobold messenger, who claims to be carrying payment in gold and orders from a mysterious being known as the Warlord to various orc chieftains. Lieutenant Ennister sends the PCs to investigate the orcs' stronghold, while he takes the rest of the 23rd through the rest of their patrol route in hopes of gathering additional intelligence. Unfortunately, by the time they arrive, the PCs find that the orcs have already departed and have left nothing of value or interest behind. Hurrying to catch up with the 23rd, the PCs come across the charred and blackened remains of a group of Gran March soliders, who have apparently been incinerated in some kind of hellish blast of fire. Reaching the designated rendezvous point, the PCs are horrified to find that the 23rd has been attacked by a huge force of goblinoids and nearly wiped out to a man. Lieutenant Ennister himself has been brutally murdered and his head has been removed, but the PCs are able to read the tale of the 23rd's siege and eventual destruction at the hands of the Warlord's forces.

Fortunately, the PCs are able to escort the survivors to safety, and also manage to return the Lieutenant's body to his family, although they have to survive one final attack from a group of orcs led by none other than the kobold “messenger” that they had originally captured, who is revealed to be somewhat more important than a mere messenger – this creature, Kennigamek, is apparently none other than the Warlord of the Dim Forest himself. After surviving this final assault, the PCs are able to make their way back to Fort Endurance and report to the Warden of the Dim Forest. Lieutenant Ennister, it turns out, is the son of an Elector, and his family is able to pay to have him *resurrected*, but he will not soon forget the loss of his entire command or his own bloody decapitation at the hands of the Warlord.

Player Handout #1: The Village of Carern

The village of Carern is in the southwestern part of Barony Malthinius. Its population has fluctuated over the last several years. The village suffered significant losses during 591 CY as a result of several attacks by orcs, goblins, and even a giant. A substantial portion of the town was either burned down or significantly damaged during those attacks. However, the last few years have been relatively peaceful, and Carern has seen an influx of new residents. All of the damage has been repaired and by all accounts the village is prospering. The population currently totals about 250. The local ruler is Elector Timmor Ellthorn, a well-liked and respected man. He was kidnapped during one of the raids a few years ago, but he was rescued by a group of heroes and seems to be none the worse for wear.

The main geographical features of note are the Green Stream that runs just north of town and supplies a good bit of the water for the village and the man-made hill upon which the Elector's manor sits. A road from the baronial capital runs into Carern and stops in the middle of the village. The village is best known as a horse town. It's one of the southernmost villages in the Barony, and ranchers from all over the southern reaches of Barony Malthinius bring their horses to Carern where they pick up the road and head on to the capital. The land nearby is decent farming land, but most of it is used for ranching of either cattle or – more commonly – horses.

There are a number of features of note in Carern. In the order in which they are presented, these are the produce market, the horse market, the Old Stable Inn, the shrine of St. Cuthbert, and the army hostel.

The **produce market** occupies the eastern side of the main road through town, for the northern half of its length. This area has stalls and tents for the sale of all sorts of produce. Farmers bring their goods to market, where they are bought both by locals and by traders who quickly take their purchases on to the capital for sale there. Most residents buy food here, and both the variety and quality are fairly good, though not so high as in some of the richer farming baronies.

The **horse market** is on the southern edge of town and consists of a large corral and a small shelter. A fellow named Jervic runs the place, and takes a small fee for each horse that passes through the market. Most of the quality war-horses produced in this region go to the military, but there are still many mounts and work animals available for sale. Although the horse market operates year-round, the Herdmaster's Guild sponsors an annual fall bazaar at which ranchers and tradesmen from across Gran March bring their best breeding stock and their latest tricks of the trade. Some of the finest horseflesh in the entire Sheldomar Valley can be found at these annual gatherings.

The **Old Stable Inn** is the only boarding establishment in Carern. It's a cozy place, but not fancy by any stretch. Well-heeled visitors usually call upon Elector Ellthorn rather than stay at the Inn. The interior is set up to resemble a stable, though it's cleaner and better-smelling than any real stable. Rooms and solid, filling food are available at reasonable rates. The house specialty is a local liquor brewed from berries that only grow in the nearby portions of the Dim Forest. There's even a professional chef, who rumor has it learned his trade in one of the finest establishments in Keoland. The Elector often calls upon the Old Stable Inn for catering services during special events that he hosts at his manor, which is probably all of the recommendation most folks will ever need. The Inn is run by Verdana Pallorn, a human female sorceress who's retired from the adventuring life. She always seems to have time to listen to gossip or rumors from visitors, and to pass along some of her own.

The **shrine of St. Cuthbert** is a rude and unremarkable structure, as most such places are. It sits next to the Old Stable Inn at the southern end of the main road. The shrine used to be attended by a man named Gadel Hallerian, but he was killed in the raids a couple of years ago. The new priest is a local carpenter named Dith Yrrgorn. Dith was trained as a healer during his military service, and now he helps take care of both the villagers in Carern and the folks who live on the many outlying farmsteads.

The **army hostel** is a barracks-style building for soldiers on missions to the southern part of Barony Malthinius. It's usually empty; the members of the small garrison stationed in Carern actually live as part of the Elector's household.

Player Handout #2: Mysterious Note

This note was found in the campsite of Old Narril's kidnappers, half-buried in the fire pit. It is blackened and partially charred, but still readable in places. The note appears to be a translation of some kind of coded message. There are a variety of numbers and letters, a smattering of random-seeming calculations, and then some new letters written next to each of the original symbols. Unfortunately, there does not seem to be a large enough section of the translated message available to enable someone to figure out how the original code works.

The part of the message that remains legible reads as follows:

(the top of the page is charred and unreadable)

... capture the old druid and hold him until I send someone. We need him out of the way until the special delivery to the horse market has been successfully completed. Don't kill him – our one-handed friend has plans for him and that damned interfering fool Ennister ...

(...a hole has been burned into the page at this point ...)

... I hope you have made progress in memorizing the code formulae, apprentice. You'd better not copy this message down to work out the translation like you did the last one, or I'm going to ...

(the bottom of the page is torn and blackened beyond recognition)

Critical Events Summary

For tables that run between December 2003 and March 2004, please answer the questions below and e-mail the results to the Gran March Triad Point of Contact at gmmtriad@yahoo.com. Your answers will help shape the future development of the region, so thank you in advance!

What was the status of Feodor Birkit at the conclusion of the adventure? Also, please note if either stable boy was killed, and if so, which one.

Birkit:	KILLED IN STAMPEDE	INJURED IN STAMPEDE	UNINJURED
Havar:	KILLED IN STAMPEDE	INJURED IN STAMPEDE	UNINJURED
Ylldren:	KILLED IN STAMPEDE	INJURED IN STAMPEDE	UNINJURED

Were any commoners killed in the stampede? If so, how many?

Did the PCs interact with the young boy Galen Renwick in Encounter 2? Did they encourage him in his goal of becoming a powerful wizard and killing orcs, or did they discourage him?

ENCOURAGED HIM	DISCOURAGED HIM	DID NOT INTERACT
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What was the status of the druid Old Narril at the conclusion of the adventure?

RESCUED FROM CAPTIVITY	NOT RESCUED	KILLED
------------------------	-------------	--------

What was the fate of Avindar, the human sorcerer (apprentice of Kennigamek) from Encounter 4?

KILLED IN BATTLE CAPTURED / ARRESTED	ESCAPED
--------------------------------------	---------

Were the PCs successful in destroying ALL of the wendigo during Encounter 5? YES NO

If not, how many of the wendigo were not destroyed?

Did any of the shadar-kai escape through the portal to the Plane of Shadow in Encounter 6? YES NO

APL 2 through APL 8 only: Were the PCs successful in detecting the infected grain? YES NO

Were the PCs successful in capturing or killing ALL of the doppelgangers? YES NO

Did the PCs subdue any of the human thralls and turn them over to the military? YES NO

APL 10 through APL 16 only: Were the PCs successful in destroying the Shadow Lord? YES NO

How did the PCs make it back to the Material Plane? RUNES PLANE SHIFT VORTEX

Were any PCs permanently trapped on the Plane of Shadow? If so, please note the character name, the player's name, and the player's RPGA number. This is very important, as a special mission may be required to recover any lost PCs.

Did any of the PCs attempt to cast *raise dead*, *resurrection*, or similar life-restoring spells on the soul of Tyrriel Minaelon? If so, please note the character name, the player's name, and the player's RPGA number.

If any PCs made a donation to help fund the construction of a shrine or temple to Hieroneous in Carern, please note the PC's name, the player's name and RPGA number, and the amount donated:

Were there any other incidents of note during your running of this scenario? Do you have any comments or suggestions for the author or the Triad? If so, please include them, and THANK YOU!