



C A M P A I G N S

LEGACY OF THE GREEN REGENT™

NURTURE AND NATURE

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Sources for this work include the following: *Faiths and Pantheons*, the FORGOTTEN REALMS Campaign Setting, *Races of Faerûn, The North*, FORGOTTEN REALMS ADVANCED DUNGEONS & DRAGONS 2nd Edition box set, and *Volo's Guide to The North*.

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, Rich Baker, and Peter Adkison.

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INTRODUCTION

This adventure is optimized for 4th-level characters. This means that it is primarily designed and balanced for a group of four or five 4th-level characters. If your group deviates from this size and strength, each encounter features a section titled Scaling the

Encounter so that you, the Dungeon Master (DM), can create a more balanced encounter. If there are only four or five PCs in your group, and all are of the same character level, it is pretty easy to use this section: just use the level entry that corresponds with the PCs' levels. For groups of mixed levels and groups with six PCs, first determine the average character level of the group then add a +1 modifier for groups with six players. Treat that value as the level of the group. Use your DM's discretion, though. If the PCs are having too hard or too easy of a time, feel free to increase or decrease the level of challenge. The goal is to challenge the PCs, not overwhelm or even underwhelm them. The most enjoyable D&D games are the ones where failure and death are a possibility, but success and reward are attainable through daring and smart play.

Note: If you are planning on playing this adventure, stop reading now. If you read farther than this paragraph you'll know too much about its

challenges, which kills the fun. Also, if you are planning on playing this adventure at an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARATION

As DM you need a copy of the three revised edition (also called version 3.5) core D&D rulebooks to play this adventure. They are the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. It is also recommended that you have the *FORGOTTEN REALMS Campaign Setting* book, but it is not necessary. You'll also need a set of polyhedral dice, and something to use as the battle grid (a vinyl or laminated grid usually works best, so you can use wet-erase markers to draw battle grid features), and enough DUNGEONS & DRAGONS miniatures to represent combatants on the battle grids.

Throughout the adventure, shaded boxes provide player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including

special instructions on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on nonplayer characters and monsters will either be given in an appendix of this adventure or can be found in the *Monster Manual* or *FORGOTTEN REALMS Campaign Setting*.

At the end of this adventure you'll also find an RPGA Table Tracking sheet. If you are playing this adventure as part of an RPGA-sanctioned event, you need to complete it and return it to your senior gamemaster (see below for more details).

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event from the RPGA website (www.wizards.com/rpga), but you may have received a copy of it from other means. In order to play this adventure as part of the LEGACY OF THE GREEN REGENT campaign, a worldwide ongoing D&D campaign, you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at their DM's house.

In order to sanction the event you must be at least an RPGA Herald-level Gamemaster. The person who sanctions it is called the senior gamemaster, and is in charge of making sure the event runs and is reported in a timely manner. The person who runs this game is called the table DM (or usually just DM). Sometimes (and almost all the time in the case of home events) the senior gamemaster is also the table DM. You don't have to be a Herald-level Gamemaster to run this adventure if you are not the Senior GM.

By sanctioning and then reporting this adventure you accomplish a few things. First, it allows the PCs that participate in this adventure accumulate experience points (XP) and gold pieces (gp) to advance their LEGACY OF THE GREEN REGENT character. Second, the RPGA bases future adventures on what the majority of PCs do in past ones; the PCs' actions shape the direction of the campaign. And lastly, players and DMs gain rewards for sanctioned play if they have signed up for the DUNGEONS & DRAGONS PLAYER REWARDS. This adventure is worth four points for that program.

This adventure retires from RPGA-sanctioned play on June 16, 2004.

If you are looking for more information about LEGACY OF THE GREEN REGENT character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS PLAYER REWARDS, see the RPGA website.

DUNGEONS & DRAGONS MINIATURES

To run this adventure it's recommend you have the following miniatures:

From the Harbinger™ set:

- 1 Dire Boar (34/80)
- 1 Troll (77/80).
- 1 Vadiana (29/80) to represent Letalia.
- 8 Man-at-Arms (10/80) to represent the Half-Elven Tough Renegades.
- 1 Human Wanderer (25/80) to represent Rudain
- 1 Arcane Archer (15/80) to represent Kialara Ealoeth.
- 4 human commoners (8/80) to represent the half-elven camp followers.

From the Dragoneye™ set:

- 1 Half-Elf Sorcerer (20/60) to represent Kep the Grim.
- 4 Daring Rogues (16/60) to represent the half-elven sneaky renegades.

Wizards of the Coast does not produce a miniature equivalent for Screech the Eagle and Borin the Badger, but you can use a glass counter, or even a small die to represent the animals.

ADVENTURE BACKGROUND

Centuries ago, four noble houses of sun elves bred with demons in an attempt to strengthen their bloodline. The chief among these families was House Dlardrageth of Cormanthor, who aligned themselves with House Siluvanede of Eaerlann. The four houses were eventually discovered and were imprisoned—House Dlardrageth in a series of caverns near the current location of Hellsgate Gate, and House Siluvanede in Dlardrageth cache sites throughout the High Forest. They remained imprisoned for centuries; long after Cormanthor and Eaerlann both fell. Three members of House Dlardrageth were accidentally released when Hellsgate Keep was destroyed in 1369 DR. They broke the seals on their cache sites and freed the Siluvanede elves.

Since their release, House Dlardrageth and House Siluvanede have joined together to become the fey'ri. They have taken up residence in secret locations throughout the High Forest. There, they wish to restore the glory of the elven empires with themselves as the leaders.

Concerned about their numbers, the fey'ri are capturing gold elves and taking them to their secret lairs. There, they are forcing them to breed with demons to give birth to more fey'ri.

Because of their taint and alignment, they fey'ri have lost the patronage of the Seldarine. Instead, the worship of Ghaunadaur has spread through the demonic elves, and the fey'ri now revere this foul being.

This last development does not sit well with one of the fey'ri of House Siluvanede. Kialara Ealoeth does not like the worship of Ghaunadaur, as he is a drow deity. To her mind, the fey'ri cannot truly reestablish an elven empire if they are serving a drow deity. As she considered this line of reasoning further, she noted how far her kindred have drifted from the sun-elf traits of their ancestors. She was forced to face the fact that the fey'ri had become as corrupt as the drow.

Kialara Ealoeth decided that she wants no part of a society so corrupt and evil. She is afraid that her change of heart will be noticed and that she will be killed by her own family, so she created a plan to escape her kin.

As part of the fey'ri's attempts to increase their numbers, Kialara, in disguise, had hired Princess Tianna Skyflower and the Half-Elven Renegades to kidnap sun elves. Tianna does not suspect what becomes of the elves, and the fey'ri pay well, so she agreed. If she ever found out what the fey'ri used the gold elves for, Tianna would be livid.

Kialara has decided to use this operation as a way to escape her kin without having them chase after and attempt to kill her. She has tipped the Renegades off to a caravan with several gold elves aboard. She then used her *alter self* ability to disguise herself as a gold elf on the caravan. When the Renegades attacked, she slipped away using her *dimension door* ability. She then headed to Loudwater to find some adventurers to help her.

In Loudwater, Kialara plans to find some likely adventurers who can be steered to the Renegades' hide-out at the Cave of Blooming Stone. When they are on their way, she will use her *alter self* ability again to get to the cave before them. She will then resume her disguise as the gold elf and takes her place among the other prisoners.

Kialara used a scroll of *simulacrum* and her Use Magic Device skill to craft a duplicate of herself. She has ordered the simu-

lacrum to put on a show of fighting the adventurers and to destroy itself before it is slain. Then, she can be "rescued" by the adventures. Her family would assume that she is dead and blame the adventurers for her death. She will be able to hide in Loudwater until she can decide what next to do without fear of her kin finding her.

ADVENTURE SUMMARY

Nurture and Nature has two parts. The first part of the adventure is investigation and role-playing as the PCs attempt to find the bandits behind a caravan raid. The second part of the adventure is a site-based dungeon crawl through an ancient Eaerlanni cave.

The adventure begins with the PCs hearing about a caravan raid to the west of Loudwater. After some investigation at the scene, the PCs learn that the Half-Elven Renegades are behind the raid and that the Renegades kidnapped all the gold-elf passengers. The PCs attempt to follow the Renegades' trail ends at the point where the bandits used magic to erase their trail.

The PCs return to Loudwater where they are approached by Kialara Ealoeth, a

fey'ri who is disguised as a gold elf. She asks the PCs to help her find her sister who was on the caravan. She gives the PCs a lead to follow to learning where the Renegades are based.

The PCs speak with a series of people in Loudwater to gather clues. The clues point to the Cave of Blooming Stone, a cave in the High Forest used by the Eaerlanni elves.

When the PCs arrive at the cave, they find the Renegades there. The PCs can get through the cave by using combat, stealth, or trickery. At the bottom of the cave, the PCs confront a simulacrum of Kialara. Before they can kill her, the simulacrum jumps into an underground river, destroying herself, while leaving the PCs under the impression that she died.

The PCs rescue the gold elves, but among their number is Kialara in disguise as the sister she asked the PCs to find earlier. She returns with the PCs to Loudwater, where she settles down—still in disguise.

ADVENTURE HOOK

The adventure begins in the town of Loudwater. It does not matter whether the PCs are together at this time or not, as long as all the PCs are someplace where they could hear news of the caravan raid. Just what the PCs are doing there is up to your players. When you are ready to begin, read the following:

It is about noon on a pleasant spring day along the Delimbiyr River in the town of Loudwater. The hustle and bustle near the docks of this river town quickly gives way to idyllic lanes meandering between gardens and thatched-roof cottages.

Through the paths of this pastoral town, word spreads of violence on the road. Bandits have struck a caravan between Loudwater and Zelboss, which is a village downriver from the City of Grottos. The militia has been dispatched to the scene, but they are always ready to receive a helping hand from adventurers.

Why No Art?

To be honest, it was not done in time for Winter Fantasy. Later versions of this adventure will feature artwork, but for this event we will just have to do with your vivid descriptions to entertain the players.

When your party hears news of the raid, there are several reasons why they may want to go check out the caravan raid:

- PCs are Scions of the Green Regent, members of the Red Fellowship, or members of the Order of the Jade Blade. They should feel an obligation to visit the ambush site and try to track down the raiders. If they ask their superiors what they should do, they are asked to visit the ambush site to look for clues and trails.
- The caravan is owned by Sweetwater Traders. The owner of Sweetwater, Mathias Rylin, would probably give a reward for anyone who helps catch the culprits.
- One of the PCs is a gold elf and a friend or relative of one of the gold elves on the caravan. Maybe something happened to them in the raid; they could be in grave danger or even dead. The PC should go find out as soon as possible.
- If the PCs are disinclined to pursue investigating the raid, Kialara comes in her disguise as the gold elf Serindë from Encounter 3 and asks them to look for her sister who was in the caravan. She begs them to go to the scene of the attack and find out if her sister is unharmed.

If the PCs travel to investigate the scene of the attack, then go to The Raided Caravan, below. If the PCs check elsewhere in town, have them discover some of the information given above and steer them toward visiting the scene of the attack.

If the PCs still refuse, the adventure ends.

TROUBLESHOOTING THE ADVENTURE

Reequipping characters: If you are playing this adventure as part of the LEGACY OF THE GREEN REGENT CAMPAIGN, players come to their event with their characters fully equipped based on their current level and gold piece value. They can reequip their character when they are in a town by spending their Coin on Hand (CoH). They can even increase their CoH by selling items for half their listed value.

Loudwater is a small city with a 15,000-gp limit. This means that characters can find items worth 15,000 gp or less for sale within the city. LEGACY OF THE GREEN REGENT characters also have a gp limit on which items they can buy based on their level. While it is possible to find items for sale in Loudwater, there are few shops that sell items “over the counter”. As the PCs go up in level, their prestige grows and opportunities to purchase more powerful items become available. 1st-level characters can only purchase items found in the Player’s Handbook. Characters that are 2nd-level and higher can purchase Player Handbook items and legal magic items. At 5th-level the gp limit is 4,500 gp, while the 6th-level gp limit is 6,500 gp, 7th-level gp limit is 9,500 gp, and the 8th-level gp limit is 13,500 gp.

If they look for a map, the PCs may also buy a map of the area around Loudwater for 25 gp. Use the Map of the Delimbiyr Crescent at the end of this adventure.

In events where you have a limited session time, you will want to put a limit on at-the-table equipment purchasing. No more than 15 minutes should be spent for this activity during a normal four-hour or five-hour session, and even then some groups may not finish the adventure.

Gather Information: If the PCs think to ask around town, they can get a bit more information. If the PCs try to learn more

about the raid, have them make Gather Information checks.

- (DC 10) A rider from the caravan arrived in town a short while ago. He is up at the High Lord’s Hall reporting to High Lord Kalahar. Kalahar Twohands has ruthlessly pursued bandits since he ascended to rule Loudwater as the High Lord. Anyone who helps bring these raiders to justice will receive his favor.
- (DC 12) Gauntlet Isyan Kiy’sisnos has sent a Fist (a sergeant in the militia) and a patrol of twenty guards to the scene.
- (DC 14) The attack happened about 10 miles west of Loudwater, at a place where the river curves north and is three bow shots away from the edge of the High Forest.
- (DC 16) The raiders could be followers of the Hark, the Half-Elven Renegades, orcs from the High Forest, or even Zhentarim from Llorck. All these groups are threats to the peace of the Delimbiyr Vale.
- (DC 18) The caravan was carrying several gold elf passengers. What became of them? There may be a reward, but more importantly, these innocents could be in grave danger.

Raising the Dead: At this point the PCs may have gained enough renown, and hopefully enough gold and experience, to come back to life. Like many things that involve XP and gp cost, raise dead and other spells work differently in DUNGEONS & DRAGONS CAMPAIGNS. If a PC dies, and his or her companions are able to bring the body back to Loudwater within 11 days after the time of death, Prior Athosar, the local leader of the temple of Lathander, is able to cast raise dead and bring the character back to life (assuming the soul is willing). This incurs a 1,100-gp debt, which may be divided up between the characters that were played during the session. This debt is forever subtracted from the equipment value of the character, and reported in the “GP Debt” field of the Session Tracking Sheet. Additionally, the character that came back from the dead has its experience points reduced. The amount of experience points reduced is dependent on the current character level (see Table LGR7—1, below) of the PC the raise dead was cast on. Record the proper amount on the “XP Drain” field of the Session Tracking sheet. These two costs are the only costs for the raise dead (even for 1st-level characters), and overrides the rules found in the Player’s Handbook. When a character is brought back from the dead it is not recorded as a character death. Just record the gold debt and experience drain.

LGR7—1: Experience Point Drain for Raised Characters

Character Level	XP Drain
3rd	1,500 XP
4th	2,000 XP
5th	2,500 XP
6th	3,000 XP
7th	3,500 XP

ADVENTURE START: RAIDED CARAVAN

The raided caravan is along the Delimbiyr road to the west of Loudwater and north of the River Shining. It is about 10 miles from Loudwater to the scene of the attack. If the PCs are walking, the trip takes just over three hours. If the PCs are mounted and

unencumbered, the trip takes half that amount of time. See page 162 of the *Player's Handbook* if necessary to determine the amount of time their travel takes.

If the PCs are separated at the beginning of the adventure, have them all arrive at the scene of the caravan raid at the same time regardless of their mode of travel.

You arrive at the scene of the caravan raid. The wagons are still lined up in the middle of the road. Some are damaged but most have been merely looted. Broken crates litter the area. The animals have all been unhitched and are grazing in a nearby field. Many members of the Loudwater militia are patrolling the area.

The PCs should want to start an investigation to find out what happened. They can talk to the militia, talk to the caravan master, search the caravan, or search the surrounding area.

TALKING TO THE MILITIA

When the PCs approach, the Loudwater militia at the scene hails them. For all questions, they direct the PCs to their Fist (the Loudwater term for sergeant), Pennet Farhill.

The Fist in command of the militia at the scene is a slender, half-elf man dressed in the uniform of Loudwater. Three gold, crescent moons are emblazoned on the front and back of his white tabard. His bright green eyes survey the scene while he chews on his lower lip.

Pennet Farhill is a veteran who has patrolled the banks of the Delimbiyr for years. He is willing to speak with the PCs at length about what happened. Have the PCs make a Diplomacy check. Pennet talks to the PCs regardless of the result, but the higher the PC's score, the friendlier Pennet is.

Pennet and the militia give deference to any Red Fellows, Green Scions, or members of the Order of the Jade Blade. Pennet is not fond of orcs, as one of his sons was slain by them and several of his friends have lost their homes in orc raids. He refuses to speak with any PC who is an Orc of the High Forest.

Pennet knows the following:

- About a dozen or so raiders ambushed the caravan about three hours after dawn. They were lying in wait.
- The raiders were hiding at the edge of the High Forest and used the cover to get close.
- The raiders were half-elves. They matched the description and style of the Half-Elven Renegades.
- The only people killed were the mercenaries who fought back.
- The Renegades stole choice items and supplies. But of more concern, they kidnapped the four gold elves that were riding in the passenger wagon. The Renegades left the human and the halfling who were the other passengers.

Pennet is glad of any assistance that the PCs might offer. He is willing to allow the PCs to search the scene and speak with the survivors. In fact, he suggests it if the PCs seem at a loss of what to do.

If any of the PCs have ranks in Knowledge (local) or have the bardic lore ability, they know some information about the Half-Elven Renegades. With a DC 10 check, the PCs know that they are a group of brigands who live in the High Forest and raid caravans

along the Delimbiyr River. With a DC 15 check, the PCs know that a woman called Tianna Skyflower leads the Half-Elven Renegades.

If the PCs tell Pennet about the trail leading into the High Forest, he encourages the PCs to follow it. He is leery about leading his patrol deep into the High Forest because of the dangers. He warns the PCs that the Renegades like to ambush.

TALKING TO THE CARAVAN MASTER

The PCs may decide to speak with the teamsters and the caravan master.

The six teamsters with the caravan (one working each wagon) can give the PCs a general impression of the attack. The raiders came racing out of the woods. They used arrow fire to pin most of the wagons down. The guards who fought back against the bandits were killed. Six died, while two of the guards survived.

The teamsters believe that the raiders were the Half-Elven Renegades. They have had some experience with the Renegades in the past. If you do not fight back, you are not hurt.

If the PCs have more extensive questions than this, the teamsters direct the PCs to the caravan master, Weth Havenseed.

The Caravan Master is a stocky middle-age man with a wide-brimmed hat. He is not fat, just solidly built. His skin is tanned and weathered from a lifetime on the road. He has an enormous mustache and no beard. When he sweeps off his hat to mop the sweat from his brow, you can see that he is balding.

Weth Havenseed worked the Delimbiyr trade routes all his life. He is willing to speak with the PCs if they tell him that they are trying to bring the Renegades to justice. Have the PCs attempt a Diplomacy check. Weth talks to the PCs regardless of the result, but the higher the PC's score, the friendlier Weth is.

Weth is rather neutral to the scions of the Green Regent, but he is an admirer of Stedd Rein. Weth has also had many friendly relations with half-orcs and is willing to even give an Orc of the High Forest a chance.

Weth knows the following:

- His caravan runs from Daggerford to Loudwater. He was mostly carrying preserved foodstuffs.
- In addition, he was carrying six passengers. Four of them were gold elves—two of each gender. It is uncommon to have so many gold elf passengers, but not unheard of. The other two passengers were a human and a halfling.
- The gold elves were very aloof and did not like talking very much. After the first two days on the road, he left them alone and they returned the favor.
- The raiders were half-elves and matched the description and style of the Half-Elven Renegades.
- The Renegades kidnapped the gold elves from the caravan. They did not take the other passengers.
- The Renegades stole choice items, including the caravan's strongbox (holding about 100 gp), which included the pay for the workers. They also took a good deal of the preserved food and several casks of wine.

SEARCHING THE CARAVAN

Before the PCs start searching through the caravan, they should

Speak with Pernet Farhill, the Fist leading militia here, and Weth Havenseed, the caravan master. Both give the PCs permission to search through the caravan as long as they do not disturb or steal anything.

The Sweetwater Trader caravan was made up of six wagons. Each caravan is marked in gold paint with the symbol of Sweetwater Traders—a waterfall in profile with four motes of light rising from it. In a circle around the waterfall are the names of the four towns along the Delimbiyr — Daggerford, Secomber, Loudwater, and Llorkh.

PCs can identify the symbol as that of the Sweetwater Traders with a successful Knowledge (local) check (DC 12), a successful Knowledge (nobility and royalty) check (DC 10), or a bardic lore check (DC 15). The waterfall is a representation of the Shining Falls and the motes of light represent the four towns.

Named after the minty-sweet water of the River Shining, Sweetwater Traders have a reputation as being a reliable shipping and transport company. They limit themselves with moving goods up and down the Delimbiyr Vale with some trips to Waterdeep. Sweetwater does trade with merchants in Llorkh, which means they do business with the Zhentarim. They have never been caught hauling slaves, poison, drugs, or other contraband. Another Knowledge (local) check (DC 12) or bardic lore check (DC 15) reveals this information.

Five of the wagons are carrying cargo. The cargo is preserved foodstuffs, such as salted meat, dried fruits, hard-tack bread, and vegetables that keep. There are also several tuns (a measurement for liquid equal to 252 gallons) of wine from Amn. The raiders took two of the casks of wine and several of the crates of provisions.

The sixth wagon is covered for the caravan master and special passengers. Behind the driver's seat are two long benches facing each other. The benches have pads resting on them. Underneath the benches is space to store baggage.

The sixth wagon has been thoroughly looted and all the possessions of the passengers were taken, except for one thing. With a successful Search check (DC 20), the PCs notice a silver hairpin wedged into a crack in the wagon. The hairpin's blunt end is fashioned to look like a tulip (worth 75 gp). The PCs can identify it as gold-elven in origin with a successful jewelry-related Craft check (DC 12) or a bardic lore check (DC 15).

Near the wagons, there are six corpses arranged in a line with sheets draped over them. These are the caravan guards who fought back against the Renegades. They are mostly male humans and half-elves dressed in scale mail. Two of the caravan guards survived, but they are both heavily wounded.

If the PCs think to look, they notice that many of the teamsters have bruises, broken bones, and bandages, but none were killed in the raid. The Renegades struck for nonlethal damage on the teamsters.

SEARCHING THE SURROUNDING AREA

If the PCs search the area, they find several clues to help them. The River Shining bows north here, and less than a mile separates it from the edge of the High Forest. The area is lightly wooded with many meadows. The trees grow thicker and thicker as one approaches the High Forest.

The Delimbiyr Road runs through this narrow stretch. The road itself is about twenty feet wide and is made of hard-packed

earth with deep wagon ruts going each direction. Outriders from the caravans keep the trees down directly adjacent to the road, but tall grasses and wildflowers grow in abundance.

If the PCs look for tracks in the area of the caravan, they can discover several things with a successful Track check.

- (DC 9) There is a trail of 15 horses heading north into the High Forest. A Search check can be used to find these tracks. A Search check finds this trail as well, since the DC is less than 10.
- (DC 12) The PCs can find where the raiders were hiding in ambush along the north side of the trail.
- (DC 15) They used arrows of elven make.

The PCs can follow the Renegades' trail into the forest. If they do so, go to Vanishing Trail. If they return to Loudwater go to Tracking Down the Renegades.

THE VANISHING TRAIL (EL 4)

If the PCs follow the trail of the Half-Elven Renegades into the High Forest, read the following:

The High Forest is a majestic and ancient forest. Even here on the borders of the forest, where man can relatively safely tread, you can feel the awesome weight of millennia of growth.

The forest is mostly maple and ash at this point. The leaves are the bright green of new growth and many of the bushes are flowering. The bees and the birds buzz and flutter about in pursuit of their spring duties.

The PCs follow the trail for about an hour. Only a single Tracking check (DC 9) is required. If none of the PCs can track, then a Search check can be used since the DC is below 10.

Along the trail the PCs meet an obstacle left by the Half-Elven Renegades. Letalia, the druid with the renegades, has used an extended *charm animal* spell to convince a nearby dire boar to watch the trail and attack anyone following it.

Unless the PCs are sneaking, the dire boar automatically spots them (Spot +8, Listen +8). The dire boar is not exactly a quiet creature, so the PCs automatically spot it too. The dire boar starts the combat about 80 feet away from the PCs.

Erupting out of the underbrush ahead of you is a large, hairy creature that seems to be mostly hoof and tusk. Small beady eyes glare at you in challenge, daring you to approach closer. The monstrous boar paws the ground eagerly, as if looking for an excuse to gore.

Battle Grid Features: See Battle Grid 1 for the layout of the battle.

Undergrowth: Every part of the map that is not on the trail is considered to have undergrowth and is difficult terrain. Each square counts as two squares (10 feet) of movement, and each square of diagonal move counts as 2 squares (15 feet), just as 2 diagonal moves do. In addition, it is impossible to run or charge through undergrowth.

Trail: The trail of the Renegades is 10 feet wide (they did have more than a dozen horses and that beats a wide path) and curves through the forest. It is possible to run and charge along the trail.

Trees: A creature standing in the same square as a tree enjoys a small amount of cover, gaining a +2 bonus to Armor Class and +1

bonus on Reflex saves.

Creature: What this creature has in strength, it lacks in intelligence. A head-on fighter, it is vulnerable to canny tactics.

☛ **Dire Boar:** hp 55; see *Monster Manual*.

Tactics: The boars advance out onto the trail and grunt and growl menacingly. If the PCs approach (unless they are attempting to use Wild Empathy or a similar action), they boars attack with a ferocious charge.

If the PCs retreat, the dire boar does not follow. If the PCs try to go around it, the it moves to block them. It is possible to fall back out of sight and make a large circle around the boars, picking up the trail on the far side.

PCs with Wild Empathy can use this ability on the boar, but it begins as hostile rather than unfriendly. If the PCs do not succeed in getting the boar's reaction to unfriendly, it attacks. If they do improve the boar's reaction to unfriendly, it still block the path and refuse to allow the PCs past, attacking them if need be. If the PCs can get the boar's reaction up to indifferent, it lets them pass.

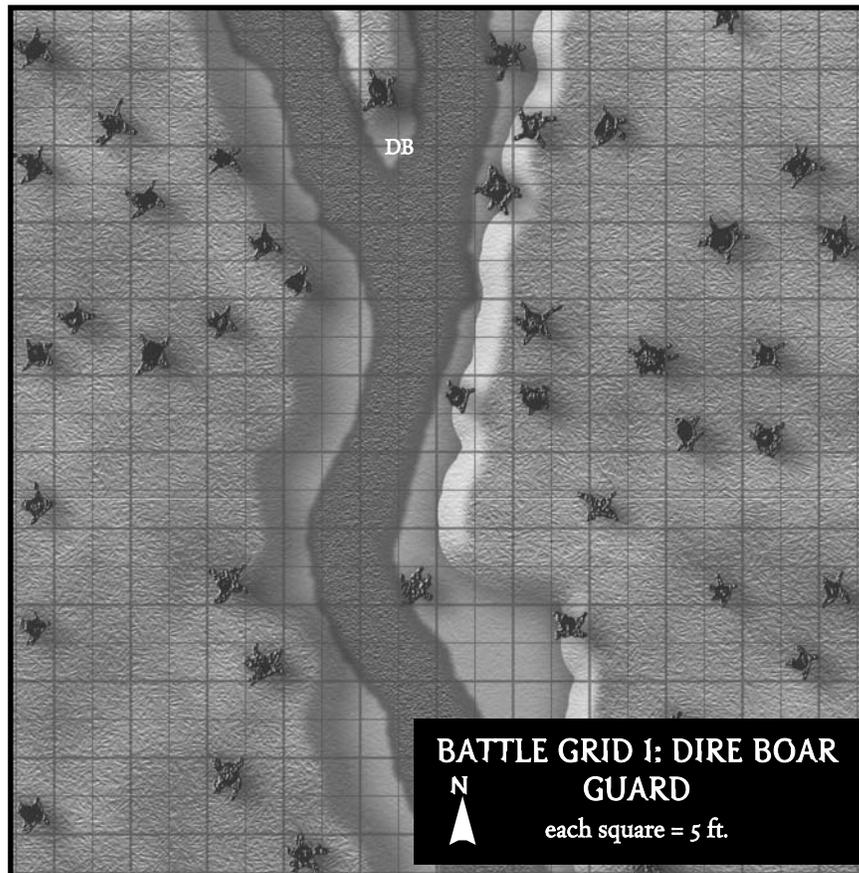
Once the PCs have defeated the dire boar, circumvent it, or otherwise move past it, they can continue to follow the trail. Another tracking check (DC 9) is needed. The PCs can follow the trail for about 30 minutes, at which time they find the end of the trail.

After a half an hour of walking through the forest, the trail leads to a small meadow. The tracks show that all the horses stood very close together. No tracks lead away from that point. According to the tracks, they should still be standing there.

At this point, the trail vanishes. Rudain, a ranger with the renegades and Letalia their druid have cast *pass without trace*. Tracking from this point on is impossible: the PCs can't follow the Renegades and farther. Warn the PCs that wandering aimlessly through the High Forest is more than pointless...and could be very dangerous.

The PCs have little choice but to return to the scene of the raided caravan. When the PCs get back, Pennet Farhill approaches the PCs and asks how their efforts went. When he learns that the trail ended, read the following:

"I suspected that you wouldn't have much luck. Following the renegades is pretty much impossible. They know the forest too well. We've tried to chase after them many times and got naught but grief for our efforts. Well, I appreciate you going after them. When you get back to Loudwater, tell the barkeep at the Scarlet Shield to give you a drink on my tab."



The PCs should return to Loudwater. When they do so, go to Tracking Down the Renegades.

TRACKING DOWN THE RENEGADES

The PCs return to Loudwater with few clues in hand. Fortunately for them, Kialara Ealoeth makes her appearance and guides them to the discovery of where the renegades are located.

The PCs should be able to return from the raided caravan by evening. If they take up Fist Pennet's offer, they can get a round of drinks at the Scarlet Shield. This encounter assumes that the PCs have retired to this tavern. If the PCs go elsewhere or separated, alter the encounter to suit the situation.

Orcs pose an interesting wrinkle in this encounter and the next one. While the humans, elves, and half-elves of Loudwater tolerate orcs of the High Forest who are behaving themselves, that tolerance is very thin. People glare at them, take their time serving them in taverns, and otherwise make them feel unwelcome. But as long as the orcs don't draw weapons, they are not attacked, and they are able to talk to all the NPCs in these two encounters.

The Scarlet Shield is a small and rustic inn that is filled with adventurers and militia members. It also has a bakery attached to the back, and the smell of bread still lingers here.

The barkeep recognizes the name of Pennet Farhill and brings you drinks. While you enjoy the ale, you can take in the tavern. A rusting old shield, once carried by the inn's builder,

hangs over the mantle and gives the inn its name. His nephew runs the inn and is full of tales of his uncle. The tales reflect quite favorably on his ancestor and are likely inflated.

The door to the inn opens and heads turn to stare as a female gold elf steps into the dim, flickering light of the bar. Her delicate grace makes her seem out of place among the rough warriors who are most of the clientele. Gold elves do not often come to the Scarlet Shield.

The elf approaches you after a brief look around. She appears to glide more than walk. "Pardon me," she says in an accented voice. "I understand that you were at Sweetwater's caravan earlier today. I am looking for my sister, Amarië. She was in the caravan. Have you any news of her?"

The gold elf is actually Kialara Ealoeth. She is posing as Serindë, the sister of one of the captured gold elves in the caravan. Using this disguise, she hopes to stir the PCs into action in tracking down the renegades, which would further her plans.

Throughout this encounter, Kialara plays the role of Serindë, a gold elf from Evereska who recently came to Loudwater to meet her sister Amarië, who was journeying south from Waterdeep. Serindë says that her sister gets horribly seasick so she took the carriage instead of a boat.

When Serindë "learns" that all the gold elves were kidnapped, she starts crying. She is sure that the Renegades will do something awful to her "sister." She tell the PC that here family does not have much money for the ransom, and the Renegades may sell her to the Zhentarim as a slave.

Serindë then begs the PCs to find and rescue her sister. She offers them every last coin that she has, a treasure consisting of a

scant 150 gp total. She is staying at the Enchanter's Ecstasy in Loudwater if they need her.

If the PCs point out that they don't know where to find the renegades, Serindë recommends that they speak with Gauntlet Isyan Kiy'sisnos. He is one of the commanders of the militia of Loudwater and has been dealing with the Renegades for years. Maybe he has some tips. He can be found at the High Lord's Hall.

Kialara uses her guise of Serindë to help guide the PCs along. If they get stuck, she makes suggestions as to whom they should talk to and what sort of information they need. For

example, if the PCs do not think to ask to Eldrin for details about the location where he was held, Serindë suggests that they do so. Perhaps the renegades are holding the elven prisoners at the same place? Do not over use Serindë, but have her give enough hints to get the PCs moving along if necessary.

When the PCs go to speak with Isyan Kiy'sisnos, go to Talking with Isyan Kiy'sisnos, below.

TALKING WITH ISYAN KIY'SISNOS

The PCs can journey to the Vine Tower that evening or the next morning to meet with Gauntlet Kiy'sisnos, the Gauntlet of the Western Marches. But regardless of the time, they find out that she has left her headquarters. She has gone to inspect the earthen embankment that serves as the protective wall around Loudwater. If the PCs hurry, they can catch her just north of Vine Gate, which is the gate that looks west toward the Secomber.

The description assumes that the PCs do so in the evening. Change the description to early morning if necessary.

You find Gauntlet Isyan Kiy'sisnos just north of the Vine Gate looking down over the earthen embankment that serves as the protective wall of Loudwater. The steep slope is covered with wildflowers that wave slightly in the evening breeze.

As the sun slowly drops in the distance, the landscape is as breathtaking as the lady before you. Isyan Kiy'sisnos is a moon elf and a scion of the Green Regent. And while intensely beautiful, she is so like a snow-covered mountain—cold, pristine, and distant. She moves with the precision of both a dancer and a practiced warrior.

Isyan is a surprisingly young woman, only some 140 years old. She is dedicated, surprisingly direct with her speech, and does not suffer fools well. Though a moon elf, she can be as haughty as a gold. Here long dark hair is tied in the back with cords of fine silver, and she wears a suit of elven chain that is so finely wrought that it hangs more like a evening gown than armor, showing off her athletic but still very womanly form.

If Isyan shows any warmth to strangers it is to fellow scions. While she is a devout follower of Corellon Larethian, she takes her charge as a champion of Meilikki very seriously. Isyan does not trust the Red Fellows, suspecting Stedd Rein's plans to forge a new kingdom in the Delimbiyr Valley as worse mongering at its worst. She is not afraid to make such assertions in public.

Isyan has no love of orcs, but in the last month come to believe that the orcs of the High Forest are a cut above their savage kin. While such a revelation has not moved here to embrace their entrance in the city, she acknowledges their existence, and even their right to exist. She is still obviously uncomfortable treating them as allies or even neighbors.

Isyan does indeed know a bit about the Half-Elven Renegades. She is also well informed about their raid on Sweetwater's caravan. She is willing to help the PCs if they tell him that they are trying to rescue the prisoners taken in the caravan raid. However, the PCs must accompany her on her review of the embankment.

"The Renegades? I know of them, and I see no harm in telling you what I know, but we'll have to walk and talk. I would like to finish my review while there is sun left." With that, she walks along the top of the embankment. As she talks to you, his eyes run over the embankment and palisade, looking for erosion in the bank or rot in the timbers.

Isyan shares the following pieces of information with the PCs. Sprinkle these facts through a conversation with Isyan as he cir-

What is a Gauntlet?

Generally gauntlet is a local title meaning something akin to lord or even baron. In Loudwater the title is given to two (sometimes three, in times of war) warriors. One is the Gauntlet of the Western Marches, and the other is the Gantlet of the Eastern Marches. Each gauntlet in Loudwater is in charge of the defense of the city from his or her half of Loudwater lands. Each reports directly to the high lord. Currently the stern Harazos Thelbrimm is the Gauntlet of the Eastern Marches. He holds his headquarters in Eastenhall. The Gauntlet of the Western Marches is Isyan Kiy'sisnos, an elven bladesinger and minor lady of one of the city's ancient elven houses.

cles the town of Loudwater.

- The Renegades are all half-elves or humans with a substantial amount of elven blood in them. There are several dozen of them. Maybe as many as a hundred.
- They reside in the southern High Forest, where they raid and harass travelers. They roam from north of the Shining Falls to west of Secomber. They sometimes even go as far as the High Moors and Daggerford.
- A woman named Tianna Skyflower leads them. She can disguise herself so no one knows what she looks like, but they say that she is a moon elf.
- The Renegades make most of their money through ransoming. They capture important people and hold them for ransom. If family and friends do not pay, they sell the captives to the Zhentarim.
- The Renegades do not harm their captives. They want the ransom, and hurting prisoners discourages ransoms. They do not ask for extravagant sums since they want people to pay.
- This is the second time that the Renegades have kidnapped gold elves. The last time the Renegades ambushed a boat on the Delimbiyr. That was last fall. Isyan is not sure what became of the earlier prisoners. Gold elves are very closed-mouthed about their affairs and do not like involving outsiders—and many consider moon elves to be outsiders. Isyan assumes that they met the ransom and were released.
- One of the Scions, Eldrin Whisperbark, was kidnapped about a year ago by the Half-Elven Renegades. Maybe he knows more. His family met the ransom. He lives with his family on a farm to the west of Loudwater, on the south side of the River Shining. He can usually be found at the Merry Mer-She in the evenings. When the PCs go to speak with Eldrin, go to Talking with Eldrin Whisperbark below.

TALKING WITH ELDRIN WHISPERBARK

The PCs can find Eldrin Whisperbark in one of two places. His family has a farm west of Loudwater on the south bank of the River Shining. He is there during the day, doing chores and keeping the farm running. The PCs can also find him at the Merry Mer-She in the evenings.

If the PCs find Eldrin during the day, read the following:

You make your way to the Whisperbark farm to the west of Loudwater. It is a good-size farm that faces the Delimbiyr River with several fields and even some pasturage. There is an orchard along the riverbank.

The farmhouse is in the center of the fields near some oak trees. The Whisperbark family appears quite large as you can see a few of them out in the fields and still others in and around the house.

Near a woodshed is a young man who matches Eldrin's description. He is handsome with fine features, and his eyes reveal some amount of elf blood. On his forehead is the glowing unicorn symbol of Mielikki.

He has his shirt off and has worked up a lather of sweat while chopping wood. You can see a scar across his stomach and another running down the outside of his arm.

The Merry Mer-She is across the road from the harbor on the south side of the river, and you can hear the festivities inside before you pass through the arched green double doors. Inside is a tumult of whirling dancers, loud singing, and spirited drinking.

You press your way through the throng of young revelers to find Eldrin. He is handsome with fine features, and his eyes reveal some amount of elf blood. On his forehead is the glowing unicorn symbol of Mielikki. He is sitting at a table with some other young women and men. They laugh uproariously at a joke as you approach.

Eldrin is a young human who is one-quarter elf. He knows how to use a sword and has received some training as a wizard. He is also a devout follower of Mielikki and was pleased when the Forest Maiden chose him to be one of her Scions. He is a little troubled that Mielikki chose an orc to be her Green Regent; the orcs have never cared for nature and the Delimbiyr Vale. He assumes that it will all work out eventually.

Eldrin has been getting a lot of pressure from his family to get married and settle down. As a consequence, he starts flirting with any pretty elven, half-elven, or human women in the group. He is quite charming but will not pursue a woman who does not respond to his advances.

Eldrin is willing to discuss his capture if he is told why it is important. He is a little embarrassed about being overwhelmed by the Renegades and he colors the story to make himself look better.

Eldrin shares the following pieces of information with the PCs. Again, distribute the information through a conversation.

- Eldrin was captured by the Renegades about a year ago. He was part of a band of other Scions and was captured when he was trying to follow the Renegades after a raid.
- The Renegades ambushed him and his party. The rest of his band managed to escape, but Eldrin was captured.
- Eldrin tells the tale that he was overwhelmed by many opponents and went down fighting a ranger who wielded a sword in each hand. This is not quite true. Eldrin was fighting one of the Renegades (not Rudain, who does dual-wield swords) when a rogue sneak attacked him from behind with a sap. He lost consciousness and woke up a prisoner.
- Eldrin remembers bits about the Renegades outpost. It was underground, and he believes that it was a natural cave.
- Eldrin also remembers there were strange crystalline growths all over the ceiling in one of the caves. And another cave had a beautiful stone drapery along one wall.
- Eldrin does not know what the growths were or anything about cave. He recommends that the PCs go speak with Teseryne Truesilver. She knows all sorts of useful things. Eldrin is willing to draw a picture of the crystalline growths for the PCs for reference. If so, show the PCs Illustration 2.

Although these last two bits of information are not much, they are enough for the PCs to find the renegades' hideout. However, they need to go talk to Teseryne in order to get the last piece of information they need.

When the PCs go to speak with Teseryne, go to Talking with Teseryne Truesilver below.

If the PCs find Eldrin during the evening, read the following:

TALKING TO TESERYNE TRUESILVER

Teseryne Truesilver lives in a cottage on the north bank of the Delimbiyr River. She can be found there whenever the PCs drop by, but she sends the PCs away if it is after dark, asking them to come back in the morning.

Teseryne's cottage is north of the Delimbiyr River and is nestled into several gardens. Blooming flowers surround the house in a brilliant variety of colors and shapes. You can see no less than half-a-dozen bird houses—some on poles, some hanging from the eaves, and others set in the trees.

The door opens as you walk down the cobbled path to the door and a beautiful woman stands just inside. Her elven heritage is very pronounced, and she has thick silver hair and tilted amethyst-colored eyes. She is dressed in loose, flowing dresses of elven design.

Teseryne Truesilver is a half-elven bard who has lived in the Delimbiyr Vale all of her life. She is the daughter of the renowned Talanthe Truesilver, who was the composer of the "Ballad of the Dream Weaver". Teseryne is incredibly beautiful in a stately and ethereal way.

When the PCs arrive, Teseryne invites them in for tea. Teseryne serves the PCs spearmint tea with shortbread. She insists that they come in and join her for tea while they talk. While they talk, Teseryne asks the PCs to tell her a bit about themselves.

Teseryne knows quite a bit about the Half-Elven Renegades and their leader. If the PCs ask her about them, she gladly passes along the information below.

- The Half-Elven Renegades are led by a half-moon-elf named Tianna Skyflower.
- Tianna fashions herself and her band as the successors of the elves of Eaerlann.
- Tianna demands to be called "Princess". She may have some claim to the title, as she may be the descendant of the ruling house of Eaerlann.
- The Renegades like to use ruins of Eaerlann as their bases. It plays into their conceit that they are the successors to the fallen elven kingdom.

If the PCs tell Teseryne about the crystalline growths, she asks them for a thorough description or a picture. If the PCs provide either, Teseryne recognizes the crystalline growths as gypsum. Teseryne looks through her books and finds reference to several caverns used by the Eaerlanni elves that had gypsum growths.

If the PCs mention the enormous stone drapery that Eldrin saw, Teseryne is able to limit it down to one cave in particular—the Cave of Blooming Stone. The cave is relatively close to the site of the ambush of the Sweetwater Traders caravan. Teseryne can mark the location of the cave on a map for them. Give the PCs Illustration 3.

Teseryne knows some of the history of the cave. If asked, she can tell them the following.

"One moon elf in particular, by the name of Daniros, made the cave his home. The slowly forming gypsum fascinated Daniros. Eventually, Daniros felt the pull of his moon-elf heritage and the need to move on."

"Not long after his departure, Eaerlann succumbed to the fiends from Hellsgate Keep. Eaerlann fell, and the elves scattered. The cave was forgotten, except for references in old books and tales."

If the PCs think to ask, Teseryne has maps of many of the Eaerlanni settlements. She can find one of the Cave of Blooming Stone. Give the PCs Illustration 4.

Teseryne wishes them luck in their endeavor. When the PCs leave Loudwater for the Cave, go to Outside the Cave of Blooming Stone.

OUTSIDE THE CAVE OF BLOOMING STONE

The trip from Loudwater to the Cave of Blooming Stone takes most of a day. It is six miles (two hours of walking; half that mounted) through farmland to the edge of the forest, and then eight miles (six hours of walking; half that mounted) through the forest. This assumes that the PCs have a speed of 30 ft. If not, please see page 162 of the *Player's Handbook* to adjust the time.

When the PCs arrive at the cave, read the following:

Before you is a cleft in the hillside. The gap is not very tall, maybe 15 feet, possibly twenty, but it is well over 60 feet wide. The cleft leads down at a sharp angle into the earth and darkness.

Near the cleft is a trail that winds away through the trees to the north. It is little more than a game trail. You barely noticed it at all.

In addition to the trail, with a successful Spot check (DC 14), the PCs see a pulley fastened onto a nearby tree. The PCs can find the winch hidden behind some underbrush with another Spot check (DC 20).

The trail to the north winds through the forest for a quarter of a mile and ends at a stable at the edge of a meadow.

If the PCs decide to follow the trail, go to The Stables, below. If they decide to wait for the Renegades to come out of the cave, go to Encounter 5. If the PCs decide to attack or infiltrate the cave, go to Encounter 6.

The PCs may go looking for another entrance to the Cave of Blooming Stone. This is possible, but time consuming. If the PCs look for an hour, they find the second entrance (marked Area 1b on Battle Grid 2) with Spot check (DC 20). For each hour past the first that the PCs spend looking, the DC reduces by 2. The PCs are not able to find the other alternative entrances (marked Areas 1c on Battle Grid 2) to the cave.

THE STABLES (EL 3)

The trail ends at some stables built on the edge of the meadow. The building is in moderately good repair and is made of logs with a thatch roof. It holds more than a dozen horses. Behind

the stables is a fenced pasturage that runs the length and width of the meadow.

You can see two people moving around the stables. One is brushing down a horse, while the other is mending some tack. Both are half-elves and dressed in leather and green and brown clothes.

The Renegades built this stable to keep their horses. There are 15 riding horses here and two Renegades who are caring for them.

NPCs: The two renegades here at the moment have drawn stable duty. They see that the horses are watered, fed, and exercised.

➤ **Tough Renegade:** male half-elven war3; hp 21; see Appendix 1.

➤ **Sneaky Renegade:** male half-elven rog2; hp 8; see Appendix 1.

Tactics: The Renegades are not terribly brave and have no intention of fighting the PCs when they are outnumbered. Instead, they split up and run in different directions and try to return to the cave to warn their fellows. If the Renegades manage to elude the PCs, assume that they are able to reach the cave (through the alternative entrances if necessary) and warn their fellows about 15 minutes after they lose the PCs. If the PCs capture one (or more) of them, the Renegades try to bargain for their lives by telling the PCs about the secondary entrance (Area 1b).

SCALING THE ENCOUNTER

3rd-level Characters (EL 2): subtract the sneaky rogue.

5th-level Characters (EL 4): Add another tough renegade (hp 21, 22; see Appendix 1) to the encounter.

6th-level Characters (EL 6): Add another sneaky renegade (hp 9; see Appendix 1) and another tough renegade (hp 21; see Appendix 1) to the encounter.

7th-level Characters (EL 7): 1 veteran sneaky renegades (hp 18; see Appendix 1) and 2 veteran tough renegades (hp 38, 36; see Appendix 1).

SALE OF PRISONERS

Three days after the PCs arrive at the Cave of Blooming Stone, the Renegades leave the cave with their prisoners. If the PCs wait that long, they can observe the Renegades leave and can even set up an ambush to catch them as they travel.

The renegades are journeying to deliver their kidnap victims (including Kialara in disguise as Amarië) to the fey'ri. The renegades are disciplined and know the forest well. Because of the many dangers of the High Forest, the renegades expect trouble and are constantly on the lookout.

Three of the rogues ride ahead of the main group as screeners to uncover ambushes. Two of the warriors trail behind the main group to prevent enemies from sneaking up behind them. The remaining renegades, including Rudain and Letalia, travel together with the prisoners in the middle. All of the renegades are mounted.

The prisoners are gagged and their wrists bound behind their backs. They are tied together, and are not mounted.

The PCs can attack the force, but it is a difficult fight due to

the number of renegades and the fact that they are all together and ready for trouble. The PCs' best bet is to use hit and run attacks to weaken the renegades.

It is possible for the PCs to negotiate the release of the prisoners with the renegades. The renegades are willing to allow one of the gold elves go in return for a hefty ransom. The fey'ri are paying well for the gold-elf captives. The PCs must outbid them.

It is also possible (but unlikely) to sneak into the force when it camps at night and free the prisoners. The renegades set up camp each night and have four people (in three shifts) on watch at all times.

The renegades travel for three days to the west of the Cave of Blooming Stone. If the PCs do not stop the Renegades before then, they meet with the fey'ri (who are disguised as members of the Arcane Brotherhood from Luskan) at a fallen statue of an ancient Eaelranni king. The Renegades hand over the prisoners to the fey'ri and receive a small chest filled with elven jewelry, elven books, and elven cloth. All of these items originate from Eaelrann.

At this point, the PCs have pretty much missed their chance to free the gold elves. Once the renegades have departed, the fey'ri teleport away with their prisoners. If attacked, the fey'ri do not stand and fight the PCs. They use their magic to leave the area as quickly as possible, taking their captives with them.

NPCs: For a description of the Half-Elven Renegades, please see Cave of Blooming Stone, below.

To determine the statistics for the renegades, use the statistics from the Cave of Blooming Stone, below. All the renegades leave on this expedition so add all the statistics from all the areas together. This applies even when scaling the adventure too.

The gold elves and Kialara are presented below.

➤ **Three gold-elf prisoners:** male or female gold-elven Ariz; hp 7 each.

➤ **"Amarië":** female fey'ri brd10; hp 42.

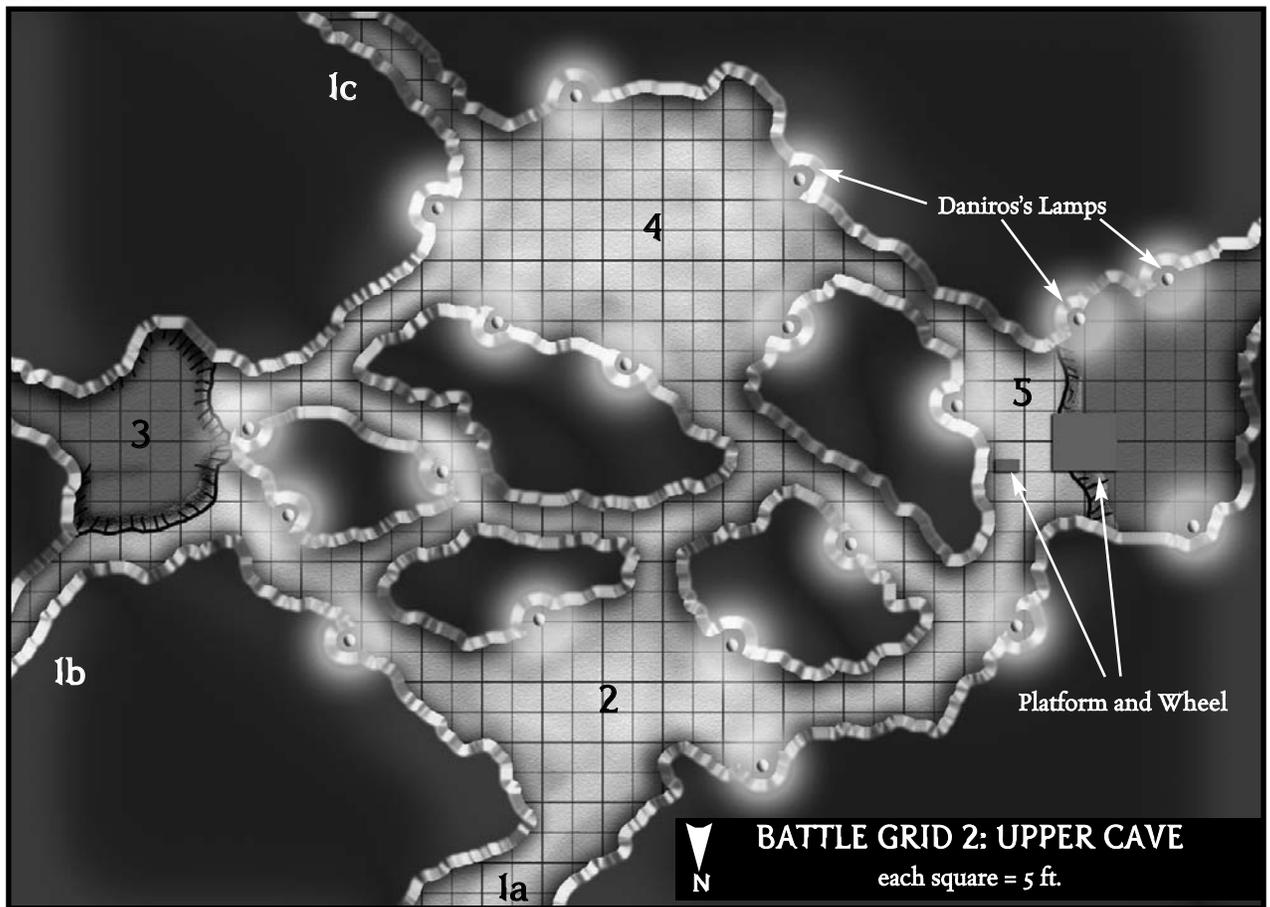
Tactics: If attacked, the renegades move to protect their valuable prisoners. The tough renegades and Rudain engage the PCs directly, while the sneaky renegades move around to flank. Letalia and Kep the Grim hold back and use their spells to reinforce the warriors. Amarië (Kialara) keeps her head down and pretends to be just another gold elf prisoner.

CAVE OF BLOOMING STONE

The Half-Elven Renegades use the Cave of Blooming Stone as their hideout in this part of the High Forest. They have been using it for almost two decades now and have made many changes to make it more appealing as a base.

Currently there are 15 Renegades and six followers based in the Cave of Blooming Stone (more if you need to scale the adventure). This includes the two out at the stable. Tianna Skyflower is not present, as she is at the renegades' main base by the Shining Falls. Instead, she has left her lieutenant Rudain (she calls him a Baron) in charge.

The cave was originally carved by an underground river that feeds into the Delimbiyr many miles to the west. At first, the river cut through the limestone very quickly, leading to wide broad tunnels. However, the water table dropped and the underground river began to shape new tunnels about 30 feet below the



BATTLE GRID 2: UPPER CAVE
each square = 5 ft.

first one. The upper levels were left very dry, except for a few locations. The upper cave is covered in gypsum growths. It is these mineral accumulations that give the cave its name.

The second level of the cave was formed much slower than the first. As a consequence, the tunnels are much smaller. Eventually, the water table dropped a third time and the underground river sunk to its present depth about 50 feet below the second level. Water continues to seep through the limestone at this level, creating stalactites and stalagmites.

The third level of the cave is just a single, wide tunnel about 40 feet across and 10 feet high. Ice-cold and crystal clear water flows through the tunnel over stones worn smooth. The water is about a foot deep.

The elves of Eaelrann found this cave several thousand years ago. They were fascinated by the gypsum growths and collected the mineral. They cleared rubble and rock to make the upper levels of the cave navigable.

One moon elf in particular, by the name of Daniros, made the cave his home. He dwelt on the second level (where Rudain and Letalia dwells now). Daniros was fascinated by the slowly forming gypsum, the acoustics of the cave, and the play of firelight through colored glass.

He enchanted bowls with continual flame to light the cave and surrounded them with colored glass panes. He also hung aodhian harps in certain parts of the cave to catch the air and create music.

Eventually, Daniros felt the pull of his moon-elf heritage and the need to move on. Not long after his departure, Eaelrann suc-

cumbed to the fiends from Hellsgate Keep. Eaelrann fell and the elves scattered. The cave was forgotten and left unvisited for hundreds of years.

About twenty years ago, Tianna Skyflower found the cave and decided that its location and Eaelranni heritage made the cave a perfect base for her Half-Elven Renegades.

Walls and Floors: The Cave of Blooming Stone is carved from limestone and is very solid. On the first level, the passages are about 15 feet high. In the “chambers”, the ceiling rises to more than twenty. On the second level, the ceiling drops to about 8 feet in the corridors and 12 feet in the chambers. The climb DC for the walls is 15. The condition of the floor adds 2 to the DC of Balance and Tumble checks in well-traveled areas, and 5 to the DC in squares directly adjacent to the walls.

Light: The cave is well lit thanks to Daniros’s lamps. These lamps are *continual flame* spells cast within a stone bowl. They are then surrounded with decorative panels of colored glass. The lamps provide the same amount of light as the *continual flame* spell. Creatures with low-light vision can navigate the cave without problem. Creatures without low-light vision will be in the dark on occasion. The lamps are marked on the map.

Smells and Atmosphere: The Cave of Blooming Stone is well ventilated has relatively fresh air for being underground. The moving water below pushes air through the cave complex. PCs might notice a very faint but constant breeze. The renegades keep their part of the cave relatively clean, considering that they are bandits and outlaws.

Stairs: There are none. The renegades get from one level to

the other using a platform that is raised and lowered by a tread wheel and a ladder that is set into the side of the cavern. The Renegades scale the steep slope of the cleft to reach the outside.

See Battle Grid 2 for the layout of the upper level of the Cave of Blooming Stone. See Battle Grid 3 for the layout of the lower level of the Cave of Blooming Stone. The underground river fills the entirety of the third level. It is not represented on a Battle Grid since the PCs have no encounters on that level.

1a. The Cleft in the Hillside

The cleft rapidly descends into the earth. Footing is surprisingly easy, as most of the loose rock has been removed.

As you descend, you can see two iron rails have been sunk into the limestone to form a track. It is crude, but could serve to guide carts up and down the incline.

The cleft is steep and descends about 150 feet under the earth. The entire passage is about 100 feet long. It will require Climb checks (or Balance if the PCs prefer) to navigate. The check is quite easy (DC 5), but PCs in armor might have difficulty.

Have the PCs make Listen checks. With a DC 10, they hear the sound of the cooks down below in Area 1a.

The last twenty feet of the descent are within view of the renegades in Area 2. The PCs must make Hide and Move Silently checks opposed by the sentries Spot and Listen or take alternative measures to not be seen or heard by the renegades in Area 2 below. Do not forget to subtract the -1 from the sentries' Spot and Listen for each 10 feet the PCs are away from them.

1b. The Secondary Entrance

If the PCs are lucky or observant, they have found an alternative entrance to the Cave of Blooming Stone. The Renegades know about this entrance, but do not guard it, as they believe that it is too difficult for anyone else to find.

See Encounter 4 for how the PCs can discover this way into the cave. This alternative entrance avoids the renegades' sentries (Area 2).

A small winding tunnel burrows its way into the earth. The path was formed by water and is wider than it is tall, forcing you to crouch often and crawl on occasion. A trickle of water still works its way down the tunnel, making the path a bit slick.

The narrow entrance winds down into the earth and emerges into Area 3, described below. When the PCs first encounter one of Daniros's lamps, read them the description of the lamp from Area 2.

1c. The Tertiary Entrances

These small winding tunnels lead to the surface some distance from the main cave. The Renegades all know about them and use them to escape the cave if they feel the need to flee. The PCs are not able to find these entrances from the surface, but can follow them out.

2. The Sugar Bowl (EL 4)

The cleft ends in a large cavern. The ceiling is relatively level but is covered with mineral growths that look like fragile pine needles. The floor drops away to form a shallow bowl.

The renegades have set up camp here in this cave. Barrels, crates, and tables are spread out to form a rudimentary kitchen. There is even a large cart here that would fit the rails on the slope. The Renegades have two different fires burned down to coals. A large pot is over one of the fires.

There are two cooks working on cleaning dishes. Three of the Renegades are here, keeping an eye on the cleft. You can see several tunnels leading out of this chamber.

The room is lit by bowls of flame surrounded by panes of colored glass. The "lamps" cast flickering colored light over the rock, giving the cave an eldritch and unreal feel.

The renegades call this room the "sugar bowl" because the needle-like gypsum growths on the ceiling tend to crack and fall to the floor, where they quickly collapse into fine powder, which is actually plaster of Paris (which is what powdered gypsum becomes), but the renegades do not know that and the PCs are unlikely to. The floor of this chamber is concave, catching the powder.

The renegades use this room for cooking as the smoke can easily escape up the cleft. They burn dried wood to keep the smoke to a minimum.

NPCs: The two renegades here at the moment are keeping an eye on the cleft while some camp followers are scrubbing the pots of the last meal. They are not being particularly alert at this moment, as they are not expecting trouble.

➤ **Tough Renegades (2):** male or female half-elven War3; hp 16, 15; see Appendix 1.

➤ **Sneaky Renegade:** female half-elven Rog2; hp 9; see Appendix 1.

➤ **Followers (2):** female half-elven Com2; hp 8 each; see Appendix 1.

Tactics: If they see the PCs, they each have a horn, which they blow to alert the rest of the renegades. They then draw swords and fight a delaying action until reinforcements arrive. The followers flee away from the PCs and run to Area 4 to warn the other renegades. It takes them two rounds to get there. Use the mechanics in Area 4 to determine how long it takes the other Renegades to arrive.

If an individual renegade is dropped to half hit points, that bandit flees combat. If the Renegades are obviously outmatched or half of them have fallen, the remainder flees to Area 4.

SCALING THE ENCOUNTER

3rd-level Characters (EL 3): Subtract one tough renegade (the one with 16 hit points).

5th-level Characters (EL 5): Add another Sneaky Renegade (hp 8; see Appendix 1) and two Tough Renegades (hp 16, 15; see Appendix 1) to the encounter.

6th-level Characters (EL 6): 1 Veteran Sneaky Renegades (hp 18; see Appendix 1) and 2 Veteran Tough Renegades (hp 38,

36; see Appendix 1).

7th-level Characters (EL 7): 2 Veteran Sneaky Renegades (hp 18, 19; see Appendix 1) and 4 Veteran Tough Renegades (hp 38, 36, 39, 35; see Appendix 1).

3. The Raining Dome

The tunnel comes to an abrupt halt at the edge of a long drop. A deep shaft plunges into the earth before you. You cannot see a bottom. Wind blows up and out of the shaft.

The top of the shaft is a few feet above your head. Water is slowly seeping through the limestone and drips like rain down the shaft. The water does not fall very quickly maybe a drop every second or so, but this is not the most wondrous thing here.

Someone has stretched thin sheets of metal, which about a foot across, from brackets set into the wall of the shaft. When a water droplet strikes a sheet of metal, it resonates far louder than it should. A dozen of these metal sheets are hung from the walls, and each glows a different color when struck by a drop of water – either green, blue, red, yellow, or purple. The falling rain is making noise and color like some sort of strange wind chime.

This chamber is a vertical shaft (called a dome) that ends just above the PCs but extends down to the third level and the underground river.

Water slowly seeps through the stone above the dome and falls through. It is falling too quickly to form stalactites. The dripping water fascinated Daniros. He attached thin sheets of metal to brackets from the walls. The sheets are all different sizes, but are all round. He then enchanted them to magnify the sound made when a raindrop strikes the metal. Also, the metal sheets each glow a different color briefly before fading away.

The effect is beautiful, but it is a long drop down to the bottom. Also, there are no stairs or ladder leading down to the next level. The PCs can climb down to with a successful Climb check (DC 20). If a PC fails by 5 or more, they fall all the way to the bottom (80 feet), taking 8d6 points of damage.

4. The Gypsum Garden (EL 7)

The tunnel opens into a large cavern, which has been made into an encampment for the Renegades. A dozen or so of the outlaws are here relaxing, talking, or playing at stones or dice. Their beds are stuffed pads laying about the floor and there are several trestle tables set up for their use. The room is lit by bowls of flame surrounded by colored glass.

Above it all is an impressive ceiling that gives the cave its name. Large mineral growths of gypsum have formed on the ceiling. Their convoluted shape looks remarkably like flowers.

The Half-Elven Renegades make this cave their primary barracks.

The PCs probably will want to avoid this encounter. There are a great number of Renegades here all at once. Fortunately for the PCs, they are not at all alert, relying upon the sentries in Area

1a to spot enemies. If the PCs make any reasonable attempt to hide, the Renegades do not spot them.

NPCs: Depending upon the time of day, the renegades are sleeping, talking, drinking, or playing stones or other games to keep themselves entertained. There are a few camp followers are here, mending clothes and doing menial chores. Kep the Grim is here as well. He is working at ingratiating himself with the other renegades and undermining the leadership of Rudain.

➤ **Tough Renegades (5):** male half-elven War3; hp 22, 21, 21, 20, 19; see Appendix 1.

➤ **Sneaky Renegades (2):** male half-elven Rog2; hp 9, 8; see Appendix 1.

➤ **Kep the Grim:** male half-elven Wiz3; hp 11; see Appendix 1.

➤ **Followers (4):** male or female half-elven Com2; hp 8 each; see Appendix 1.

Tactics: If alerted by the sentries in Area 1a, the Renegades begin arming themselves. They don their armor hastily (taking a -1 penalty to their AC and armor check), grab their weapons, and make their way to Area 1a. One of the followers runs to Area 5 and descends to Area 6 to warn the renegades' leaders (taking approximately 8 rounds to rouse the leaders). If the renegades are surprised in this chamber, they forgo their armor and immediately move to attack the PCs.

When the renegades get into battle, the warriors engage the PCs head on, while the rogues tumble around to gain sneak attacks. Kep the Grim casts *enlarge person* on a warrior and *invisibility* a rogue. If the PCs are bunched together or hanging back, he tries to catch them within a *web* spell. He targets the weapon of tough fighter PCs with his *grease* spell.

The renegades gang up on a few PCs at a time in an attempt to bring them down quickly. The Renegades seek to kill the PCs to protect the location of their hideout. If an individual renegade is dropped to half hit points, that bandit flees combat.

If the renegades are obviously outmatched or half of them have fallen, the remainder flees from the cave using the smaller escape tunnels. The renegades vanish into the woods and report to Princess Tianna at her hideout near the Shining Falls. If any of the renegades are captured, they refuse to give the location of Tianna's main base. No amount of persuasion convinces them to reveal its location, even the threat of death or worse. The renegades are intensely loyal to their princess.

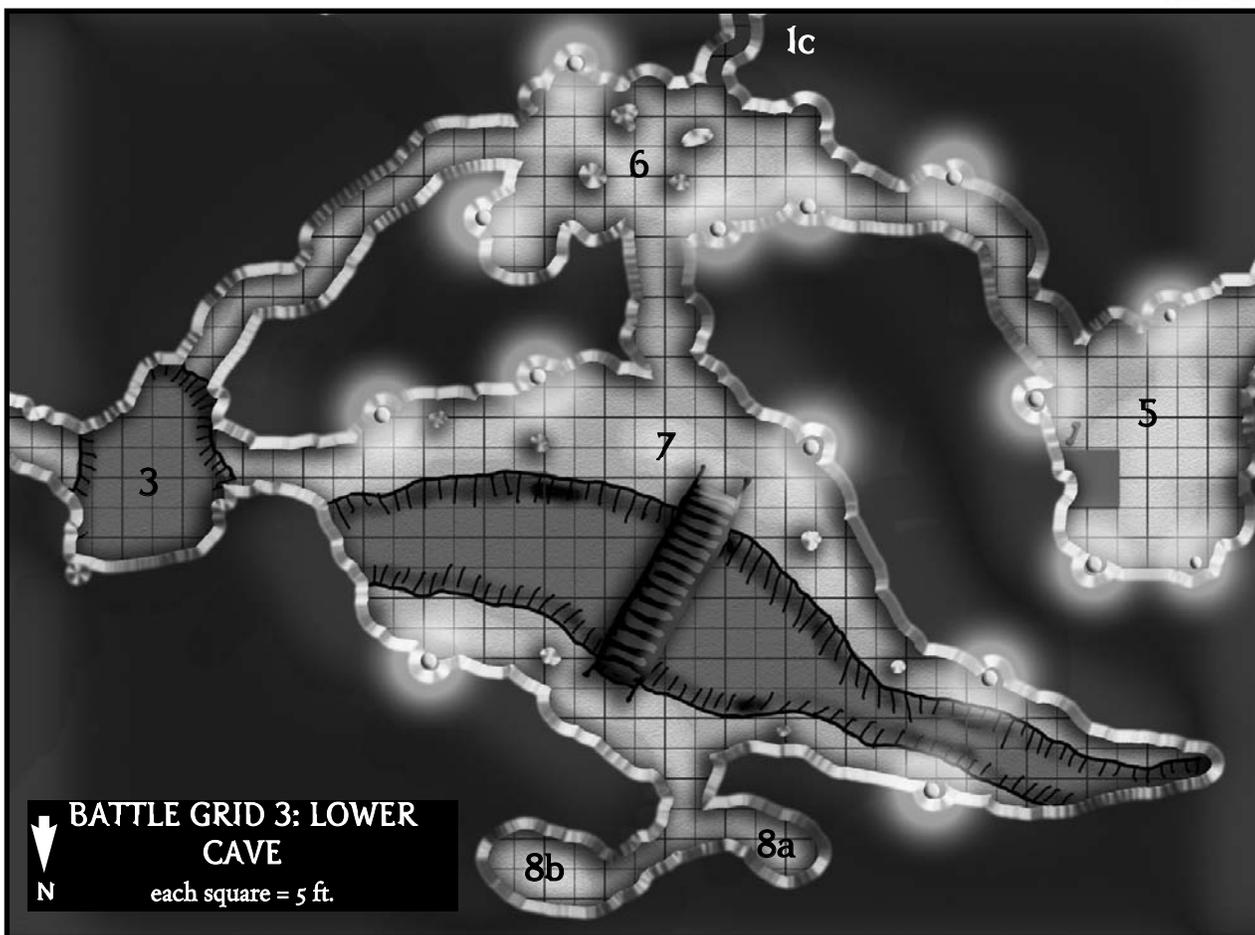
The camp followers hang back and flee if approached. They do not fight under any condition.

SCALING THE ENCOUNTER

3rd-level Characters (EL 6): Decrease the number of tough renegades to 3 (subtracting the ones with 22 and 19 hit points).

5th-level Characters (EL 8): Advance Kep to 5th level (hp 29; see Appendix 1). Add one more sneaky renegades (hp 9, 7); see Appendix 1) and three more tough renegades (hp 38, 37, 36; see Appendix 1) to the encounter.

6th-level Characters (EL 9): Advance Kep to 5th-level (hp 29; see Appendix 1). Swap out the listed renegades for two veteran sneaky renegades (hp 18, 17; see Appendix 1) and three veteran tough renegades (hp 38, 37, 36; see Appendix 1).



7th-level Characters (EL 10): Advance Kep to 7th-level (hp 39, see Appendix 1). Swap out the listed renegades for three veteran sneaky renegades (hp 19, 18, 17; see Appendix 1) and four veteran tough renegades (hp 40, 39, 38, 37; see Appendix 1) to the encounter.

5. The Frozen Waterfall

The tunnel ends in a shaft that falls away into darkness beneath you. There is a narrow path that leads to a ladder sunk into the rock that gives access to deeper into the caves. Before you is a platform suspended by two cranes. A large tread wheel operates the mechanism that lifts and lowers the platform.

The far wall is an amazing sight—a stone drapery fashioned over hundreds of years. The rock resembles a waterfall, frozen in time. It is enormous and stretches the length of the shaft, easily 50 feet. Elven lamps are set along the walls of the shaft, both above and below you, casting flickering lights on the stone drapery and heightening its beauty.

The frozen waterfall is a beautiful stone drapery that has formed over the centuries. It is a breathtaking sight and the lights illuminate it to its best advantage.

The renegades have two ways of getting between the levels. First, there is a ladder set into the wall that leads down to the tunnel to Area 6. The ladder is treacherous and not very secure.

Climbing up or down requires a Climb check (DC 5). If more than 300 pounds is placed on the ladder, it pulls free of the wall and tumbles down below. PCs on the ladder fall all the way to the bottom (80 feet), taking 8d6 points of damage.

Second, there is 10-foot-by-10-foot platform that can be raised and lowered using a tread wheel. The platform can hold up to a ton of weight. Unfortunately, it requires someone to get into the wheel and walk to turn the winch that raises and lowers the platform. The task is simple enough that an *unseen servant* can perform it. If the platform is lowered, a PC can climb down the rope to next level with a successful Climb check (DC 10). The platform is currently at the upper level and is securely tied.

6. Daniros's Chamber (EL 6)

As the PCs approach this chamber, have them make Move Silently checks. Unless the PCs are actively moving silently just assume the PC with the worst skill is taking 10. Likely, that person also suffers a -5 penalty for moving at full speed. If Letalia and Rudain hear them, they begin prepping with spells. The PCs can make Listen checks to hear their spellcasting (DC 0, -10 for each 10 feet of distance).

This cavern is much different than those above. Instead of vast sweeping chambers worn smooth, this one is adorned with stalactites and stalagmites. They are the gray and brown of the limestone, but also red and yellow from deposits within the limestone.

But the Earlanni elves were not content to leave the cavern

as they found it. Lamps are set into recesses and cast dancing colored lights across the cave. The walls have been shaped to form shelves. Even the stalagmites have been altered to make the cavern more comfortable for habitation.

This cave was once Daniros's personal chamber when he lived here. It was large and spacious and the leaders of the Half-Elven Renegades have made it their own. Daniros molded the stone and stalagmites into comfortable living quarters.

The two Renegade leaders have a mattress, a table, chairs, and several chests. There is a roost for Letalia's eagle and a nest for Rudain's badger. There is not much of interest here except for their clothes and personal effects. Their treasure, consisting of 700 gp worth of coins, gems, and jewelry in various denominations and items, is kept in a locked and trapped chest. Rudain carries the key around his neck.

Trap: The chest is trapped with the following mechanism. It goes off when the PCs open the chest, unless disabled. A small lever on the bottom of the chest disables the trap.

↗ **Hail of Needles Trap:** CR 3; mechanical; location trigger; manual reset; Atk +20 ranged (2d4, needles); Search DC 22; Disable Device DC 16.

🔒 **Strong Wooden Chest:** Hardness 5, 20 hp; Break DC 25; Open Locks DC 30.

NPCs: The three leaders of the renegades run this part of the Half-Elven Renegades with light hand. As long as the other Renegades do as they say and do not fight too much, they let them do as they want. Rudain is nominally in charge, but he listens to advice from his lover Letalia. He thinks that Kep is attempting to undermine his control of the Renegades. He is right. Letalia tolerates Rudain and puts up with the relationship with him for the sake of the benefits it brings.

↗ **Rudain:** male half-elven Rgr5; hp 33; see Appendix 1.

↗ **Letalia:** female human Drd3; hp 24; see Appendix 1.

Tactics: If the leaders hear the alarm from above, they quickly arm themselves and move to the upper level to see what is causing the disturbance. They are already armored so they do not need to put on their armor. The druid's animal companion flies up with her, while Rudain carries his badger up the ladder.

If the PCs catch the two in their chamber without setting off the alarm above, they assume that the PCs have

defeated the other Renegades and do not bother sounding an alarm.

Rudain attacks with both weapons as quickly as he can, trusting to Letalia to assist him. He orders his badger to attack the same PCs that he does in order to gain flanking. Letalia orders her eagle to attack any spellcasters and begins to summon more animals to assist her. She exhausts all of her *summon* spells before moving into melee.

Rudain fights until slain, but Letalia is not nearly so zealous. If the fight is going very badly and Rudain is slain, she casts *obscuring mist* and tries to escape out the alternative entrance that leads into this level. If that proves impossible, she surrenders.

Letalia can tell the PCs about the arrangement that the

Renegades have with the Arcane Brotherhood (as she thinks the fey'ri are) for the gold elves. She can also tell them that they were tipped off about the gold elves in the Sweetwater caravan by the Arcane Brotherhood. This is the second group of elves the Renegades have given to the Brotherhood. Letalia has never seen Kialara in her natural shape and knows nothing about fey'ri.

SCALING THE ENCOUNTER

3rd-level Characters (EL 6): The chest is not trapped.

5th-level Characters (EL 7): Advance Rudain to 6th level (hp 39; see Appendix 1). Advance Letalia to 4th level (hp 31; see Appendix 1). Use the following trap:

↗ **Hail of Needles Trap:** CR 4; mechanical; location trigger; manual reset; Atk +22 ranged (3d4); Search DC 23; Disable Device DC 22.

6th-level Characters (EL 8): Advance Rudain to 7th level (hp 45; see Appendix 1). Advance Letalia to 5th level (hp 38; see Appendix 1). Use the following trap:

↗ **Hail of Needles Trap:** CR 5; mechanical; location trigger; manual reset; Atk +24 ranged (4d4); Search DC 24; Disable Device DC 22.

7th-level Characters (EL 9): Advance Rudain to 8th level (hp 51, see Appendix 1). Advance Letalia to 6th level (hp 45; see Appendix 1). Use the following trap:

↗ **Hail of Needles Trap:** CR 6 mechanical; location trigger; manual reset; Atk +26 ranged (5d4); Search DC 25; Disable Device DC 22.

7. The Chasm (EL 7)

As the tunnel opens into large cavern, the wind picks up considerably. You can hear the sound of a dozen harps playing an eerie tune that seems to blend with the wind.

The cavern before is split down the middle by a wide chasm. The cool, damp wind is blowing up from the depths. A sturdy rope bridge extends across the chasm granting access to the far side.

Hanging from cables attached to the ceiling are a dozen or so instruments that resemble a harp or dulcimer. The ethereal music is coming from these instruments when they catch the wind.

The chasm is about 50 feet deep and opens into the underground river. Any PCs that falls into the chasm take 5d6 points of damage from the fall and has to figure a way back up.

The bridge across the chasm is 10 feet wide (large enough for the troll to get across comfortably). The wood planks are in good condition and will not break under the weight of the PCs or the troll. The railing is nothing more than a thick, sturdy rope, and the bridge is susceptible to both physical attacks and fire.

🔒 **Rope Bridge:** Hardness 5, 10 hp.

At long last, the PCs meet Kialara, or at least a representation of her. She has made a simulacrum of herself (with a scroll and her Use Magical Device ability). This simulacrum is making a final stand at the rope bridge that stretches across the chasm along with a dominated troll.

Battle Brings Near-Invisible Eye

The sounds of battle cause Kialara to investigate via her clairvoyance spell-like ability. The PCs with an Intelligence score of 12 or more have a chance to spot the sensor with a successful Intelligence check (DC 20).

On the far side of the chasm are two creatures. The larger is a rubbery-hided monster with long, ungainly arms and legs. Its hair is thick and ropy and writhes in the wind that blows up from below. Its sinister features squint maliciously in your direction.

The other creature is much stranger. She is elf-like in build and height, but she is covered in scarlet fur. Her hair is the color of straw and is an untidy mess on her head. A long curving tail waves behind her, coiling and uncoiling. She is strangely fetching. In her hands, she is carrying a strange flute that curls into a spiral at the end.

"You can't have them," the flute-holding creature says. "They are mine."

Creatures: The fey'ri that the PCs see on the far side of the chasm is not the real Kialara but a simulacrum. Kialara wants the simulacrum to die, but she must put up a show of being defeated for her death to be believable. The flute is the vocal component for Kialara's bardic spells. If it is destroyed, she has a spare, plain flute in her bag. The simulacrum does not display her wings in this encounter, and she will not fly.

Kialara's simulacrum engages in some conversation with the PCs. She is out to start a fight so that she can die. Therefore, her comments are designed to infuriate the PCs. Things she says are:

What do you want?

"The elves are mine. I arranged their capture. They are mine."

What do you want with them?

"The elves are a future."

Couldn't we come to some sort of arrangement?

"House Dlardrageth does not ask for what it needs. It takes it."

But what about the Arcane Brotherhood?

"Fool. That is a ruse. The Arcane Brotherhood has no part in this."

The troll is the jailor of the Half-Elven Renegades. Rudain and several of the renegades captured him and alternately bribed him with food or threatened him with fiery beatings. He now serves the Renegades as their jailor and an offensive threat. He rarely leaves the cave except to hunt. He enjoys curling up in his hole and gnawing on bones.

➤ **Troll:** hp 40; see *Monster Manual*.

Power-up Suite (After *heroism* and *inspire courage*): Full Atk +12 melee (1d6+7, 2 claws) and +7 melee (1d3+3, bite); Atk +12 melee (1d6+7, claw); SA Rend 2d6+10; SV Fort +13, Ref +6, Will +5; Skills Listen +7, Spot +6.

➤ **Kialara's Simulacrum:** female fey'ri brd5; hp 22; see Appendix 1.

Tactics: The troll is dominated by Kialara (who is now posing as a gold elf in the holding cell) and was instructed to do everything the simulacrum tells it to do.

Kialara's simulacrum was spying on the PCs with her *clair-*

voyance ability so she is ready for them. She has already cast *heroism* on the troll, and will inspire courage when he charges. When the PCs first enter the cavern, she orders the troll to block the bridge and then she casts *mirror image* on herself.

The troll moves onto the rope bridge and charges any PC who steps onto it. It then tries to rend and tear any PC that gets close. Kialara casts *grease* on bridge to get people to slip and fall or uses *Tasha's hideous laughter*. If the troll is hurt badly, she heals it. If the PCs have a sorcerer and she has the right schools, Kialara prepares to counterspell.

The troll is dominated and fights until it is slain. If the troll is slain, Kialara's simulacrum is reduced to 10 or fewer hit points, or she is in danger of imminent death, read the following:

Seeing that you are going to overpower it, the demonic elf shouts "You'll never take me alive!" and jumps into the chasm. Her scream fades away and then ends abruptly in a wet smacking sound far below.

The fall kills the simulacrum, and it reverts back into snow, which quickly blends in with the flowing water in the river. Her gear remains however, and the PCs can retrieve it, if they can get down to the river and up again.

SCALING THE ENCOUNTER

3rd-level Characters (EL 6): Instead of troll, Kialara dominates a minotaur (hp 30; see *Monster Manual*); **Power-Up Suite (After *heroism* and *inspire courage*):** Full Atk +13/+7 melee (3d6+7/x3, greataxe) or +7 melee (1d8+3, gore); Atk +13 melee (3d6+7/x3, greataxe); SA Powerful charge 4d6+7; SV Fort +8, Ref +7, Will +7; Skills Intimidate +4, Listen +8, Search +4, Spot +9.

5th-level Characters (EL 8): Add a second troll to the encounter (hp 63).

6th-level Characters (EL 9): 1 troll Bbn2 (hp 87; see Appendix 1). Advance Kialara's Simulacrum to 7th-level (hp 30; see Appendix 1).

Seeing that you are going to overpower it, the demonic elf shouts "You'll never take me alive!" and jumps into the chasm. Her scream fades away and then ends abruptly in a wet smacking sound far below.

7th-level Characters (EL 10): 2 trolls Bbn2 (hp 87, 76; see Appendix 1). Advance Kialara's Simulacrum to 7th-level (hp 30; see Appendix 1).

8a. Troll Hole

This small cave is filthy and disgusting beyond belief. The smell assaults your noses and forces those of weaker stamina to take a step back. A large creature who has no care for its hygiene has made its den here.

The troll has made this small chamber its den. It is mostly filled with bones, hair, and dung, but it does hold a few things of interest. The first is the key to the holding cave. The key is hanging from a outcropping of rock. Any search attempt succeeds at locating it.

The other item of interest is the troll's treasure. The troll has hidden it under a loose rock near the back of its hole. It consists of a sack filled with various coins worth 200 gp.

8b. The Holding Cave

The last part of this cave has been blocked with a solid wooden door. The handiwork is obviously that of the Renegades and not of the Eaerlanni elves.

No one guards it now that Kialara has dominated the troll jailor and used him to guard the chasm. The door is locked; the troll has the key, but it is in his hole. The lock can be picked or the door can be broken down.

◆ **Strong Wooden Door:** Hardness 5, 20 hp; Break DC 25; Open Locks DC 25.

Beyond the door is a small cave without any exit. It is stuffy and the breeze from the chasm blows past you into the makeshift cell. Sitting on the floor with their wrists and ankles shackled together are four gold elves. They look up at you with relief in their green or golden eyes.

These are the four elves stolen from the caravan by the Half-Elven Renegades. They are all in good health and have been reasonably well treated by the renegades. The elves are quite glad to see the PCs and want to get out of these caves as quickly as possible. They are shackled, but one of the keys on the chain from the troll's hole unlocks the chains.

"Amarië" is present as well. When Kialara dominated the troll, she had him add her to the cell with the other gold elves. She claimed that she tried to escape, but was chased down by the Renegades and captured. The other elves have no reason to disbelieve her. The gold elves do not speak of their capture or captivity with the PCs so the party will not learn that Amarië was added later.

CONCLUDING THE ADVENTURE

Assuming that the PCs are successful, they rescue all the gold elves, who are quite happy if aloof. Among their number is Kialara in disguise.

You return to Loudwater with the gold elves and a substantial amount of booty and loot from the renegades hideout. The elves are polite but quiet and withdrawn. Only Amarië speaks with you at any length.

When you reach Loudwater, you find that Serindë is not there. She has left a note with the innkeeper at the Enchanter's Ecstasy. The note says that she is sorry that she could not stay and await further word, but she had to return to Evereska on pressing family concerns. She left a small box with the innkeeper for you. Inside is a beautiful necklace of elven design.

"Serindë" has left her necklace for the PCs as a reward. The jewels are worth 500 gp. PCs can make a Appraisal check (DC 15) to determine that the necklace is Eaerlanni in origin – not Evereskan. But this probably will not mean much to the PCs, as there are plenty of pieces of jewelry left over from the Eaerlanni kingdom.

ADVENTURE CONSEQUENCES

Characters that died during the adventure can get a *raise dead* spell cast on them by Prior Athosar from the Houses of Morning in Loudwater. If the PCs were able to rescue the gold elves, one of them pays for a single *raise dead*. In this case don't deduct the gold piece debt, only the XP.

Mathias Rylin of Sweetwater is thankful for the PCs tracking down the Renegades and gives them a small reward, and the militia of Loudwater takes note of the PCs. They can handle tough situations and are resourceful.

Amarië uses the "last" of her remaining money to purchase a small cottage in Loudwater and settles outside of Loudwater. There the disguised Kialara ponders what to do next. Her adventure does not end here, and neither does the PCs involvement with her. But that will wait for another day.

ADVENTURE QUESTIONS

DUNGEONS & DRAGONS CAMPAIGNS (of which LEGACY OF THE GREEN REGENT is that program's first offering) tracks character progress digitally. At the adventure's end, you report what the characters did, by answering a number of questions. The answers to those questions are tallied, and determine not only what happens in the campaign, but also the experience points (xp) and gold piece (gp) value increase each character gains.

At the end of this adventure, you'll find the RPGA Session Tracking form, tailored for this adventure. On the section titled "Adventure Questions" fill in the bubble that corresponds to the best answer for the questions below.

Many times the questions ask whether or not the PCs defeated an encounter. Defeating doesn't necessarily mean killing all enemies, but many times such an event suffices as defeating an encounter. Sometimes PCs merely bypass an encounter. Through luck or circumstance a group of PCs can avoid encounters unscathed. Does bypassing an encounter earn the xp that defeating it would? No. The reward for getting past an encounter without actually interacting with it is having extra resources to bear in the next encounter. Where is the line? You are going to have to make that decision, because you are the DM.

For traps, PCs get experience points just for encountering them, whether or not they have been disabled.

1. Did the PCs defeat the dire boar left for them by the Half-Elven Renegades?

- Yes, they slaughtered or drove it off.
- They circumvented the boar by taking the long way around.
- They charmed, calmed, or otherwise dismissed it.
- No, they fled from the boar.

2. Did the PCs defeat or circumvent the renegades' sentries?

- Yes, they hacked them down.

- b. Yes, they used the alternative entrance to sneak past them.
- c. No, they were driven off by the sentries.
- d. No, they fled the scene without engaging the sentries.

3. Did the PCs defeat or circumvent the renegades' leaders?

- a. Yes, they slew them both.
- b. Yes, they killed or force the leaders to surrender.
- c. Yes, the PCs snuck past the leaders.
- d. No, the PCs were unable to defeat or get past the leaders.

4. Did the PCs "slay" Kialara in the Cave of Blooming Stones and defeat her troll minion?

- a. Yes.
- b. No.

5. Did the PCs "rescue" Amarië from the Half-Elven Renegades?

- a. Yes.
- b. No.

6. Rate the group's role-playing.

- a. Fantastic. Everyone had interesting and engaging characters that interacted with the adventure in very fun ways.
- b. Good. Most everyone had interesting and engaging characters that interacted with the adventure in very fun ways.
- c. Okay. There was some role-playing.
- d. None. They treated the adventure as a set of objectives. There was no role-playing.

APPENDIX 1: NPC AND MONSTER STATISTICS

ENCOUNTER 4: THE STABLES

➤ **Sneaky Renegades:** half-elf male or female Rog2; CR 2; Medium humanoid (elf); HD 2d6; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +1; Atk +4 melee (1d6/18-20, rapier), or +4 ranged (1d6/x3, shortbow); SA sneak attack +1d6, evasion; SQ immunity to sleep spells, +2 racial bonus against enchantment spells or effects, low-light vision, trapfinding; AL N, CN, or CE; SV Fort +0, Ref +5, Will +0; Str 10, Dex 14, Con 10, Int 14, Wis 10, Cha 12.

Skills and Feats: Appraise +6, Bluff +4, Climb +5, Escape Artist +6, Hide +6, Listen +6, Move Silently +6, Search +7, Spot +6, Tumble +5; Weapon Finesse.

Languages: Common, Elven, Halfling, and Sylvan.

Possessions: masterwork leather armor, masterwork rapier, masterwork shortbow, 20 arrows.

➤ **Tough Renegades:** half-elf male or female War3; CR 2; Medium humanoid (elf); HD 3d8+6; Init +1; Spd 30 ft.; AC 16, touch 10, flat-footed 15; Base Atk +3; Grp +5; Atk +7 melee (1d8+2/19-20 longsword), or +5 ranged (1d8/x3, longbow); SQ immunity to sleep spells, +2 racial bonus against enchantment spells or effects, low-light vision; AL N, CN, or CE; SV Fort +5, Ref +2, Will +2; Str 14, Dex 12, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +4, Listen +3, Ride +5, Spot +3, Swim +4; Point Blank Shot, Weapon Focus (longsword).

Languages: Common and Elven.

Possessions: studded leather, heavy wooden shield, masterwork longsword, masterwork longbow, 20 arrows, *potion of cure light wounds*.

➤ **Veteran Sneaky Renegades:** half-elf male or female Rog4; CR 4; Medium humanoid (elf); HD 4d6; Init +6; Spd 30 ft.; AC 14 (+2 Dex, +2 leather), touch 12, flat-footed 12; Base Atk +3; Grp +3; Atk +6 melee (1d6/18-20 rapier), or +6 ranged (1d6/x3, shortbow); SA sneak attack +2d6, evasion; SQ immunity to sleep spells, +2 racial bonus against enchantment spells or effects, low-light vision, trapfinding, trapsense +1, uncanny dodge; AL N, CN, or CE; SV Fort +1, Ref +6, Will +1; Str 10, Dex 15, Con 10, Int 14, Wis 10, Cha 12.

Skills and Feats: Appraise +9, Bluff +8, Climb +7, Escape Artist +9, Hide +14, Listen +8, Move Silently +9, Search +10, Spot +8, Tumble +9; Improved Initiative, Weapon Finesse.

Languages: Common, Elven, Halfling, and Sylvan.

Possessions: *cloak of elvenkind*, masterwork leather armor, masterwork rapier, masterwork shortbow, 20 arrows.

➤ **Veteran Tough Renegades:** half-elf male or female War5; CR 4; Medium humanoid (elf); HD 5d8+10; Init +1; Spd 30 ft.; AC 17, touch 10, flat-footed 15; Base Atk +5; Grp +7; Atk +9 melee (1d8+3/19-20 longsword), or +7 ranged (1d8/x3, longbow); SQ immunity to sleep spells, +2 racial bonus against enchantment spells or effects, low-light vision; AL N, CN, or CE; SV Fort +6, Ref +2, Will +2; Str 15, Dex 12, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +4, Listen +4, Ride +5, Spot +4, Swim +4; Point Blank Shot, Weapon Focus (longsword).

Languages: Common and Elven.

Possessions: studded leather, +1 heavy wooden shield, +1 longsword, masterwork longbow, 20 arrows, *potion of cure light wounds*.

ENCOUNTER 5: CAVE OF BLOOMING STONE

1. The Sugar Bowl

➤ **Sneaky Renegades:** See the Stables in Encounter 4 above.

➤ **Tough Renegades:** See the Stables in Encounter 4 above.

➤ **Veteran Sneaky Renegades:** See the Stables in Encounter 4 above.

➤ **Veteran Tough Renegades:** See the Stables in Encounter 4 above.

4. GYPSUM GARDEN

➤ **Kept the Grim:** male half-elf Wiz3; CR 3; Medium humanoid (elf); HD 3d4+6; Init +5; Spd 30 ft.; AC 11, touch 11, flatfooted 10; Base Atk +0; Grp -1; Atk +2 ranged (1d8/19-20, light crossbow) or -1 melee (1d4-1/19-20, dagger); SA: wizard spells; SQ immunity to sleep spells, +2 racial bonus against enchantment spells or effects, low-light vision, familiar, scribe scroll; SV Fort +4, Ref +3, Will +4; AL CE; Str 8, Dex 12, Con 14, Int 16, Wis 11, Cha 10.

Skills and Feats: Concentration +8, Knowledge (arcana) +9, Knowledge (dungeoneering) +5, Knowledge (geography) +5, Knowledge (history) +5, Knowledge (local) +5, Knowledge (nature) +5, Knowledge (the planes) +5, Spellcraft +11; Improved Initiative, Spell Focus (conjuration).

Languages: Common, Draconic, Elven, Goblin, and Orc.

Possessions: masterwork light crossbow, *cloak of resistance* +1, *pearl of power* (1st level), spellbook, 150 gp.

Spells prepared (4/3/2; DC = 13 + spell level; 14 + spell level for conjuration spells): 0—*acid splash, detect magic, message, open/close*; 1st—*enlarge person, grease, mage armor*; 2nd—*invisibility, web*.

Spellbook: 0—all; 1st—*enlarge person, grease, mage armor, protection from good, ray of enfeeblement, silent image*; 2nd—*fox's cunning, invisibility, rope trick, web*.

➤ **Familiar—Gern the Toad:** CR —; diminutive animal; HD 1/4d8; 9 hp; Init +1; Spd 5 ft.; AC 17 (+4 size, +1 Dex, +2 natural), touch 15, flat-footed 16; Base Atk +0; Grp -17; Atk —; Full Attack —; SA deliver touch spells, SQ amphibious, low-light vision, improved evasion, share spells, empathic link; SV Fort +2, Ref +3, Will +2; Str 1; Dex 12; Con 11, Int 7, Wis 14; Cha 4.

Skills and Feats: Hide +21, Listen +4, Spot +4; Alertness.

➤ **Kept the Grim (EL 9 or 10 Version):** male half-elf Wiz5; CR 5; Medium humanoid (elf); HD 5d4+10; hp 29; Init +5; Spd 30 ft.; AC 11, touch 11, flatfooted 10; Base Atk +2; Grp +1; Atk +4 ranged (1d8/19-20, light crossbow) or +1 melee (1d4-1/19-20, dagger); SA: wizard spells; SQ immunity to sleep spells, +2 racial bonus against enchantment spells or effects, low-light vision, familiar, scribe scroll; SV Fort +6, Ref +4, Will +5; AL CE; Str 8, Dex 12, Con 14, Int 17, Wis 11, Cha 10.

Skills and Feats: Concentration +10 (+14 while casting on the

defensive), Knowledge (arcana) +11, Knowledge (dungeoneering) +6, Knowledge (geography) +5, Knowledge (history) +5, Knowledge (local) +6, Knowledge (nature) +5, Knowledge (the planes) +6, Spellcraft +13; Combat Casting, Improved Initiative, Spell Focus (conjunction).

Languages: Common, Draconic, Elven, Goblin, and Orc.

Possessions: masterwork light crossbow, *cloak of resistance* +1, *pearl of power* (1st level), spellbook, wand of *enlarge person* (5 charges), 250 gp.

Spells prepared (4/4/3/2; DC = 13 + spell level; 14 + spell level for conjunction spells): 0—*acid splash*, *detect magic*, *message*, *open/close*; 1st—*grease*, *mage armor*, *magic missile*, *shield*; 2nd—*Melf's acid arrow*, *invisibility*, *web*; 3rd—*haste*, *stinking cloud*.

Spellbook: 0—all; 1st—*enlarge person*, *expeditious retreat*, *grease*, *mage armor*, *magic missile*, *protection from good*, *ray of enfeeblement*, *shield*, *silent image*; 2nd—*glitterdust*, *fox's cunning*, *invisibility*, *Melf's acid arrow*, *protection from arrows*, *rope trick*, *web*; 3rd—*dispel magic*, *displacement*, *haste*, *stinking cloud*.

➤ **Familiar—Gern the Toad:** CR —; diminutive animal; HD 1/4d8; 14 hp; Init +1; Spd 5 ft; AC 18 (+4 size, +1 Dex, +3 natural), touch 15, flat-footed 16; Base Atk +0; Grp -17; Atk —; Full Attack —; SA deliver touch spells, SQ amphibious, empathic link, low-light vision, improved evasion, share spells, speak with master; SV Fort +6, Ref +4, Will +5; Str 1; Dex 12; Con 11, Int 8, Wis 14; Cha 4.

Skills and Feats: Hide +21, Listen +4, Spot +4; Alertness.

➤ **Kept the Grim (EL 11 Version):** male half-elf Wiz7; CR 7; Medium humanoid (elf); HD 7d4+14; hp 39; Init +5; Spd 30 ft; AC 12, touch 12, flatfooted 12; Base Atk +3; Grp +2; Atk +5 ranged (1d8/19-20, light crossbow) or +2 melee (1d4-1/19-20, dagger); SA wizard spells; SQ immunity to sleep spells, +2 racial bonus against enchantment spells or effects, low-light vision, familiar, scribe scroll; SV Fort +8, Ref +8, Will +7; AL CE; Str 8, Dex 12, Con 14, Int 17, Wis 11, Cha 10.

Skills and Feats: Concentration +12 (+16 when casting on the defensive), Knowledge (arcana) +13, Knowledge (dungeoneering) +8, Knowledge (geography) +6, Knowledge (history) +5, Knowledge (local) +6, Knowledge (nature) +5, Knowledge (the planes) +8, Spellcraft +15; Combat Casting, Improved Initiative, Lightning Reflexes, Spell Focus (conjunction).

Languages: Common, Draconic, Elven, Goblin, and Orc.

Possessions: masterwork light crossbow, *cloak of resistance* +2, *pearl of power* (1st level), *ring of protection* +1, spellbook, 50 gp.

Spells prepared (4/5/4/3/2; DC = 13 [14 for conjunction spells] + spell level): 0—*acid splash*, *detect magic*, *message*, *open/close*; 1st—*expeditious retreat*, *grease*, *mage armor*, *magic missile*, *shield*; 2nd—*fox's cunning*, *Melf's acid arrow*, *invisibility*, *web*; 3rd—*displacement*, *haste*, *stinking cloud*; 4th—*mass enlarge person*, *stoneskin*.

Spellbook: 0—all; 1st—*enlarge person*, *expeditious retreat*, *grease*, *mage armor*, *magic missile*, *protection from good*, *ray of enfeeblement*, *shield*, *silent image*; 2nd—*glitterdust*, *fox's cunning*, *invisibility*, *Melf's acid arrow*, *protection from arrows*, *protection from energy*, *rope trick*, *web*; 3rd—*dispel magic*, *displacement*, *haste*, *stinking cloud*; 4th—*dimension door*, *mass enlarge person*, *solid fog*, *stoneskin*.

➤ **Familiar—Gern the Toad:** CR —; diminutive animal; HD 1/4d8; 19 hp; Init +1; Spd 5 ft; AC 19, touch 15, flat-footed 16; Base Atk

+0; Grp -17; Atk —; Full Attack —; SA deliver touch spells, SQ amphibious, empathic link, low-light vision, improved evasion, share spells, speak with animals of its kind, speak with master; SV Fort +6, Ref +4, Will +5; Str 1; Dex 12; Con 11, Int 9, Wis 14; Cha 4.

Skills and Feats: Hide +21, Listen +4, Spot +4; Alertness.

➤ **Sneaky Renegades:** See the Stables in Encounter 4 above.

➤ **Tough Renegades:** See the Stables in Encounter 4 above.

➤ **Veteran Sneaky Renegades:** See the Stables in Encounter 4 above.

Veteran Tough Renegades: See the Stables in Encounter 4 above.

6. DANIRO'S CHAMBER

➤ **Letalia:** female human Drd3; CR 3; Medium humanoid (elf); HD 3d8+6; Init +0; Spd 20 ft; AC 18, touch 12, flatfooted 16; Base Atk +2; Grp +3; Atk +4 melee (1d6+1/18-20, masterwork scimitar) or +2 ranged (1d4+1, sling); SA druid spells, spontaneously cast *summon nature's ally* spells; SQ animal companion, nature sense, wild empathy, woodland stride, trackless step; SV Fort +5, Ref +1, Will +5; AL CN; Str 12, Dex 11, Con 14, Int 10, Wis 15, Cha 10.

Skills and Feats: Concentration +8, Handle Animal +6, Heal +6, Listen +4, Knowledge (nature) +7, Speak Language +1, Spellcraft +6; Augment Summoning, Extend Spell, Spell Focus (conjunction).

Languages: Common, Elvish.

Possessions: +1 *hide armor*, heavy wooden shield, masterwork scimitar, sling, 8 *goodberries*, divine scroll of *entangle*, divine scroll of *faerie fire*, divine scroll of *obscuring mist*, wand of *cure light wounds*, 300 gp.

Spells prepared (4/3/2; DC = 12 + spell level; 13 + spell level for conjunction spells): 0—*create water*, *cure minor wounds*, *know direction*, *light*; 1st—*cure light wounds*, *magic fang*, *obscuring mist*; 2nd—*flame blade*, *summon swarm*.

➤ **Animal Companion—Screech the Eagle:** CR —; small animal; HD 3d8+3; 18 hp; Init +2; Spd 10 ft, fly 80 ft. (average); AC 16, touch 13, flat-footed 12; Base Atk +2; Grp -2; Atk +5 melee (1d4, talons); Full Attack +5 melee (1d4, 2 talons) and +0 melee (1d4, bite); SQ low-light vision, link, bonus tricks, share spells, evasion; SV Fort +3, Ref +5, Will +3; Str 11; Dex 15; Con 12, Int 2, Wis 14; Cha 6.

Skills and Feats: Listen +2, Spot +15; Weapon Finesse (talon).

Tricks Known: Attack (x2), Come, Defend, Down, Guard, Seek, Stay.

➤ **Letalia (EL 7 version):** female human Drd4; CR 4; Medium Humanoid; HD 4d8+8; Init +0; Spd 20 ft; AC 18, touch 12, flatfooted 16; Base Atk +3; Grp +4; Atk +5 melee (1d6+1/18-20, masterwork scimitar) or +3 ranged (1d4+1, sling); SA: druid spells, spontaneously cast *summon nature ally* spells; SQ animal companion, nature sense, resist nature's lure, trackless step, wild empathy, woodland stride; SV Fort +6, Ref +1, Will +7; AL CN; Str 12, Dex 11, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +9, Handle Animal +5, Heal

+6, Knowledge (nature) +7, Listen +7, Speak Language +2, Spellcraft +7; Augment Summoning, Extend Spell, Spell Focus (conjunction).

Languages: Common, Elven, Sylvan.

Possessions: +1 *hide armor*, heavy wooden shield, masterwork scimitar, sling, 8 *goodberries*, divine scroll of *entangle*, divine scroll of *heat metal*, divine scroll of *obscuring mist*, divine scroll of *spike growth*, *wand of cure light wounds*, 200 gp.

Spells prepared (5/4/3; DC = 13 + spell level): 0—*create water*, *cure minor wounds*, *know direction*, *light*, *purify food and drink*; 1st—*cure light wounds*, *faerie fire*, *magic fang*, *obscuring mist*; 2nd—*barkskin*, *flame blade*, *summon swarm*.

➤ **Animal Companion—Screech the Eagle:** CR —; small animal; HD 3d8+3; 18 hp; Init +3; Spd 10 ft, fly 80 ft. (average); AC 16, touch 13, flat-footed 13; Base Atk +2; Grp -2; Atk +5 melee (1d4, talons); Full Attack +5 melee (1d4, 2 talons) and +0 melee (1d4, bite); SQ low-light vision, link, bonus tricks, share spells, evasion; SV Fort +3, Ref +5, Will +3; Str 11; Dex 15; Con 12, Int 2, Wis 14; Cha 6.

Skills and Feats: Listen +2, Spot +15; Weapon Finesse (talon).

Tricks Known: Attack (x2), Come, Defend, Down, Guard, Seek, Stay.

➤ **Letalia (EL 8 version):** female human Drd5; CR 5; Medium humanoid (elf); HD 5d8+10; hp 38; Init +0; Spd 20 ft.; AC 19, touch 12, flatfooted 17; Base Atk +3; Grp +4; Atk +5 melee (1d6+1, masterwork scimitar) or +3 ranged (1d4+1, sling); SA: druid spells, spontaneously cast *summon nature ally* spells, wildshape 1/day; SQ animal companion, nature sense, resist nature's lure, trackless step, wild empathy, woodland stride; SV Fort +6, Ref +1, Will +7; AL CN; Str 12, Dex 11, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +10, Handle Animal +6, Heal +7, Knowledge (nature) +8, Listen +7, Speak Language +2, Spellcraft +8; Augment Summoning, Extend Spell, Spell Focus (conjunction).

Languages: Common, Elven, Sylvan.

Possessions: +1 *hide armor*, +1 *heavy wooden shield*, masterwork scimitar, sling, 8 *goodberries*, divine scroll of *entangle*, divine scroll of *heat metal*, divine scroll of *obscuring mist*, *wand of cure light wounds* (10 charges), 100 gp.

Spells prepared (5/4/3/2; DC = 13 + spell level; 14 + spell level for conjunction spells): 0—*create water*, *cure minor wounds*, *know direction*, *light*, *purify food and drink*; 1st—*cure light wounds*, *faerie fire*, *magic fang*, *obscuring mist*; 2nd—*barkskin*, *flame blade*, *summon swarm*; 3rd—*call lightning*, *poison*.

➤ **Animal Companion—Screech the Eagle:** CR —; small animal; HD 3d8+3; 18 hp; Init +3; Spd 10 ft, fly 80 ft. (average); AC 16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 15; Base Atk +2; Grp -2; Atk +5 melee (1d4, talons); Full Attack +5 melee (1d4, 2 talons) and +0 melee (1d4, bite); SQ low-light vision, link, bonus tricks, share spells, evasion; SV Fort +3, Ref +5, Will +3; Str 11; Dex 15; Con 12, Int 2, Wis 14; Cha 6.

Skills and Feats: Listen +2, Spot +15; Weapon Finesse (talon).

Tricks Known: Attack (x2), Come, Defend, Down, Guard, Seek, Stay.

Letalia (EL 9 version): female human Drd6; CR 6; Medium

humanoid (elf); HD 6d8+12; hp 45; Init +0; Spd 20 ft.; AC 19, touch 12, flatfooted 17; Base Atk +4; Grp +5; Atk +6 melee (1d6+1, masterwork scimitar) or +4 ranged (1d4+1, sling); SA: druid spells, wildshape 2/day; SQ animal companion, nature sense, resist nature's lure, trackless step, wild empathy, woodland stride; SV Fort +8, Ref +3, Will +9; AL CN; Str 12, Dex 11, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +11, Handle Animal +7, Heal +7, Knowledge (nature) +10, Listen +7, Speak Language +2, Spellcraft +9; Augment Summoning, Extend Spell, Natural Spell, Spell Focus (conjunction).

Languages: Common, Elven, Sylvan.

Possessions: *cloak of resistance* +1, +1 *hide armor*, +1 *heavy wooden shield*, masterwork scimitar, *Quall's feather token* (tree), sling, 8 *goodberries*, divine scroll of *entangle*, divine scroll of *heat metal*, divine scroll of *obscuring mist*, *wand of cure light wounds* (10 charges), 250 gp.

Spells prepared (5/4/4/3; DC = 13 + spell level; 14 + spell level for conjunction spells): 0—*create water*, *cure minor wounds*, *know direction*, *light*, *purify food and drink*; 1st—*cure light wounds*, *faerie fire*, *magic fang*, *obscuring mist*, *summon nature's ally* 1; 2nd—*barkskin*, *bull's strength*, *flame blade*, *summon swarm*; 3rd—*call lightning*, *poison*, *sleet storm*.

➤ **Animal Companion—Screech the Eagle:** CR —; small animal; HD 5d8+3; 26 hp; Init +3; Spd 10 ft, fly 80 ft. (average); AC 19 (+1 size, +3 Dex, +5 natural), touch 13, flat-footed 15; Base Atk +3; Grp +0; Atk +6 melee (1d4, talons); Full Attack +6 melee (1d4+1, 2 talons) and +1 melee (1d4+1, bite); SQ low-light vision, link, bonus tricks, share spells, devotion, evasion; SV Fort +3, Ref +5, Will +3; Str 12; Dex 16; Con 12, Int 2, Wis 14; Cha 6.

Skills and Feats: Listen +2, Spot +15; Weapon Finesse (talon).

Tricks Known: Attack (x2), Come, Defend, Down, Fetch, Guard, Seek, Stay.

➤ **Rudain:** male half-elf Rgr5; CR 5; Medium humanoid; HD 5d8+5; Init +2; Spd 30 ft.; AC 16, touch 12, flatfooted 14; Base Atk +5; Grp +7; Full Atk +7 melee (1d8+3/19-20, +1 *longsword*) and +6 melee (1d6+1/19-20, masterwork short sword) or +8 ranged (1d8/x3, masterwork composite longbow); Atk +9 melee (1d8+3/19-20, +1 *longsword*) or +8 ranged (1d8/x3, masterwork composite longbow); SA: favored enemy (orc +4, human +2), two-handed combat style, ranger spells; SQ immunity to *sleep* spells, +2 racial bonus against enchantment spells or effects, low-light vision, endurance, animal companion; SV Fort +5, Ref +6, Will +3; AL CE; Str 14, Dex 14, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Climb +4, Handle Animal +8, Hide +7, Knowledge (geography) +2, Knowledge (nature) +7, Listen +5, Move Silently +7, Ride +9, Spot +7, Survival +12, Swim +4; Endurance*, Quick Draw, Two-Weapon Fighting*, Weapon Focus (longsword).

Languages: Common and Elven.

Possessions: +1 *studded leather*, +1 *longsword*, masterwork short sword, masterwork composite longbow.

Spells prepared (1; DC = 12 + spell level): 1st—*longstrider*.

➤ **Animal Companion—Borin the Badger:** CR —; small animal; HD 1d8+2; 6 hp; Init +3; Spd 30 ft., burrow 10 ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp -5; Atk +4 melee (1d2-1, claw);

Full Attack +4 melee (1d2-1, 2 claws) and -1 melee (1d3-1, bite); SA rage; SQ low-light vision, scent link, bonus tricks, share spells; SV Fort +4, Ref +5, Will +1; Str 8; Dex 17; Con 15, Int 2, Wis 12; Cha 6.

Skills and Feats: Escape Artist +7, Listen +3, Spot +3; Track, Weapon Finesse (claw).

Tricks Known: Attack, Come, Defend, Down, Guard, Stay, Track.

Rage (Ex): A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntarily.

➤ **Rudain (EL 7 version):** male half-elf Rgr6; CR 6; Medium humanoid (elf); HD 6d8+6; Init +2; Spd 30 ft; AC 16, touch 12, flatfooted 14; Base Atk +6; Grp +8; Full Atk +8/+3 melee (1d8+3/19-20, +1 longsword) and +7/+2 melee (1d6+2/19-20, +1 shortsword) or +9/+4 ranged (1d8/x3, masterwork composite longbow); Atk +10 melee (1d8+3/19-20, +1 longsword) or +9 ranged (1d8/19-20, masterwork composite longbow); SA: favored enemy (orc +4, human +2), two-handed combat style, ranger spells; SQ immunity to sleep spells, +2 racial bonus against enchantment spells or effects, low-light vision, endurance, animal companion; SV Fort +6, Ref +7, Will +6; AL CE; Str 14, Dex 14, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Climb +6, Handle Animal +9, Hide +7, Knowledge (geography) +2, Knowledge (nature) +7, Listen +6, Move Silently +7, Ride +9, Spot +7, Survival +13, Swim +5; Endurance*, Improved Two-Weapon Fighting*, Iron Will, Quick Draw, Two-Weapon Fighting*, Weapon Focus (Longsword).

Languages: Common and Elven.

Possessions: +1 studded leather, +1 longsword, +1 short sword, masterwork composite longbow, *potion of cure light wounds*, 150 gp.

Spells prepared (2; DC = 12 + spell level): 1st—*longstrider*, *resist energy*.

➤ **Animal Companion—Borin the Badger:** CR —; small animal; HD 3d8+6; 21 hp; Init +4; Spd 30 ft, burrow 10 ft; AC 18 (+1 size, +5 Dex, +3 natural), touch 14, flat-footed 12; Base Atk +2; Grp -3; Atk +6 melee (1d2-1, claw); Full Attack +6 melee (1d2-1, 2 claws) and +1 melee (1d3-1, bite); SA rage; SQ low-light vision, scent link, bonus tricks, evasion, share spells; SV Fort +4, Ref +5, Will +1; Str 9; Dex 18; Con 15, Int 2, Wis 12; Cha 6.

Skills and Feats: Escape Artist +7, Listen +3, Spot +3; Track, Weapon Finesse (claw).

Tricks Known: Attack (x2), Come, Defend, Down, Guard, Stay, Track.

Rage (Ex): A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntarily.

Rudain (EL 8 version): male half-elf Rgr7; CR 7; Medium humanoid (elf); HD 7d8+7; hp 45; Init +2; Spd 30 ft.; AC 17 (+2 Dex, +1 deflection, +4 studded leather), touch 13, flatfooted 15; Base Atk +7; Grp +9; Full Atk +9/+4 melee (1d8+3/19-20, +1

longsword) and +8/+3 melee (1d6+2/19-20, +1 shortsword) or +10/+5 ranged (1d8/x3, masterwork composite longbow); Atk +11 melee (1d8+3/19-20, +1 longsword) or +10 ranged (1d8/x3, masterwork composite longbow); SA: favored enemy (orc +4, human +2), two-handed combat style, ranger spells; SQ immunity to sleep spells, +2 racial bonus against enchantment spells or effects, low-light vision, animal companion, endurance, woodland stride; SV Fort +6, Ref +7, Will +6; AL CE; Str 14, Dex 14, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Climb +6, Handle Animal +10, Hide +8, Knowledge (geography) +2, Knowledge (nature) +7, Listen +7, Move Silently +8, Ride +9, Spot +8, Survival +14, Swim +5; Endurance*, Improved Two-Weapon Fighting*, Iron Will, Quick Draw, Two-Weapon Fighting*, Weapon Focus (longsword).

Languages: Common and Elven.

Possessions: +1 studded leather, +1 longsword, +1 short sword, masterwork composite longbow, *ring of protection* +1, *potion of cure moderate wounds*, 125 gp.

Spells prepared (2; DC = 12 + spell level): 1st—*longstrider*, *resist energy*.

➤ **Animal Companion—Borin the Badger:** CR —; small animal; HD 3d8+6; 21 hp; Init +4; Spd 30 ft, burrow 10 ft; AC 18 (+1 size, +5 Dex, +3 natural), touch 14, flat-footed 12; Base Atk +2; Grp -3; Atk +6 melee (1d2-1, claw); Full Attack +6 melee (1d2-1, 2 claws) and +1 melee (1d3-1, bite); SA rage; SQ low-light vision, scent link, bonus tricks, evasion, share spells; SV Fort +4, Ref +5, Will +1; Str 9; Dex 18; Con 15, Int 2, Wis 12; Cha 6.

Skills and Feats: Escape Artist +7, Listen +3, Spot +3; Track, Weapon Finesse (claw).

Tricks Known: Attack (x2), Come, Defend, Down, Guard, Stay, Track.

Rage (Ex): A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntarily.

➤ **Rudain (EL 9 version):** male half-elf Rgr8; CR 8; Medium humanoid (elf); HD 8d8+8; Init +2; Spd 30 ft.; AC 17, touch 12, flatfooted 14; Base Atk +8; Grp +10; Full Atk +10/+5 melee (1d8+3+1d6/19-20, +1 shock longsword) and +9/+4 melee (1d6+2/19-20, +1 shortsword) or +11/+6 ranged (1d8/x3, masterwork composite longbow); Atk +12 melee (1d8+3+1d6/19-20, +1 shock longsword) or +11 ranged (1d8/x3, masterwork composite longbow); SA: favored enemy (orc +4, human +2), two-handed combat style, ranger spells; SQ immunity to sleep spells, +2 racial bonus against enchantment spells or effects, low-light vision, animal companion, endurance, swift tracker, woodland stride; SV Fort +7, Ref +8, Will +6; AL CE; Str 14, Dex 14, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Climb +6, Handle Animal +11, Hide +9, Knowledge (geography) +2, Knowledge (nature) +7, Listen +8, Move Silently +9, Ride +9, Spot +9, Survival +15, Swim +5; Endurance*, Improved Two-Weapon Fighting*, Iron Will, Quick Draw, Two-Weapon Fighting*, Weapon Focus (Longsword).

Languages: Common and Elven.

Possessions: +1 studded leather, +1 shock longsword, +1 short sword, masterwork composite longbow, ring of protection +1, potion of cure moderate wounds, 125 gp.

Spells prepared (2/1; DC = 12 + spell level): 1st—longstrider, resist energy, 2nd—barkskin.

➤ **Animal Companion—Borin the Badger:** CR —; small animal; HD 3d8+6; 21 hp; Init +4; Spd 30 ft, burrow 10 ft; AC 18 (+1 size, +5 Dex, +3 natural), touch 14, flat-footed 12; Base Atk +2; Grp -3; Atk +6 melee (1d2-1, claw); Full Attack +6 melee (1d2-1, 2 claws) and +1 melee (1d3-1, bite); SA rage; SQ low-light vision, scent link, bonus tricks, evasion, share spells; SV Fort +4, Ref +5, Will +1; Str 9; Dex 18; Con 15, Int 2, Wis 12; Cha 6.

Skills and Feats: Escape Artist +7, Listen +3, Spot +3; Track, Weapon Finesse (claw).

Tricks Known: Attack (x2), Come, Defend, Down, Guard, Stay, Track.

Rage (Ex): A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntarily.

7. THE CHASM

➤ **Kialara Ealoeth:** female fey'ri Brd5; CR 6; Medium outsider; HD 5d6; hp 22; Init +2; Spd 30 ft, fly 40 ft. (poor); AC 18, touch 13, flatfooted 16; Base Atk +3; Grp +2; Atk +3 melee (1d8-1, masterwork longsword) or +6 ranged (1d6-1, masterwork shortbow); SA: bardic songs, bard spells; SQ immunity to sleep spells, +2 racial bonus against enchantment spells or effects, darkvision 60 ft., low-light vision, alter self, +2 racial bonus on Bluff, Hide, Listen, Search, and Spot checks, elven blood, demonic abilities; SV Fort +1, Ref +6, Will +4; AL CN; Str 8, Dex 14, Con 10, Int 16, Wis 11, Cha 16.

Skills and Feats: Bluff +12, Concentration +9, Diplomacy +11, Disguise +11, Hide +7, Knowledge (arcana) +11, Listen +4, Move Silently +5, Perform (wind Instruments) +16, Sense Motive +5, Speak Language +4, Spellcraft +7, Tumble +9; Improved Counterspell, Skill Focus (Perform [wind instruments]).

Bardic Songs: countersong, fascinate, inspire courage +1, inspire competence.

Languages: Common, Abyssal, Draconic, Elven, Giant, and Undercommon.

Possessions: +1 chain shirt, longsword, masterwork shortbow, ring of protection +1, masterwork flute, 150 gp.

Demonic Abilities: Kialara has the following specially abilities due to her demonic heritage: *clairaudience/clairvoyance* (Sp) 1/day, *detect thoughts* (Sp) 1/day, *dimension door* (Sp) (1/day), fire resistance 10.

Spells Known: (3/4/2; DC = 13 + spell level): 0—*detect magic*, *mage hand*, *message*, *prestidigitation*, *read magic*, *summon instrument*; 1st—*charm person*, *cure light wounds*, *grease*, *Tasha's hideous laughter*; 2nd—*glitterdust*, *heroism*, *mirror image*.

➤ **Kialara Ealoeth (EL 9 or 10 Version):** female fey'ri Brd7; CR 8; Medium outsider; HD 5d6; hp 30; Init +6; Spd 30 ft, fly 40 ft. (poor); AC 18, touch 13, flatfooted 16; Base Atk +4; Grp +3; Atk +4 melee (1d8-1, masterwork longsword) or +7 ranged (1d6-1, mas-

terwork shortbow); SA: bardic songs, bardic spells, spellsong; SQ immunity to sleep spells, +2 racial bonus against enchantment spells or effects, darkvision 60 ft., low-light vision, alter self, +2 racial bonus on Bluff, Hide, Listen, Search, and Spot checks, elven blood, demonic abilities; SV Fort +1, Ref +6, Will +4; AL CN; Str 8, Dex 14, Con 10, Int 16, Wis 11, Cha 16 (18 with cloak).

Skills and Feats: Bluff +13, Concentration +11, Diplomacy +14, Disguise +12, Hide +7, Knowledge (arcana) +11, Listen +4, Move Silently +5, Perform (wind instruments) +18, Sense Motive +5, Speak Language +4, Spellcraft +12, Tumble +12; Improved Counterspell, Improved Initiative, Skill Focus (Perform [wind instruments]).

Bardic Songs: countersong, fascinate, inspire courage +1, inspire competence, suggestion.

Languages: Common, Abyssal, Draconic, Elven, Giant, and Undercommon.

Possessions: broach of shielding, +1 chain shirt, cloak of charisma +2, longsword, masterwork shortbow, potion of barkskin, ring of protection +1, masterwork flute, 100 gp.

Demonic Abilities: Kialara has the following specially abilities due to her demonic heritage: *clairaudience/clairvoyance* (Sp) 1/day, *detect thoughts* (Sp) 1/day, *dimension door* (Sp) 1/day, fire resistance 10.

Spells Known: (3/4/3/1; DC = 14 + spell level): 0—*detect magic*, *mage hand*, *message*, *prestidigitation*, *read magic*, *summon instrument*; 1st—*charm person*, *cure light wounds*, *grease*, *Tasha's hideous laughter*; 2nd—*glitterdust*, *mirror image*, *suggestion*, *tongues*; 3rd—*good hope*, *slow*.

➤ **Troll Jailor (EL 9 or 10 Version):** male troll Bbn2; CR 7; Large Giant; HD 6d8+2d12+48; Init +2; Spd 30 ft; AC 20, touch 11, flat-footed 19; Base Atk +6; Grp +16; Full Atk +11 melee (1d6+6, 2 claws) and +4 melee (1d6+4, bite); Atk +11 melee (1d6+6, claw); SA rend 2d6+9, rage 1/day; SQ darkvision 90 ft., low-light vision, regeneration 5, scent, fast movement, illiteracy, uncanny dodge; SV Fort +15, Ref +5, Will +4; AL CE; Str 22, Dex 14, Con 22, Int 6, Wis 8, Cha 6.

Skills and Feats: Climb +7, Jump +11, Listen +3, Spot +4 Survival +0, Swim +7; Cleave, Iron Will, Power Attack.

Rage (Ex): 1/day—hp +16; AC 18, touch 9, flat-footed 17; Grp +18; Full Atk +13 melee (1d6+8, 2 claws) and +6 melee (1d6+5, bite); Atk +13 melee (1d6+8, claw); SA rend 2d6+11; Fort +17, Will +6; Str 24, Con 24; Climb +9, Jump +13, Swim +9.

Languages: Giant

Possessions: masterwork breastplate, cloak of resistance +1, potion of cure moderate, 200 gp.

Power-up Suite (after heroism and inspire courage): Full Atk +14 melee (1d6+7, 2 claws) and +7 melee (1d4+5, bite); Atk +14 melee (1d6+7, claw); rend 2d6+10; Fort +17, Ref +7, Will +6; Climb 9, Jump +13, Listen +5, Spot +6, Survival +2, Swim +9.

Rage (Ex): hp +16; AC 18, touch 9, flat-footed 17; Grp +18; Full Atk +16 melee (1d6+9, 2 claws) and +9 melee (1d6+6, bite); Atk +16 melee (1d6+9, claw); SA rend 2d6+12; Fort +19, Will +8; Str 24, Con 24; Climb +11, Jump +15, Swim +10.