



# Wind's Inheritance

**By Jay Fisher**

A One-Round Adventure for the *Legends of the Shining Jewel* Campaign

You have been singled out for a mission of great importance. The leader of Amthydor's famed Eagle Riders, General Llandra Skyrider, has selected you for a mission based upon your growing reputation of discretion and successfulness. But even still, you cannot help but feel that a lot more is riding on the success of this mission than a simple lost inheritance. For heroes of levels 5-13.

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## Welcome to LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot.

It is a good idea to have the players and judge place some sort of name tag in front of them, so everyone can easily identify each other and the names of the characters they are playing.

Some of the text in this adventure is in *bold italics*. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

## LSJ GM Empowerment Clause

The coordinators of the campaign empower GMs to make changes to the module as necessary to accommodate any unforeseen actions taken by the PCs. If the players find another way to deal with the module, they should be successful and appropriately rewarded. The GM may also invent new NPCs as needed to populate the city of Amthydor, which is not completely detailed due to practical limitations.

If the party is having trouble dealing with say, undead encounters, the GM can always have a patrol of priests or the like come along to finish the combat and save the PCs. Full XP awards should not be given for the encounter if this is necessary.

Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

## Calculating ATL (Average Table Level)

Add up the levels of all characters at the table (plus ECL adjustments) and any animals that will take part in combat that are not granted by class features (such as familiars, animal companions, or bonded mounts). Divide this total by 6, regardless of how many player characters are at the table. This gives you the Average Table Level (ATL) for running combats.

## A Note About ATLs and the Power of PCs

Not all parties are created equal. Some level 1 parties can handle anything the GM can throw at them, and some level 3 parties are relatively weak for their levels. If the GM finds that the party at the table is really not up to the challenge of the tier, he should adjust the encounters DOWN for that party. This is particularly important if the party has a broad mix of experience levels, is lacking clerics and paladins who can heal, or is a “role-playing” rather than “battle-ready” party. The encounters should be a worthy challenge, not an impossible task or a slaughter fest. Regardless of what the instructions say, the GM should let common sense rule the day (and the module).

## Adventure Background

Over two years ago, the League of Thaumaturgical Studies made its first foray into the redevelopment of portal magic (LSJ20 “*On a Wing and a Prayer*”). In its first experiment, a linkage to another location was made, but not to Jadenspur as expected. The portal opened up to a lush, forest landscape. But before the portal could be shut down, an eagle unlike any other pierced through the portal’s window into the League’s main spellcasting chamber. Confused and disoriented, the golden eagle made its escape through the overhead skylight... critically injuring itself.

Many high-level personalities – nobles, high priests, and military leaders – had desired to recover the eagle for their own personal agenda. It was a group of adventurers that had found the eagle and helped return it home through the portal.

During the course of the mission, clergy of the shrine of Dymora had approached the adventurers to deliver a message to General Llandra Skyrider, the commander of the Diamond Legion's Eagle Riders. Upon delivery of the message, it was learned that General Skyrider was no ordinary elf – she was a sky elf. A small percentage of sky elves are born without wings. The message also offered to have General Skyrider's wings restored, but at the cost of the eagle being turned over to the Dymorans. Taking counsel from the adventurers, General Skyrider had declined the Dymoran's offer and was instrumental in helping get the eagle home.

Introduction – The PCs are caught up in the middle of a bar brawl. The Diamond Legion is close at hand to help break up the brawl and recruit the PCs for General Skyrider's mission.

Encounter 1: The PCs meet with General Skyrider. The PCs also meet with the Elven Ambassador with information to get them started.

Encounter 2 (Optional): PCs go to the Shrine of Dymora for more information upon the whereabouts of the General's inheritance. The PCs also learn that the General's wings weren't the only ones stolen.

Encounter 3: PCs reach Llynvale, a natural stopping point before entering the Darkwood Forest. They learn of other creatures that have had their wings forcibly taken from them.

Encounter 4: The PCs enter the Darkwood Forest. They are quickly beset by strange wolves that attack.

Encounter 5: The PCs meet with the local Dryad for directions to the thief's lair.

Encounter 6: The PCs find the thief's hideout/abode. They will have to search the rooms to find what they seek. But even when found, they will be unable to accurately identify the correct set of wings without help. So a side mission is in order.

Encounter 7: The PCs are sent to recover the wings of a "fallen" astral deva. It isn't fallen in the sense of disgraced but very wounded from a recent combat. The PCs will have to decide whether or not to commit an evil act and attack a wounded angel.

Encounter 8: The PCs will either return with the angel wings or not. If they do, the PCs will be informed which set of wings is the correct ones for Llandra Skyrider. If not, in order to remove the wings from the forest the PCs will need to combat the statues of the creatures that the wings were stolen from.

Conclusion: The PCs present a set of wings to General Skyrider. This may or may not be the right set of wings depending on what the PCs do.

Epilogues – Depending on the actions of the PCs, certain epilogues may or may not be used.

## Introduction

*‘A place for everything and everything in its place.’ That is the mantra that us used from citizen to citizen throughout the city of Amthydor. So why is it that on this fine spring morning something feels out of place? A lot of excitement was generated almost three months ago. The League of Thaumaturgical Studies was a bustle with activity. Rumor has it that the League is on the verge of great breakthrough. That, and the apparent resurrection of a high-placed noble and the return of a famous sage.*

*But while the initial excitement has abated, an underlying sense of unrest can now be felt throughout the city. Even now as you sip your beverage of choice in the Dauntless Dolphin, that sense of unrest is more pronounced. Looking around the room you see many patrons to this well-known establishment... some of them have set themselves apart from the others.*

A group of elves are in the far corner of the tavern. They seem to be speaking to each other in their own language as if their intent to keep their conversation private. Sitting that the table are two high elves, a forest elf, and a half-elf. Anyone that can understand *elven* may try to attempt to listen in on their conversation.

<i>Listen</i> Check DC	<i>Results</i>
10	<u>High Elf Male</u> : “We’re not going to put up with this much longer.”
15	<u>High Elf Female</u> : “They just take and take and don’t give anything back.” <u>High Elf Male</u> : “We’re not going to put up with this much longer.”
20	<u>Half-Elf</u> : “But what of all the good they have done?” <u>High Elf Female</u> : “They just take and take and don’t give anything back.” <u>High Elf Male</u> : “We’re not going to put up with this much longer.”
25	<u>High Elf Female</u> : “They despoil the land, magic, and our people ...” <u>Half-Elf</u> : “But what of all the good

	they have done?” <u>High Elf Male</u> : “Of course, you <i>would</i> side with them ...” <u>High Elf Female</u> : “They just take and take and don’t give anything back.” <u>Forest Elf</u> : “They are working to bring back portal magic.” <u>High Elf</u> : “But to what end? What is their agenda?” <u>High Elf Male</u> : “We’re not going to put up with this much longer.”
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The PCs may or may not react to the elven conversation. Unfortunately, the dwarven contingent sitting between the elves and the PCs heard the conversation as well ... and understood every word. Before the PCs can react, the dwarves will take their own initiative:

*As you discuss the conversation from the elven table, a group of dwarves noisily get up from their own table and approach the elves. The elves pay them no mind until the dwarves are obvious in invading their privacy. One of the high elves arches his eyebrow and looks at the dwarf with contempt in his eyes.*

**High Elf**: *“This is a private conversation, dwarf. Your presence is not required.”*

**Dwarf**: *“Oy! If this conversation was truly private, you would not be having it in a crowded room for all to hear.”*

**High Elf**: *“If I wanted our conversation publicized, then we would have spoken it in their language.”*

**Dwarf**: *“If you don’t like the way things are, you can just leave.”*

**High Elf**: *“We will go where we wish. Elves have been on Raia long before them... and even before your kind.”*

**Dwarf**: *“Spare me the ‘I was here first’ mumbo jumbo. You know the real reason why the gods didn’t stop with the creation of the elves? ‘If at first you don’t succeed, try try again.’ I find it interesting that humans were the final humanoid race that was created by the gods.”*

**High Elf**: *“You dare...?!”*

**Dwarf**: *“Of course I dare!”*

At this point, a fight will ensue. No one will be certain who threw the first punch, but a fight will begin nonetheless. The PCs don't have to get involved. If the PCs decide to enter combat, then that is their choice. Run combat accordingly. If the PCs don't enter combat, this scene ends quickly with the Diamond Legion arriving on site within minutes.

Combat: The dwarves will only attack the elves unless attacked upon by others. If there are any elves (or half-elves) in the PC's group, they are fair game for dwarven targeting if the PCs enter the fray. The high elves, on the other hand, will not only attack the elves, but any human as well.

**NOTE: This combat is not supposed to take long nor it is supposed to be a challenge. Combat will end quickly one way or another. So if the PCs wipe the floor with everyone, let them. They will indeed have harder challenges later on.**

**IF THE PCS DON'T JOIN THE COMBAT** or if the PCs manage to finish the fight before the Diamond Legion arrives, then the Diamond Legion will take those that are unconscious or hurt into custody and question those that remain. **GO TO INTRO PART A (page 6).**

**IF THE PCS JOIN THE COMBAT**, allow three rounds before the Diamond Legion shows up. If the battle isn't over yet, it most certainly is now. Everyone will be taken to the Diamond District for questioning. **GO TO INTRO PART B (page 7).**

**Combat stats follow on the next page if needed.**

## ALL ATLS

**⚔ Male and Female Human (6+4):** Ftr3: CR 3; Medium Humanoid; HD 3d10+12; hp 26; Init +5; Spd 20 ft.; AC 11 (+1 Dex), touch AC 11, flatfooted AC 10; BAB/Grap: +5/+5; Atk: Fists +5 melee (1d2+2); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +7, Ref +2, Will +2;

Str 15, Dex 13, Con 18, Int 10, Wis 12, Cha 6.

*Skills and Feats:* Climb +5, Handle Animal +1, Intimidate +1, Jump -1, Ride +4, Swim +5; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Cleave, Dodge, Improved Initiative, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Sword, bastard.

**⚔ Male Dwarf (6):** Ftr3: CR 3; Medium Humanoid; HD 3d10+12; hp 26; Init +5; Spd 20 ft.; AC 11 (+1 Dex), touch AC 11, flatfooted AC 10; BAB/Grap: +5/+5; Atk: Fists +5 melee (1d2+2); Space/Reach: 5 ft./5 ft.; SQ: Light Sensitivity, +1 Attack vs. Orcs and Goblinoids, +3 Saves vs. Poison, Darkvision: 90 ft., Stability, Weapon Familiarity, +2 Craft (Stone and Metal Items), +3 Saves vs. Spells and Spell-like Effects, +4 Dodge Bonus to AC vs. Giants, +2 Appraise (Stone and Metal Items), Stonecunning; RF: +3 Fort save against poison, +3 Will save against spells; AL LN; SV Fort +7, Ref +2, Will +2;

Str 15, Dex 13, Con 18, Int 10, Wis 12, Cha 6.

*Skills and Feats:* Climb +5, Handle Animal +1, Intimidate +1, Jump -1, Ride +4, Swim +5; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Cleave, Dodge, Improved Initiative, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Sword, bastard.

**⚔ Male and Female Forest Elves (2+2):** Ftr3: CR 3; Medium Humanoid; HD 3d10+12; hp 26; Init +5; Spd 20 ft.; AC 11 (+1 Dex), touch AC 11, flatfooted AC 10; BAB/Grap: +5/+5; Atk: Fists +5 melee (1d2+2); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +7, Ref +2, Will +2;

Str 15, Dex 13, Con 18, Int 10, Wis 12, Cha 6.

*Skills and Feats:* Climb +5, Handle Animal +1, Intimidate +1, Jump -1, Ride +4, Swim +5; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Cleave, Dodge, Improved Initiative, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Sword, bastard.

**⚔ Male and Female High Elves (2+2):** Ftr3: CR 3; Medium Humanoid; HD 3d10+12; hp 26; Init +5; Spd 20 ft.; AC 11 (+1 Dex), touch AC 11, flatfooted AC 10; BAB/Grap: +5/+5; Atk: Fists +5 melee (1d2+2); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +7, Ref +2, Will +2;

Str 15, Dex 13, Con 18, Int 10, Wis 12, Cha 6.

*Skills and Feats:* Climb +5, Handle Animal +1, Intimidate +1, Jump -1, Ride +4, Swim +5; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Cleave, Dodge, Improved Initiative, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Sword, bastard.

**⚔ Male Half-Elves (2):** Ftr3: CR 3; Medium Humanoid; HD 3d10+12; hp 26; Init +5; Spd 20 ft.; AC 11 (+1 Dex), touch AC 11, flatfooted AC 10; BAB/Grap: +5/+5; Atk: Fists +5 melee (1d2+2); Space/Reach: 5 ft./5 ft.; AL LN; SV Fort +7, Ref +2, Will +2;

Str 15, Dex 13, Con 18, Int 10, Wis 12, Cha 6.

*Skills and Feats:* Climb +5, Handle Animal +1, Intimidate +1, Jump -1, Ride +4, Swim +5; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Cleave, Dodge, Improved Initiative, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Sword, bastard.

## INTRO PART A:

*Blows are traded between elf, dwarf, and human alike. Chairs are smashed and tables are overturned. The elves give as good as they get, but it is quite obvious that they are outnumbered. You stand near the wall occasionally dodging an incoming object as the carnage ensues. Fortunately, it doesn't take long for a Diamond Legion patrol to show up. A troop of Legionnaires quickly file into the room to subdue the remaining combatants. Within moments, the fight is over. Half of the room's patrons are lying on the floor unconscious. The other half is being shackled and forced out of the door in Legion custody.*

*The captain of the squad looks over the room and shakes his head. Beyond your group, there were a few others that were smart enough to stay out of the fight. Once he has finished questioning them, he approaches your group with a tired smile.*

*"Captain Alistair Webster at your service. First of all, I would like to express my gratitude for not joining in on the fight. Such actions would only escalate and already volatile situation. Now, what can you tell me of the fight? How did it start?"*

Captain Alistair Webster is a professional and a thorough soldier. He is polite and sympathetic, but also has a non-nonsense air about him. PCs may recognize him (from LSJ53 "Double Jeopardy"), but this will be the first time they have actually met. Captain Webster will listen to the PCs' statements and make notes of everything that had happened. He will also take each of the PC's names for reference.

The PCs may have a few questions for the good Legion Captain:

### ➤ **Do you know what had caused the fight?**

*"Not entirely. There seems to be a lot of unrest going on... been a lot of hot tempers around lately, but nothing overt, or magical, seems to be causing it."*

### ➤ **How did you get here so quick?**

*"We were on our way to deliver a summons... wait a moment... Did you say your names were \_\_\_\_\_ (repeat the PCs' names back to them and wait for confirmation). Well no, that is excellent! I have been directed to deliver a summons to you for a very important mission."*

### ➤ **Summons? Us?**

*"Yes. You are to report to General Llandra Skyrider in the Diamond District today at tenbells."*

Which is about an hour from now, and it will take the PCs about 30 minutes to get there from the Dauntless Dolphin (in the Port District).

### ➤ **What kind of mission?**

*"I am not privy to the details. I was instructed to find you and deliver the message. It was a fortunate happenstance that the fight brought me to you here. It could have taken much longer for me to find you."*

### ➤ **I suppose you could say it was fate or that you were destined to find us when you did.**

*"Um, yes of course. You never know when you might feel the hands of one of the gods guide you. Or it could be one big fat coincidence."*

- If the PCs wish to go to the Meeting with General Skyrider, **GO TO Encounter 1 (page 8)**.

## INTRO PART B:

*Blows are traded between elf, dwarf, and human alike. Chairs are smashed and tables are overturned. The elves give as good as they get, but it is quite obvious that they are outnumbered. You manage to do better than most of the combatants as half of those that were in melee are lying on the floor unconscious. But then the tavern's door suddenly swings open as a contingent of Legionnaire troops quickly file into the room. Their footings are precise as they avoid both debris and bodies as they fan out to subdue the remaining combatants.*

*“Cease fighting immediately or you will be charged with aggravated assault along with disorderly conduct, brawling, and willful destruction of property. This is your only warning.”*

Everyone will stop fighting. If the PCs wish to continue the fight, then they will easily be outnumbered 3 to 1.

*With the fighting finished, the Legionnaire Captain speaks to everyone that is still standing.*

*“Thank you for your cooperation. This may help you should formal charges be levied. All of you will be taken to the Diamond District for further questioning.”*

This was not a request, but an order. If the PCs resist, they will be subdued and be further charged with resisting arrest. If the PCs cooperate, they will be escorted to the Diamond District with dignity (no shackles). If they resist, they will be shackled like the rest of the combatants and be paraded through the city's streets like a common criminal.

There **will** be enough troops to subdue the PCs should they cause problems. Bump up the number of troops as necessary.

It will take about thirty minutes to get from the Dauntless Dolphin in the Port District to get to the

Diamond Legion HQ in the Diamond District. The PCs are escorted past the arena, the practice field, and the main office buildings. Their destination is a large building with bars on its windows. The PCs will be brought into an interrogation room. There is a large rectangular table with seven chairs around it.

*You are brought into a small room with a single large rectangular table. There are six chairs on one side of the table and a single chair on the table's opposite side. The Legion Captain sits in the single chair and motions toward the other seats. He wordlessly waits for you to comply. A dozen Legionnaire troops line the walls ready for trouble.*

Captain Alistair Webster is a professional and a thorough soldier. He is polite and sympathetic, but also has a no-nonsense air about him. PCs may recognize him (from LSJ53 “*Double Jeopardy*”), but this will be the first time they have actually met. Captain Webster will ask the PCs their names, place of residence, and how they came to be in the Dauntless Dolphin. He will also ask if they know how the fight started and the reasons for their own participation. Throughout the interrogation, Captain Webster will seem distracted as if something was nagging at him.

When the questioning is complete, Captain Webster will realize what was nagging at him.

*“Wait a minute. You mean to tell me you are \_\_\_\_\_ (repeat the PCs' names back to them and wait for confirmation). Well now. This makes for an interesting situation. I was sent here to find you on General Llandra Skyrider's behalf for an important mission. But you can't go on said mission if you are locked up. What to do... what to do...”* (He pauses for dramatic effect.)

*“Well, I suppose that there won't be any charges pressed... this time. After all, the General needs you and you wouldn't be of any use to her while behind bars. But remember this: you are known to the Legion now. I would suggest you cooperate fully at any and all times you have future*



*relations with the Legion or you may find the entire book being thrown at you. Do I make myself clear?”*

- If the PCs wish to go to the Meeting with General Skyrider, **GO TO Encounter 1 (page 8)**.

## **Encounter 1 – A General Meeting**

The PCs have one of two ways to get to this point. Either way, they will arrive at the appointed time.

*Within the Diamond District, you head towards the main Diamond Legion headquarters building. As you enter the lobby, you gain the attention of a young Legion lieutenant sitting behind a desk. He puts down his quill that he was using a moment ago and gives your group his undivided attention.*

*“Good morning. Is there something I can help you with?”*

The lieutenant is expecting a group of adventurers to see General Skyrider. When the PCs confirm their identities, the lieutenant will nod and continue on.

*“Ah yes, you are expected. And on time as well. That is always a good sign. If you will follow Corporal Clarkson, he will lead you to the General’s office.”*

The corporal will stand to attention and salute the lieutenant in acknowledgement of the order. The corporal will then lead the PCs up three flights of stairs to the top floor.

*Opening the door at the top of the stairs, the Corporal steps aside and allows you to enter. Stepping through, the General’s office is (probably) unlike anything you might have expected. The room is huge, perhaps about 60 feet long and 40 feet wide. On one side of the room you see an ornate desk and a few chairs.*

*On the other side of the room appears to be similar to a living room. There are several lounge chairs, a plush sofa, and a fireplace (which is currently dark). Except for the main wall where the office door is attached, the remaining walls (and ceiling) are made of glass.*

*Behind the desk is an elven woman. Her uniform is adorned with many medals, including the insignia for the Eagle Riders, as well as the rank pin of a General. The woman appears to be speaking to a well-dressed high elven male. They both quiet as you enter, the woman rising from her seat to come around the desk to greet you.*

*“Good morning and thank you for coming. It has come to my attention that you are exceptionally fine individuals and have in the past exhibited a certain amount of discretion when necessary. Well, I have a mission that requires both your professionalism and your expertise.” She directs you over to the comfortable chairs and sofa. The male elf follows quietly, seeming to take a measure of you. “This is Elandiren, my friend and ambassador to the elven nation.” The elven ambassador nods his head at the introduction, but remains standing even after everyone is seated.*

- **Does the fate of Amthydor hang in the balance?**

General Skyrider smiles. “Of course not. This time, the mission is more of a personal nature.”

- **What is the mission?**

*“About two years ago I learned something about myself that I never knew... I am a sky elf. Of course at first glance, you would never have suspected the possibility. Both humans and elves raised me, neither knowing my true heritage. It wasn’t until the events that brought the golden eagle to Amthydor that I learned that I was a sky elf... from the Dymorans of all people.*

*“Since then, I have been doing my own research and investigations. Normally I don’t take stock in Destine and any notion of destiny. But when*

I visited the shrine, I was presented with a letter from my great-great-great-great-grandmother.”

She gives you (the nearest PC) an unsealed envelope. (Player’s Handout #1)

*another meeting to attend to. But Ambassador Elandiren has a few words he would like to address with you before you depart.*

*“I bid you a safe journey and good hunting.”*

- **You were supposed to get this inheritance when you came of age?**

“Yes. That should have been forty years ago. But apparently this letter and my inheritance got lost over time. It wasn’t until recently that the letter resurfaced. Because I was fostered, no one knew of my real parentage nor that anything was due to me. But no, I can think of nothing else.”

Allow a moment for General Skyrider to leave the room. At this point, the elven ambassador’s neutral expression becomes one of contempt.

*“Let us be perfectly clear...” he says in both a quiet, but haughty voice. “You were not my first choice for this mission. You were not even my TENTH choice for this mission. But apparently some (or all) of you have impressed the General and you are here at her request. Not only is she a prominent leader amongst your people, but also she is a member of a very important and reclusive elven race. **DO NOT MAKE ANY MISTAKES ABOUT THIS...** if anything wrong happens or if you fail in your mission, there will be serious repercussions against you and your r... city. Do we understand each other?”*

- **Why don’t you go find your wings on your own?**

“My duties won’t allow me to do so. Which is why I seek your help.”

The ambassador will ignore any answer that is not “Yes.”

- **Where do you think we should start looking?**

“I am not sure. Although maybe you might get more from the Shrine of Destine than I did. I simply don’t have the patience for them.”

*“Good. With that said, and to expedite your departure, I have already taken the liberty in going to the shrine of Destine to see if they had any hints for you to speed you on your way. They gave me this” he says that he passes you (an elf, half-elf, demi-human... in that order) a rolled piece of parchment.*

- **You mentioned the Dymorans. You think they might know something?**

“They might. I wouldn’t be surprised if they do. But I have learned that dealing with the Dymorans may exact of price... and some prices are simply too high to pay.”

Give the PCs *Player’s Handout #2*. When everyone has read the parchment, the ambassador will continue.

- **How much will we be compensated for our efforts?**

“You will be awarded (50 x ATL) gold each.”

(PCs could haggle up to 75 x ATL gold upon a successful **Diplomacy DC 25** check.) Either way, the elven ambassador will not hide his displeasure at the PC(s) greed.

*“I do not understand it myself. Most likely because it was meant for you. Now, you should be on your way.”*

When the questions are completed, General Skyrider will continue on.

If there are any elves in the group:

*General Skyrider stands and smiles. “I do appreciate you taking this mission. I, for one, am looking forward to being able to fly on my own accord. Now if you will excuse me, I have*

*“Before you go, I will have a private word with (name all the elves in the group).”*

The ambassador will not take no for an answer. If necessary, he will have the other PCs escorted out of General Skyrider's so that he may have his private conversation. Either take the elven players aside or have the non-elven players leave the table. Give/read aloud *Player's Handout #3*. When the ambassador has an answer from each of the elves, he will allow them to rejoin the others to continue their mission.

At this point, PCs may wish to get any equipment they might need or go on a Shopping Spree. This is the time to do so before they get under way.

- If the PCs wish to go to the Shrine of Dymora, **GO TO Encounter 2 (page 10).**
- If the PCs wish to go to the Darkwood Forest, **GO TO Encounter 4 (page 13).**

## **Encounter 2 (Optional) – Shrine of Dymora**

This is an optional encounter if the PCs wish to go here for further information. The shrine of Dymora was instrumental in allowing General Skyrider learn her true heritage. The Dymorans may have picked up more information in two year's time.

**Please Note:** GMs and players can get a little “overboard” when describing and/or acting out the activity that goes on in this type of setting. If there are children present, please take them into consideration and tone down the encounter to a PG or PG-13. Of course on the flip side, if everyone is “game”, then the sky's the limit. ☺

*Like most temples in Amthydor, Dymora's is a sight to behold! The type of luxuries that await inside can only be hinted by the extravagant construction and detail of this multi-storied temple. The main antechamber looks similar to a common tavern, though done up with red hues. A large, circular bar dominates the center of the room, which is surrounded by many small tables and chairs. Near each wall there are a number of booths. Red curtains can be drawn while sitting*

*in these booths to invoke privacy if desired. The only thing that would suggest that this is a religious structure is the altar to Dymora in the corner of the room adjacent to the main door.*

*You see members of the clergy catering to the many patrons in the room. Both males and females alike are scantily clad in tight fitting apparel. The scene strongly resembles the main parlor of the Gilded Cage – though without the class!*

*As you take in the décor, a young woman dressed in tight black leathers approaches you. Her long blonde hair cascades down past her shoulders. Her attire, what little there is of it, consists of leather straps and chain links. She smiles and gazes at you with her deep brown eyes.*

*“Good day and welcome to the Temple of Dymora. My name is Kat. How may I tempt you today?”*

Kat's full name is Katerina Georgiana DeVargio. She is a big believer in the “no pain, no gain” method of achievement. If asked any questions she can answer, she will be both coy and playful as she tempts (or is tempted) to reveal her information. While normally nothing is without cost, she will answer any and all questions concerning General Skyrider. Even still, Kat thrives on imagination and wit of those around her. Like any feline, she likes to play. Pompousness and self-importance has no effect on her. In fact it tends to turn her off and annoys the heck out of her.

### ➤ **What can you tell us of General Skyrider?**

*“Oh, such a sad story. Since you are obviously here on her behalf, you know that she is a sky elf with the unfortunate happenstance to be born without wings. Such a situation makes the child a pariah amongst her own kind, so the infant is usually raised by one of the other elven races... usually a forest or high elf. We learned of her situation almost two years ago and my Mistress had offered a possible solution to her plight. General Skyrider declined. While we were disappointed, it came as no surprise.”*

➤ **How did you learn of her situation?**

*“It is hard to recall the exact circumstances as a) I was not involved, and b) it happened long ago. Dymorans tend to be great listeners. We aren’t simply just another pretty face,” she says as she smiles sweetly to you.*

➤ **Have you heard of General Skyrider’s missing wings?**

*“Wings did you say? You know, I have heard something mentioned that someone was collecting sets of wings. Something about looking for the ultimate pair of wings. Perhaps Llandra’s wings aren’t lost as originally thought, but stolen for someone else’s personal gain.”*

➤ **Do you know where this person might reside?**

*“As you know, such actions would indeed be frowned on if done within the city gates. Wouldn’t you think? I don’t know exactly where, but I have heard one or two whispers concerning the Darkwood Forest.”*

➤ **Is there anyone in the Darkwood Forest that could direct us to where we must go?**

*“Hmm... well, I know that a ranger usually frequents that area... usually getting unsuspecting travelers and adventurers out of trouble. But where she may be at a specific time of day is difficult to predict. Otherwise, you might try getting information from the local dryad.”*

➤ **A dryad in the Darkwood?**

*“Yes. The Darkwood wasn’t always as large as it is now. Being tied to its tree, the dryad couldn’t escape the effects of the Wood as the darkness enclosed around her.”*

➤ **Wait, is this the dryad that’s crazy? (From LSJ01 “Merchants”)**

*Kat shrugs. “It could be. Stranger things have happened.”*

➤ **You’re mighty chatty, and you haven’t even asked us how much this would cost us.**

*Kat nods. “So you have been paying attention. Yes, normally such information would elicit a fee of monetary value or service to the Mistress. But Llandra Skyrider is a well known figure in this city and we only want to see the best things come to her. So her interests are our interests.”*

➤ **Why?**

*“I could ask you the same question.” She says demurely.*

And that is all the PCs will get out of her on the subject as well.

➤ **You mentioned that this person was collecting sets of wings. Do you know what kind have already been taken?**

*Kat shakes her head. “That, unfortunately, is unknown to me. You might want to check with someone at the shrine of Brianna in Llynvale outside the city. It would be on your way to the Darkwood Forest, so you wouldn’t lose any time.*

➤ **Do you know who this collector might be?**

*“Just vague ideas and rumors. This collector is a woman from what I have heard, and obviously cunning as her countenance is shrouded and her identity is still unknown.”*

➤ **Is there anything else that you think we should know about?**

*Kat smiles as she thinks a moment. “No, nothing else comes to mind.”*

Kat is avoiding the obvious answer of, “You mean, give you any more answers for questions you can’t think of?” PCs who make a **Sense Motive DC 10** check will realize that Kat is being “diplomatic” and not saying the first thing that comes to her mind. Of course if the PCs persist, she may say it anyway.

*“Now will there be anything else, or could I tempt you into staying for a bit longer for... pleasurable reasons?” Kat asked suggestively. “Or maybe another time when you aren’t so busy?”*

The interview is over. Kat is now tempting the PCs in “other” activities. As this would be

considered a tangent to the true direction of the module, it should be discourage “until next time.”

- If the PCs wish to go to the Shrine of Brianna in Llynvale, **GO TO Encounter 3 (page 12).**
- If the PCs wish to go to the Darkwood Forest, **GO TO Encounter 4 (page 13).**

### **Encounter 3 – Llynvale**

Llynvale is a farming community that provides foodstuff for Amthydor and the surrounding community. There is a small central village in which many of the people gather to meet.

*Spending most of the day traveling, you reach the farming village of Llynvale. Most of the farmers live on their own lands and come into the village to gather and meet with one another for entertainment and community activities. The village is small, perhaps supporting around 200 people. But you know that with small communities, such as this, their hearts are big. And no one is a stranger.*

There are a few people in the street walking from one location to another. The person that the PCs will meet is Garron Rydlin, a follower of Brianna. He helps keep the livestock healthy in this community.

*“Greetings and well met! I am Garron... Garron Rydlin of Brianna. How may I help you folks on this fine day?”*

- **We heard that someone was collecting sets of wings. Do you know anything about this?**

*Garron’s face becomes sad with a hint of anger. “I don’t know who is behind this, but it certainly must be stopped! Two weeks ago a giant eagle was found dead, its wings removed. Last week the same happened to a Pegasus. A Pegasus! How could someone do such a horrible thing to such a magnificent creature?!”*

- **Is that all?**

*“That is all I know of. If there are other creatures missing their wings, then we haven’t come across them yet.”*

- **Do you know anything about General Llandra Skyrider and her missing inheritance of Sky Elf wings?**

*“No, I don’t. But if they are missing, I wouldn’t be surprised one bit if the person that took the General’s wings is the same person that killed those wingless creatures.”*

- **We believe the culprit is in the Darkwood. Can you deny or confirm this suspicion?**

*“I can’t deny or confirm it. But it does make sense. After all, no one in their right mind would purposely venture into the Darkwood for no reason. It would make for a great hiding place.”*

- **Do you know anything about a Dryad in the Darkwood?**

*“A little. Be very careful of her. I’ve heard some real strange stories about her... atypical of normal dryad behavior. The evil influences of the Darkwood have definitely warped her personality and have made her very unpredictable. I would suggest that you humor whatever whim she has and cooperate to the fullest. Otherwise, who knows how she might react.”*

When the questioning is complete, Garron will continue:

*“If you like, you may spend the night here. It will be dark by the time you reach the Darkwood if you continue onward today. No one in their right mind goes into the Darkwood after dark. Well, no one in their right mind goes into the Darkwood, period. Just the same, you are welcome here if you desire rest.”*

- If the PCs wish to go to the Darkwood Forest, **GO TO Encounter 4 (page 13).**

## **Encounter 4 – Entering The Darkwood Forest**

The PCs can arrive here at two different times of the day. If they bypassed or didn't rest in Llynvale, then night has already fallen by the time they reach the edge of the Darkwood forest. If the PCs had spent the night in Llynvale, then it will be about two hours prior to midsun when they reach the edge of the forest.

*Traveling northwest along the road leaving Llynvale you see an ominous grouping of trees. The trees go as far west and north as far as the eye can see. While the density of the tree line is thicker the more westward you go, at the southeast point of the forest it seems to be thin enough so you can enter the Darkwood easily.*

There are no heavily traversed paths within the Darkwood. Many have entered, but those that have delved deep into its depths have never returned. (PCs have yet to penetrate the forest's core... something that will happen in a later module. ☺) PCs will notice that the tree canopy overhead is so thick that no light shines through. There is very little ground foliage or shrubbery because of this fact. PCs that make a **Knowledge (nature) DC 15** check will note the absence of animal and bird sounds... even the sound of insects will be absent.

PCs should then make a **Listen DC 20** check. Those that fail will be surprised when the wolves attack.

Should the PCs find themselves in need of help, the ranger, Blaze, will drop from a tree limb and fight on the PCs' side.

Blaze will know the directions to the Dryad's tree, but she will **NOT** take them there. She has been inside that tree once and doesn't want to repeat that experience. She will let the PCs know the dryad's name (Heloise) and warn them that she's very unstable for a fey.

➤ When the PCs are finished with combat, **GO TO Encounter 5 (page 22).**

**TACTICS:** The wolves will attack the PCs as they were ordered to do so. Should 75% of them get killed, they will retreat back into the darkness of the Darkwood.

## ALL ATLS

**\ Blaze (Ranger 7):** Medium humanoid (human); HD 7d8+21; hp 67; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (+3 Dex, +4 *studded leather armor +1*; touch AC 14, flatfooted 14); Atks +10/+5 melee (1d6+3, shortsword) or +10/+5 ranged (1d6+3, composite shortbow; rapid shot +8/+8/+3; manyshot +7/+7); SA favored environment/enemy (temperate forests +4, undead +2), SQ wild empathy, woodland stride; AL NG; SV Fort +9, Ref +6, Will +6;

Str 17, Dex 17, Con 17, Int 17, Wis 17, Cha 17.

*Skills and Feats:* Climb +13, Craft (bowmaking) +13, Handle Animal +13, Heal +13, Hide +13, Knowledge (nature) +13, Listen +13. Move Silently +13, Search +13, Spot +13, Survival +15; Tracking, Rapid Shot, Skill Focus (Survival), Endurance, Point Blank Shot, Precise Shot, Manyshot, Improved Initiative.

*Spells:* *delay poison, endure elements.*

*Favored Enemy/Environment:* Temperate Forests: +4 bonus to Hide, Listen, Move Silently, Spot, Survival and Knowledge (nature) checks. Undead: +2 to Bluff, Listen, Sense Motive, Spot or Survival checks. The bonuses do not stack, they overlap. These bonuses are not factored into the stat blocks above.

*Woodland stride:* Can move through any natural, non-magical undergrowth at normal speed.

**ATL 4**

**⚔ Werewolf, Wolf form (4):** CR 3 Medium Humanoid (Shapechanger); HD 1d8+1 plus 2d8+6; hp 20; Init +6; Spd 50 ft.; AC 16 (+2 Dex, +4 Natural), touch AC 12, flatfooted AC 14; BAB/Grp +2/+4; Atk: Bite +5 melee (1d6+3); Full Atk: Bite +5 melee (1d6+3); Space/Reach: 5 ft./5 ft.; SA: Curse of Lycanthropy, Trip; SQ: Scent, Alternate Form, Low-light Vision, Damage Reduction: 10/Silver, Lycanthropic Empathy; AL CE; SV Fort +8, Ref +4, Will +5;

Str 15, Dex 15, Con 16, Int 10, Wis 11, Cha 8.

*Skills and Feats:* Handle Animal +1, Listen +1, Move Silently +6, Spot +1, Survival +2; Improved Initiative, Iron Will, Stealthy Track, Weapon Focus: bite.

In wolf form, a werewolf can trip just as a normal wolf does. A werewolf in hybrid form usually dispenses with weapon attacks, though it can wield a weapon and use its bite as a secondary natural attack.

**Alternate Form (Su):** A werewolf can assume a bipedal hybrid form or the form of a wolf.

**Curse of Lycanthropy (Su):** Any humanoid or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

**Trip (Ex):** A werewolf in animal form that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the werewolf.

**Wolf Empathy (Ex):** Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-based checks against wolves and dire wolves.

**Skills:** \*A werewolf in hybrid or wolf form gains a +4 racial bonus on Survival checks when tracking by scent.

**ATL 5**

**⚔ Werewolf, Wolf form (6):** CR 3 Medium Humanoid (Shapechanger); HD 1d8+1 plus 2d8+6; hp 20; Init +6; Spd 50 ft.; AC 16 (+2 Dex, +4 Natural), touch AC 12, flatfooted AC 14; BAB/Grp +2/+4; Atk: Bite +5 melee (1d6+3); Full Atk: Bite +5 melee (1d6+3); Space/Reach: 5 ft./5 ft.; SA: Curse of Lycanthropy, Trip; SQ: Scent, Alternate Form, Low-light Vision, Damage Reduction: 10/Silver, Lycanthropic Empathy; AL CE; SV Fort +8, Ref +4, Will +5;

Str 15, Dex 15, Con 16, Int 10, Wis 11, Cha 8.

*Skills and Feats:* Handle Animal +1, Listen +1, Move Silently +6, Spot +1, Survival +2; Improved Initiative, Iron Will, Stealthy Track, Weapon Focus: bite.

In wolf form, a werewolf can trip just as a normal wolf does. A werewolf in hybrid form usually dispenses with weapon attacks, though it can wield a weapon and use its bite as a secondary natural attack.

**Alternate Form (Su):** A werewolf can assume a bipedal hybrid form or the form of a wolf.

**Curse of Lycanthropy (Su):** Any humanoid or giant hit by a werewolf's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

**Trip (Ex):** A werewolf in animal form that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the werewolf.

**Wolf Empathy (Ex):** Communicate with wolves and dire wolves, and +4 racial bonus on Charisma-based checks against wolves and dire wolves.

**Skills:** \*A werewolf in hybrid or wolf form gains a +4 racial bonus on Survival checks when tracking by scent.



## ATL 7

**Vampiric Wolf (6):** CR 5; Medium Animal (Undead); HD 3d12+18 (Animal); hp 45; Init +2; Spd 50 ft.; AC 23 (+4 Dex, +9 Natural), touch AC 14, flatfooted AC 19; BAB/Grp +9/+9; Atk: Bite +9 melee (1d6+4); Full Atk: Bite +9 melee (1d6+4); Space/Reach 5 ft./5 ft.; SA: Blood Drain, Fast Healing, Gaseous Form, Trip; SQ: Scent, Low-light Vision; AL CE; SV Fort +8, Ref +7, Will +6;

Str 19, Dex 19, Con 0, Int 4, Wis 14, Cha 10.

*Skills and Feats:* Hide +0, Jump +15, Listen +7, Move Silently +4, Spot +7, Survival +2; Alertness, Run, Track, Weapon Focus: Bite.

*Description:* Vampiric wolves are similar to their animal cousins, but tend to be tougher, meaner versions of normal animals. They tend to have a feral, prehistoric look.

**Trip (Ex):** A dire wolf that hits with a bite attack can attempt to trip the opponent as a free action (see page 139 in the Player's Handbook) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

**Blood Drain (Ex):** A vampiric wolf can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d2 points of Constitution drain each round the pin is maintained. On each such successful attack, the wolf gains 5 temporary hit points.

**Fast Healing (Ex):** A vampiric wolf heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its grave/home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampiric wolf forced into gaseous form has no effect. Once at rest in its grave, a vampiric wolf is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

**Gaseous Form (Su):** As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20' with perfect maneuverability.

**Slaying a Vampire:** Reducing a vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it (see the note on fast healing). However, certain attacks can slay vampires. Exposing any vampire to direct sunlight disorients it: It can take only a single move action or attack action and is destroyed utterly in the next round if it cannot escape. Similarly, immersing a vampire in running water robs it of one-third of its hit points each round until it is destroyed at the end of the third round of immersion. Driving a wooden stake through a vampire's heart instantly slays the monster. However, it returns to life if the stake is removed, unless the body is destroyed. A popular tactic is to cut off the creature's head and fill its mouth with holy wafers (or their equivalent).

**ATL 9**

**Vampiric Wolf (8):** CR 5; Medium Animal (Undead); HD 3d12+18 (Animal); hp 45; Init +2; Spd 50 ft.; AC 23 (+4 Dex, +9 Natural), touch AC 14, flatfooted AC 19; BAB/Grp +9/+9; Atk: Bite +9 melee (1d6+4); Full Atk: Bite +9 melee (1d6+4); Space/Reach 5 ft./5 ft.; SA: Blood Drain, Fast Healing, Gaseous Form, Trip; SQ: Scent, Low-light Vision; AL CE; SV Fort +8, Ref +7, Will +6;

Str 19, Dex 19, Con 0, Int 4, Wis 14, Cha 10.

*Skills and Feats:* Hide +0, Jump +15, Listen +7, Move Silently +4, Spot +7, Survival +2; Alertness, Run, Track, Weapon Focus: Bite.

*Description:* Vampiric wolves are similar to their animal cousins, but tend to be tougher, meaner versions of normal animals. They tend to have a feral, prehistoric look.

**Trip (Ex):** A dire wolf that hits with a bite attack can attempt to trip the opponent as a free action (see page 139 in the Player's Handbook) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

**Blood Drain (Ex):** A vampiric wolf can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d2 points of Constitution drain each round the pin is maintained. On each such successful attack, the wolf gains 5 temporary hit points.

**Fast Healing (Ex):** A vampiric wolf heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its grave/home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampiric wolf forced into gaseous form has no effect. Once at rest in its grave, a vampiric wolf is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

**Gaseous Form (Su):** As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20' with perfect maneuverability.

**Slaying a Vampire:** Reducing a vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it (see the note on fast healing). However, certain attacks can slay vampires. Exposing any vampire to direct sunlight disorients it: It can take only a single move action or attack action and is destroyed utterly in the next round if it cannot escape. Similarly, immersing a vampire in running water robs it of one-third of its hit points each round until it is destroyed at the end of the third round of immersion. Driving a wooden stake through a vampire's heart instantly slays the monster. However, it returns to life if the stake is removed, unless the body is destroyed. A popular tactic is to cut off the creature's head and fill its mouth with holy wafers (or their equivalent).

## ATL 11

**‡ Vampire (Wolf form) (6):** Male Human Ftr9: CR 11; Medium Undead; HD 9d12 (Fighter); hp 81; Init +7; Spd 50 ft.; AC 21 (-1 Size, +3 Dex, +9 natural), touch AC 12, flatfooted AC 18; BAB/Grp: +17/+21; Atk: Bite +17 melee (1d8+8); Full Atk: Bite +17 melee (1d8+8); Space/Reach: 10 ft./5 ft.; SA: Children of the Night, Create Spawn, Dominate Person, Energy Drain, Blood Drain; SQ: Resistance: Turn: +4, Resistance: Cold: 10, Gaseous Form, Damage Reduction: 10/Magic, Damage Reduction: 10/Silver, Spider Climb, Resistance: Electricity: 10, Alternate Form, Fast Healing: 5, Racial Traits: Undead; AL CE; SV Fort +6, Ref +8, Will +5;

Str 23, Dex 17, Con --, Int 12, Wis 14, Cha 12.

*Skills and Feats:* Climb +6, Handle Animal +7, Intimidate +7, Jump +0, Listen +4, Ride +11, Spot +4, Swim +0; Alertness, Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Cleave, Combat Reflexes, Dodge, Great Cleave, Greater Weapon Focus, Improved Critical: Sword, bastard, Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Sword, bastard, Weapon Specialization: Sword, bastard.

**Special Attacks:** A vampire retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + ½ vampire's HD + vampire's Cha modifier unless noted otherwise.

**Blood Drain (Su):** A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

**Children of the Night (Su):** Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard

action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

**Dominate: (Su):** A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence as though by a dominate person spell (caster level 12th). The ability has a range of 30'.

**Create Spawn (Su):** A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

**Energy Drain (Su):** Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

**Alternate Form (Su):** A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. While in its alternate form, the vampire loses its natural slam attack and dominate

ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

**Damage Reduction (Su):** A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Fast Healing (Ex):** A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

**Gaseous Form (Su):** As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20' with perfect maneuverability.

**Resistances (Ex):** A vampire has resistance to cold 10 and electricity 10.

**Spider Climb (Ex):** A vampire can climb sheer surfaces as though with a spider climb spell.

**Turn Resistance (Ex):** A vampire has +4 turn resistance.

**Repelling a Vampire:** Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from a mirror or a strongly presented holy symbol. These things don't harm the vampire—they merely keep it at bay. A recoiling vampire must stay at least 5' away from a creature holding the mirror or holy symbol and cannot touch or make melee attacks against the creature holding the item for the rest of the

encounter. Holding a vampire at bay takes a standard action.

Vampires are also unable to cross running water, although they can be carried over it while resting in their coffins or aboard a ship.

They are utterly unable to enter a home or other building unless invited in by someone with the authority to do so. They may freely enter public places, since these are by definition open to all.

**Slaying a Vampire:** Reducing a vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it (see the note on fast healing). However, certain attacks can slay vampires. Exposing any vampire to direct sunlight disorients it: It can take only a single move action or attack action and is destroyed utterly in the next round if it cannot escape. Similarly, immersing a vampire in running water robs it of one-third of its hit points each round until it is destroyed at the end of the third round of immersion. Driving a wooden stake through a vampire's heart instantly slays the monster. However, it returns to life if the stake is removed, unless the body is destroyed. A popular tactic is to cut off the creature's head and fill its mouth with holy wafers (or their equivalent).

## ATL 13

**⌘ Vampire (Wolf form) (8):** Male Human Ftr9: CR 11; Medium Undead; HD 9d12 (Fighter); hp 81; Init +7; Spd 50 ft.; AC 21 (-1 Size, +3 Dex, +9 natural), touch AC 12, flatfooted AC 18; BAB/Grp: +17/+21; Atk: Bite +17 melee (1d8+8); Full Atk: Bite +17 melee (1d8+8); Space/Reach: 10 ft./5 ft.; SA: Children of the Night, Create Spawn, Dominate Person, Energy Drain, Blood Drain; SQ: Resistance: Turn: +4, Resistance: Cold: 10, Gaseous Form, Damage Reduction: 10/Magic, Damage Reduction: 10/Silver, Spider Climb, Resistance: Electricity: 10, Alternate Form, Fast Healing: 5, Racial Traits: Undead; AL CE; SV Fort +6, Ref +8, Will +5;

Str 23, Dex 17, Con --, Int 12, Wis 14, Cha 12.

*Skills and Feats:* Climb +6, Handle Animal +7, Intimidate +7, Jump +0, Listen +4, Ride +11, Spot +4, Swim +0; Alertness, Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Cleave, Combat Reflexes, Dodge, Great Cleave, Greater Weapon Focus, Improved Critical: Sword, bastard, Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Sword, bastard, Weapon Specialization: Sword, bastard.

**Special Attacks:** A vampire retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + ½ vampire's HD + vampire's Cha modifier unless noted otherwise.

**Blood Drain (Su):** A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

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**Dominate: (Su):** A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence as though by a dominate person spell (caster level 12th). The ability has a range of 30'.

**Create Spawn (Su):** A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

**Energy Drain (Su):** Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

**Alternate Form (Su):** A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. While in its alternate form, the vampire loses its natural slam attack and dominate

ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

**Damage Reduction (Su):** A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Fast Healing (Ex):** A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

**Gaseous Form (Su):** As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20' with perfect maneuverability.

**Resistances (Ex):** A vampire has resistance to cold 10 and electricity 10.

**Spider Climb (Ex):** A vampire can climb sheer surfaces as though with a spider climb spell.

**Turn Resistance (Ex):** A vampire has +4 turn resistance.

**Repelling a Vampire:** Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from a mirror or a strongly presented holy symbol. These things don't harm the vampire—they merely keep it at bay. A recoiling vampire must stay at least 5' away from a creature holding the mirror or holy symbol and cannot touch or make melee attacks against the creature holding the item for the rest of the

encounter. Holding a vampire at bay takes a standard action.

Vampires are also unable to cross running water, although they can be carried over it while resting in their coffins or aboard a ship.

They are utterly unable to enter a home or other building unless invited in by someone with the authority to do so. They may freely enter public places, since these are by definition open to all.

**Slaying a Vampire:** Reducing a vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it (see the note on fast healing). However, certain attacks can slay vampires. Exposing any vampire to direct sunlight disorients it: It can take only a single move action or attack action and is destroyed utterly in the next round if it cannot escape. Similarly, immersing a vampire in running water robs it of one-third of its hit points each round until it is destroyed at the end of the third round of immersion. Driving a wooden stake through a vampire's heart instantly slays the monster. However, it returns to life if the stake is removed, unless the body is destroyed. A popular tactic is to cut off the creature's head and fill its mouth with holy wafers (or their equivalent).

## Encounter 5 – The Dryad’s Domain

PCs that have played LSJ01 “Merchants” may have a chance to remember the general direction in which the Dryad tree is located. Allow them a +5 bonus to any **Tracking (DC 15)** or **Survival (DC 18)** check. If the PC(s) fail in their checks, then it will take them an additional day to find the tree. If the check is successful, then they will find the tree in a couple hours. (If the PCs got directions from Blaze, then it will only take them one hour to find the tree.)

*The path widens into a clearing. The area is still dark as the canopy overhead still shields you from the sun. The clearing is roughly 150’ in diameter with a great oak tree about 100’ from your position at the edge of the clearing. The tree itself is about 20’ in diameter at its base. It looks old and gnarled and kind of spooky.*

The Dryad is currently inside her tree. She has been aware of the PCs since the wolves attacked them. She won’t make an appearance unless someone says “please.” With the magic word said, Heloise will emerge from her tree. Her appearance is that of a normal dryad (features are much like a female elf’s, though her flesh is like bark or fine wood, and her hair is like a canopy of leaves that changes color with the seasons). Her mental processes, however, are very skewed. Heloise can be described with the following adjectives: bubbly, flirtatious, scatter-brained, evasive, playful (in a sick, demented way), and selfish. She will quickly scan the PCs and be drawn to the one with the highest Charisma (male or female).

✧ **Heloise (Dryad):** Medium Fey; CR 3: HD 4d6+4; hp 22; Init +6 (Dex, Improved Initiative); Spd 30 ft; AC 17 (+4 Dex, +3 natural), touch AC 14, flatfoot AC 13; BAB/Grp: +2/+2; Atk: Dagger +6 melee (1d4/19-20) or masterwork longbow +7 ranged (1d8/×3); Full Atk: Dagger +6 melee (1d4/19-20) or masterwork longbow +7 ranged (1d8/×3); Space/Reach: 5 ft./5 ft.; SA: Spell-like abilities; SQ: Damage reductions 5/cold

iron, tree dependent, wild empathy; AL CN; SV Fort +3, Ref +8, Will +6;

Str 10, Dex 19, Con 11, Int 14, Wis 15, Cha 18.

**Skills and Feats:** Escape Artist +11, Handle Animal +11, Hide +11, Knowledge (nature) +11, Listen +9, Move Silently +11, Ride +6, Spot +9, Survival +9, Use Rope +4 (+6 with bindings); Great Fortitude, Weapon Finesse

**Combat:** Shy, intelligent, and resolute, dryads are as elusive as they are alluring—they avoid physical combat and are rarely seen unless they wish to be. If threatened, or in need of an ally, a dryad uses charm person or suggestion, attempting to gain control of the attacker(s) who could help the most against the rest. Any attack on her tree, however, provokes the dryad into a frenzied defense.

**Spell-Like Abilities:** At will—*entangle* (DC 13), *speak with plants, tree shape*; 3/day—*charm person* (DC 13), *deep slumber* (DC 15), *tree stride*; 1/day—*suggestion* (DC 15). Caster level 6<sup>th</sup>. The save DCs are Wisdom-based.

**Tree Dependent (Su):** Each dryad is mystically bound to a single, enormous oak tree and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. A dryad’s oak does not radiate magic.

**Wild Empathy (Ex):** This power works like the druid’s wild empathy class feature, except that the dryad has a +6 racial bonus on the check.

*“Oh my! Visitors! I seldom get to see friendly faces anymore. They never stay. (sigh)” The dryad begins to move around your group and stops close to \_\_\_\_\_ (the PC with the highest charisma). “Oh, you’re a pretty one. How about you and I go into my tree and we can get more acquainted?”*

At this point, Heloise is simply asking the question. She has not used her charm ability to compel the PC to follow... yet. She will be focused entirely on the PC in question and will

tend not to hear questions of the other party members unless repeated by the PC of her desire.

- **Do you know where we can find this mysterious woman that has been taking sets of wings?**

*“Oh yes. She has been nice to me. She said that when she is finished, I could have a set of wings that she no longer needs. Wouldn’t that be great? Then I could find my B.F.F. and we can be together again.”*

B.F.F. – Best Friend Forever. Her best friend that fled the Darkwood was Dyranda (a nymph).

- **So where is she located?**

*“Uh uh. Not so fast. First we need to play a game. If you win, I will tell you what you want to know. If I win, you and I will leave the others to get better acquainted.”*

- **And what if I refuse to play?**

*Heloise will pout. “Well, I could call some puppies for you to play with instead. But I would rather you play with me.”*

If asked about the earlier “puppies,” Heloise will admit to knowing about them (but she won’t admit to sending them).

- **And just what is this game about?**

*“Oh good, you will play. The game is simple really. It is a race from one edge of my clearing to the other and back again. Winner takes all.” She says with a smile.*

Heloise won’t accept anyone participating in the race except for the PC of her desire. But she will allow the others to “buff” the PC to make the playing field more even. Heloise does have a home court advantage.

When the contestants are ready, Heloise will speak to the PC with the next highest Charisma. *“You count us off.”*

- ❑ Heloise can do double her speed without effort. She will need to make a **Fort Save DC 15** check to run at (or maintain) 4x speed.

- ❑ The PC can do normal speed without effort. The PC will need to make a **Fort Save DC 10** check to run at (or maintain) 2x speed. The PC will need to make a **Fort Save DC 17** check to run at (or maintain at –2) 4x speed.

The first one back wins.

- **If the PC wins:**

*“Ah well. It would have been fun. The woman you seek lives in a small cottage to the west of here. It will take about an hour to get there.”*

- **If the PC loses:**

*Heloise smiles. “I am a gracious winner. You are obviously on an important mission. My love can help you complete your mission, but (he/she) will return to me once it is over. The woman you seek lives in a small cottage to the west of here. It will take you about an hour to get there.”*

Heloise will use her *charm* ability on the PC (the PC has a penalty to his/her **Will Save** equal to the ATL level). When the adventure is over, read that **PC Epilogue F**.

- **If the PC loses the race, but makes his/her Will save:**

*Heloise sighs and shrugs her shoulders. “You, my love, have a very strong will... perhaps a little too strong for my tastes. But I am a gracious winner. The woman you seek lives in a small cottage to the west of here. It will take you about an hour to get there.”*

When the PCs are about to leave, Heloise will wave goodbye to them.

*“Safe journey to you and come back soon. Oh, and give my love to Blaze then next time you see her.”*

PCs will find a ring (*Totem Ring*) on the ground after the dryad departs.

- When the PCs are finished with the dryad, **GO TO Encounter 6 (page 24)**.



## Encounter 6 – The Aviary

*Following Heloise's directions, you head west for about an hour. The small cottage (as she puts it) is actually a very strange shape. In fact, it isn't small at all. The structure is shaped like a dome and is perhaps 50' high at its tallest point. There is a single door on the south side of the structure.*

The door is locked. The door can easily be opened by a successful **Open Lock DC 12** check. Inside looks what appears to be an aviary. There are birds of all kinds of species inside. In the center of the room is a concealed trap door. A successful **Spot DC 20** or **Search DC 15** check will show its location. The trap door is not locked and it opens up similar to a storm cellar door. There are steps that descend for about 20' into a 5' wide hallway. The four sconces on each wall have lit torches.

A GM map of the Aviary is provided.

### **Room 1**

*You enter a square room, maybe about 20' wide and 20' across. You see a couple of shelving units with books, a roll-top desk with chair, and a table with chains and shackles.*

This appears to be an examination room. If the desk is searched, the PCs will find many different types of surgical equipment. (ATLs 11-13 will also have a few vials (*Stone Salve*) in the desk as well.) Many of the books on the shelves are written in such a way that they give detailed information about the anatomy of a specific winged creature. The desk itself is locked and can be opened with a successful **Open Lock DC 15** check.

The examination table is about 8 feet long and 4 feet wide. There is a chain attached to each of the corners with a shackle upon each of its ends. Under the table, there is a flask that appears to have fallen to the floor (*Potion of Protection from Fire*). If a PC(s) gets within 5' of the examination table, the chains will animate and attempt to

shackle the PC and immobilize him on the table. The chains strike out with uncanny precision (+10 to hit **Touch Attack**). Think of the movie "Hellraiser." The shackles can be unlocked with a successful **Open Locks DC 20** check.

In the northeast corner of the room on the north wall, there is a secret door. A successful **Spot DC 20** or **Search DC 15** check will discover the door's location. The door is not locked, but there is a pressure plate on the floor that will cause a trap to be sprung if not disarmed (**Search & Disable Device DC 10+ATL**). If the trap is sprung, a gas will spew forth from the floor engulfing all within a 10' radius. Those that fail their **DC 15+ATL** Fortitude save will begin to sprout feathers. Hair will also change to feathers until the victim is covered head to toe like a chicken. The PC may "molt" most of the feathers away after about two weeks. The feathers that have taken the place of hair will remain unless a *remove curse* is cast upon the PC.

The secret door will lead to another secret door in Room 5.

### **Room 2**

*This room appears to be about 15' wide and 25' across. There are many books shelved on the bookcases along the south and west walls. A plush chair sits in the northwest corner and a desk and chair in the northeast corner of the room. An intricate tapestry of an eagle in flight is hung upon the north wall. The tapestry is huge... about 15' wide and 10' tall. It is set in the middle of the 25' wall.*

This is one of two studies. Both have a number of books that tell of many creatures, natural and magical, from all around Raia. On the desk is a piece of parchment with a list of creatures (**Player's Handout #4**). Apparently some have been checked off and some have not. The astral deva is circled.

There is a concealed door behind the tapestry. It is not locked, although there is a pressure plate in front of the door (which will most likely be set off

prior to finding the door). This is not a trap. It is a (silent) alarm to notate the PC's presence to the house's owner. The PC may attempt to **Search & Disable Device DC 15+ATL**, but if the PC didn't notice it prior to going under the tapestry, it will already have been set off.

The concealed door will open to a tunnel that will lead to Room 5.

### **Room 3**

*This room appears to be about 20' wide and 20' across. There are many books shelved on the bookcases along the east, north and south walls. A plush chair sits in the southwest corner and a desk and chair is in the northwest corner of the room.*

This is the second of two studies. Both have a number of books that tell of many creatures, natural and magical, from all around Raia. The desk is a roll-top desk similar to the one in the examination room (Room 1). It is locked and can be opened with a successful **Open Locks DC 15** check. Inside the desk appears to be a journal. Inside the PCs can find dates and locations in which certain winged creatures have been "found and collected." The PCs might be interested in a couple of passages of the journal: (**Player's Handout #5**)

*ENTRY 47 – Most of the wings that have been collected thus far are inconsistent in allowing the processes to garner the properties I desire. Perhaps it is because of the magical nature of the creatures involved.*

*ENTRY 48 – Perhaps I should focus on humanoids with naturally occurring wings. That should solve the problem.*

*ENTRY 49 – I brokered a deal and managed to get some infernal wings. The succubus wings aren't complimentary. Perhaps have them transformed into feathers.*

*ENTRY 50 – It appears my efforts haven't been going unnoticed. It's time to implement some contingency plans.*

*ENTRY 51 – I am still having consistency problems. Maybe I need to have wings from a more pure source.*

In the west wall between the plush chair and the desk, there is a secret door. A successful **Spot DC 20** or **Search DC 15** check will discover the door's location. The door is not locked, but there is a pressure plate on the floor that will cause a trap to be sprung if not disarmed (**Search & Disable Device DC 10 + ATL**). If the trap is sprung, a gas will spew forth from the floor engulfing all within a 10' radius. Those that fail their **DC 15 + ATL Fortitude** save will begin to sprout feathers. Hair will also change to feathers until the victim is covered head to toe like a chicken. The PC may "molt" most of the feathers away after about two weeks. The feathers that have taken the place of hair will remain unless a *remove curse* is cast upon the PC.

The secret door will lead to another secret door in Room 5.

### **Room 4**

*This room appears to be about 15' wide and 25' across. Bookshelves line the south wall and there is a king-sized bed that rests against the north wall. On either side of the bed there is a nightstand. A tapestry of an ancient red dragon billowing flame upon a panicking village is hung upon the west wall. The tapestry is huge, about 15' wide and 10' tall. It is set in the middle of the 15' wall.*

This is the bedroom. If the nightstands are searched, the PCs will find a number of flasks (*Potion of Charisma* (1), *Potion of Flying* (ATL 4 = 2 flasks, ATL 5-13 = 4 flasks). There isn't anything else of value in the room.

There is a concealed door behind the tapestry. It is not locked, although there is a pressure plate in

front of the door (which will most likely be set off prior to finding the door). This is not a trap. It is a (silent) alarm to notate the PC's presence to the house's owner. The PC may attempt to **Search & Disarm Trap DC 15 + ATL**, but if the PC didn't notice it prior to going under the tapestry, it will already have been set off.

The concealed door will open to a tunnel that will lead to Room 5.

### **Room 5**

*This room is roughly 40' by 40' square. In the center of the room is a huge area rug, a representation of the Delembir mountains with a village near its peak. Sky elves are shown in flight with a flock of giant eagles. Near the west wall looks to be a glass display case. Around the room are several statues depicting different winged creatures.*

This is the main vault/showroom for the wings. The statues depict several of the winged creatures that were listed on the parchment that the PCs found. The statues are represented as such (as notated on the GM Map): 1) Sky Elf, 2) Harpy, 3) Succubus, 4) Lillend, 5) Erinyes, and 6) Giant Eagle.

The display case continues the "wing" motif. Within the glass case are moving illusions showing a myriad of winged creatures ranging from the smallest insect to the largest dragon.

If/when the PCs approach the display case, an image will form in front of the case. This is an astral projection (**Knowledge (arcane) DC 15+ATL to figure out the effect**). The woman projected has short, red hair, an athletic build, and is dressed in what looks like well-worn brown leathers. She is an Elan and is using her psionics to project herself in the room out of reach of the PCs. (And try to discourage the PCs from finding this woman ... that will be a different adventure.)

*The woman in the image smiles at you. "Good day. I hope you are well. I see you are making*

*yourself at home in my place. You do realize that you are trespassing, right?"*

➤ **Who are you?**

*"Considering that you are in my house, I should be the one asking the questions. But you have amused me so far so I will allow it. I am Felandra."*

➤ **Where are General Skyrider's wings?**

*"Ah, straight and to the point. I like that. I'll give you an equally straight and to the point answer... somewhere."*

➤ **Did you take her wings?**

*"Oh yes."*

➤ **What about the Pegasus? Did you take its wings, too?**

*"Yes I did."*

➤ **Will you give them back?**

*"Perhaps. If you bring me something that would overshadow their brilliance."*

➤ **What do you mean?**

*"Well, there is a fallen deva near the edge of the Delembir mountains about three hours east from here. Bring me back its wings, and I will tell you the location of your precious General's wings."*

➤ **What do you mean fallen deva?**

*"A fallen deva. It can no longer reach the heavens. Bring me its wings and you can have my entire collection."*

➤ **Collection?**

*"Oh yes. I have collected about 6-7 sets so far. I am looking for the ultimate pair of wings."*

➤ **Why?**

*"For myself, of course."*

➤ **And if we return with the deva's wings, you will give us General Skyrider's wings and all of the others that you have collected so far?**

*“Yes, that is what I have said.”*

➤ **And if we don't?**

*“Then you will get no help, and you will find it difficult to identify the correct set of wings.”*

➤ **What do you mean?**

*“You will see.”*

➤ **What's to stop us from looking for the wings ourselves?**

*“Nothing.”*

➤ **Where is the deva located?**

*“East-northeast from here at the mountain's base.”*

➤ **What should we do with the wings once we have them?**

*“Bring them back here and place them on the display case.”*

➤ **Why don't you go after the deva?**

*“I am currently occupied with other pursuits.”*

➤ **What kind of pursuits?**

*“That, my friends, doesn't concern you.”*

➤ **We are not your friends!**

*“Alas, such a pity.”*

When the questioning is done:

*“I wish you good luck. I hope you are successful. Simply touch the display case if you wish to speak with me again. Toodles!”*

The image of Felandra will fade and the PCs will be alone once again.

All of the secret doors are not locked. They just need to be found (**Search DC 12 + ATL** or **Spot DC 18 + ATL**). The two secret doors inset on the east wall leads to either Room 1 or Room 3. Entering those rooms from the secret passage will automatically deactivate the gas trap (see Room 1 & 3 for description). The secret door on the west

wall behind the display case is an escape tunnel that leads to the surface outside.

A statue is (coincidentally enough) near each one of the remaining secret doors. The six secret doors will each reveal a closet. Inside each secret closet is an 8' wide cabinet. These cabinets are not locked either, but they are trapped. If the cabinet door(s) is opened without disarming the trap (**Search & Disable Device DC 15+ATL**), a gas will be released encompassing all within a 5' radius of the cabinet. Each cabinet will have a gas that affects a different ability score. Should the PC fail his **Fortitude save of DC 10+ATL**, he/she will temporarily lose 1d4 ability points for a duration of seven days (although the PCs won't know that the effects are temporary). The ability score affected is as follows:

- 1) The cabinet near the Sky Elf statue – STR
- 2) The cabinet near the Harpy statue – DEX
- 3) The cabinet near the Succubus statue – CON
- 4) The cabinet near the Lillend statue – INT
- 5) The cabinet near the Erinyes statue – WIS
- 6) The cabinet near the Giant Eagle statue – CHA.

There is a trap door/cabinet beneath the rug. This cabinet is trapped as well. If the PC fails to disarm the trap (**Search & Disable Device DC 15+ATL**), spikes will come up through the floor and cause whoever is on the rug area 1d6 x ATL damage (make a **Reflex DC 15** save for half damage). To make things simple, the wing sets will be identified thusly:

- 1) Wing Set A – Found near the Sky Elf statue
- 2) Wing Set B – Found near the Harpy statue
- 3) Wing Set C – Found near the Succubus statue
- 4) Wing Set D – Found near the Lillend statue
- 5) Wing Set E – Found near the Erinyes statue
- 6) Wing Set F – Found near the Giant Eagle statue
- 7) Wing Set G – Found beneath the rug

ALL cabinets have a seemingly identical set of what appears to be Sky Elf wings. If magic is detected for, all of them will show it (if asked what

school of magic, a strong sense of transmutation magic will be detected).

## Encounter 7 – Prima-Deva

**IMPORTANT:** If the PCs don't make any attempt to mark the wings prior to putting them together for travel, then it will be more difficult to determine which set of wings is which.

The PCs may try to identify the wings. A PC with **Knowledge (nature)** has a chance (**DC 12 + ATL**) to determine if the feathers of the wings are gender male or gender female (female feathers are softer). And while good and evil cannot be detected from the wings, the aura of law or chaos can be discerned with *detect law* or *detect chaos* spells. Sky elf PCs may have a 100% chance to identify the correct set of wings if the choice is narrowed down to one of three choices. No other means of detection will determine any other information.

Wing Set	Gender	Law/Chaos	Magic
A	F	L	Y
B	M	N	Y
C	F	C	Y
D	F	C	Y
E	F	N	Y
F	F	C	Y
G	M	L	Y

Should the PCs try and remove any of the wings without first bringing the deva wings, the image of Felandra will reappear and she will look extremely disappointed.

*“Uh ah! Do you really wish to do that?”*

- If the PCs wish to go to the fallen deva, **GO TO Encounter 7 (page 28)**.
- If the PCs wish to take the wings they found without bringing Felandra the deva wings, **GO TO Encounter 8 (page 30)**.

*You follow Felandra’s directions to the west side of the Delambir mountains. In the distance you see what appears to be a winged humanoid. Even at this distance, the aura of the deva is very pronounced.*

Considering the lay of the land, the PCs will not be able to hide their approach from the deva. As the PCs get closer, they can tell that the deva has been wounded.

The deva will not be detected as evil. On the contrary, the astral deva is lawful good. It is fallen in this sense is that the deva has been considerably injured in battle. (Not fallen as in disgraced.) There are also a number of dead demon bodies that litter the area as well. The deva will be wary of the PCs as they approach, but will not initiate any aggression. He will tiredly smile at the PC, hoping that they are here to help.

*“Salutations to you. It seems that my prayers have been answered as I am in need of your assistance. Will you help me?”*

➤ **Who are you?**

*“My true name is actually unpronounceable to mortals, but you can call me Warren.”*

➤ **What are you doing here?**

*“I was ambushed by this demon horde. It was a miracle that I managed to survive. But all my power has been depleted and I am unable to heal myself to return home.”*

➤ **So you are not fallen?**

*“Yes, I have fallen and I can’t get up. What are you talking about?”*

➤ **Fallen as in “fallen from grace?”**

*“Heavens no! Who would say such a thing like that?”*

➤ **We need to take your wings.**

*“Sorry, no. I am quite attached to them at the moment.”*

➤ **We can take them by force. You are hurt and we are not.**

*“You can certainly try.”*

➤ **But we need your wings...**

*“Why?” (Let the PCs explain their story.) “And killing me for my wings will further the cause of good how?”*

If the PCs offer to heal Warren, he will be gracious and accept their help.

*“Thank you very much. I appreciate your help. I will pray for you that you are successful in your other endeavors.”*

If the PCs continue to push the need for Warren’s wings, then he will come to the conclusion that they care not for the Deva’s well being and will not further converse with them.

*“You are no better than the demon horde I defeated. If you wish my wings, then you will need to take them by force. And even in my weakened condition, that won’t be an easy task to accomplish.”*

➤ If the PCs wish to go back to Felandra’s home and search for the wings themselves, **GO TO Encounter 6 (page 24).**

➤ If the PCs wish to go back to Felandra’s home without bringing Felandra the deva wings, **GO TO Encounter 8 (page 30).**

If the PCs wish to combat the deva, continue on. (Do note that this would be considered an EVIL act, and PCs that voluntarily agree to such an action would be in jeopardy of violating certain class edicts ... ie. Paladins and certain priests):

✠ **Angel, Astral Deva (base statistics):** CR 14; Medium Outsider (Good, Angel, Extraplanar); HD 12d8+48; hp 102; Init +8; Spd 50 ft, fly 100 ft. (good); AC 29 (+4 Dex, +15 natural), touch AC 14, flatfooted AC 25; BAB/Grp: +12/+18; Atk: +3 heavy mace of disruption +21 melee (1d8+12 plus stun) or slam +18 melee (1d8+9); Full Atk: +3 heavy mace of disruption +21/+16/+11 melee (1d8+12 plus stun) or slam +18 melee (1d8+9); Space/Reach: 5 ft./5 ft.; SA: Stun, Spell-like Abilities; SQ: Change shape, damage reduction 10/evil, darkvision 60 ft., low-light vision, immunity to acid, cold, and petrification, protective aura, resistance to electricity 10 and fire 10, spell resistance 30, *tongues*, uncanny dodge; AL LG; SV Fort +14 (+18 against poison), Ref +12, Will +12;

Str 22, Dex 18, Con 18, Int 18, Wis 18, Cha 20.

*Skills and Feats:* Concentration +19, Craft (Weaponsmithing) +19, Diplomacy +22, Escape Artist +19, Hide +19, Intimidate +20, Jump +14, Knowledge (Religion) +19, Knowledge (The Planes) +19, Listen +21, Move Silently +19, Sense Motive +19, Spot +21; Alertness, Cleave, Great Fortitude, Improved Initiative, Power Attack.

Supple and lithe, devas look like beautiful humans with long, feathery wings. They can be of any good alignment. An astral deva is not afraid to enter melee combat. It takes a fierce joy in bashing evil foes with its powerful +3 heavy mace of disruption.

An astral deva’s natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction.

**Spell-Like Abilities:** At will—*aid*, *continual flame*, *detect evil*, *discern lies* (DC 19), *dispel evil* (DC 20), *dispel magic*, *holy aura* (DC 23), *holy smite* (DC 19), *holy word* (DC 22), *invisibility* (self only), *plane shift* (DC 22), *remove curse* (DC 18), *remove disease* (DC 18), *remove fear* (DC 16); 7/day—*cure light wounds* (DC 16), *see invisibility*; 1/day—*blade barrier* (DC 21), *heal* (DC 21). Caster level 12<sup>th</sup>. The save DCs are Charisma-based.

**Change Shape (Su):** An astral deva can assume the form of any Small or Medium humanoid.

**Stun (Su):** If an astral deva strikes an opponent twice in one round with its mace, that creature must succeed on a DC 22 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

**Uncanny Dodge (Ex):** An astral deva retains its Dexterity bonus to AC when flat-footed, and it cannot be flanked except by a rogue of at least 16th level. It can flank characters with the uncanny dodge ability as if it were a 12th-level rogue.

**ATL 4**

✂ **Injured Deva:** hp 40; AC 23, No spells, No resistances.

**ATL 5**

✂ **Injured Deva:** hp 50; AC 25, No spells, No resistances.

**ATL 7**

✂ **Injured Deva:** hp 70; AC 27, No spells.

**ATL 9**

✂ **Injured Deva:** hp 90; No spells.

**ATL 11**

✂ **Injured Deva:** hp 110, Dimensional and Cure spells are not available.

**ATL 13**

✂ **Injured Deva:** hp 130, Dimensional and Cure spells are not available.

- If the PCs wish to go back to Felandra's home and search for the wings themselves, **GO TO Encounter 6 (page 24).**
- If the PCs wish to go back to Felandra's home with or without bringing Felandra the deva wings, **GO TO Encounter 8 (page 30).**

## **Encounter 8 – Wingin' It / Finale**

To speak with Felandra again, a PC will need to touch the display case or place the deva wings upon its top.

Should the PCs return with the deva wings, Felandra will be ecstatic.

***“You have done excellent! I am beside myself with anticipation! Please place the deva wings on the display case.”*** (Felandra will wait for the PCs to comply before giving them any information. The wings will disappear as if they were teleported away. ***“The set of wings you seek is in the secret closet near the Erinyes statue. The remaining wings are in similar secret closets by the other statues as well as underneath the rug. All traps have been disabled. Thank you ever so much!”***

- The PCs can now go to the Conclusion, **GO TO Conclusion (page 31).**

Should the PCs not return with the deva wings, they may or may not call Felandra about their news. If the PCs haven't searched the room yet, **GO TO Encounter 6 (page 24)** and allow them to do so.

Should the PCs try and remove any/all of the wings found from the room without first bringing the deva wings and placing it on the display case, the image of Felandra will reappear and she will look extremely disappointed.

***“Well, it seems that you have made your choice. By all means, take what is mine. But you will first need to get past the room's guardians. Have fun!”*** She she waves goodbye with a single hand. ***Her image once again disappears from sight... But you aren't focusing on her anymore since the statues around the room are starting to move!***

**ATL 4**

✂ **Winged Statue (2):** CR 7; Medium Construct; HD 9d10; hp79; Init -1; Spd 30 ft.; AC 19 (-1 Dex, +10 natural), touch AC 9, flatfooted AC 19; BAB/Grp: +6/+15; Atk: Slam +10 melee (2d8+5); Full Atk: 2 Slams +10 melee (2d8+5); Space/Reach: 5 ft./5 ft.; SQ: AL N; SV Fort +3, Ref +2, Will +3;

STR 21, DEX 9, CON --, INT --, WIS 11, CHA 1.

*Skills and Feats:* None.

**ATL 11**

✂ **Winged Statue (6):** CR 7; Medium Construct; HD 9d10+10; hp 89; Init -1; Spd 30 ft.; AC 19 (-1 Dex, +10 natural), touch AC 9, flatfooted AC 19; BAB/Grp: +6/+15; Atk: Slam +10 melee (2d8+5); Full Atk: 2 Slams +10 melee (2d8+5); Space/Reach: 5 ft./5 ft.; SQ: AL N; SV Fort +3, Ref +2, Will +3;

STR 21, DEX 9, CON --, INT --, WIS 11, CHA 1.

*Skills and Feats:* None.

**ATL 5**

✂ **Winged Statue (3):** CR 7; Medium Construct; HD 9d10; hp 79; Init -1; Spd 30 ft.; AC 19 (-1 Dex, +10 natural), touch AC 9, flatfooted AC 19; BAB/Grp: +6/+15; Atk: Slam +10 melee (2d8+5); Full Atk: 2 Slams +10 melee (2d8+5); Space/Reach: 5 ft./5 ft.; SQ: AL N; SV Fort +3, Ref +2, Will +3;

STR 21, DEX 9, CON --, INT --, WIS 11, CHA 1.

*Skills and Feats:* None.

**ATL 13**

✂ **Winged Statue (6):** CR 7; Medium Construct; HD 9d10+20; hp 99; Init -1; Spd 30 ft.; AC 19 (-1 Dex, +10 natural), touch AC 9, flatfooted AC 19; BAB/Grp: +6/+15; Atk: Slam +10 melee (2d8+5); Full Atk: 2 Slams +10 melee (2d8+5); Space/Reach: 5 ft./5 ft.; SQ: AL N; SV Fort +3, Ref +2, Will +3;

STR 21, DEX 9, CON --, INT --, WIS 11, CHA 1.

*Skills and Feats:* None.

**ATL 7**

✂ **Winged Statue (4):** CR 7; Medium Construct; HD 9d10; hp 79; Init -1; Spd 30 ft.; AC 19 (-1 Dex, +10 natural), touch AC 9, flatfooted AC 19; BAB/Grp: +6/+15; Atk: Slam +10 melee (2d8+5); Full Atk: 2 Slams +10 melee (2d8+5); Space/Reach: 5 ft./5 ft.; SQ: AL N; SV Fort +3, Ref +2, Will +3;

STR 21, DEX 9, CON --, INT --, WIS 11, CHA 1.

*Skills and Feats:* None.

When the battle is over:

***“Well congratulations! You may have won this battle, but good luck in figuring out which wings are which. I’m sure you could figure it out if you’re smart enough. Of course, I very much doubt that. Good luck in wingin’ your solution!”***  
***And Felandra’s image fades away for the final time.***

- The PCs can now go to the Conclusion, **GO TO Encounter Conclusion (page 31).**

**ATL 9**

✂ **Winged Statue (5):** CR 7; Medium Construct; HD 9d10; hp 79; Init -1; Spd 30 ft.; AC 19 (-1 Dex, +10 natural), touch AC 9, flatfooted AC 19; BAB/Grp: +6/+15; Atk: Slam +10 melee (2d8+5); Full Atk: 2 Slams +10 melee (2d8+5); Space/Reach: 5 ft./5 ft.; SQ: AL N; SV Fort +3, Ref +2, Will +3;

STR 21, DEX 9, CON --, INT --, WIS 11, CHA 1.

*Skills and Feats:* None.

## **Conclusion**

***With the wings in hand, you return to Amthydor with your prize. You are granted an immediate audience with General Skyriders. Upon entering her office at the Diamond Legion HQ, she beams with excitement at your arrival.***

***“So, you were successful? I pray it is so.”***



Allow the PCs to present the wings to General Skyrider and note which set has been given to her. If the PCs bring back all the wings in hopes that General Skyrider will be able to pick out her inheritance, she (nor the elven ambassador) will not be able to tell the wings apart.

*Llandra Skyrider looks at the set of wings in awe and reverence. Accepting the wings from you, tears of joy can be seen streaming from her face.*

*“I had almost given up all hope. I will always remember what you have done for me.”*

The PCs will be awarded the promised gold.

- If the PCs choose/give General Skyrider one of the wings designated A, B, C, D, F, or G, **GO TO Epilogue A (page 32).**
- If the PCs choose/give General Skyrider the wings designated as E, **GO TO Epilogue B (page 33).**

## **Epilogue A**

*General Skyrider removes her armor and carefully positions the set of wings upon her shoulders. Then with a sudden burst of energy, the elven woman slips backwards and almost falls. The elven ambassador is quick to steady her. “Are you alright?” he looks to the general with concern.*

*“Yes, I think so. I wasn’t expecting an overwhelming reaction. But everything seems to be in working order. See?” General Skyrider spreads her new wings with little effort.*

*The elven ambassador’s look of worry lessens, but doesn’t disappear entirely. “As long as you are well.”*

*“Oh yes. While I may not follow the teachings of Destine, I think it is safe to say that without a doubt that it was my destiny to be united with these wonderful wings. We will soar to great*

*heights together. Now if you will excuse us, it is time to go flying.”*

The PCs may not be the only ones to realize that something might be wrong. It appears that General Skyrider considers that she and the wings are akin to two identities. When General Skyrider is gone from the room, the ambassador will look to the PCs with almost utter hatred.

*“Llandra Skyrider trusted you to do what was correct. Apparently that trust was misplaced. I don’t know what kind of wings you gave her, but whatever may happen to her rests on ALL of your heads. Your incompetence is an insult to the elven community. You have not heard the last of this!”*

Even if the elven PC(s) had accepted the ambassador’s side mission; he will feel too betrayed by the combined actions of the party to speak to any of the PCs individually. If the PCs don’t understand, the ambassador will simply say that whatever set of wings that was given to the General has caused her to speak as if she had a dual personality ... and that doesn’t bode well at all. He will then insist the PCs leave his presence or he will have the guard forcibly remove them from his sight.

If the PCs ask the ambassador what to do with the other wings, he will not care. The PCs can turn them in or keep them.

- If one (or more) of the PCs keeps a set of wings for themselves (and puts them on), **GO TO Epilogue D (page 34).**
- If the PC(s) healed the astral deva, **GO TO Epilogue E (page 34).**
- If the PC was *charmed* by the dryad and had to return to her tree, **GO TO Epilogue F (page 35).**

## Epilogue B

*General Skyrider removes her armor and carefully positions the set of wings upon her shoulders. A gentle wind breezes through the room as Llandra is bathed in a glowing white aura. She opens her eyes as the wind and the light fades.*

*“Oh, how wonderful! It feels as if these wings have always been a part of me! Thank you ever so much! Your efforts have exceeded my wildest expectations. While I may not follow the teachings of Destine, I think it is safe to say that without a doubt that it was my destiny to be united with these wonderful wings. Now if you will excuse me, it is time to go flying.”*

When the General leaves, the elven ambassador will almost allow a sigh of relief to be seen on his face. He will then compose himself as if remembering the PCs’ are still present.

*“You have performed... adequately. It seems that the wings you brought the General are a perfect union. But only time will tell for sure. And it seems that her faith in you has been justified, and if I have unjustly criticized you it is only because of my previous dealings with less intelligent members of your kind. You have my thanks.”*

This is the closest the PCs will get to be given an actual apology for the ambassador’s attitude towards them.

The PCs may ask the ambassador about the other sets of wings (assuming they have the sets with them).

*The ambassador takes special care when examining each set of wings. He looks to you with both sadness and regret.*

*“I feel much pain emanating from most of the wings. I am afraid that if you attempt to wear or adorn any of the wings, then you will be slowly transformed into what creature they were originally taken from. That is, except for this one*

*set. It appears that this item was made correctly. While the wings themselves may become permanent when donned, it will have no ill transformation effect.”*

- If (elven) PCs need to report back to the elven ambassador, **GO TO Epilogue C (page 33).**
- If one (or more) of the PCs keeps a set of wings for themselves (and puts them on), **GO TO Epilogue D (page 34).**
- If the PC(s) healed the Astral Deva, **GO TO Epilogue E (page 34).**
- If the PC was *charmed* by the Dryad and had to return to her tree, **GO TO Epilogue F (page 35).**

## Epilogue C

*You meet with the ambassador privately. “So, what of the humans? Did they try to spoil and defile all they touched?”*

The ambassador will listen objectively to what the PCs have to say. He will nod at the bad things as well as the good. When the PCs are done, he will smile.

*“You have done well. And you have my thanks. I will entrust you a secret. So speak it to no one. A storm is brewing on the horizon. The irresponsibility of the humans has gone on too long. Can I count on your support when it is time to rise up against the humans and their allies?”*

➤ **If Yes:**

*“I knew I could count on you. Allow me to present you with this hawk pin as a symbol of our trust and alliance. You will be able to identify others in our cause with this pin as well. I am proud to call you a kindred spirit.”*

➤ **If No:**

*“I respect your answer. And out of respect, I will trust you will maintain your silence on this*

*matter. While we may not be on the same side, it would pain my heart if we ended up on opposing sides. I wish you a good day and safe journey.”*

- If one (or more) of the PCs keeps a set of wings for themselves (and puts them on), **GO TO Epilogue D (page 34).**
- If the PC(s) healed the Astral Deva, **GO TO Epilogue E (page 34).**
- If the PC was *charmed* by the Dryad and had to return to her tree, **GO TO Epilogue F (page 35).**

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## Epilogue D

*You remove your armor (if you have it) and place the wings upon your shoulders. You gasp as you feel an overwhelming burst of energy. A feeling of vertigo passes through you and you stumble.*

Have the PC(s) make a **Reflex DC 15** check or fall to the floor (no damage). When they get up, they will be able to control the wings as if they had been born with them. But there is a catch. The wings that once appeared identical, now take on an appearance of their former natures.

Wing Set	Type
A	Erinyes
B	Giant Eagle
C	Lillend
D	Succubus
E	Sky Elf
F	Harpy
G	Pegasus

Except for the wings set designated as **B**, there will be some kind of initial transformation effect when donning certain wings:

The PCs that don the wings designated as **A, C, D,** or **F** will have a gender change to female (if they aren't already that gender). The wings from set **C** will become rainbow colored and the wings from

set **D** will become bat/demon like. Horns will appear on the foreheads of those who don wing set **A** or **D**. A white horse tail will appear on the PC who dons wing set **G**. The feathers on wing set **F** will turn brown and the PC's fingers will end with talons. The ears of the PC who dons wing set **E** will become pointed like an elf.

Wing set **B** is the only set of wings that will not transform the PC into a different creature. The wings will still be permanently set upon the PC and cannot be removed by any means.

Wing set **E** is the set of wings that was originally intended for General Skyrider. During the course of time, the PC will slowly transform into that of a Sky Elf. Unlike wing sets **A, C, D, F,** and **G**, the PC will not become an NPC upon the transformation's completion.

- If the PC(s) healed the astral deva, **GO TO Epilogue E (page 34).**
- If the PC was *charmed* by the Dryad and had to return to her tree, **GO TO Epilogue F (page 35).**

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## Epilogue E

*As you settle down for the evening, a presence touches your mind. “Thank you again for healing me. Because of your giving nature, I have granted you a boon. Rest easy in the fact that you will indeed live another day.”*

Give the PCs the **Boon of the Astral Deva** cert.

- If the PC was *charmed* by the Dryad and had to return to her tree, **GO TO Epilogue F (page 35).**

## **Epilogue F**

*Unable to break the compulsion, you return to the dryad tree in the Darkwood Forest. Heloise smiles upon your return and welcomes you with open arms. “We’re going to have a lot of fun together. You’ll see...” she says as she brings you into her tree with her.*

Give the PC in question the **Lure of the Dryad** cert. Make sure you date the cert to show when the PC will become active again.

THUSENDS  
“WIND’S INHERITANCE”

**TIME UNIT COST: 5 TU** (standard, may vary by module or by epilogue)

## EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 4	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13
<b>Introduction</b>						
Bar Brawl – Combat ( <i>or</i> )	62	75	100	125	150	175
Bar Brawl – Non-Combat	125	150	200	250	300	350
<b>Encounter 4</b>						
Wolves – Combat	62	75	100	125	150	175
<b>Encounter 5</b>						
Dryad – Get Information	38	50	75	100	125	150
<b>Encounter 6</b>						
Find the wings (7 sets, 25xp each set)	175	175	175	175	175	175
<b>Encounter 7</b>						
Astral Deva – Combat ( <i>or</i> )	62	75	100	125	150	175
Astral Deva – Non-Combat	125	150	200	250	300	350
Heal the Astral Deva	50	50	50	50	50	50
<b>Conclusion</b>						
Return the correct set of wings (E) to General Llandra Sky rider ( <i>or</i> )	125	150	200	250	300	350
Return a set of wings (any set but E) to General Llandra Sky rider	62	75	100	125	150	175
<b>Discretionary Role Playing Award</b>	100	100	100	100	100	100
<b>Maximum Possible XP</b>	<b>800</b>	<b>900</b>	<b>1,100</b>	<b>1,300</b>	<b>1,500</b>	<b>1,700</b>

## TREASURE SUMMARY

If it's not on this list, the PCs cannot keep it.

### **Encounter 5**

- **Totem Ring – Eagle:** This magic ring has been carved from the bone of an eagle. This ring will allow the wearer to **polymorph self** into an eagle once per day, for up to an hour. The wearer gains the natural abilities and movement modes of the eagle, but not any extraordinary abilities. Additionally, the wearer does not benefit from healing by changing form. The wearer's gear, weapons, and armor are transformed as part of the ring's magic and subsumed into the new form.

### **Encounter 6**

- **Potion of Charisma:** This potion adds a 1d4+1 enhancement bonus to the user's Charisma score for 3 hours.
- **Potion of Flying (ATL 4=2, ATL 5-13=4):**
- **Stone Salve (ATL 4-7=None, ATL 9-11=1, ATL 13=3):** This strange ointment has two uses. If an ounce of it is applied to the flesh of a petrified creature, it returns the creature to flesh (as the same spell **stone to flesh**). If an ounce of it is applied to flesh of a nonpetrified creature, it protects the creature as a **stoneskin** spell.
- **Feather-brained cert:** The above named PC was gassed and was immediately covered from head to toe with white feathers. After about two

weeks time, most of the feathers molted off... except for the feathers that replaced normal hair. The PC may get rid of the feathers if a **remove curse** is cast upon him/her.

**Conclusion:**

- **50 x ATL gp** (unless the PCs haggled it up to 75 x ATL gp).

**Epilogue A:**

- **Lesser Recommendation of Llandra Skyrider:** The above named PC gets a +1 bonus to all Charisma and Charisma based skill checks while in Amthydor and its protectorate.
- **Enmity of the Elven Ambassador:** The above named PC has managed to instill deep hatred towards him/herself. All charisma-based checks with elves (and all subraces) will incur a -1 penalty. Should the PC be dealing with an elf wearing a hawk pin, then that PC will have a -2 penalty on all charisma checks.

**Epilogue B:**

- **Recommendation of Llandra Skyrider:** This certificate can be used to enter the Diamond Legion using only 30 TUs instead of 60. If the PC is already in the Diamond Legion, then it can be used to cut in half any time requirement for moving into an elite unit. This certificate may also be considered as an invitation to join the famed Eagle Riders. The PC is required to meet all the proper prerequisites prior to joining the elite group. The PC also gains the benefits of having the Lesser Recommendation of General Skyrider as well.
- **Elven Chain** - This very light chainmail is made of very fine mithral links. Speed while wearing elven chain is 30 feet for Medium-sized creatures, or 20 feet for Small. The armor has an arcane spell failure chance of 20%, a maximum Dexterity bonus of +4, and an armor check penalty of -2. It is considered light armor and weighs 20 pounds. [ATL 9-13 only]
- **Eagle Wings of Flying** - The above named PC has donned the set of wings that was created from a giant eagle. Because of the superior

quality of the wings, this set is actually stable. Once the PC dons the wings, they become permanently fused to the PC's body as if he was born with them. The PC will also need to make adjustments to his lifestyle based on his new abilities

**Epilogue C:**

- **Gratitude of the Elven Ambassador** - The above named elf has earned favor with the elven ambassador and wishes to join his cause. As a token of recognition and appreciation, the ambassador has gifted the PC with a hawk pin. The PC can identify (and be identified) other elves that have similar attitudes and ideals. The hawk pin is non-magical.

**Epilogue D:**

- **Various Wings (see Certs)**

**Epilogue E:**

- **Boon of the Deva:** The above named PC has earned the Boon of the Deva. If the PC is taken to 0 to -9 hit points, he may continue to combat as if he had 1 or more hit points. Should the PC hit -10 or lower, the PC will be bathed in a holy light and appear fully healed. This ability can only be used once and the cert is void upon its use.

**Epilogue F:**

- **Lure of the Dryad:** The above named PC had failed his/her save and followed the Dryad named Heloise into her tree. The PC is out of play for 1 calendar year. During that time, the PC has learned a number of skills.

**Miscellaneous:**

- **Diamond Legion Troublemaker cert:** The above named PC has cause enough trouble for the Diamond Legion to notice. In addition to having been sent to jail, his/her name has been recorded for future surveillances. If the PC wishes to join the Diamond Legion in the future, it will take twice the number of recommendations and TU to enter.

# Player's Handout #1

*Dear Llamdra,*

*You know not of me or I of you. But Destine has foreseen a member of my line to be without her true heritage. Being grounded like many of Raia's people is an unfathomable prospect in my mind. You should soar in the sky as you were meant to do. So I have had my own wings preserved and left for you when you come of age. Soar high and be free my darling granddaughter. Become what you have always meant to be.*

*With much love,  
Ardanala*

## Player's Handout #2

PATHS

TWISTING, TURNING

LOST

WINGLESS FEY SEEKS

NOT ALONE

STOLEN AGAIN AND AGAIN

FLIGHTLESS

WOODED VOICE

SEEK DARKNESS

BEWARE!



## Player's Handout #3

Private conversation/meeting with the elven ambassador:

*“I do not trust these humans, nor their companions. Present company excepted, of course. It will be up to you to be my eyes and ears. Let me know of any duplicity on their part. The General has a soft spot for these adventurers. Upon completion of your mission you will be needed to report any observed compromising situations to me. I am counting on you for this necessary information.*

*“Do you accept this charge?”*

## Player's Handout #4

Angel, Astral Deva

- ✓ Demon, Succubus
- ✓ Devil, Erinyes
- Dragon (any)
- ✓ Eagle, Giant
- ~~Eagle, Golden~~
- ✓ Elf, Sky
- Half-dragon
- ✓ Harpy
- Hippogryph
- ✓ Lillend
- ✓ Pegasus
- Roc

## Player's Handout #5

ENTRY 47 – *Most of the wings that have been collected thus far are inconsistent in allowing the processes to garner the properties I desire. Perhaps it is because of the magical nature of the creatures involved.*

ENTRY 48 – *Perhaps I should focus on humanoids with naturally occurring wings. That should solve the problem.*

ENTRY 49 – *I brokered a deal and managed to get some infernal wings. The succubus wings aren't complimentary. Perhaps have them transformed into feathers.*

ENTRY 50 – *It appears my efforts haven't been going unnoticed. It's time to implement some contingency plans.*

ENTRY 51 – *I am still having consistency problems. Maybe I need to have wings from a more pure source.*

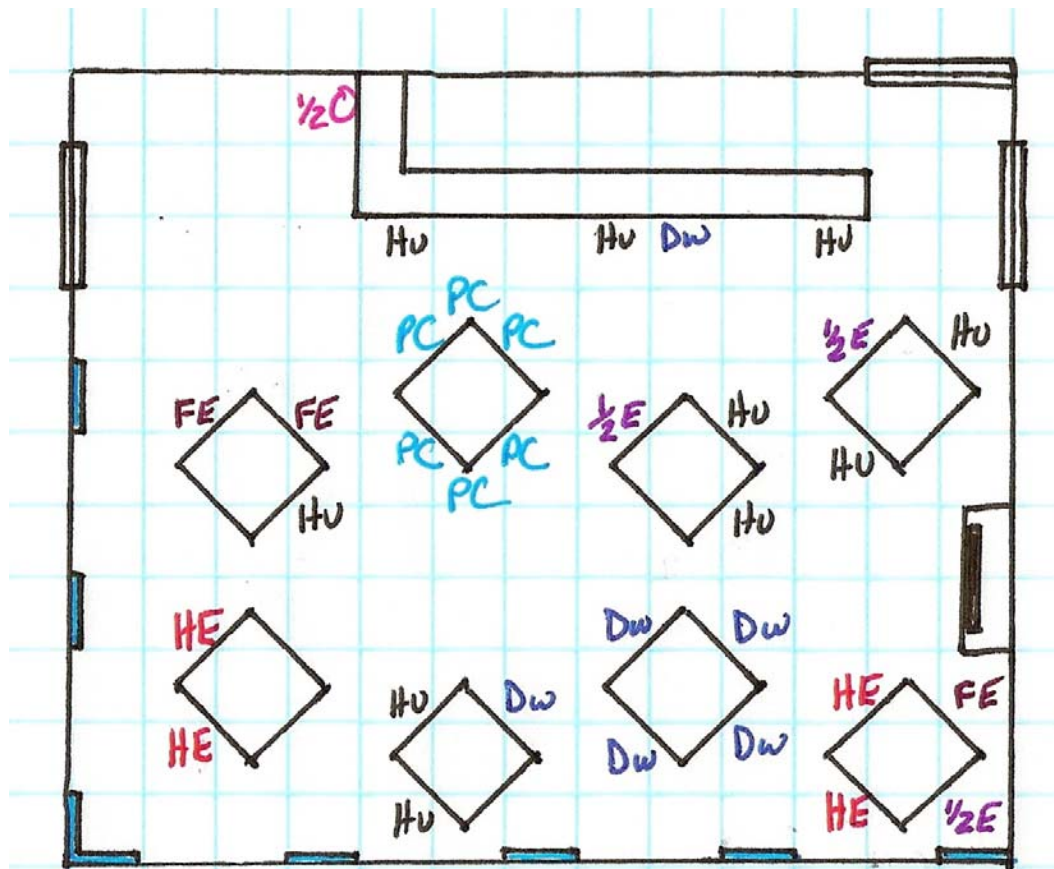
# Game Master's Aid #1

## From *Player's Handout #2*:

- 1 Pathes
- 2 Twisting, turning
- 3 Lost
- 4 Wingless fey seeking
- 5 Not alone
- 6 Stolen again and again
- 7 Flightless
- 8 Wooded voice
- 9 Direction
- 10 Darkness seeking
- 11 Beware!

- 1-2 The path of the wings and the path of the PCs are twisting so much that they are turning together.
- 3 Lost is the status of General Skyrider's wings
- 4 Self-explanatory
- 5-7 General Skyrider is not alone in which something that is/was a part of her was stolen from her. Several other winged creatures have had their wings stolen from them.
- 8-10 The wooded voice is a vague reference to a dryad that will give directions. Although it could be interpreted as for the PCs to go to the Druid's Grove in Llynvale. Seek darkness is the location in which the dryad's tree is located ... in the Darkwood Forest.
- 11 Self-explanatory.

# Map 1 – Dauntless Dolphin



PC = PLAYER CHARACTERS

HE = HIGH ELF

FE = FOREST ELF

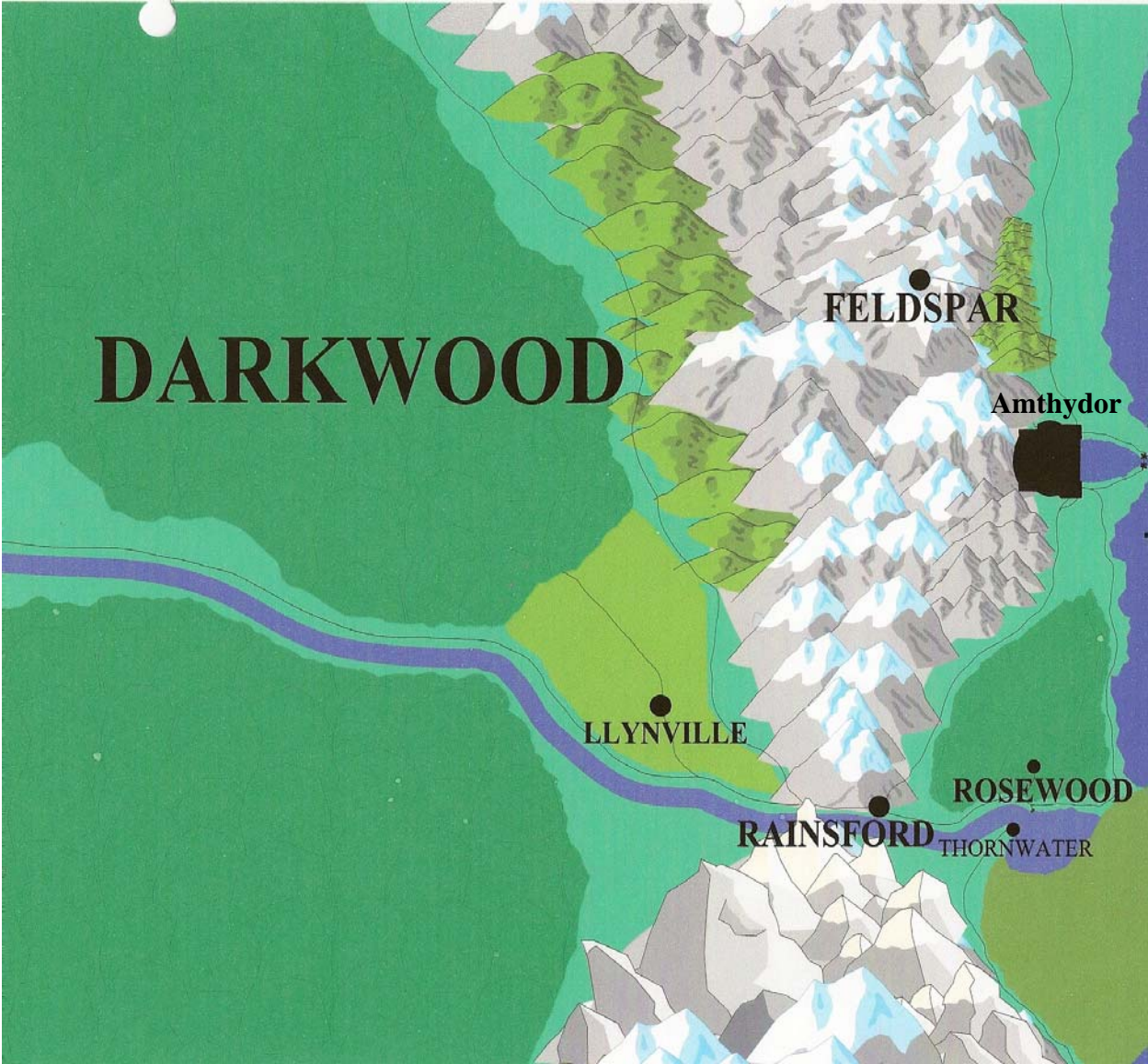
1/2E = HALF ELF

1/2O = HALF ORC

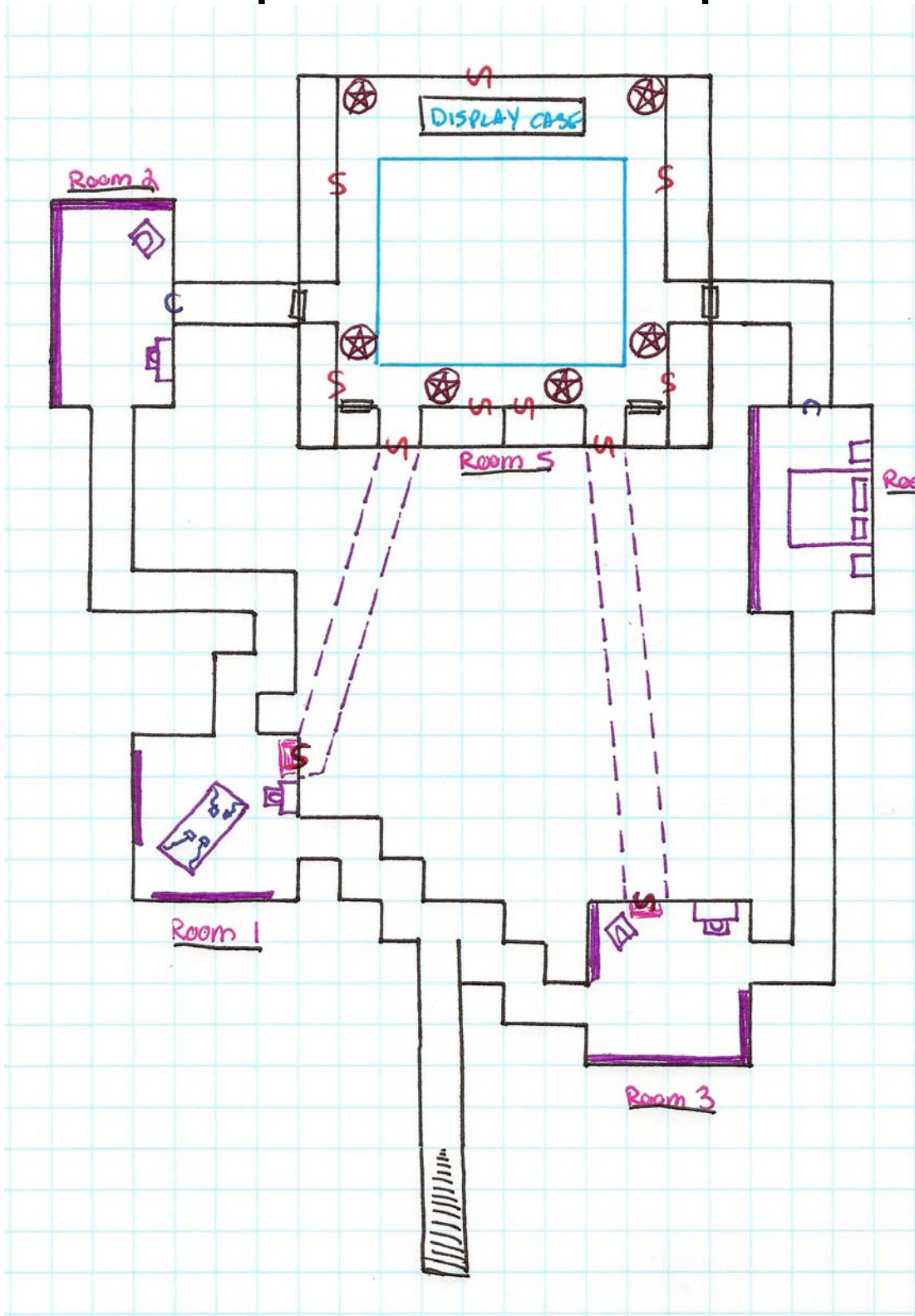
DW = DWARF

HU = HUMAN

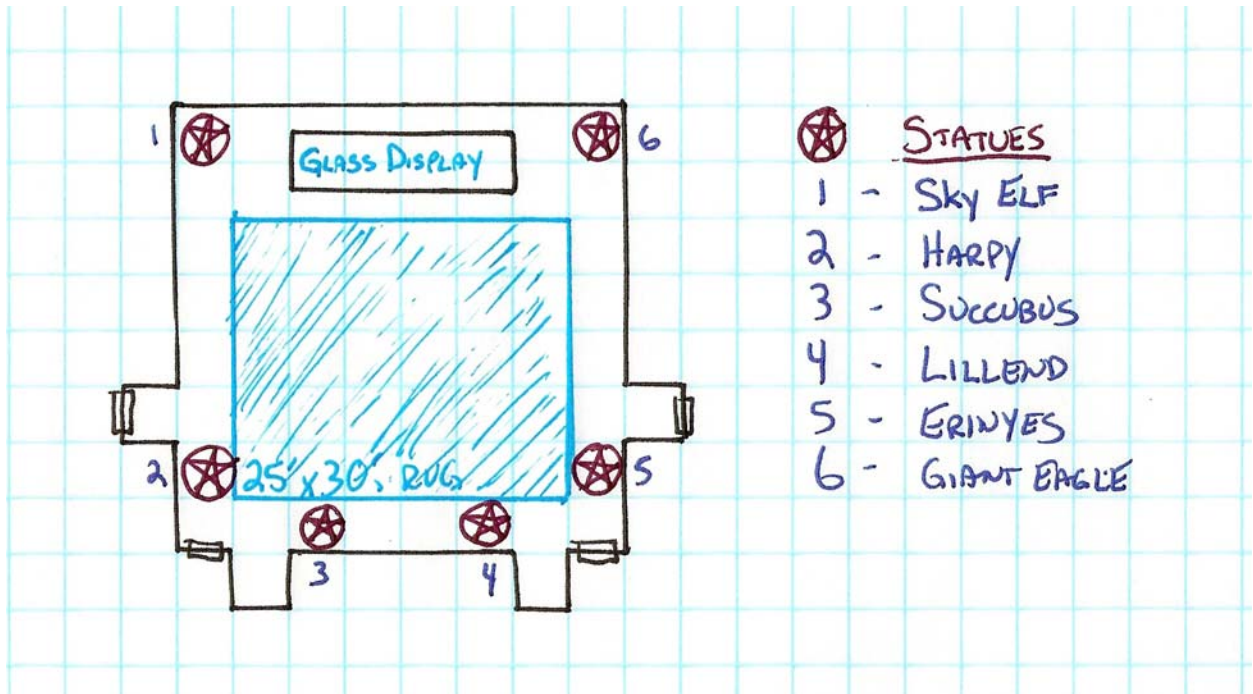
# Map 2 – Area Map



# Map 3 – Encounter 6 Map

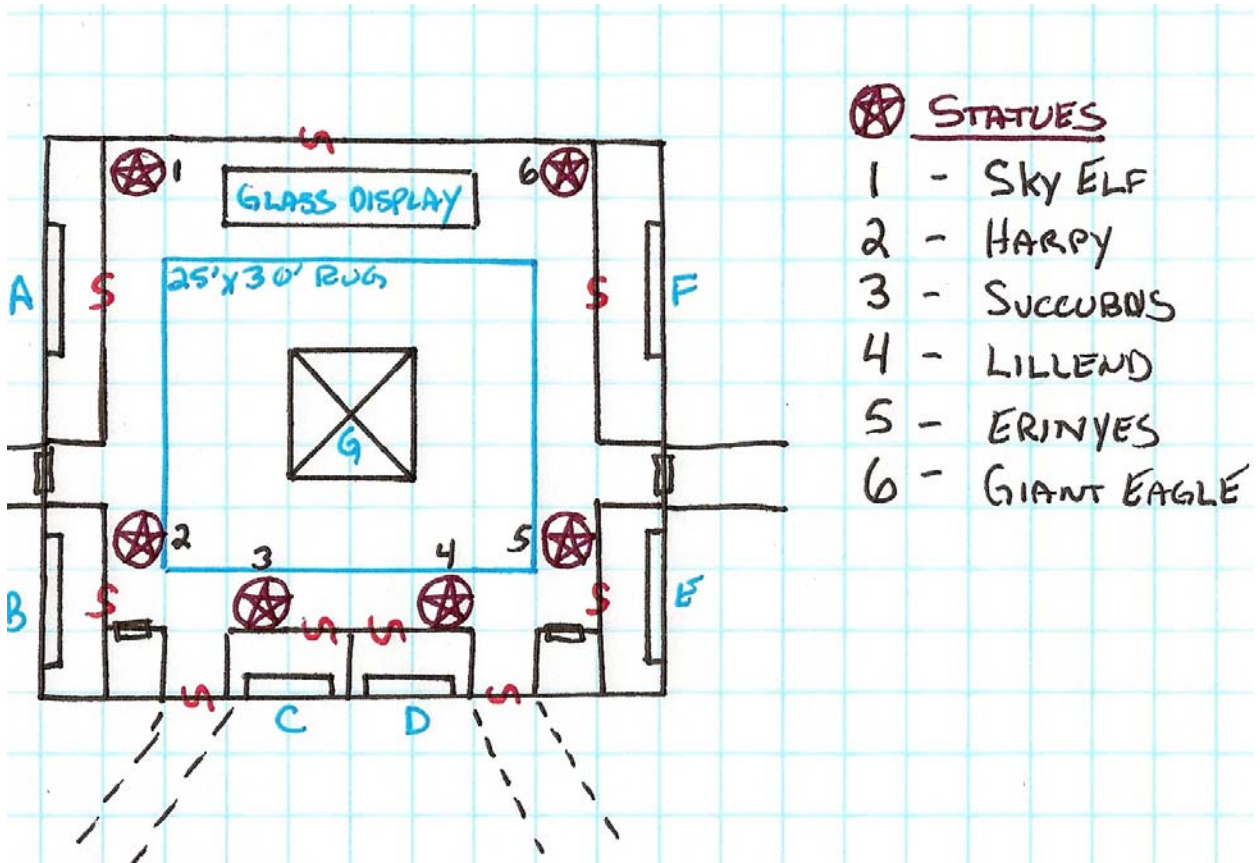


## Map 4 – Room 5 Player Map





# Map 5 – Room 5 GM Map



# Critical Event Summary: Wind's Inheritance

Convention: \_\_\_\_\_ Date: \_\_\_\_\_

1. Did any elven PC accept Ambassador Elandiren's charge to spy on the other PCs? Yes No

2. Which set(s) of wings did the PCs find? (Circle all that applies)

Sky Elf wings	Pegasus wings	Lillend wings	Giant Eagle wings
Harpy wings	Erinyes wings	Succubus wings	

3. Which set of wings did the PC present to General Skyrider?

Sky Elf	Pegasus	Lillend	Giant Eagle
Harpy	Erinyes	Succubus	

4. Did any of the PCs put on any set of wings? If yes, list below who:

Erinyes  
 – PC Name: \_\_\_\_\_ Player Name: \_\_\_\_\_ Email: \_\_\_\_\_

Giant Eagle  
 – PC Name: \_\_\_\_\_ Player Name: \_\_\_\_\_ Email: \_\_\_\_\_

Harpy  
 – PC Name: \_\_\_\_\_ Player Name: \_\_\_\_\_ Email: \_\_\_\_\_

Lillend  
 – PC Name: \_\_\_\_\_ Player Name: \_\_\_\_\_ Email: \_\_\_\_\_

Pegasus  
 – PC Name: \_\_\_\_\_ Player Name: \_\_\_\_\_ Email: \_\_\_\_\_

Sky Elf  
 – PC Name: \_\_\_\_\_ Player Name: \_\_\_\_\_ Email: \_\_\_\_\_

Succubus  
 – PC Name: \_\_\_\_\_ Player Name: \_\_\_\_\_ Email: \_\_\_\_\_

5. Did any elven PCs accept the Elven Ambassador's offer to join his faction? Yes No

– PC Name: \_\_\_\_\_ Player Name: \_\_\_\_\_ Email: \_\_\_\_\_

– PC Name: \_\_\_\_\_ Player Name: \_\_\_\_\_ Email: \_\_\_\_\_

– PC Name: \_\_\_\_\_ Player Name: \_\_\_\_\_ Email: \_\_\_\_\_

– PC Name: \_\_\_\_\_ Player Name: \_\_\_\_\_ Email: \_\_\_\_\_

– PC Name: \_\_\_\_\_ Player Name: \_\_\_\_\_ Email: \_\_\_\_\_

– PC Name: \_\_\_\_\_ Player Name: \_\_\_\_\_ Email: \_\_\_\_\_

6. Did any of the PCs get the Diamond Legion Troublemaker cert? Yes No

– PC Name: \_\_\_\_\_ Player Name: \_\_\_\_\_ Email: \_\_\_\_\_

– PC Name: \_\_\_\_\_ Player Name: \_\_\_\_\_ Email: \_\_\_\_\_

– PC Name: \_\_\_\_\_ Player Name: \_\_\_\_\_ Email: \_\_\_\_\_

– PC Name: \_\_\_\_\_ Player Name: \_\_\_\_\_ Email: \_\_\_\_\_

– PC Name: \_\_\_\_\_ Player Name: \_\_\_\_\_ Email: \_\_\_\_\_

– PC Name: \_\_\_\_\_ Player Name: \_\_\_\_\_ Email: \_\_\_\_\_

7. Did a PC collect the *Lure of the Dryad* cert? Yes No

– PC Name: \_\_\_\_\_ Player Name: \_\_\_\_\_ Email: \_\_\_\_\_

Return this form to: David Samuels, 2722 East 64<sup>th</sup> Street, Brooklyn, NY 11234, or by e-mail to lsj-modsummary@theshiningjewel.com.

Please send completed form to:  
Jay Fisher, 5170 Central Sarasota  
Pky Apt 304, Sarasota, FL 34238,  
or email to  
lsj-roster@theshiningjewel.com.



## Roster of Heroes: Wind's Inheritance

**Judge Name:** \_\_\_\_\_

**Convention:** \_\_\_\_\_ **Date:** \_\_\_\_\_

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
Email address: \_\_\_\_\_ (optional)  
Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
Special items or comments: \_\_\_\_\_  
Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
Email address: \_\_\_\_\_ (optional)  
Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
Special items or comments: \_\_\_\_\_  
Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
Email address: \_\_\_\_\_ (optional)  
Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
Special items or comments: \_\_\_\_\_  
Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
Email address: \_\_\_\_\_ (optional)  
Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
Special items or comments: \_\_\_\_\_  
Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
Email address: \_\_\_\_\_ (optional)  
Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
Special items or comments: \_\_\_\_\_  
Gained a level:  Out of Play:  Dead:  Lost level(s):

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_  
Email address: \_\_\_\_\_ (optional)  
Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_  
Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_  
Special items or comments: \_\_\_\_\_  
Gained a level:  Out of Play:  Dead:  Lost level(s):

## Welcome to the LSJ Shopping Spree!

Enclosed in this package is all you need to use the Shopping Spree.

### What to Print

Please print out the Shopping Spree cert file. Each character gets one and only one cert per adventure to make their purchases. Please destroy any unused certs.

### General Rules

Each player may purchase up to four items per adventure, all listed on a single cert.

All unused slots on the cert must be crossed out at the time of purchase.

Exception: A player with a cohort who is playing in that adventure may purchase up to an additional four items for the cohort, all on a second cert.

In game time terms, Shopping Spree purchases may only take place before or after an adventure.

No items may be purchased during an adventure, nor may any be added to a purchase completed before an adventure.

E.g.: The party runs into some lycanthropes and has no silver weapons. They decide at that time that they had bought silversheen using the Shopping Spree. Sorry, that isn't happening. Deny the purchase until after the module is over.

### What Can Be Purchased

The following may be purchased from Core Rulebook 2.

Scrolls are available for the following Arcane/Divine Spells. Prices are listed for (Arcane)/(Divine). NA in the listing means the spell is not available as that type of scroll.

All potions and scrolls available for purchase are at minimum caster level.

Available Potions / Scrolls	Scroll Price A / D	Potion Price
<i>Cure light wounds</i> (potion)	50 / 25	50
<i>Endure elements</i> (potion)	25 / 25	50
<i>Mage armor</i> (potion)	25 / NA	50
<i>Magic fang</i> (potion)	NA / 25	50
<i>Magic weapon</i> (oil)	25 / 25	50
<i>Protection from XX*</i> (potion)	25 / 25	50
<i>Remove fear</i> (potion)	50 / 25	50
<i>Bless weapon</i> (oil)	NA / 100	100
<i>Silversheen</i> (oil)	NA	250
<i>Aid</i> (potion)	NA	300
<i>Cure moderate wounds</i> (potion)	200 / 150	300
<i>Darkvision</i> (potion)	150 / 375	300
<i>Delay poison</i> (potion)	200 / 150	300
<i>Lesser restoration</i> (potion)	NA / 150	300
<i>Remove paralysis</i> (potion)	NA / 150	300
<i>Resist energy 10**</i> (potion)	150 / 150	300
<i>Cure serious wounds</i> (potion)	525 / 375	750
<i>Magic circle against XX*</i> (potion)	375 / 375	750
<i>Neutralize poison</i> (potion)	1000 / 375	750
<i>Remove blindness/deafness</i> (potion)	NA / 375	750
<i>Remove curse</i> (potion)	700 / 375	750
<i>Remove disease</i> (potion)	NA / 375	750
<i>Water breathing</i> (potion)	NA / 375	750

\* An alignment (Good / Evil / Law / Chaos) must be specified when purchased.

\*\* One type of energy (fire / cold / acid / electric / sonic) must be specified when purchased.

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