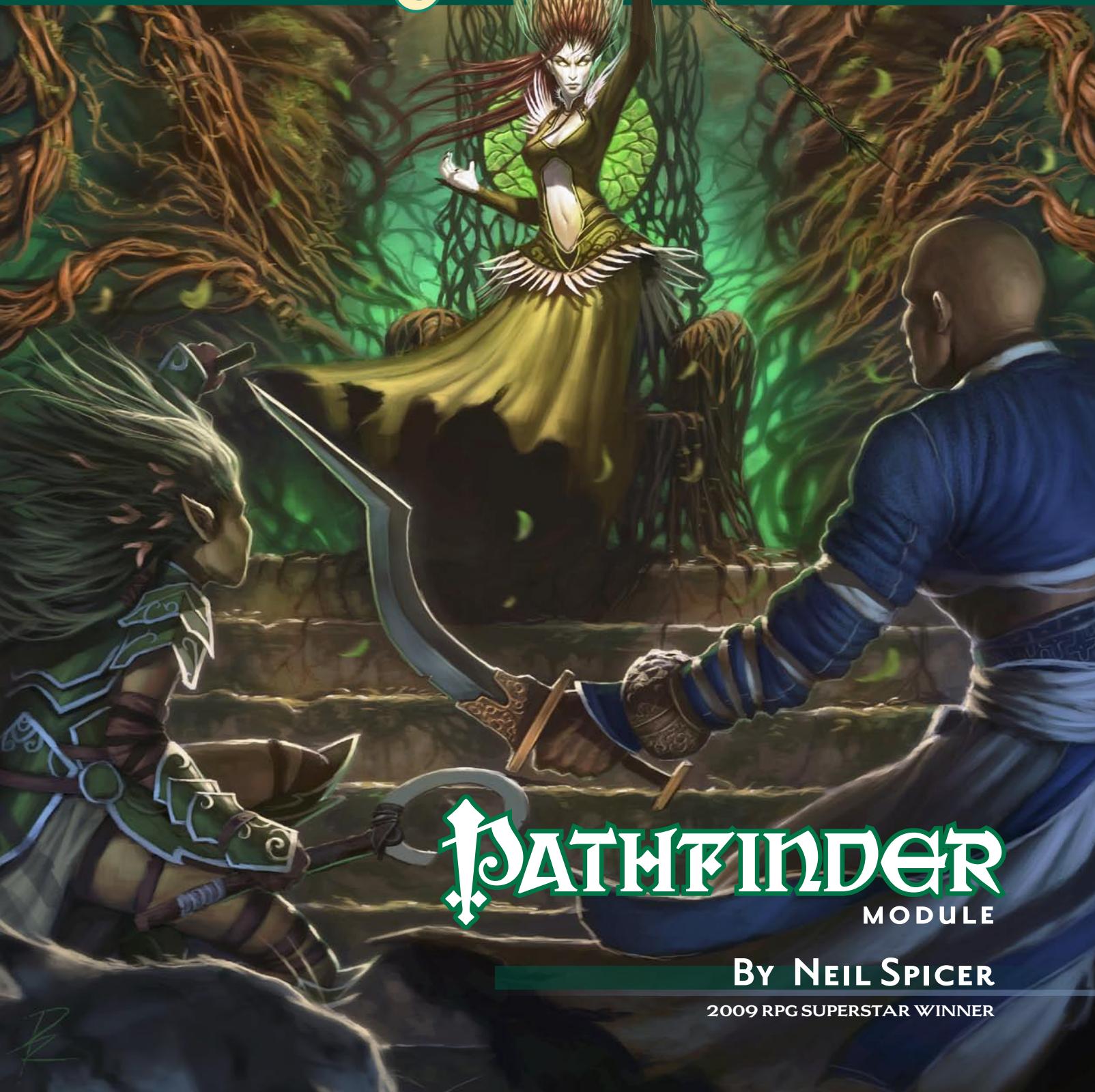


Realm of the Fellnight Queen



PATHFINDER
MODULE

By NEIL SPICER

2009 RPG SUPERSTAR WINNER



THE VERDURIAN FOREST

ONE SQUARE = 2 MILES



Realm of the Fellnight Queen

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The OGL can be found on page 31 of this product.



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Realm of the Fellnight Queen

In an age long before the rise of man, a young Fey-Queen named Rhoswen sought to expand her power by blending shadow magic with Fey sorcery, her efforts leading her to a gloom-shrouded valley with trees as tall as mountains. Rhoswen named this the Fellnight Realm and made it her lair, twisting every living creature with her shadow-sorcery. In disgust, other beings of the First World severed her lands from their own, trapping her in her own demiplane where she has languished ever since, seething at the insult.

Realm of the Fellnight Queen



Adventure Background

Two years ago, Tenzekil Braybittle, an obsessive gnome beekeeper living in Bellis, fell on hard times. He lost the annual honey-harvesting competition to newly retired ranger Elyin Ursage, though Tenzekil had won the past six challenges. Crushed by the outcome, the gnome fell into a deep depression which brought on the Bleaching—an affliction suffered by gnomes upon losing their zeal for life. This led Tenzekil into madness, rapidly aging him while reconnecting him with the First World. He used this insight to explore strange new alchemies and tonics, all in a desperate hope to save his life, but his continued failures only worsened his condition. He gave up his farm, hopelessly wandering the forest in search of rare reagents and forbidden lore.

One attempted cure fused pieces of shadow with his bleaching soul, enabling him to enter a twilit demiplane of thorn and mist with a spike-filled palace; here he encountered Rhoswen, the dark fey-queen of the Fellnight Realm. She welcomed Tenzekil as an honored guest, entertaining and soothing his troubled mind while commiserating over his poor condition.

Rhoswen offered to save Tenzekil if he would swear allegiance, enforced by a *geas*, and perform a small favor. Agreeing, Tenzekil followed Rhoswen to the very edge of her realm, where she showed him the *faengard*—a line of mystic wardstones placed by her own kind to imprison her for blending fey sorcery with forbidden shadow magic. She asked Tenzekil to gather as many wardstones as his pack would hold and to carry them back to his home, depositing them in the deepest pool he could find.

Desperate, Tenzekil did as she asked, though the wardstones burned him with every step. When at last he reached Golarion, he flung his charred pack over a waterfall at a deep ravine. He then realized the traumatic journey had transformed him into a bleachling, making him immune to further debilitation. As a great mist rose from the water, expanding through the forest, Rhoswen demanded more of him. Reminding him of his oath and threatening to resume the Bleaching if he failed her, Rhoswen commanded Tenzekil to lead her armies and lay waste to the good creatures of the forest, making ready for her arrival on Golarion.

Adventure Summary

The adventure opens with the PCs attending an outdoor wedding for Elyin Ursage and his new bride, Kailah Winmede. The celebration proves short-lived, however, when they have to defend the town from Tenzekil and Rhoswen's minions. After Tenzekil escapes the initial raid, a mysterious fog rolls into Bellis, cutting off the townsfolk from the outside world and leading to

rampant paranoia. Elyin and the town council ask the PCs to investigate the attack and find the source of the mist, suggesting they consult the arch-druid Devarre for an explanation.

In Part Two, the PCs brave the mist and soon discover more ruinous handiwork of Rhoswen's foot soldiers. Each encounter provides an opportunity to set things right, gain important allies in the coming conflict, and eventually learn the origin and purpose of the strange fog. To succeed, the PCs must defeat Rhoswen's guardians inside a waterfall-carved ravine and escape Tenzekil's army. Thereafter, they gain an opportunity to rally the good creatures of the forest and learn the secret to confining the fey-queen.

In Part Three, the PCs enter the Fellnight Realm, a demiplane purposefully sheared from the First World to punish and contain Rhoswen and her followers. To defeat her, they must repair the *faengard* and seek out the *crook of Cildhureen*, a powerful staff wielded by Rhoswen herself. Only by invoking its ancient magic can they again lock away the Fellnight fey.

The Verduran Forest map on the inside front cover shows the locations of the events in Part One and Part Two of this adventure. The map of the Fellnight Realm is on page 18.

Introduction

The frontier town of Bellis stands within the quiet shade of the Verduran Forest, nestled along the western banks of the slow-moving Sellen River. Flower gardens color every homestead, painting a vibrant scene under the summer sun. Common folk go about their business, tilling the land, tying off keelboats, and hobnobbing over cups of mead. In the distance, a dog barks, children laugh, and the bees hum while gathering pollen.

The PCs may arrive as guests of Elyin and Kailah's marriage celebration, couriers delivering gifts from distant relatives, or wedding crashers simply taking advantage of their hospitality. They also may have crossed paths with Elyin and befriended him before his retirement to Bellis. For a more personal connection, the half-elf ranger could even share blood with a PC through his human or elven heritage.

If the PCs already know Elyin, they receive a simple but pretty invitation to his wedding; otherwise, they come across an open invitation posted somewhere in town.

BELLIS

Large Town conventional (town council); AL NG
Base Value 2,000 gp

DEMOGRAPHICS

Population 4,800

Type humanoid (79% human, 9% halfling, 5% elf, 3% dwarf, 2% gnome, 1% half-elf, 1% half-orc)

AUTHORITY FIGURES

Brigrim Tell, mayor (NG male human aristocrat 5); **Fayette Tount**, high priestess (LG female human cleric of Erastil 6); **Revas Benwold**, councilor (CG male human cleric of Cayden Cailean 4); **Elyn Ursage**, councilor and beekeeper (LN male half-elf ranger 7); **Alva Cordet**, councilor and owner of Honeyed Sweets (NG female half-elf expert 3); **Mertis Cobblestocking**, councilor and proprietor of Three Mead Tavern (LN male gnome expert 4); **Halak Klet**, owner of the Soot and Smithy (CN male half-orc fighter 4); **Telgara Raym**, confectioner (NG female human wizard 3); **Ulfas Blust**, logging magnate (N male human expert 4)

Part One: Outdoor Party

When the PCs make ready to attend the celebration, read or paraphrase the following:

Festivities for the wedding stretch from the stone chapel and rose gardens of Shelyn, past a large open-air tent, and down to the sun-drenched, tree-lined banks of Stillwater Creek. Music and laughter fill the air, with partygoers calling out for attendees to join their games and merrymaking.

Upon arriving, the PCs can choose from a variety of activities to celebrate the occasion and enjoy themselves. Each keyed location details a game, social activity, or other encounter where they can interact with the townsfolk. Give them time to explore Shelyn's Grove and start developing relationships within Bellis before running the timed encounter that follows.

A1. LOVER'S BRIDGE

Several small, fidgety children sit along this short wooden bridge. Fishing poles dangle from their hands, but judging by the empty buckets next to them, they haven't caught anything yet.

The locals refer to this place as Lover's Bridge, which serves as a popular rendezvous for amorous couples. Any PCs lingering here may find themselves teased by children who assume their presence indicates an expectant romance.

Anyone wishing to assist the children in fishing may do so with appropriate Profession or Survival skill checks (DC 10). Each 30 minutes of activity turns up one fish for every 2 points by which the result exceeds 10. The children take each catch to Revas Benwold (see area A2) to sell for the fish fry, earning 1 cp per fish.

A2. FEAST TENT AND BOX SOCIAL

Delicious smells emanate from this large canvas tent. Partygoers frequently come and go, carrying wooden plates of fried fish and barbecued pork with cups of honeymead. Around the back, smoke rises from several cookfires.

Under the canopy of this pitched tent, Revas Benwold serves food and drink for the wedding celebration, including his own special recipe of honeymead. Several volunteers man cookfires behind the tent, frying fish and roasting racks of pork ribs. Anyone can eat for free, but the canopy's shade offers little sitting room. Instead, Benwold encourages revelers to enjoy their meals outdoors, either on picnic blankets by the creek or the amphitheater's benches.

Development: While enjoying Benwold's food, PCs may also participate in a special auction called a box social. Kailah's seven bridesmaids each prepared desserts and placed them in decorative boxes for attendees to bid upon. They hope to raise enough money to provide a dowry for Kailah. Winning bidders receive their chosen dessert and also get to enjoy it in the company of the lovely bridesmaid who made it. This time-honored tradition helps pair young ladies of marrying age with potential suitors in a supervised setting.

The prettiest bridesmaids—and those known as exceptional cooks—draw the highest bids. Most boxes contain a variety of fruit pies and honeyed cakes, with starting bids of 1d4 sp. If the PCs make an offer on any of the boxes, they could find themselves in a bidding war. Tenzekil himself makes an appearance to bid on a box prepared by **Lumi Reasonknot** (NG female gnome expert 2), someone he's longed for over the years. However, Lumi never liked Tenzekil and appears quite worried if the gnome seems about to win. Onlookers encourage wealthy PCs to bid just to save her, but Tenzekil drives the price for her honeyed pumpkin bread as high as 25 gp to win. Any PC successfully rescuing Lumi gains her appreciation and improves her starting attitude to Helpful for any Diplomacy checks to gather information about the town.

A3. GAZEBO AND AMPHITHEATER

A well-worn path strewn with flower petals leads between plain wooden benches to a decorative gazebo at the bottom of this amphitheater. More flowers adorn the structure itself, and a line of well-wishers extends to a seated couple dressed in finery beneath its roof.

Although the wedding hasn't yet taken place, Elyn and his soon-to-be wife, Kailah, greet their guests here. Elyn



WEDDING FESTIVAL

ONE SQUARE = 5 FEET



takes great delight in welcoming his longtime friends, many of whom he hasn't seen since retiring to Bellis. This could be the PCs if they have a personal connection with him, but also includes three members of a group of rangers called the Foresthawks, named **Dorin**, **Galadon**, and **Izora** (N human rangers 4). **Kailah Winmede** (LN female human commoner 2) has her own circle of friends to greet. As daughter of the local apothecary, she seems to know everyone in town. If the PCs bring wedding gifts (either as couriers for other invitees who couldn't make the wedding, or of their own volition), one of the organizers directs them to the Chapel of Shelyn (area A6) to deliver them for safekeeping until the reception.

A4. DANCE AREA

Within the shade of these massive oak trees, musicians perform a variety of quickstep tunes. Several partygoers have already joined the dance, whirling beneath colored streamers and lanterns hung between the trees.

Parmis Salsby (NG half-elf bard 4) oversees the music and entertainment for the wedding here. As a lifelong friend of Elyin, he volunteered for the job but now finds himself a bit overwhelmed by the sheer number of guests. Currently, he splits time between the dance

area, organizing the horseshoe tournament (area A5), and slipping away to the food tent (area A2) to refresh himself with more of Benwold's honeymead.

If any PCs show interest in also playing music or otherwise providing entertainment, Parmis welcomes their involvement. He eagerly leaves them in charge for a moment while he checks on the other events.

A5. HORSESHOE PIT

The clang of horseshoes against iron stobs announces an unmistakable game of skill hidden by the treeline. A handful of bystanders mill about, watching the throws of a massive half-orc wearing the face paint of his orc ancestors. A nearby board keeps score with wooden pegs, but the half-orc doesn't appear to have an opponent yet.

The half-orc is local blacksmith Halak Klent, currently keeping watch over the horseshoe pit and hoping to organize a tournament. Occasionally, Parmis Salsby wanders over (see area A4) to check on him, since many attendees have proven reluctant to participate because of the half-orc's savage face paint—paint he wears to honor the bride and groom. If the PCs want to play a game, Klent encourages them to do so, hoping their participation draws attention to the event.

Development: If the PCs assist Parmis and Halak in gathering at least eight participants, they hold the tournament. A DC 15 Diplomacy check lures one additional participant per success. The winner receives a monetary reward of 25 gp and a *potion of cure light wounds* provided by Parmis.

A6. CHAPEL OF SHELYN

Apart from the boisterous crowd sits a well-shaded stone structure surrounded by rosebushes. A pair of wooden doors carved with chasings of amorous satyrs and nymphs leads inside.

The people of Bellis built this chapel only 5 years ago. The main altar portrays a life-sized statue of the love goddess, Shelyn, with a songbird perched upon her outstretched hand. The chapel also contains living quarters for **Viviana Albercroft** (NG female human cleric of Shelyn 3), a disaffected Taldan still finding acceptance with the native Andorens and worrying over the proper songs and rituals planned for the wedding.

In the chapel's adjoining chamber, a solarium filters sunlight through an expensive stained-glass ceiling imported from Varisia. Currently, the room also has a collection point for wedding gifts intended for Elyin and Kailah. Approximately 350 gp worth of goods ranging from exotic pottery to handcrafted leather goods and decorative blankets lie among the colorfully wrapped packages.

A7. ROSE GARDEN

A wide path leads to a maze of thick, ten-foot-tall hedges with songbirds nesting within them. A few wedding guests stand at the entrance, with one or two occasionally venturing into the maze to explore the flower gardens and statuary inside.

As caretaker of Shelyn's Grove, Viviana Albercroft (area A6) tends to the rose gardens contained by these hedges. She also displays several pieces of sculpted art throughout the maze, with benches placed conveniently nearby. Many wedding guests have already availed themselves of these seats.

Development: If the PCs don't outbid Tenzekil for Lumi Reasonknot's dessert at the box social (area A2), he brings her to one of these benches to profess his love for her, hoping to save her from the impending attack on Bellis. After she rebukes him, he becomes verbally abusive, shocking the other guests. He rebuffs PCs who interfere or observe his interaction with Lumi, but avoids a physical confrontation with them for now (his game stats are on page 21). Eventually, he storms off, finally determined to bring ruin upon Bellis and the wedding

guests. If questioned, Lumi explains Tenzekil's history with the town (as described in the second paragraph of the Adventure Background), believing the Bleaching may have caused his outburst.

WEDDING CRASHERS

After the PCs have enjoyed the celebration and met the other wedding guests, the ceremony finally begins. Read or paraphrase the following to get things started.

A sudden swell of music announces the bride and groom's approach. Kailah and Elyin emerge from the chapel of Shelyn with the priestess Viviana by their side. Bridesmaids and musicians follow behind. Guests immediately gather in the amphitheater at the center of the grove. Once the procession reaches the gazebo, Viviana announces a song about unexpected love from Shelyn's *Melodies of Inner Beauty*. She nods briefly to the musicians for accompaniment and starts to sing.

At this point, give the PCs a chance to notice the approaching hum of Tenzekil's bee swarms over Viviana's song as the insects gather in the woods behind her. They may also perceive one or two individual bees circling the priestess. With a successful Perception check (DC 15), they can note these developments and avoid surprise by the swarm's initial assault.

KILLER BEES (CR 6)

In mid-song, Viviana suddenly stops and gasps in pain, swatting a bee on her forearm. A low, booming buzz then erupts from the treeline behind her as thousands more bees rise into the air. The roiling mass of insects heads straight into the gathered crowd, eliciting screams of terror.

As soon as the bees swarm the crowd, a general panic ensues as wedding guests scramble to get away. Anyone caught among the benches (including the PCs) finds the area difficult terrain for the next 3 rounds as they are jostled by other guests, many tripping in their haste to escape. PCs can oppose the bees in a variety of ways, but targeting them directly also affects the crowd unless they get the townsfolk out of harm's way. Convincing the crowd to move in a particular direction requires a full-round action using Diplomacy (DC 15) or a swift action if relying on Intimidate (DC 20).

Three locations in the grove offer shelter from the attack. Though small, Shelyn's chapel can accommodate about half the people and proves more secure than any other choice. The nearby creek offers the fastest means of avoiding the swarm, but proves too shallow to save very many. Lastly, the heavy canvas of the feast tent also offers some measure of safety if collapsed and held down

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to keep the bees out. Doing so requires a Strength check (DC 23) or four separate attacks to sever the rope ties (2 hp each).

Crafty PCs may also think to lure the bees into the tent so they can collapse it and contain them. If none of the players hit upon this idea, consider having Elyn, the Foresthawks, or Benwold suggest it over the din of battle. Using the tent in such a fashion forces the bees to make a Reflex save (DC 25) or become immobilized. The PCs may also find the cookfires behind the tent useful in fashioning brands and torches to fight the bees or to light the tent after trapping them inside.

AWAKENED BEE SWARMS (2)

CR 4

XP 1,200 each

Use statistics for an advanced wasp swarm (*Pathfinder RPG Bestiary* 275, 294) with the following changes:

N Diminutive magical beast (augmented vermin, swarm)

hp 45 each (7d8+14)

TACTICS

During Combat The bees try to poison as many townsfolk as possible. Any interfering PCs also become targets.

STATISTICS

Int 10, Cha 10

Skills Fly +12, Intimidate +5, Perception +10, Survival +5

Languages Sylvan

SPECIAL ABILITIES

Hive Mind (Ex) An awakened bee swarm with at least 7 hit points forms a hive mind, giving it an Intelligence of 10. When reduced below this hit point threshold, the swarm becomes mindless and loses its Intimidate and Survival skills as well as its knowledge of Sylvan.

SPRIGGAN COMMANDOS (CR 7)

After the PCs defeat or drive away the bees, give them a few rounds to recover. It takes that long for Tenzekil to compose himself once more after watching the defeat of his cherished bees from the hedges of the rose garden. In a fit of anger, he uses his *ghost sound* spell-like ability to pronounce Rhoswen's doom upon Bellis and curses the townsfolk for all the slights he has endured (or imagined) over the years.

"Fools! You shall rue the day you shunned my pallid condition and laughed at my losses! Know your doom has come! When Queen Rhoswen arrives, all will perish—you will choke upon her mist, die by her thorns, and fall before her armies! May you forever suffer the curses of the Fellnight fey! Tenzekil shall have his revenge on you all!"

Following this bold proclamation, Tenzekil sends three spriggans hiding with him to attack the town's heroes. In support, he creates a *wall of thorns* around the intended victims, urging the spriggans to slay Elyn, the Foresthawks, and any PCs who harmed his bees.

FELLNIGHT SPRIGGANS (3)

CR 4

XP 1,200 each

Male bramble spriggans (*Tome of Horrors* 326, *Advanced Bestiary* 32)

CE Large plant (augmented humanoid, gnome)

Init +3; **Senses** low-light vision; Perception +2

DEFENSE

AC 18, touch 12, flat-footed 15 (+4 armor, +3 Dex, +2 natural, -1 size)

hp 34 each (4d8+16)

Fort +8, Ref +7, Will +1

Immune plant traits

Weaknesses vulnerability to fire

OFFENSE

Speed 20 ft.

Melee 2 slams +4 (1d6+1 plus grab), gore +3 (1d8+1 plus grab) or

prickle whip +3 (1d4+1) or

battleaxe +3 (2d6+1 plus greenblood oil)

Ranged thorn dart +5 (1d6+1)

Space 10 ft.; **Reach** 10 ft.

Special Attacks prickle whip, thorn dart, size alteration, sneak attack +2d6

Spell-Like Abilities (CL 4th; concentration +3)

At will—*flare** (DC 10),

*scare** (DC 12), *shatter**

(DC 12)

1/day—*entangle* (DC 10).

* These save DCs include a +1 racial bonus.

TACTICS

Before Combat The spriggans use woodland stride and their thorn walk ability to pass through the hedges and Tenzekil's *wall of thorns* unimpeded. They also use size alteration to grow to Large size.

During Combat At Tenzekil's command, all three spriggans attack

Fellnight Spriggan

Elyin and the Foresthawks with their greenblood oil before attacking the PCs. They start with a volley of thorn darts and then grapple or wield prickle whips to snag townsfolk and drag them through the *wall of thorns*.

Morale The spriggans fight to the death.

Base Statistics In its normal, Small form, a Fellnight spriggan has the following statistics: **Init +5; AC 22, touch 16, flat-footed 17 (+4 armor, +5 Dex, +2 natural, +1 size); Ref +9;** **Melee** 2 slams +4 (1d3-1 plus grab), gore +3 (1d4-1 plus grab), or prickle whip +3 (1d2-1), or battleaxe +3 (1d6-1 plus greenblood oil); **Ranged** thorn dart +9 (1d3-1); **Space** 5 ft., **Reach** 5 ft.; **Str** 8, **Dex** 21; **CMB +1, CMD 16; Skills** Disable Device +7, Sleight of Hand +10, Stealth +10 (+18 in forested areas and thickets)

STATISTICS

Str 12, **Dex** 17, **Con** 18, **Int** 11, **Wis** 10, **Cha** 9

Base Atk +3; **CMB** +5; **CMD** 18

Feats Combat Reflexes, Quick Draw^b, Weapon Focus (slam)

Skills Climb +0, Disable Device +5, Perception +0, Sleight of Hand +8, Stealth +2 (+10 in forested areas and thickets); **Racial Modifiers** +2 Climb, +2 Disable Device, +2 Perception, +2 Sleight of Hand, +2 Stealth.

Languages Common, Gnome, Sylvan

SQ spriggan magic, thorn walk, thorny grasp, woodland stride

Gear chain shirt, battleaxe, greenblood oil (2 doses)

SPECIAL ABILITIES

Prickle Whip (Ex) Once per day, a Fellnight spriggan can unravel and detach from its body a whip-like strand of thorny bramble, as if it were drawing a weapon. This weapon counts as a whip of the spriggan's size, except it deals normal (not nonlethal) damage and is effective against creatures with armor or natural armor. The spriggan is proficient with this whip. The whip becomes brittle and useless after 1 hour.

Size Alteration (Su) A spriggan can change its size from Small to Large or back again as a standard action, similar to using *enlarge person* except increasing or decreasing two size categories instead of one (doubling the modifiers to Strength, Dexterity, attack rolls, and AC).

Spriggan Magic (Su) Spriggans have a +1 racial bonus to their spriggan spell-like ability DCs.

Thorn Dart (Ex) Eight times per day, a Fellnight spriggan can pull a long thorn from its body, as if it were drawing ammunition. This thorn functions as a dart of the spriggan's size. The spriggan is proficient with this dart.

Thorn Walk (Sp) This ability works like *tree stride*, except the Fellnight spriggan can only travel through thorny trees or pass harmlessly through a *wall of thorns* (or similar thorn-related effect) without harm. The spriggan can use this ability once per day.

Thorny Grasp (Ex) A Fellnight spriggan's thorny body deals 1d4 piercing damage (1d8 for a Large spriggan) to a grappled opponent on a successful grapple check. A creature that grapples, pins, constricts, or swallows the spriggan takes this

damage automatically on its turn.

Woodland Stride (Ex) A Fellnight spriggan can use woodland stride like a druid, except it can also freely pass through areas affected by its own *entangle* spell-like ability.

AFTERMATH

Once the PCs survive the second attack, Tenzekil grows more worried. He uses wild shape to transform into a bird and escapes back to Rhoswen. Once Tenzekil informs her about the PCs foiling his raid, she also takes great interest in their activities, using scrying to spy upon them from her palace. Each day, give the PCs a Will save (DC 18) to resist the divination. They receive a +5 bonus on the save since she does so from her demiplane. As long as one of the PCs fails this save, Rhoswen observes that individual to listen in on all their conversations, collecting information to use against the party. PCs may notice her invisible sensor by making a DC 24 Perception check.

The carnage of the assault leaves the townsfolk in confused shock, with many nursing bee stings and painfully removing thorns. Soon, however, a new threat develops.

"Look!" a wedding guest exclaims, pointing toward town. From the forest an unnatural mist seeps forth, slowly enveloping Bellis and the grove within an eerie, silent wall, cloaking the stunned crowd and obscuring everything beyond twenty feet.

The mist generated by Tenzekil's wardstones finally reaches the outskirts of Bellis, surrounding the town in a dense fog bank. Paranoia rises as the citizens fear Tenzekil's dire warning has come to pass, even as the gnome uses the fog as cover for his escape. Representatives of the town council hurriedly confer with one another and soon lead everyone back to town. Afterward, Elyin seeks out the PCs, approaching them on the council's behalf to request their aid.

"Thank the gods you were here to help us. Tenzekil Braybittle has always had an unpredictable nature about him, but none of us saw this coming. The council has asked for your help investigating this mist and the threats he made. The people are frightened, and I fear for their safety. Will you help us stop whatever he's planned?"

Assuming the PCs agree, Elyin answers their most likely questions as follows.

Who is Tenzekil? "He's a local beekeeper. A depressed little gnome. He succumbed to the Bleaching about 2 years ago and disappeared several weeks back. He surprised everyone by showing up again for the wedding."

What were those things attacking everyone? "Aside from the bees, those other things looked like gnomes, but

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covered head-to-toe in thorns. I've never seen anything like them before. They're certainly not from around here."

What's causing the mist? "I don't know, but it's really scaring the townsfolk. If Tenzekil's threats prove true, this could be the beginning of something worse."

Is there anyone who might know more? "There is a druid named Devarre. He lives somewhere west of town—he makes his home in the woods, but no one knows exactly where. He usually finds travelers before they find him."

What did Tenzekil mean about Queen Rhoswen and the Fellnight fey? "I have no idea. Many fey live in the forest, but I've never heard any of them called that before."

What are you going to do while we're gone? "The Foresthawks and I will prepare a defense in case an army does march on Bellis."

Part Two: Lost in the Mist

A direct journey from Bellis to Devarre's retreat covers less than 30 miles of forest, but the encroaching Fellnight Realm has already seeped into the woods, creating grasping thickets and confusing fog which slow travel considerably, as if the terrain were trackless forest. Visibility drops according to the following table.

Range	Concealment
Up to 20 feet	Normal vision
21 to 40 feet	Concealment (20% miss chance)
Beyond 40 feet	Total concealment (50% miss chance)

Because of the rough terrain and reduced visibility, the PCs may get lost; a Survival skill check (DC 15) maintains the proper course each day. Otherwise, the PCs wander in the wrong direction for 1 day.

DYING DRYAD

Shortly after the PCs make camp for the night, a wounded dryad using *tree stride* stumbles from a giant oak and falls exhausted into their midst. Read or paraphrase the following to start the encounter.

A slender, furtive figure separates from one of the trees at the edge of camp. It takes only a couple of steps and then collapses to the ground with a gasp of pain. "Please... you must help us!" a small voice implores. "They came from the shadows... inside the mist! My sisters are dying! They're burning our trees! We have nowhere else to turn! You must help!"

The PCs have only a few moments to calm the sobbing dryad and question her about her ordeal. Then, a sudden horror clouds her face as somewhere deep in the forest (area B) Rhoswen's minions finally destroy her tree and she dies in front of the PCs. No amount of healing can save her, as the dryad's life remains inextricably tied to

her tree. While she yet lives, the dryad answers their most likely questions as follows.

Who did this to you? "Spriggans. Horrid little gnomes. Half-plant and fully malicious, they grow like weeds. Legends tell of such creatures once locked away in a place called the Fellnight Realm. But that was... thousands of years ago."

Who are you? "I am Breena. A dryad born of the Second World."

There are more of you? "Yes. My four older sisters—Averdine, Fira, Hana, and Sebille. They urged me to find help while they defend our grove. Please don't let them die!"

Where do you live? "Our grove lies in a clearing of paueliel trees just south of here. Follow the gully like a trail and it will take you there. Hurry!" (Paueliels are silvery softwood trees that rise to over a hundred feet and are said to have ties to the First World; see *Pathfinder Chronicles Campaign Setting* 217.)

Can Devarre help you? "I already sought the druid—I looked for him first. Mist covers his home and he didn't respond when I called for him."

How do we find Devarre? "Look for the black rocks in the hills to the west where the creek flows past a perfectly round hill. It's an ancient fey-mound protected by a powerful illusion. No one can see past the glamer unless Devarre wants you to find him—not even fey. Though, once I did hear Fira say she'd found a way to pass the ward. If you save her, maybe she can help?"

What's causing this mist? "I don't know. My sister Fira said it probably comes from higher ground. Somewhere with water."

BREENA

CR 3

XP 800

Dryad (*Pathfinder RPG Bestiary* 116)

hp 27 (currently 1)

B. Ruined Grove (CR 8)

A gully leads through this part of the forest, rising into a small clearing of silver-barked paueliel trees, many of which lie fallen and hewn into large piles. A bonfire bathes the fog hovering at the forest's edge with an orange glow, its flames burning away some of the mist, and replacing it with the heavy tang of woodsmoke instead. A woman's screams punctuate the muted laughter of small figures capering about the fire. An elf-like female and a badly wounded unicorn lie bound upon the ground near a stack of man-sized, hand-cut logs that have been crudely carved into humanoid forms.

Rhoswen's spriggans attacked this grove of dryads to interrogate them about the rest of the forest. Most



of the spriggans have since moved on, leaving behind just a few foot soldiers to finish the job. Originally, they entertained themselves by torturing the dryads and making threats against their trees, viciously applying *shatter* spells and firebrands. More recently, they chopped down several trees for a massive bonfire, saving a log from each one to carve into the likeness of its bonded dryad as gifts for Queen Rhoswen. They also captured Palombier the unicorn when he tried to save the dryads. He now lies hobbled and unconscious within sight of the bonfire.

Creatures: When the PCs arrive, only four spriggans, the unicorn, and the toughest dryad, Fira, remain. The spriggans allowed Fira to linger and watch her sisters die, taunting her with their works of “art” and threats against the unicorn. Now they intend to tie the dryad to a log and toss her onto the bonfire (1d6 fire damage per round) before they leave.

FELLNIGHT SPRIGGANS (4)	CR 4
XP 1,200 each	

hp 34 each (see page 7)

TACTICS

During Combat Two spriggans immediately use size alteration to become Large at the first sign of trouble, drawing forth

whips to wield against their attackers. The other two circle the melee, looking to sneak attack or invoke their spell-like abilities to scare opponents and shatter particularly dangerous weapons.

Morale Once two spriggans are killed, the remaining ones attempt to flee, but one spends a round to grab Fira and drag her into the bonfire before using its thorn walk ability to escape.

FIRA	CR 3
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XP 800

Dryad (*Pathfinder RPG Bestiary* 116)

hp 27 (currently 3)

PALOMBIER	CR 3
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XP 800

Male unicorn (*Pathfinder RPG Bestiary* 269)

hp 34 (currently stable at -3)

Rewards: If the PCs successfully free both Palombier and Fira, award them additional experience equal to a CR 4 encounter. If they only free one of the captives, award them additional experience equal to a CR 3 encounter.

Development: The rescue of Palombier and Fira helps the good creatures of the forest later in the adventure, as both take steps to gather additional allies to fight Rhoswen.

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Fira rewards the PCs with a magical flower that can produce *dust of appearance* three times before its power is spent. "Use this when you reach the fey-mound in the hills," she says, "and it will briefly allow you to see past the glammer and reach him." She explains the flower's magic and gives them the collected treasures she and her sisters have obtained from their many paramours over the years. These include 66 pp, 229 gp, 461 sp, two diamonds worth 250 gp each, a sapphire ring worth 500 gp, a pair of ruby earrings worth 250 gp, a carved ivory statuette of a rampant stag worth 135 gp, and a small pouch containing *dust of dryness*.

For his part, Palombier offers to heal the PCs in gratitude for their actions after first using *cure light wounds* to help heal any of his own wounds the PCs haven't taken care of. He also bestows *neutralize poison* on any PCs suffering such effects. Before departing, he tells them, "Consider this partial compensation for your aid. I still owe you my life."

C. The Drunken Treant (CR 8)

Massive footsteps shake the forest floor, and then a loud thud rattles the nearby trees. One of them suddenly crashes to the ground in a cloud of dust and debris. With a groan, it rolls over and starts to right itself. Two large, bleary eyes blink open. "More viss... vish-uh... visitors ta the forest?" it slurs in a deeply drunken, booming voice. Then, its eyes narrow in anger. "Why, I'll drive yuh right inta the earth for what yuh done!" It stands upright and takes an errant, off-balance swing with a giant, gnarled fist, shattering a nearby treetop in a spray of bark and twigs. "Yuh won't be foolin' me again! Now stand still!"

One of the oldest treants of the Verduran Forest lives in this area of the woods; unable to recall his original name, he's taken to calling himself Vinroot. Eccentric in his old age, Vinroot sometimes overindulges in nodrim, a treant concoction of fermented apples from his own orchard, mixed with wood shavings and draughts of pure water. When the PCs encounter him, they find Vinroot already in a drunken daze, carrying several gourds while madly lashing out at half-imagined foes dredged from his memories of ancient times—but some more recent due to the arrival of the Fellnight fey.



Vinroot has endured a number of painful losses over the years, including several fires stemming from wars between the Five Kings, Andoran, and Taldor, and the uprisings of ever-rebellious Galt. More recently, the Lumber Consortium infringed upon his orchard, as have the Fellnight fey. He's lost many friends to axe and flame, always drowning his sorrow in nodrim, but he also knows a lot about the forest and could provide information to the PCs if they calm him long enough to talk.

VINROOT THE DRUNKEN TREANT

CR 8

XP 4,800

hp 114 (*Pathfinder RPG Bestiary* 266)

TACTICS

During Combat Fully inebriated, Vinroot poses a danger to himself and anyone near him. He relives hallucinations of his haunted past, unable to tell friend from foe, and his actions vary each round as determined by rolling d% at the beginning of his turn.

1–45: Vinroot acts normally, coming to his senses enough to perceive the PCs and engage in somewhat meaningful, if slurred, conversation (see Development). "I'm so sorry. I didn't mean ta hurt anybody. What? I... who... who're you again? Cleansing rain, where am I?"

46–70: Vinroot babbles on about his hallucinations, many involving his observations since the mist arrived (see Development). "Thorn and shadow! They've found a way out!"

"And they're here! We gotta hold 'em off and send 'em back ta the Fellnight Realm!"

71–100: Vinroot animates two trees within 180 feet, directing them to attack the nearest creatures. "Rise up, world! Shake off yer dreams 'fore the nightmares reach us! If'n they wanna play with nature, we'll show 'em all!"

Morale If reduced below 50 hit points (whether by normal or nonlethal damage), Vinroot passes out, falling prone.

Development: If the PCs calm, subdue, or otherwise wait out Vinroot and his drunken rage, they still need to sober him up before asking questions. An examination of his gourds and a DC 20 Knowledge (nature) check ascertains the cause of his drunkenness, while also deducing an appropriate remedy: fresh water. A DC 20 Heal check means a PC can administer the counter-treatment to the nodrim already in his system. *Delay poison* or *neutralize poison* sobers him instantly. Once lucid again, Vinroot answers the PCs' most likely questions as follows.

Who are you? "Vinroot. A treant standin' in this forest far longer than any other."

Why are you drunk? "Who says I'm drunk?! I just enjoy the fruits o' nature ever' now and then. That's all! Who says any different? Have those grigs been talkin' 'bout me again?"

Do you know what's causing this mist? "I don't know what's causin' it, but I know it flows outta the north ravine. Yer kind refer ta the falls there as Dead Man's Drop."

Have you seen unusual creatures in the forest lately? "Yuh mean those brambly spriggans? Runtly little burrs! A blight on the land, they be! Their presence means the Fellnight fey broke free o' the faengard barrin' 'em from other planes."

What's the faengard? "A prison. The First World fey laid stones ta lock away one o' their own—an evil queen and sorceress named Rhoswen. If'n the faengard be broken, only one o' the elder fey would know how ta mend it."

Could Devarre help? "That druid communes with plenty o' forest folk. He'd likely lend a hand. Findin' him's tricky, though. He made his home near a site o' powerful sorcery. The dryads could prob'lly tell yuh where it be."

Treasure: Vinroot carries four gourds of nodrim with him and enough mash to make four more draughts with a successful Craft (alchemy) check (DC 25). Any humanoid PC sampling one of the gourds of refined nodrim must make a Fortitude save (DC 16) or suffer 1d4 points of Wisdom damage and gain the effects of *barkskin* (CL 7th). After the *barkskin* effect wears off, the drinker also permanently gains 1d8–6 inches in height (minimum 0). Multiple draughts increase the save DC by 2; Wisdom damage and *barkskin* still apply, but no further height gain results.

D. Devarre's Retreat

Sunlight filters into this clearing, burning away the mist to illuminate a perfectly round hill dotted with fairy-cap mushrooms. Nearby, a small creek slowly trickles through a pond buffered by outcroppings of large black rock. The air hangs still, and even the sounds of forest animals seem absent.

A powerful *mirage arcana* protects this part of the forest, emanating from three rune-inscribed monoliths erected upon an ancient fey-mound connected to the First World. The glamer hides the presence of these stones as well as the home of Devarre Snowgaard, a druid of the Wildwood Lodge. Devarre discovered the stones while traveling the Verduran between Andoran and Taldor many years ago, lingering to study them while using their cloaking benefit to further isolate himself from civilization.

Unfortunately, Devarre also became one of the first casualties of Rhoswen's invasion. After learning of the druid's presence, she sent a unique will-o'-wisp named Gossamere to possess him. It now inhabits Devarre's body, controlling his mind and forcing him to further Rhoswen's plans.

Seeing past the illusion requires prior knowledge of its existence and a Will save (DC 22). PCs interacting with the surroundings (such as falling into the animal pit at area D2) may discover clues to help them see through the illusion. If Fira made them aware of the illusion, they may use her magical flower or other magic to reveal the truth and each location detailed below.

D1. FEY-MOUND

Three massive monoliths of eldritch stone rise from this circular hill, etched in ancient runes glittering with powerful magic.

The stones erected upon this hill serve as a collective anchoring point used by the First World fey to separate Rhoswen's Fellnight Realm into its own demiplane. A Knowledge (planes) check (DC 25) reveals that each stone corresponds to one of the three planes involved in the process (the Material Plane, the First World, and the Shadow Plane). A sister site also exists in the First World and, together, they project the Fellnight Realm into closer proximity with the Shadow Plane.

To hide this important site, the fey wove a powerful illusion into the stones to maintain the appearance of an undisturbed hillside. The *mirage arcana* automatically resets each day. In time, Devarre learned how to manipulate its daily renewal with his Use Magic Device skill, extending the glamer enough to hide himself and his cabin from prying eyes. This requires emulating the fey race (DC 25) and then blindly activating the device (DC 25); the will-o'-wisp Gossamere maintains this manipulation.

D2. ANIMAL PIT (CR 3)

A layer of pine boughs woven through a wooden frame covers a deep hole in the ground here.



Hazard: One of the first orders Gossamere gave Devarre involved trapping and containing his forest friends, starting with his own animal companion—a wolf named Aspen—who fell into the pit and has since died from starvation and thirst. The pit itself is a camouflaged pit trap (*Pathfinder RPG Core Rulebook* 420).

D3. DEVARRE'S CABIN (CR 8)

A solidly built cabin stands among the forest trees next to a small garden of herbs, just a few feet from the trail leading to its door.

Devarre has lived here for several years, eking out an existence as he studies the forest and the First World stones. A large bearskin rug covers the cabin's floor before a stone fireplace along the far wall. A handcrafted table sits in the southwest corner next to a cabinet cluttered with empty cookware. To the north, Devarre has built a stout wooden bedframe with a goose down mattress covered in heavy furs.

Creatures: Devarre waits in one of the chairs by the table. If the PCs call out for him, the will-o'-wisp has him pretend he's hard of hearing and startled by their arrival. It understands the importance of the stones

outside, and has urged Devarre to destroy them, but the druid lacks the ability to do so. After using him to sow chaos throughout the forest community, Gossamere plans to completely erode his sanity and force him into the animal pit to starve like his own animal companion. Then it will report back to Rhoswen. Now it hesitates, however, curious about the PCs once they enter. During any conversation, give them a Sense Motive check (DC 15) to notice something amiss in Devarre's mannerisms while under the will-o'-wisp's control. It has the druid answer their most likely questions as follows.

Why didn't you answer when called? "What? Speak up! I'm afraid my ears don't work as well as they used to."

Why is there an illusion over this place? "Ah... it's from the stones on the hill. An old relic of the First World, made when the first fey still walked Golarion. I've been studying them."

What have you learned about the stones? "Not a lot, I'm afraid. Their secrets are beyond the ken of one as short-lived as I."

What do you know about the mist and the spriggans in the forest? "I've hunted for their source. It's a big forest, though, so I haven't had much luck. There are a few places I haven't looked yet. If we split up, maybe we could cover more ground?" Devarre goes on to suggest

locations sure to lead the PCs into confrontations with denizens of the Verduran Forest.

DEVARRE SNOWGAARD

CR 10

XP 9,600

Male dream-inhabited human druid 11

NG Medium humanoid (human)

Init –1; **Perception** +9

DEFENSE

AC 23, touch 9, flat-footed 23 (+7 armor, –1 Dex, +4 natural, +3 shield)
hp 71 (11d8+22)

Fort +7, **Ref** +2, **Will** +8

Defensive Abilities resist nature's lure; **Immune** poison

OFFENSE

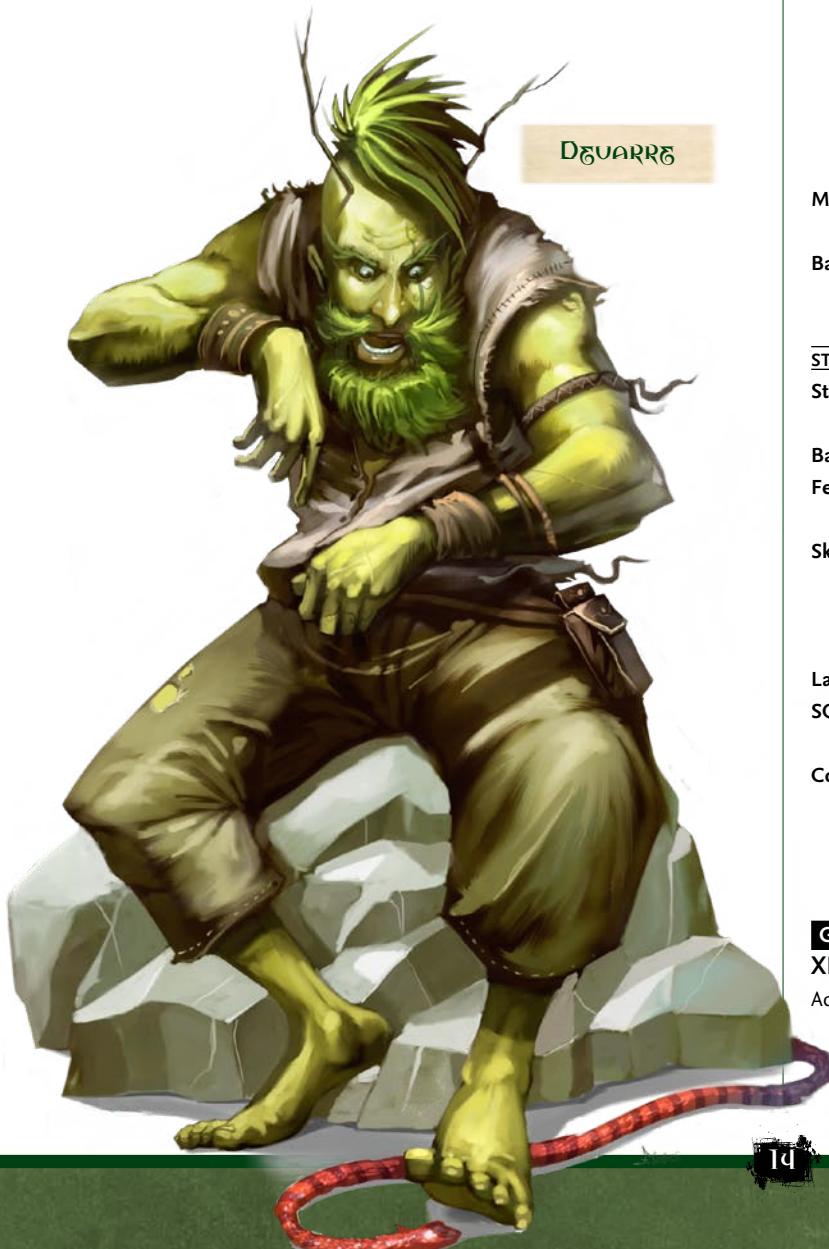
Speed 20 ft.

Melee +1 frost scimitar +10/+5 (1d6+2/18–20 plus 1d6 cold)

Ranged sling +7 (1d4)

Special Attacks wild shape 4/day

Devarre



Druid Spells Prepared (CL 11th; concentration +12)

6th*—stone tell

5th*—call lightning storm (DC 19), commune with nature

4th*—cure serious wounds, dispel magic, repel vermin, spike stones

3rd*—neutralize poison, protection from energy, remove disease, speak with plants, stone shape

2nd—barkskin, heat metal (DC 13), hold animal (DC 13), lesser restoration, soften earth and stone

1st—cure light wounds (2), endure elements, speak with animals (2)

0 (at will)—detect magic, light, purify food and drink, read magic

* Indicates a level of spells unavailable due to Wisdom damage.

TACTICS

Before Combat When the PCs first arrive, Gossamere forces Devarre to protect himself with barkskin.

During Combat The will-o'-wisp casts *heat metal*, then attacks with Devarre's +1 frost scimitar; it doesn't realize the cold of the weapon nullifies some of the fire damage from the *heat metal* spell. During each round of battle, Devarre fights against Gossamere's compulsions, but cannot break free unless the PCs drive it from his body. Because of this mental battle, the PCs can continue to make DC 15 Sense Motive checks to determine something odd about his behavior. Any attack against Devarre deals half damage to Gossamere as well.

Morale If Gossamere is reduced to 20 hit points or fewer, the will-o'-wisp abandons the druid's body and tries to flee.

Base Statistics When not possessed by the will-o'-wisp, Devarre's statistics are as follows: **Will** +11; **Wis** 19; **Skills** Heal +15, Perception +12, Survival +24.

STATISTICS

Str 13, **Dex** 8, **Con** 10, **Int** 12, **Wis** 12 (currently 5 due to Wisdom damage), **Cha** 14

Base Atk +8; **CMB** +9; **CMD** 18

Feats Animal Affinity, Brew Potion, Diehard, Endurance, Natural Spell, Self-Sufficient, Toughness

Skills Craft (carpentry) +6, Diplomacy +6, Handle Animal +20, Heal +12, Knowledge (history) +7, Knowledge (local) +7, Knowledge (nature) +17, Linguistics +3, Perception +9, Ride –1, Survival +21, Use Magic Device +13

Languages Common, Druidic, Elven, Gnome, Sylvan

SQ nature bond (wolf companion named Aspen), nature sense, trackless step, wild empathy +13, woodland stride

Combat Gear potion of cure moderate wounds, potion of cure serious wounds, potion of lesser restoration (2); **Other Gear** masterwork ironwood splint mail, +1 heavy wooden shield, +1 frost scimitar, sling and 20 bullets, 93 gp.

GOSSAMERE

CR 7

XP 3,200

Advanced will-o'-wisp (*Pathfinder RPG Bestiary* 277, 294)

hp 58

TACTICS

During Combat The will-o'-wisp inhabits Devarre's body

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for as long as possible, benefiting from his protective spells.

Morale Gossamere willingly abandons Devarre's body if it is reduced to fewer than 20 hit points. It then turns invisible to hide in the mist.

SPECIAL ABILITIES

Inhabit Dreams (Sp) Due to its proximity to the First World and exposure to shadow magic while imprisoned in the Fellnight Realm, the will-o'-wisp Gossamere has gained the unique ability to inhabit a sleeping or helpless creature by making a successful touch attack.

While inhabiting a victim, Gossamere can attempt to control the victim's movement and actions as per a *dominate monster* spell (caster level 12th, Will DC 16 negates). An inhabited and dominated creature can make a new Will save once per day to throw off the domination, expelling the will-o'-wisp automatically. A creature that successfully saves is immune to Gossamere's inhabit ability for 24 hours. The save DC is Charisma-based.

Once Gossamere inhabits a creature, the will-o'-wisp can have a detrimental effect on a victim's sanity. Every day a victim fails its Will save against domination, it takes 1d4 points of Wisdom damage. Gossamere can abandon its host body at any time as a standard action. Any attack against the host deals half damage to the will-o'-wisp as well.

Development: If the PCs free Devarre from the will-o'-wisp's influence, he shares more honest information with them, explaining the nature of the stones on the Feymound as well as the legends about the Fellnight Realm and Rhoswen's conflict with the good fey of the First World. To aid their search for the source of the mist, he conducts a ritual to *commune with nature* (after correcting his Wisdom damage with *lesser restoration* spells and potions), learning the mist originates from several stones within the upper pool at Dead Man's Drop (area E). He then asks to be left alone so he may mourn his animal companion's death.

If the will-o'-wisp escapes, it trails after the PCs, either in its bipedal form or turning into mist to blend with the fog if the PCs become aware of it. It uses *detect thoughts* to determine their intentions and what they know about Rhoswen's plans. Eventually, it looks for opportunities to ambush and inhabit one of the PCs, hoping to control their actions enough to sabotage their plans.

E. Dead Man's Drop

The locals refer to the tallest set of waterfalls in these hills as Dead Man's Drop, named after a bandit captain who leapt to his death trying to escape Andoren rangers some 30 years ago. Now the upper pool at the Drop serves as the resting place of the wardstones brought from the Fellnight Realm. Rhoswen sent two

water elementals to watch over the stones so they can continue producing enough fog to cloak her army's arrival on Golarion. The mist also strengthens the portal to her realm.

E1. LOWER POOL

The creek grows wider and faster the farther upstream you go. Eventually, the banks level off into a small pool filled with sharp boulders at the base of a fifty-foot waterfall.

Creatures: If the PCs attract attention to themselves in this area, one of the water elementals from area E3 comes down to investigate (but not attack). PCs may spot the elemental lurking in the water before it retreats up the waterfall to the upper pool.

E2. BOULDER PATH

An old overgrown game trail rises along the steep banks of the creek here, choked with boulders and water-carved rocks from the runoff of previous flash floods.

This rocky hillside requires a steady climb to navigate higher into the ravine. Because of the moss-slick boulders, the Climb check proves more difficult than normal (DC 20). A fall means a character slips $1d2 \times 10$ feet farther down the path, resulting in 1d6 damage from scrapes and bruises per 10 feet slid.

E3. UPPER POOL (CR 7)

A large bowl-shaped depression in the middle of the ravine lies half-filled by dual waterfalls descending from sheer cliffs above. The pool seems quite deep, with no bottom discernible from the shoreline, and remains turbulent as water funnels through the rocks to drop deeper into the gorge. Every few seconds a large swell of mist rises from the pool, obscuring all sight before slowly drifting into the forest.

The wardstones rest in a secret area underwater here (see Treasure). Minions of the Fellnight Queen stand guard to make sure that no one takes the stones.

Creatures: Two Large water elementals watch over this pool.

LARGE WATER ELEMENTAL (2)

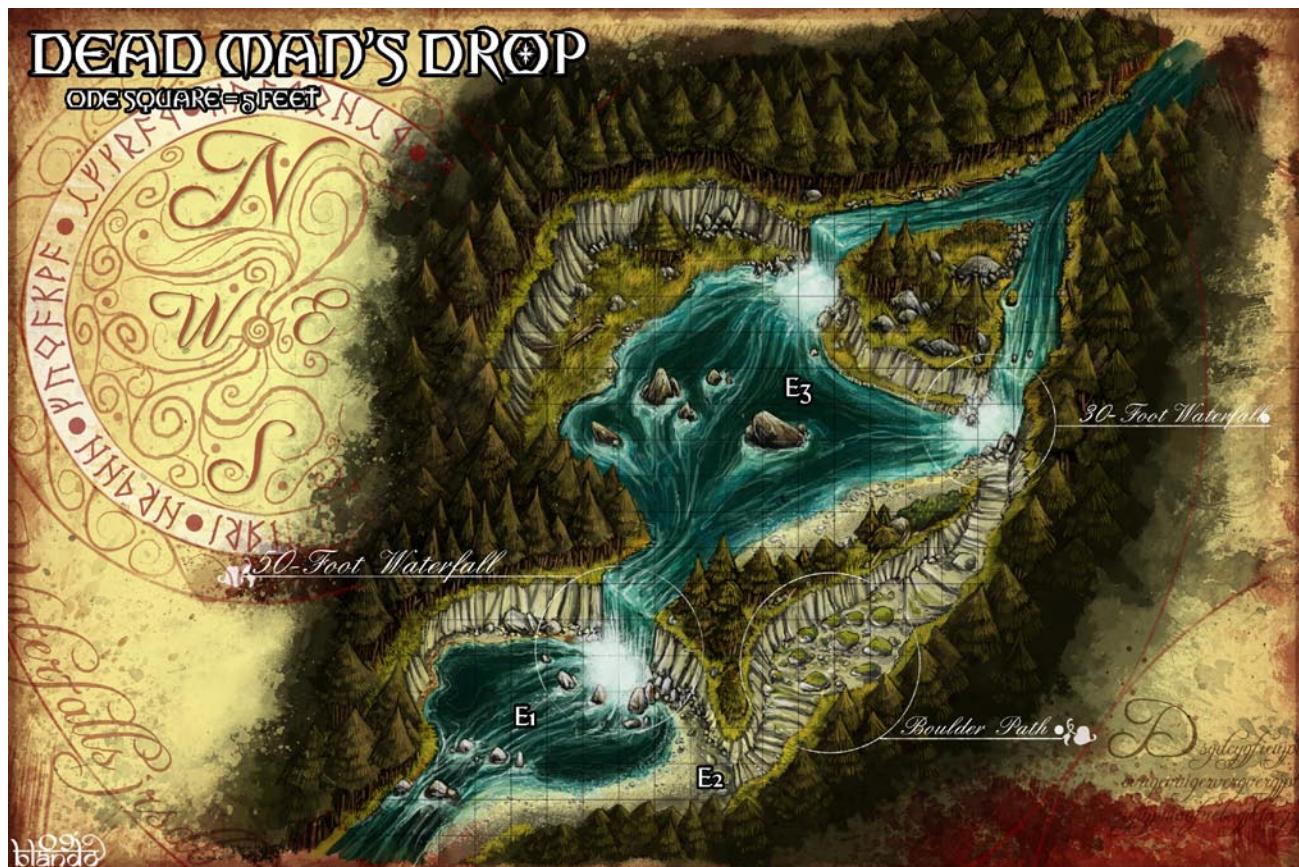
CR 5

XP 1,600 each

hp 68 each (*Pathfinder RPG Bestiary* 126)

TACTICS

During Combat The elementals take vortex form to attack anyone entering the pool and keep them from reaching the wardstones. They sweep creatures suspended in the vortex to



the waterfall's edge.

Morale The elementals fight to the death.

Hazard: Every few rounds, the wardstones produce enough fog to create a nonmagical cloud equivalent to *obscuring mist* that covers the entire gorge. It remains in this area for 1d4 rounds and then returns to the normal level of persistent fog (see page 9) for another 3 rounds as the cloud diffuses into the forest.

Treasure: The 25 wardstones hide in a submerged cavern at the base of the northernmost waterfall; each wardstone weighs 2–3 pounds and looks like a rune-carved gray rock. The cavern also contains the hidden treasure of the bandit captain who once leapt to his death from Dead Man's Drop. His ancient iron lockbox (DC 25 Disable Device to open) holds 335 gp, 812 sp, a +1 handaxe, a masterwork longsword, a *potion of cat's grace*, a *potion of levitate*, and a *wand of cure moderate wounds* (29 charges).

SURROUNDED! (CR 3)

Once the elementals are defeated and the PCs find the wardstones, give the PCs a few moments to enjoy their hard-fought victory, then begin this encounter before they leave the upper pool.

Dozens of small figures rise from the shrubs lining the rim of the ravine. With a shout, each one quadruples in size and raises a wooden dart, poised to throw. “Well done!” the familiar voice of Tenzekil Braybitte calls out, “but the wardstones will do you no good! The first army of Queen Rhoswen has already arrived. She will claim this forest, and you can do nothing about that. Now put the stones back, lay down your weapons, and perhaps we’ll let you live!” The hum of thousands of bees punctuates his warning as a rising swarm fills the sky.

From the sheer size of the force gathered upon the ravine’s edge (easily 40 Fellnight spriggans), the PCs should recognize that Tenzekil has them surrounded and vastly outnumbered. Standing against such odds would lead to death. However, a Sense Motive check (DC 20) sees through Tenzekil’s lies. Queen Rhoswen greatly fears losing the wardstones and has no intention of letting the PCs go. Running remains their only real option, but they can stall Tenzekil for a few rounds with conversation as they consider their next steps. The gnome keeps well out of range, hiding within the undergrowth, and uses the natural echo of the gorge to mask his voice. Anyone approaching the overgrown game trail observes even more spriggans (one per PC) already climbing to cut off their retreat.

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Fortunately for the PCs, the arrival of Rhoswen's army also attracts the attention of the good creatures of the forest. Their spies have followed the army and now realize an opportunity to gain more allies by helping the PCs. A group of unicorns rushes to their aid, charging into the ravine at the bottom of Dead Man's Drop and temporarily routing Tenzekil's forces there. If the PCs rescued Palombier from the ruined dryad's grove (area B), he leads his fellows into battle, calling out, "Kindness repaid, friends! Leap down and we shall carry you out of here!"

The fastest method of reaching these timely reinforcements involves the PCs making a leap from Dead Man's Drop. This requires a DC 15 Acrobatics check to safely jump. Failure indicates the PC must make a Reflex save (DC 20) or suffer 5d6 damage from the rocks below. Alternatively, the PCs can win their way past the group of spriggans climbing the overgrown trail. Each PC provokes attacks of opportunity from the spriggans as they pass, and must make a successful Acrobatics check (DC 15) each round of movement to keep his footing on the moss-covered stones—otherwise the PC falls prone, thereby extending his flight for 1 additional round. The PCs may also fly over these spriggans (though this prompts several hurled darts from the surrounding forces) or disable them somehow (such as with *web*).

Once the PCs successfully reach the unicorns, each unicorn uses *greater teleport* to escape, carrying the PCs to an encampment of good Fey gathering to oppose Rhoswen's army.

A Gathering of Strength

After escaping Tenzekil's army, the unicorns bring the PCs to a conclave of forest folk organizing a defense against Rhoswen's incursion. Read the following text to set the scene.

The unicorns abruptly arrive within a forest glade unaffected by the strange mist that has blanketed the forest for the past several days. Instead, faerie lights illuminate the clearing, dancing between the trees. Several creatures look up at your arrival—a host of centaurs, wood elves, satyrs, and sprites—all part of an encampment clearly armed for war.

The conclave includes representatives from each faction of the forest. **Oreius Dawsprinter** (N male centaur fighter 4) leads the Riders of the Verduran. **Lielaera Shantru** (NG female elf ranger 7) commands a contingent of wood elves from Highgrove Vale. **Maligorn** (CN male satyr bard 5), along with his consort, **Aripha** (CG female nymph sorcerer 2), represent the reigning Fey Court. If the PCs saved Fira, Vinroot, or Devarre, they are here. Unfortunately, this diverse group still hasn't agreed how

best to oppose Rhoswen's army. Even worse, some suggest siding with the fey-queen to raze Bellis and drive out the encroaching Andoren settlers instead.

While the PCs discover these local politics and interact with each faction, give them a moment to rest and recover from their previous ordeal. This would be an appropriate time to award experience and for the PCs to update their character sheets if they've gained a new level. They may also wish to appraise treasure or magic items acquired to this point, including the wardstones. If the PCs don't think to seek assistance examining the wardstones, Maligorn and Aripha sense their presence and soon inquire about them. Together, they share what they know of the wardstones, the Fellnight Fey, and Rhoswen's imprisonment.

If the PCs left the wardstones behind at Dead Man's Drop, the conclave leaders explain that the stolen stones are responsible for the current situation with the mist, the spriggan army, and the queen, and only by returning them to their former location can things be set right. If the PCs need a little more experience before proceeding to Part Three of this adventure and the journey into the Fellnight Realm, retrieving the wardstones from Dead Man's Drop gives them the opportunity for a few more encounters. Note that while the wardstones burn the Fellnight Fey (including Tenzekil), other methods can be employed to move the stones (such as nets or enslaved locals) and the PCs may have to search multiple areas to find them.

ADDRESSING THE CONCLAVE

One of the major NPCs (such as Palombier, Devarre, or even Aripha) soon asks the heroes to address the conclave, hoping they may inspire a coordinated defense of the forest. Convincing each faction to unite requires multiple DC 30 Diplomacy skill checks. If the PCs make five successful checks before they've failed three checks, they can convince the conclave to work together. Each failed check applies a cumulative -2 penalty to later attempts. The PCs can use the aid another action to increase their chances. The PCs also gain a +2 bonus for each named ally they saved in earlier encounters (Devarre, Fira, Palombier, and Vinroot).

Nightmare Visitation

Run this event at night, sometime after the PCs go to sleep after meeting the conclave. Rhoswen is growing frustrated by the PCs' successes and decides to take a more direct hand in dissuading their involvement. No longer trusting matters to Tenzekil, she casts a *nightmare* spell (Will DC 20) that creates a dream of spriggans overwhelming the PCs and the conclave and slaughtering them all. Anyone she was unable to scry receives a +5



PLADAR TRAITS OF THE FELLDIGHT REALM

The Fellnight Realm lies coterminous to Golarion, the First World, and the Shadow Plane. Natives of the Fellnight Realm (including Rhoswen and her minions) find themselves bound by a prison-like hedge of wardstones anchoring them to the demiplane—only able to cross to other planes where such wardstones also exist. Since they cannot touch or move these wardstones directly, their only means of extraplanar travel lies in convincing outsiders to take stones back with them, thereby giving Fellnight creatures access to their world.

As a demiplane, the Fellnight Realm has the following traits.

Timeless Aging does not occur in the Fellnight Realm. Hunger, thirst, and the effects of poison or healing all still apply, but Rhoswen and her minions exist as immortal creatures. Outsiders also stop aging upon entering the demiplane, but such effects retroactively apply when they leave.

Self-contained shape The borders of the Fellnight Realm wrap on themselves in a spherical plane, bringing travelers back to their original starting point after only a few weeks of travel.

Mildly evil-aligned The *crook of Cildhureen* has allowed Rhoswen to extend much of her malign influence and emotional instability over her realm. As a result, creatures of good alignment suffer a -2 circumstance penalty on all Charisma-based checks within the demiplane.

Enhanced magic Illusion spells with the shadow descriptor and conjuration spells with the creation descriptor act as if cast with the Extend Spell metamagic feat if they have a duration other than instantaneous. Such spells do not require higher-level slots.

Dim light The sky of the Fellnight Realm looks like a night full of bright stars, though its two moons match Golarion's moons. The sun never shines here, though plants grow normally, partially sustained by energy of the First World. Ambient illumination outdoors is typically dim light at all times, though lights (such as torches and *light* spells) work normally and storm clouds may temporarily block the starlight and moonlight.

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bonus on the save to resist the spell, as she has to rely on secondhand knowledge from Tenzekil to describe them well enough for the spell to reach their minds.

Each PC involved in the *nightmare* suffers only 1d10 points of real damage. The trauma of the illusion also leaves them fatigued and unable to regain arcane spells for the next 24 hours. As the nightmare-Rhoswen fades away, she taunts the PCs with chilling laughter and a promise: “Abandon your folly, or when next we meet, I’ll do much worse than haunt your dreams.” Rhoswen notes the PCs’ tactics in this battle and plans accordingly should they reach her castle.

As the PCs awaken from the *nightmare*, they find the entire conclave alerted by their shouting. Some PCs even find themselves sleepwalking into other areas of the encampment, armed with weapons and held at bay by alarmed elves or centaurs. Once the PCs are calmed, the leaders of the conclave gather them together and ward them with charms of *nondetection* that should last for about a week—long enough to deal with Rhoswen.

Sensing that Rhoswen fears the PCs, Palombier (or one of their other allies) proposes that the PCs face the queen in her own palace, even as the other fey engage her army on the battlefield. The unicorns volunteer to carry the PCs into the Fellnight Realm if they agree to stop Rhoswen’s tainted magic from taking root on Golarion. Aripha explains they must repair the ring of wardstones with those they reclaimed from the pool. Then, after reaching the highest tower of Rhoswen’s palace, they can reactivate the *faengard* with the *crook of Cildhureen*, provided they can pry it from the fey-queen’s hands.

Part Three: The Fellnight Realm

Conclave scouts know the location of the weak point connecting Golarion to the Fellnight Realm—a fairy ring a few miles north of Dead Man’s Drop. The unicorns can use their *greater teleport* ability to carry the PCs there quickly, though the rest of the conclave must travel overland at a slower pace. It takes creatures moving at a speed of 30 feet 1 day to reach the entrance to the Fellnight Realm; a speed of 20 feet requires a day and a half of travel, and a speed of 40 feet (such as the satyrs) requires only half a day. The unicorns travel at a speed of 60 feet and can reach the entrance in just a few hours, should the PCs wish to scout the area before the conclave forces arrive, but Oreius the centaur and Lielaera suggest waiting until the bulk of the conclave’s forces arrive before entering Rhoswen’s demesne, as the PCs will need the conclave to fend off the fey-queen’s army to give them the opportunity to sneak past and enter her palace.

The conclave army numbers nearly 100, including centaurs, elves, half-elves, and a few nymphs, pixies,

satyrs, treants, and unicorns. They are best at ambush attacks followed by quick retreats rather than direct assaults on large numbers of enemies.

The portal to the Fellnight Realm is a small hillock ringed with pale white mushrooms. The nearby trees seem to loom toward the hillock, shading it. To enter the Fellnight Realm, a person must enter the fairy ring and will himself to move into the demiplane; when he leaves the ring, he enters the other realm. Creatures observing someone using the portal see the person fade from sight moments after walking out of the ring.

Once the PCs enter the Fellnight Realm, they must make their way past her camped foot soldiers, go through the opening in the *faengard*, replace the missing wardstones, infiltrate Rhoswen’s castle, and use her staff to restore the *faengard*, then return to Golarion. They appear in the northwesternmost part of the Fellnight Realm map. The connection to Golarion is identical on this side, and the PCs can pass through to their home dimension just as easily as they arrived.

F. SPRIGGAN CAMPS (CR 8)

Hundreds of campfires shine in the distance, clear signs of an army forming or getting ready to move.

Several spriggan armies guard the approaches to Rhoswen’s domain while preparing to invade Golarion. Each camp contains nearly 300 foot soldiers—far too many for the PCs to deal with directly, though the fey conclave army can intervene if the PCs find themselves surrounded or need a distraction. Worg-mounted spriggan outriders patrol within half a mile. The map shows several locations for these camps, but the PCs may also skirmish with the queen’s riders as a timed encounter shortly after they arrive.

Creatures: Each patrol always includes three riders. They generally travel light, relying on the worgs’ speed to quickly carry them to specific sentry points and then back to the comforts of camp. Due to the impending invasion of Golarion, they prove especially vigilant in their duties.

FEL NIGHT SPRIGGANS (3)

CR 4

XP 1,200 each

hp 34 each (see page 7)

TACTICS

During Combat After the spriggans gauge the relative strength of intruders, they send one runner to warn their commander and summon help. The other two attack to prevent anyone from chasing down the runner. They refrain from using their size alteration ability unless knocked from their mounts, preferring instead to use the worgs’ speed to maneuver.



Morale The spriggans flee when reduced to 6 hit points or less, splitting up to alert their camp.

WORGS (3)

CR 2

XP 600 each

hp 26 each (*Pathfinder RPG Bestiary* 280)

G. The Faengard

Just past the treeline, a low wall of piled rocks appears. A trail of well-trod grass leads though a narrow gap marring its surface.

Ringing Rhoswen's domain, the *faengard* stretches for several miles, unbroken but for this one area where Tenzekil took away some of the wardstones. Displeased with the gnome's accomplishments thus far, Rhoswen has dispatched him and a couple of pixie archers to defend the site in the event someone tries to repair it.

The wardstones are harmful to the fey of the Fellnight Realm; they burn them like hot coals and bypass damage reduction as if cold iron. Should the PCs throw wardstones at Fellnight fey or use one as a mace head or similar weapon, it deals 1 point of fire damage in addition to the normal damage.

G1. THE APPROACH (CR 7)

The sharp hum of angry bees announces the arrival of an all-too-familiar swarm rising over the nearby hill. The creatures descend upon the gap in the wall, completely covering it with their writhing bodies.

Creatures: Rhoswen's pixies, Guias and Reya, position themselves among the trees, remaining invisible and attacking from cover once the bees arrive. The bee swarm follows Tenzekil's directions to cover the gap in the wardstones and attack anyone who comes near. Just over the eastern hillside, Tenzekil's giant bee vermin companion watches the battle. The bee flies to area **G2** to alert Tenzekil as soon as the PCs gain the upper hand.

GUIAS AND REYA

CR 4

XP 1,200 each

NE pixies (*Pathfinder RPG Bestiary* 228)

hp 18 each

AWAKENED BEE SWARM

CR 4

XP 1,200

hp 44 (see page 7)

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G2. TENZEKIL'S LAST STAND (CR 9)

The sound of more bees accompanies the familiar figure of a bleachling gnome appearing on the distant hillside. "You never should have come," Tenzekil calls out. The gnome looks much more worn now than he did a few days ago. "Even if you repair the ward, you still have to reactivate it. And only Queen Rhoswen holds that kind of power. She will never give it up, and she's too strong to oppose. I know the strength of her magic, and even I cannot resist it. So come! Let us finish this at last!"

Creatures: Allow the PCs a Sense Motive check (DC 15) to notice that Tenzekil's convictions and loyalty to Rhoswen have started to waver. Although he engages the PCs in battle, he clearly takes no joy in it now. A part of him wishes he had allowed the Bleaching to take him rather than continue sacrificing his cherished bees.

TENZEKIL BRAYBITTE

CR 8

XP 4,800

Male bleachling gnome druid 9

CN Small humanoid (gnome)

Init +2; Senses low-light vision; Perception +10

DEFENSE

AC 22, touch 13, flat-footed 20 (+3 armor, +2 Dex, +4 natural, +2 shield, +1 size)

hp 67 (9d8+27)

Fort +8, Ref +5, Will +9; +2 vs. illusions

Defensive Abilities defensive training, resist nature's lure; **Immune** fire (108 points), poison

OFFENSE

Speed 30 ft.

Melee mwk club +10/+5 (1d4+2) or flame blade +9/+4 touch (1d8+4 fire)

Ranged sling +9 (1d3+2)

Special Attacks hatred, wild shape 3/day

Spell-Like Abilities (CL 9th; concentration +9)

1/day—*dancing lights*, *ghost sound* (DC 10), *prestidigitation*, *speak with animals*

Spells Prepared

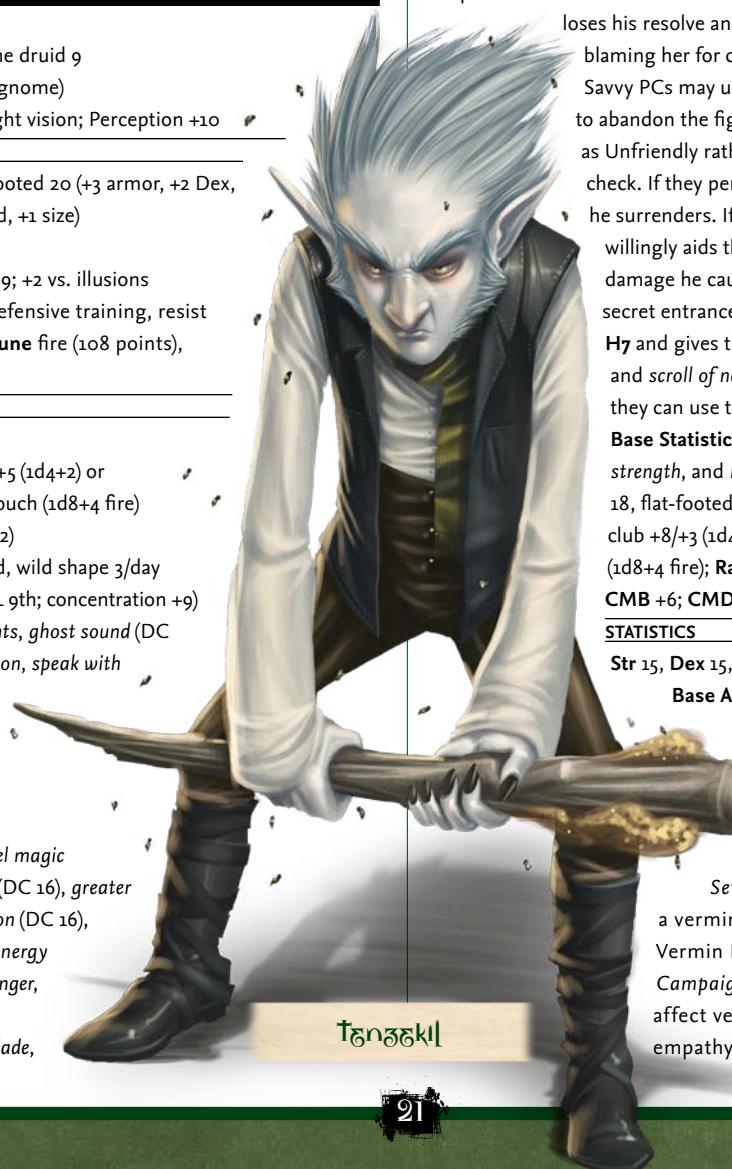
(CL 9th; concentration +12)

5th—*stoneskin*

4th—*air walk*, *dispel magic*

3rd—*call lightning* (DC 16), *greater magic fang*, *poison* (DC 16), *protection from energy*

2nd—*animal messenger*, *barkskin*, *bull's strength*, *flame blade*,



Tenzekil

flaming sphere (DC 15)

1st—*calm animals* (DC 14), *charm animal* (DC 14), *longstrider*, *produce flame*, *shillelagh*

0 (at will)—*detect poison*, *know direction*, *mending*, *resistance*

TACTICS

Before Combat If Fulvid warns Tenzekil of the PCs' approach, he casts *bull's strength*, *barkskin*, *protection from energy* (fire), and *longstrider* on himself, in that order.

During Combat Tenzekil casts *air walk* on the first round, using his improved speed with *longstrider* to rise well above his swarming bees. From there, his Vermin Heart feat enables him to cast *greater magic fang* on Fulvid, sending the giant bee and his swarm after opposing spellcasters. He then casts ranged spells like *call lightning*, *flaming sphere*, and *dispel magic* to soften up his opponents. He casts *stoneskin* before closing with his *flame blade* or *shillelagh*.

Morale Demoralized by his lack of success in stopping the PCs and having grown resentful of Rhoswen's cruelty, Tenzekil harbors second thoughts about sacrificing himself for her plans. If Fulvid and the bee swarms perish, the gnome visibly loses his resolve and curses the fey-queen, blaming her for costing him all he ever loved.

Savvy PCs may use Diplomacy to convince him to abandon the fight. Tenzekil's attitude begins as Unfriendly rather than Hostile for such a check. If they persuade him to become Friendly, he surrenders. If they make him Helpful, he willingly aids their quest, hoping to undo the damage he caused. He tells them about the secret entrance to Rhoswen's palace at area H7 and gives them his *scroll of antiplant shell* and *scroll of neutralize poison* in the hopes they can use them.

Base Statistics Without *barkskin*, *bull's strength*, and *longstrider*, his statistics are AC 18, flat-footed 16; Speed 20 ft.; Melee mwk club +8/+3 (1d4) or flame blade +7/+2 touch (1d8+4 fire); Ranged sling +9 (1d3); Str 11; CMB +6; CMD 17

STATISTICS

Str 15, Dex 15, Con 14, Int 10, Wis 16, Cha 10
Base Atk +6; CMB +7; CMD 19

Feats Combat Casting, Natural Spell, Toughness, Vermin Companion (*Pathfinder Chronicles Campaign Setting*)

Setting, allows him to have a vermin animal companion, Vermin Heart (*Pathfinder Chronicles Campaign Setting*), allows him to affect vermin with spells and wild empathy)

Skills Climb +6, Craft (alchemy) +9, Fly +9, Handle Animal +8, Heal +8, Knowledge (geography) +4, Knowledge (local) +3, Knowledge (nature) +10, Perception +10, Profession (beekeeping) +17, Spellcraft +6, Stealth +8, Survival +10, Swim +7

Languages Common, Druidic, Gnome, Sylvan

SQ nature bond (giant bee vermin companion named Fulvid), nature sense, trackless step, wild empathy +9, woodland stride
Combat Gear goodberries (8), pearl of power (1st), potion of cure moderate wounds, scrolls of antiplant shell and neutralize poison; **Other Gear** +1 leather armor, +1 light wooden shield, masterwork club, sling and 20 bullets, handy haversack, granite and diamond dust worth 250 gp (for stoneskin), 162 gp

FULVID

CR —

Giant bee vermin companion

N Medium vermin

Init +4; Senses darkvision 60 ft.; Perception +10

DEFENSE

AC 23, touch 14, flat-footed 19 (+4 Dex, +9 natural)
hp 52 (8d8+16)

Fort +8, Ref +6, Will +4 (+8 vs. enchantment)

Defensive Abilities evasion; **Immune** vermin traits

OFFENSE

Speed 20 ft., fly 40 ft. (good)

Melee bite +11/+6 (1d6+5) or sting +11 (1d4+5 plus poison)

TACTICS

During Combat Fulvid attacks whomever Tenzekil commands it to, using bite attacks.

Morale If brought to 15 hp or fewer, Fulvid switches to sting attacks. Once it successfully stings, it continues with bite attacks until it is dead or Tenzekil directs it to stop fighting.

STATISTICS

Str 20, **Dex** 18, **Con** 15, **Int** —, **Wis** 14, **Cha** 6

Base Atk +6; **CMB** +11; **CMD** 25 (33 vs. trip)

Skills Fly +8, Perception +10

SQ devotion, link, share spells, tricks (attack, down, guard, seek)

SPECIAL ABILITIES

Poison (Ex) Sting—injury; **save** Fort DC 18; **frequency** 1/round for 6 rounds; **effect** 1d2 Dexterity damage; **cure** 1 save. The save DC is Constitution-based, and includes a +2 racial bonus. Fulvid can sting only once; once it makes a successful sting attack, it loses 5 hp per round as if it were experiencing a bleed effect. If this bleed is stopped, it does not regain its stinger.

AWAKENED BEE SWARM

CR 4

XP 1,200

hp 44 (see page 7)

Development: Once the PCs deal with the defenders, they should place the wardstones here to complete the break in the line, otherwise they won't be able to restore the *faengard* with Rhoswen's magical staff. If they forget

to close the barrier here, the ritual in the queen's palace has no effect, and they'll need to return here to close the breach, then go back to the castle and perform the sealing ritual. Of course, the PCs could just kill Rhoswen and not restore the *faengard*, but her spriggan armies would still be free to attack Golarion.

H. Rhoswen's Palace

The forest sounds fade as the undergrowth parts, revealing a massive, thorn-wrapped palace rooted upon the valley floor. Intimidating spikes cover its walls, projecting outward with deadly intent. Three separate towers rise from the tangle, reaching toward a dark canopy of trees as tall as any mountain.

Rhoswen grew her entire palace from a giant thistle—a living plant full of sharpened spines and room-like hollows. Two 100-foot minarets and a larger 130-foot main tower sprout from the base like enormous stems, while their underpinnings root deep into the earth and water-fed caverns below.

Inside, black, bamboo-like wood forms each level's ceiling and walls, weaving columns, parapets, and even leaf-like shingles overhead. Tiny gaps and occasional windows allow air to pass through. Unless otherwise noted, permanent *dancing lights* illuminate every corridor and room with dim light. Ceiling height reaches at least 15 feet to accommodate spriggans of Large size, and sometimes up to 30 feet in the tallest chambers. Doors have the strength of strong wood (hardness 5, hp 20, Break DC 23) and have no locks unless otherwise specified. The walls, floors, and ceilings of the palace are made of living wood; while it is possible to set the palace aflame, it burns slower than a green sapling and gives off a great deal of smoke, warning the guards and allowing them to arrive with buckets to put out the fire. Only a well-planned, multi-area effort to burn the entire palace has any chance of succeeding—though attempting to burn it may be a good distraction for not-so-stealthy PCs.

PALACE GUARDS

Rhoswen's palace currently holds only a few dozen spriggans—the overeager queen sent most of her defenders to augment the invasion of Golarion. Of the 34 remaining, 12 hold active posts along the covered parapet (area H20) or within the two watchtowers (areas H25). Each of the three barracks locations (areas labeled H4) holds four guards, two are in the dungeon (area H11), two are in the torture chamber (area H12), and two teams of three patrol the halls (one team covering the second and third floors, the other covering the ground floor and underground level). There is a 20% chance per hour of encountering one of these patrolling trios.

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Rhoswen's Palace

one square = 5 feet



Dungeon & Cavern System



Palace Ground Floor



Palace Second Floor



Palace Third Floor



West Tower



East Tower



Main Tower



Main Tower
Rooftop

X why the day before I a survivor. The castle, a human frame of wood and stone. Each tiny jewel of gold and silver
was set in the floor, all of them during the year. This frame was built of a man, his body weighed and completely filled within the floor boards.
He died one night, each drop blood painting of the body. And all that went and went away from him. From the floor, a small
hand.



GETTING INSIDE

The PCs can enter the Fellnight palace through a variety of methods, as simple as walking through the front gates, or as complex as sneaking through the underground caverns via the secret entrance Tenzekil may have shared with them (area H7). Other means could include flying or scaling the thorny exterior walls to reach the balconies (areas H18 or H20), the tower rooftops (areas H24 and H25), or any of the exterior windows. Entering through a window risks attracting the attention of the guards on the rooftops or topiary gargoyles (like those in area H1) perched among the upper branches of the palace's thorny exterior.

H1. COURTYARD (CR 8)

The palace gates lead to a leaf-strewn courtyard menaced by inward-facing thorns. A fifteen-foot-tall statue of an elven woman stands within a fountain at the center of the yard, pouring water from her outstretched hands into a small basin. Hedges grow to either side of the fountain and three well-worn paths weave between them toward doors to the north, east, and west.

Creatures: Within Rhoswen's courtyard, four topiary gargoyles (gargoyles that look like plants rather than stone) stand guard. They wrap themselves in their wings and use their freeze ability to appear like hedges. Otherwise, they wait until intruders approach the fountain or one of the doors before attacking. The guards from the east and west towers (area H25) and parapets (area H20) keep watch over the courtyard and alert Rhoswen if they observe intruders fighting the gargoyles.

TOPIARY GARGOYLES (4)

CR 4

XP 1,200 each

hp 42 each (*Pathfinder RPG Bestiary* 137)

H2. KENNEL (CR 7)

The stench of mange and molted fur emanates from this dim chamber. Exits lie to the north and east, while riding tack hangs from several columns supporting an eight-foot-high ceiling. In the shadows, animals growl.

Creatures: The spriggans use this chamber to stable their mounts. Currently, four worgs occupy the southeastern alcove and two more pad freely about the room. Though they're punished severely if they wander elsewhere in the palace, they attack any non-spriggans on sight.

WORGS (6)

CR 2

XP 600 each

hp 26 each (*Pathfinder RPG Bestiary* 280)

H3. WELCOME HALL (CR 7)

The doors open to reveal a wide entry hall lined with prickly spines serving as columns. The floor is hard-packed earth, and windblown leaves gather near the entrance. At the end of the hall, raised steps lead to a set of towering double doors as the passage turns west.

Trap: An *illusory wall* covers a pit between the first four columns, dropping into area H10 below. Rhoswen's servants know the location of the trap and avoid it.

ILLUSION-COVERED PIT TRAP

CR 3

XP 800

As camouflaged pit trap (*Pathfinder RPG Core Rulebook* 420)

Creatures: Three assassin vines grow inside the pit, clinging to the walls and waiting for victims to fall in. Rhoswen's fascination with these carnivorous plants led her to use them as guards for unwelcome guests.

ASSASSIN VINES (3)

CR 3

XP 800 each

hp 30 each (*Pathfinder RPG Bestiary* 22)

TACTICS

During Combat The vines attack anyone that falls past them, using grab to catch them before they hit the ground below. If none of the PCs fall into the pit or otherwise attempt to move past it, the vines attack by reaching through the *illusory wall*, using their blindsight to locate opponents.

Morale If reduced to half their hit points, the vines retreat to area H10 below, dropping or dragging their grappled victims.

H4. SPRIGGAD BARRACKS (CR 8)

This room contains triple-stacked, gnome-sized bunk beds strewn with musty blankets. Half-eaten scraps of food—a combination of raw tubers, mushrooms, and unidentifiable meat—crunch and squish underfoot. A large, open barrel holds water.

Creatures: Each of these rooms provides living space for those spriggans left to guard the palace. They immediately attack intruders.

FELNNIGHT SPRIGGANS (4)

CR 4

XP 1,200 each

hp 34 each (see page 7)

H5. SORROWFUL BALLROOM

Curtains of tangled roots dangle from the 30-foot ceiling of this circular room to the dirt floor below. They occasionally

Realm of the Fyllnight Queen

sway and move to an unfelt breeze, rattling or scraping against one another in an unsettling manner. Along the room's circumference, several exits appear within sunken alcoves, nearly hidden by withered vines. A similarly covered staircase leads upward along the northern wall.

This chamber bears an emotional effect from Rhoswen's deepest despair, which caused the plants to wither and fall dormant. In time, anger replaced her sorrow, and this chamber now lies all but forgotten. Kenchlo placed a *permanent image* of the fey-queen here, pacing and sobbing among the tangled vines while carrying the *crook of Cildhureen* and agonizing over its betrayal in separating her from the First World.

H6. STOREROOMS

These storerooms contain a variety of preserved foodstuffs, aged wines, ornate serving dishes, and silk accompaniments for hosting Rhoswen's revels. Each storeroom contains $3d6 \times 10$ gp worth of supplies.

H7. SECRET TUNNEL

A small ledge of stone follows an underground stream here, emerging into a subterranean cavern network.

This secret passage leads away from Rhoswen's palace for half a mile before the stream empties into a much lower cavern system. A winding stone stairway then reaches a cave opening on the surface. It takes a DC 25 Perception check to locate this entrance from the outside. If the PCs successfully persuade Tenzekil to abandon his oath to Rhoswen, he tells them where to find this entrance.

H8. WATER CAVERN

A large pool fills half this cavern, fed by an underground stream emerging from the northern wall.

Two shafts above the underground stream allow the spriggan guards to lower buckets and ropes here, drawing water from the pool into the barrels in the primary spriggan barracks (H4) and the kitchen (H17).

H9. FUNGUS CAVERN (CR 5)

This cavern widens into a chamber of cultivated soil upon which a garden of mushrooms and other fungi grows. To the east and south, recessed ledges overlook the room. Alcoves to the south and southwest end in double doors.

This cavern's garden provides additional food for Rhoswen's palace. Each day the satyr brothers (area H17)

come to harvest the best fungi, relying on Jaxir (area H13) to call off the chamber's guardians with his pipes.

Creatures: A powerful earth elemental defends this chamber. As it has lived here for centuries, two shriekers (*Pathfinder RPG Core Rulebook* 416) have taken root in its body. Now the elemental depends upon them to identify intruders. Rhoswen's followers know how to placate the shriekers by playing a specific tune on a musical instrument. As long as the shriekers remain silent, the elemental doesn't attack.

LARGE EARTH ELEMENTAL

CR 5

XP 1,600

hp 68 (*Pathfinder RPG Bestiary* 122)

H10. STONE LEDGE

Long, grayish roots descend from an open shaft in the cavern's ceiling down to this raised ledge. Several objects gleam and glitter amid a pile of bones situated among the rocks below.

Offal and leavings from victims of the assassin vines and pit trap (area H3) fall onto this ledge. Anyone investigating these items attracts the attention of the predators in the shaft above.

Treasure: Among the bones lie 78 gp, 210 sp, 384 cp, a *bag of tricks* (gray), a *figurine of wondrous power* (silver raven), and a *scroll of fireball* (CL 7th).

H11. DUNGEON

A smoking pit of hot coals and ash lies in the center of this room. Barbed cells line the walls, and a huddled figure sits within the largest enclosure in the southwest corner.

This dungeon holds captives Rhoswen intends to interrogate. All others meet much worse fates at the hands of the satyr brothers (area H17).

Creatures: This prison holds **Cort Finlen** (N male human expert 3), the last of nine lumberjacks kidnapped from a Lumber Consortium camp in the Verduran Forest. He awaits further interrogation about Bellis and its environs at the hands of Rhoswen's chief interrogator, Jaxir (area H13). He knows little about the rest of the palace, but can describe the satyr to his rescuers.

H12. TORTURE CHAMBER (CR 6)

Torturous implements highlight this room, including a rack, a set of stocks draped with several well-used whips, and a table housing a complicated pulley system for driving thorns into victims from multiple angles. Two punctured bodies, long-deceased, lie upon the floor.

Creatures: Two spriggan torturers do their work here. Unfortunately, their zeal results in executions more often than useful information. They recently dispatched two workers from the Lumber Consortium camp, but readily accept the PCs as their next victims.

FELLNIGHT SPRIGGANS (2)	CR 4
XP 1,200 each	
hp 34 each (see page 7)	

H13. INTERROGATION ROOM (CR 7)

This stark room contains a round table and six chairs. A parchment map lies spread upon its surface, held down by smooth stones and an unlit candelabrum.

Creatures: Rhoswen's chief inquisitor, a manipulative satyr named Jaxir, holds interrogations here with two spriggan thugs. They respond to sounds of combat by readying an ambush. The map is a rendering of Bellis, the Verduran Forest, and the Sellen River valley as described by the poor folks tortured in Rhoswen's dungeon.

JAXIR TARM	CR 4
XP 1,200	
NE satyr (<i>Pathfinder RPG Bestiary</i> 241)	
hp 44	

TACTICS

During Combat Jaxir first plays a tune on his pipes to charm opponents. If that fails, he changes the tune to *fear* instead, before finally resorting to physical combat.

Morale If reduced to 12 hit points or fewer, Jaxir begs for his life, offering to provide information about the palace if the PCs agree to spare him. He has knowledge of every location except Rhoswen's personal bedchamber at H23 (much to his chagrin).

FELLNIGHT SPRIGGANS (2)	CR 4
XP 1,200 each	
hp 34 each (see page 7)	

TACTICS

During Combat These spriggans wear earplugs to protect against Jaxir's pipes. As a result, they suffer the deafened condition, taking a -4 penalty on initiative checks.

Morale The spriggans fight to the death.

Treasure: Two candles in the candelabrum are *candles of truth*. So far, Jaxir has refrained from using them, waiting for a particularly strong-willed prisoner.

H14. JAXIR'S BEDROOM

This opulent bedchamber includes several soft cushions piled upon the floor and heavy, ornate curtains suspended from the

ceiling. An open cask of wine sits next to a teakwood serving table supporting a silver goblet and platter holding small bites of honeycake.

Jaxir lives here, sampling the finer pleasures offered by his status within Rhoswen's court. He has already prepared his bedchamber for Rhoswen's promised reward of a nymph as his plaything once they fully secure the Verduran Forest.

Treasure: The silver goblet and platter are worth 75 gp and the decorative serving table could fetch up to 100 gp. In the corner, a locked box (DC 25 Disable Device to open) lies under a mound of cushions. It contains Jaxir's personal treasure and a collection of objects taken from his captives. Currently, it holds 65 gp, 312 sp, 534 cp, a 100-gp onyx, two aventurine bracelets worth 120 gp, a diamond ring worth 500 gp, *dust of illusion*, an *elixir of love*, and an *elixir of truth*.

H15. CONSERVATORY BALLROOM (CR 8)

Celebratory strains of a violin orchestra fill this large chamber as dozens of masked partygoers dance to the tune. Multicolored flames mimic their rhythm from small braziers lining the walls. Their light also illuminates artful tapestries of forest animals and fey sprites along the western half of the room. A wooden stage takes up the northwestern wall.

In celebration of Rhoswen's impending escape from the Fellnight Realm, the ballroom currently hosts a party orchestrated by an evil pixie named Kenchlo. The pixie placed a *permanent image* of various fey beings here (including Rhoswen), moving them in time to the music provided by his other invisible pixie companions. The pixies that live here all have ragged gray butterfly wings.

Creatures: Rather than interrupt the party when PCs enter the room, Kenchlo encourages his friends to play the music louder to encourage the PCs to dance and join in. Kenchlo then flies invisibly above the ballroom to manipulate his illusory dancers and have them converse with the PCs during the dance, while using *detect thoughts* to gather information about the PCs. The pixies only turn violent if the PCs fail to play along; if the PCs participate for at least an hour, the pixies stop playing and encourage the PCs to leave, attacking them if need be but fleeing if necessary.

KENCHLO	CR 5
XP 1,600	

NE male pixie (*Pathfinder RPG Bestiary* 228)

hp 18

Spell-Like Abilities (CL 8th, concentration +11)

Realm of the Fellnight Queen



1/day—dancing lights, detect thoughts (DC 15), dispel magic, entangle (DC 14), irresistible dance (DC 21), lesser confusion (DC 14), permanent image (DC 19; visual and auditory elements only), shield

TACTICS

During Combat Kenchlo casts *lesser confusion* or *irresistible dance* on the most dangerous-looking PC, hoping to provide further entertainment for the party. He counters opposing spellcasters with *dispel magic* and encourages the other pixies to launch salvos of miniature arrows at their enemies, adding his own *sleep* or *memory loss* arrows as he can.

Morale A prankster to the core, it never occurs to Kenchlo to warn anyone about intruders. After centuries of boredom, he's simply too delighted to have visitors to play with again.

PIXIES (2) CR 4

XP 1,200 each

N pixie (*Pathfinder RPG Bestiary* 228)

hp 18 each

H16. HALL OF THE PUNISHED

Several paintings decorate this darkened corridor, each containing luminous, moving images within gilded frames. Their light dimly illuminates a half-dozen rigid figures, suspended from the ceiling by root-like vines.

This hallway displays the punishments inflicted upon Rhoswen's enemies, dating as far back as her years in the First World, but also including more recent trophies from Golarion. The animated pictures result from *permanent images* cast by Kenchlo (area H15) to document his queen's triumphs over her opponents. They include scenes of the fey-queen cursing nymphs into ugly crones, polymorphing gnomes into swine for her feast hall, changing elves into songbirds for her entertainment, and blinding or deafening elves and fey creatures to deprive them of the art and music they enjoy.

The figures suspended from the ceiling are actually life-sized woodcarvings of dryads—fey creatures especially despised by Rhoswen for their intimate connection with trees. Her followers have painstakingly carved segments of the dryads' trees into exact likenesses of their previous owners. Several show signs of use as target practice by spriggan thorn darts, and some have crass images carved into them.

H17. KITCHEN AND DINING ROOM (CR 6)

This long, flowing chamber includes both a kitchen and a dining area. A fireplace dominates the southern portion of the room, facing a moon-shaped well. To the north sits a heavy

table of darkwood, surrounded by a dozen chairs. Gnome-sized open barrels near the well hold water.

Creatures: Two satyrs run the kitchen and prepare all of Rhoswen's meals here, including food for any revels she holds. They don't take kindly to interruptions, however, and attack anyone entering their kitchen.

SATYRS (2)

CR 4

XP 1,200 each

hp 44 each (*Pathfinder RPG Bestiary* 241)

H18. GARDED ORCHARD (CR 6)

The smells of fresh-tilled earth and in-season fruit fill this balcony orchard. A footpath leads among a half-dozen slender trees bearing pale, luminous apples. Small shrubs and other leafy plants occupy the spaces between.

Creatures: A shambling mound named Barvus makes his home here, caring little for Rhoswen's palace life. He focuses instead on gardening, allowing only the satyr cooks (area H17) to harvest his plants.

BARVUS

CR 6

XP 2,400

Shambling mound (*Pathfinder RPG Bestiary* 246)

hp 67

TACTICS

During Combat Barvus attacks anyone interfering with his garden, grabbing and constricting them until he can turn them into fertilizer.

Morale Once provoked, Barvus cannot be reasoned with and fights to the death.

H19. ARMORY

This armory lies dusty and seemingly unused. Racks of weaponry—some rusted, but others unaffected by the passage of time—hang upon wooden racks lashed to the thorny walls.

This armory fell into disuse once Rhoswen's minions become Fellnight spriggans and could produce thorny weapons from their own bodies.

Treasure: Most racks contain weapons sized for Small creatures, including 6 masterwork handaxes, a +1 short sword, a +1 mighty cleaving greataxe, and a +1 light crossbow. The spriggans also stored other Medium weapons here, most of them taken from captives or slain enemies of Rhoswen. They include a +1 fey bane longsword, a masterwork morningstar, and a +1 spell storing quarterstaff (currently containing *dispel magic*).

H20. COVERED PARAPET (CR 8)

A lattice roof of tangled limbs, vines, and leaves covers this wide parapet. The battlements offer a commanding view of the courtyard and valley beyond the palace gates.

Creatures: Four spriggans patrol this parapet at all hours, rotating in shifts with Rhoswen's remaining foot soldiers from the barracks. They hide near the thorny support posts, using them like camouflage. Unless noticed with a Perception check (DC 20), they sneak attack passing PCs and then use their size alteration ability to menace them directly.



FELKNIGHT SPRIGGANS (4)

CR 4

XP 1,200 each

hp 34 each (see page 7)

H21. GUEST QUARTERS

These guest rooms lie unused, despite their lavish—if somewhat dusty—furnishings. Until Tenzekil found her realm, Rhoswen hadn't welcomed visitors for over a thousand years.

H22. THRONE ROOM (CR 11)

Flowering vines decorate this magnificent chamber, hanging from thorny columns that rise into archways supporting a vaulted ceiling. Songbirds flutter within small, golden cages dangling from these vines. Adorning the west wall, twin tapestries depict a setting sun and a rampant moon over a primal meadow.

To the east, a carpet of woven summergrass leads to a polished mirror before an ebony throne.

Rhoswen holds court from this throne room, overseeing the invasion of Golarion aided by a fey artifact known as the *visionary lens*.

Creatures: If alerted to the PCs' presence within her palace, Rhoswen waits for them here. Otherwise, they may encounter her while staring into the mirror to observe her army's progress. When they enter, she rises angrily to address them.

"Challenge me in my own realm, will you?" the fey-queen sneers. "The Second-born know their doom has arrived and you're the best they could send?" She gestures toward the mirror before her throne. "Look there, if you dare," she taunts. The mirror shows images of a raging battle between the good creatures of the forest and her Fellnight army, as well as the citizens of Bellis huddled in their homes, frightened as mist and shadow close around them. "This prison can no longer hold me. Your sad tale ends here, your minds shattered and souls cursed for all eternity."

Despite her rage, the PCs should sense Rhoswen's bravado and underlying fear. Nevertheless, her arrogance prevents her from calling more minions. Instead, she relies on conjurations drawn directly from the Shadow Plane, trusting in the *crook of Cildhureen*.

The "songbirds" in the cages are actually victims and enemies of Rhoswen—elves, gnomes, centaurs, and so on—transformed into birds with *baleful polymorph*. Having lived over a thousand years in the form of animals, they all believe they are mere birds, even if restored to their natural forms. In their current shapes, they are merely fodder for Rhoswen's *vampiric touch* spells, as they still have their original HD and hit points.

Realm of the Fellnight Queen

QUEEN RHOSWEN

XP 12,800

Female unique fey sorcerer 11

CE Medium fey

Init +3; Senses low-light vision; Perception +5

CR 11

DEFENSE

AC 24, touch 16, flat-footed 20 (+4 armor, +2 deflection, +3 Dex, +1 dodge, +4 shield)

hp 71 (11d6+33)

Fort +5, Ref +6, Will +7

DR 5/cold iron; SR 21

OFFENSE

Speed 30 ft., tree stride

Melee crook of Cildhureen +3 (1d6-2)

Ranged thorn dart +8 (1d4-2 plus greenblood oil)

Spell-Like Abilities (CL 11th; concentration +16)

1/day—faerie fire, speak with animals, speak with plants

Bloodline Spell-Like Abilities (CL 11th; concentration +16)

8/day—laughing touch

At will—fleeting glance (11 rounds/day)

Spells Known (CL 11th; concentration +16)

5th (5/day)—baleful polymorph (DC 20), shadow evocation (DC 21), tree stride

4th (7/day)—bestow curse (DC 19), poison (DC 19), shadow conjuration (DC 20), summon monster IV

3rd (7/day)—deep slumber (DC 20), dispel magic, major image (DC 19), suggestion (DC 20), vampiric touch

2nd (7/day)—blindness/deafness (DC 17), detect thoughts (DC 17), hideous laughter (DC 19), hypnotic pattern (DC 18), levitate, minor image (DC 18)

1st (8/day)—charm person (DC 16), entangle (DC 16), mage armor, magic missile, shield, silent image (DC 17)

o (at will)—arcane mark, dancing lights, daze (DC 17), detect magic, ghost sound (DC 16), mage hand, message, prestidigitation, read magic

Bloodline fey

TACTICS

Before Combat Every day, Rhoswen casts *mage armor* for protection and *tree stride* to move about her palace, renewing them as necessary. If warned of approaching intruders, she augments herself with *vampiric touch* (targeting one of the “songbirds”) and *shield*. Before her opponents arrive, she casts *summon monster IV* to summon an air elemental (which looks like a swirling cloud of smoke and shadow but is otherwise a normal air elemental).

During Combat Rhoswen uses *tree stride* to enter the hollow columns of her throne room, using small holes to observe the fight. She casts *baleful polymorph*, *deep slumber*, and *hideous laughter*, and summons additional “shadowy” air elementals. She uses her staff to create a *major image* of herself in a far part of the room to distract her opponents and get them to use up resources. If discovered in one of the hollow pillars, she uses *tree stride* to get to another one,

RHOSWEN'S ITEMS

The Fellnight Queen owns two magic items that originate from the First World.

CROOK OF CILDHUREEN

Aura moderate illusion; CL 9th

Slot none; Price 16,800 gp; Weight 4 lbs.

DESCRIPTION

This twisted and gnarled black oak staff draws upon the formless magic of the Shadow Plane to allow use of the following spells:

- *major image* (1 charge)
- *shadow conjuration* (2 charges)
- *shadow evocation* (3 charges)

In addition, the staff can further influence *shadow conjuration* and *shadow evocation* spells, whether cast from the staff or the wielder's daily allotment of spells, without increasing the spell's level. By expending extra charges, the wielder can increase the shadowy substance used to form such spells by +10% per charge, up to a maximum of +50%. Using the staff for this purpose does not increase the casting time of these spells.

CONSTRUCTION

Requirements Craft Staff, *major image*, *shadow conjuration*, *shadow evocation*; Cost 8,400 gp

VISIONARY LENS

Aura strong divination, enchantment, and illusion; CL 20th

Slot none; Weight 50 lbs.

DESCRIPTION

This ornate mirror measures 4 feet in diameter, framed in gold and embellished with silver. The frame depicts dozens of stylized eyes from fey creatures that alternately open and close in wakefulness or slumber. During the day, these eyes influence the mirror's surface to act as a *crystal ball* with telepathy. At night, the eyes can cast *scrying* (looking into the dreams of subjects) and *nightmare* instead. Lastly, during the twilight hours between day and night, the eyes can be commanded to lay one of the following effects upon any single person gazing into the mirror:

- *geas* (DC 21)
- *maze* (DC 22)
- *vision*

The mirror does not function outside of the First World or demiplanes that share characteristics of the First World (such as the Fellnight Realm).

DESTRUCTION

The *visionary lens* shatters if exposed to a *wail of the banshee* cast by someone wearing a *medallion of thought projection*.

creating another illusion of herself if necessary.

Morale If the battle turns against Rhoswen, she uses *tree stride* to flee from her throne room into the pillars of her bedchamber (area H23) to recover and prepare for a last stand.

Base Statistics Without her *mage armor* and *shield* spells, Rhoswen has AC 16, touch 16, flat-footed 12 (+2 deflection, +3 Dex, +1 dodge).

STATISTICS

Str 6, Dex 16, Con 14, Int 12, Wis 10, Cha 20

Base Atk +5; CMB +3; CMD 19

Feats Alertness, Combat Casting, Dodge, Eschew Materials, Persuasive, Skill Focus (Bluff), Spell Focus (illusion), Toughness

Skills Bluff +12, Diplomacy +8, Intimidate +15, Knowledge (arcana) +15, Knowledge (nature) +9, Knowledge (planes) +6, Perception +5, Sense Motive +4, Spellcraft +15

Languages Common, Elven, Gnome, Sylvan

SQ bloodline arcana, woodland stride

Combat Gear crook of *Cildhureen* (10 charges), potion of cure moderate wounds (3); **Other Gear** thorn darts (5), headband of alluring charisma +2, ring of protection +2, greenblood oil (3)

H23. RHOSWEN'S BEDCHAMBER

Tree-sized columns support this open chamber with translucent draperies hung between them, stirred by a soft breeze from narrow windows in the tower's outer walls. The center of the room lies two feet below the outer walkway and contains a pile of sleeping cushions, cages filled with songbirds, several large vases of flowers, a table set with four bottles of wine, and a small jewelry box. Overhead, a ceiling of rose-colored crystal mirrors the recessed floor, allowing starlight to filter through.

Rhoswen flees to this location, desperate to keep the PCs away from the tower's rooftop and its magic circle before they can re-invoke the *faengard*. A DC 21 Knowledge (arcana) check allows PCs to recognize that the centerpiece of the rose-colored crystal is a form of *floating disc* that provides access to the rooftop when commanded to descend.

Creatures: As with her throne room, the imprisoned songbirds here are polymorphed enemies.

Before the PCs track her down at this location, Rhoswen heals herself with *potions of cure moderate wounds*. Then she uses *vampiric touch* against one of the polymorphed songbirds to once again infuse herself with temporary hit points before making her final stand.

Treasure: The bottles of wine are worth up to 400 gp per bottle if taken back to Golarion. The jewelry box contains three necklaces hung with a topaz worth 500 gp, an emerald worth 750 gp, and a sapphire worth 900 gp. Matching rings are worth 150 gp, 250 gp, and 600 gp.

H24. MAGIC CIRCLE

A permanent *floating disc* of rose-colored crystal magically lowers from here into Rhoswen's bedchamber (area H23) to provide access to the tower's rooftop. Permanently bound to the rest of the crystal capping the spire, the piece also forms a magic circle containing a six-pointed fairy star when it reaches its highest point. Rhoswen uses this vantage point to cast her farthest-reaching and most powerful spells, including her attempt to reach the Shadow Plane.

If the PCs repaired the *faengard*, they can re-invoke Rhoswen's prison from here by conducting a ritual with the *crook of Cildhureen*. This requires a DC 25 Knowledge (arcana), Knowledge (planes), or Spellcraft check to intuit the method, and 10 minutes to perform the actual ritual. Once complete, the invocation reacts with the mist produced by the wardstones, immediately drawing back any of Rhoswen's forces and scattering them across the Fellnight Realm. It takes these teleported spriggans several hours to reorganize and march on Rhoswen's palace to learn the fate of their queen, giving the PCs ample time to escape.

H25. LOOKOUT TOWERS (CR 8)

Creatures: Four spriggans keep watch from these rooftops, but they mostly rely on the gargoyles in the courtyard (area H1) to dissuade intruders. If they observe a fight, one of them goes to inform Rhoswen.

FELKNIGHT SPRIGGANS (4)

CR 4

XP 1,200 each

hp 34 each (see page 7)

Concluding The Adventure

Provided the PCs succeed, Bellis avoids playing host to a newly returned Fellnight Realm. Their actions lock away Rhoswen (if she still lives) and her minions once more, forever earning the PCs the gratitude of the people of Bellis, as well as the fey conclave. The ranger Elyin puts in a good word for the heroes wherever their travels take them next. Those willing to stay and make their homes in Bellis quickly receive offers and discounts from people eager to curry their favor. Even the good fey of the forest prove willing to share their magic and knowledge of the land, offering to help locate rare spell components, exotic familiars and animal companions, or even ageless treasures thought long lost to the passage of time. The GM can use all of these things to create adventure hooks and follow-up quests for the PCs.

Of course, even if the PCs kill Rhoswen, she may not be gone for good. With her ties to plant magic and shadow magic, she may rise again in a strange new form, or persist as a spirit or bodiless fey creature to infect others with her evil...

Realm of the Fellnight Queen



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AMIRI

FEMALE HUMAN BARBARIAN 7

ALIGN CN INIT +1 SPEED 40 ft.

ABILITIES

18	STR
13	DEX
16	CON
10	INT
12	WIS
8	CHA

DEFENSE

HP 80

AC 19
touch 12, flat-footed 18

Fort +8, Ref +3, Will +3
trap sense +2, improved uncanny dodge, DR 1/-



Combat Gear potions of cure moderate wounds (3), potion of cure serious wounds, potions of barkskin +3 (2); Other Gear +3 hide armor, +1 Large bastard sword, +1 composite longbow (+4 Str), arrows (20), belt of giant strength +2, ring of protection +1, 335 gp

OFFENSE

Melee +1 Large bastard sword
+11/+6 (1d10+7/19-20)

Ranged +1 composite longbow (+4 Str)
+9/+4 (1d8+5/x3)

Base Atk +7; CMB +11; CMD 23

BARBARIAN RAGE

HP 84
AC 17, touch 10, flat-footed 16
Fort +10, Ref +3, Will +5
Melee +1 Large bastard sword
+13/+8 (1d10+9/19-20)
Str 22, Con 20

SKILLS

Acrobatics	+9
Climb	+12
Intimidate	+9
Perception	+11
Survival	+11

FEATS

Exotic Weapon Proficiency (bastard sword), Improved Bull Rush, Power Attack, Toughness, Weapon Focus (bastard sword)

SPECIAL ATTACKS

rage (19 rounds per day), rage powers (knockback, scent, superstition +3)

SEELAH

FEMALE HUMAN PALADIN 7

ALIGN LG INIT +4 SPEED 20 ft.

ABILITIES

16	STR
10	DEX
14	CON
8	INT
13	WIS
14	CHA

DEFENSE

HP 59

AC 25
touch 10, flat-footed 25

Fort +10, Ref +5, Will +9
Immune disease, fear



Combat Gear wand of cure moderate wounds (35 charges), antitoxin (2), holy water (3); Other Gear +2 full plate, +2 heavy steel shield, +2 longsword, masterwork composite longbow (+3 Str), arrows (20), cloak of resistance +1, backpack, rations (4), silver holy symbol, 290 gp

OFFENSE

Melee +2 longsword +13/+8 (1d8+5/19-20)

Ranged mwk composite longbow
+5 (1d8+5/x3)

Base Atk +7; CMB +10; CMD 20

SPECIAL ABILITIES

aura of courage, channel positive energy (4d6, DC 15), detect evil at will, divine bond (weapon), divine grace, divine health, lay on hands 7/day (3d6), mercy (shaken), smite evil 3/day (+2 attack, +7 damage)

SKILLS

Knowledge (religion)	+9
Sense Motive	+11

FEATS

Cleave, Extra Lay on Hands, Improved Initiative, Power Attack, Weapon Focus (longsword)

SPELLS (CL 4TH, CONC. +6)

2nd—bull's strength
1st—lesser restoration (2)



SAJAD

MALE HUMAN MONK 7

ALIGN LN INIT +4 SPEED 50 ft.

ABILITIES

13	STR
18	DEX
14	CON
10	INT
12	WIS
8	CHA

DEFENSE

HP 45

AC 22
touch 20, flat-footed 17

Fort +7, Ref +9, Will +6
(evasion, +2 bonus vs. enchantment)



Combat Gear potions of cure moderate wounds (2), potions of fly (2); Other Gear +1 temple sword, ring of protection +1, bracers of armor +2, monk's robe, wooden holy symbol, belt pouch, 82 gp

OFFENSE

Melee unarmed strike +9 (2d6+1), or flurry of blows +9/+9/-4 (2d6+1), or +1 temple sword +10 (1d8+2, 19-20)

Base Atk +7; CMB +8; CMD 25

Special Attacks: flurry of blows, stunning fist (8/day, DC 14)

SKILLS

Acrobatics	+14
(+29 jump)	
Climb	+11
Escape Artist	+14
Perception	+11
Sense Motive	+11
Stealth	+14

FEATS

Deflect Arrows, Dodge, Exotic Weapon Proficiency (temple sword), Extra Ki, Improved Trip, Improved Unarmed Strike, Mobility, Spring Attack, Stunning Fist, Weapon Finesse

LIDI

FEMALE GNOME DRUID OF THE GREEN FAITH 7

ALIGN N INIT +1 SPEED 20 ft.

ABILITIES

6	STR
12	DEX
15	CON
10	INT
18	WIS
16	CHA

DEFENSE

HP 45

AC 17
touch 13, flat-footed 16

Fort +8, Ref +4, Will +10
+2 vs. illusions, +4 vs. fey

FEATS
Animal Affinity, Augment Summoning, Combat Casting, Natural Spell



Combat Gear wand of flame blade (50 charges), wand of cure moderate wounds (50 charges); Other Gear +2 leather armor, +1 sling, bullets (20), sickle, ring of protection +1, cloak of resistance +1, headband of inspired Wisdom +2, belt pouch, mistletoe, spell component pouch, rations (2 days), collection of special de-barked sticks, 990 gp

SPELLS (CL 7TH, CONC. +11)

4th—cure serious wounds, dispel magic
3rd—call lightning (DC 17), cure moderate wounds, neutralize poison (DC 17)

2nd—barkskin, cat's grace, lesser rest., res. energy

1st—cure light wounds (2), entangle (DC 15), longstrider, produce flame

o (at will)—guidance, light, mending, stabilize

SPECIAL ABILITIES

spontaneous summon, wild shape (Tiny—Large animal, Small—Medium elemental, Small—Medium plant, 7 hours/day), +1 on attack rolls vs. goblinoid & reptilian humanoids, gnome magic, animal companion (Droogam, snow leopard), nature sense, wild empathy +2, woodland stride, trackless step, resist nature's lure

OFFENSE

Melee sickle +4 (1d4-2), or flame blade +4 touch (1d8+3 fire)

Ranged +1 sling +8 (1d3-1)

Base Atk +5; CMB +2; CMD 14

SKILLS

Craft (alchemy)	+6
Fly	+0
Handle Animal	+15
Heal	+14
Knowledge (nature)	+12
Perception	+16
Ride	+10
Survival	+11



Stay Out of the Woods

Pathfinder Module REALM OF THE FELLNIGHT QUEEN

Deep in the forest, something is stirring. An evil fey sorcerer, cast out of the First World millennia ago by her own kin, has found a way to break through the ancient walls of her prison, and carries with her a vengeance too deep to be sated. For the quiet Andoren town of Bellis, busy celebrating a long-awaited marriage, it's a time for joy and laughter. Yet the forest that's always sheltered it is growing dark, and things are moving in the heart of the woods...

Realm of the Fellnight Queen is a wilderness adventure for 7th-level characters, written for the Pathfinder Roleplaying Game and compatible with the 3.5 edition of the world's oldest RPG. Inside you'll find a possessed druid, a drunken treant, an insane beekeeper, shape-changing forest warriors, and the dark mistress of the Fellnight Realm herself.

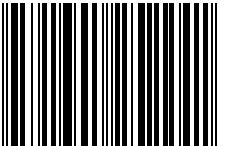
This module is the result of Paizo Publishing's RPG Superstar™ contest, which allows unpublished authors to compete before a panel of celebrity game designers and legions of their peers for the chance to write a Pathfinder module.

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2009 RPG SUPERSTAR WINNER

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