

PAL1-05

ALLIANCE REBORN

A One-Round D&D LIVING GREYHAWK[®]
Theocracy of the Pale Regional Adventure

Version 1

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An elven envoy from the Phostwood secures a group of PCs to assist the elves in defending against brigand raids. An adventure for characters level 3-6.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

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

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

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

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

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

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

DETERMINING AVERAGE PARTY LEVEL (APL)

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill Modifier	
Destitute	1 gp	-2
Poor	3 gp	-1
Common	10 gp	0
High	200 gp	+1
Luxury	400 gp	+2

ADVENTURE SUMMARY AND BACKGROUND

This adventure is a Theocracy of the Pale regional adventure. Also, the events of this adventure primarily occur within the Phostwood, an ancient forest in the northwest of the Theocracy. Any judges that run this adventure should read the background source material on the Phostwood and its inhabitants. This document can be found on the Theocracy of the Pale website located at <http://theocracy.oerth.com>.

Vordiel is a sylvan elf from the Phostwood and self-appointed elven ambassador. He intends to secure the PCs services to flush out the evil menace of brigands in the Phostwood. To this end, he offers them some gold, the good graces of his people, and the strengthening of diplomatic ties between the Phostwood and the Pale.

Given a map to the Istari tribe of Sylvan elves, the PCs set out to meet the Phostaldaron. Along the way, they

gain first hand experience of why the Phostwood is not a hospitable forest. They are attacked by infernal dire animals—a product of the same corrupting influence that causes the trees of the Phostwood to rot with an eerie, green phosphorescence.

The PCs then encounter an Istari elven patrol. The situation is naturally very tense, as this tribe has no idea that adventurers from the Pale are coming, and they suspect that they are brigands.

If the PCs smooth things out with the patrol, they will be brought to the community where they will participate in the celebration of a young male elf's epiphany.

The next morning, a well-coordinated and determined brigand group attacks the community. A direct attack on the village has not been done before, as the brigands usually prefer to attack scattered outposts. It seems that brigandry is on the increase. Plus, these brigands seemed more determined than most.

The Istari tribe thanks the PCs, and give them some elven artifacts by which to remember them. As the PCs travel home, they encounter a war band of Ogres. If the PCs have any sense, they avoid them and arrive safely back home.

INTRODUCTION

It has been several years since the campaign began to purge the demonic forces in Tenh, yet the war stories still enliven every tavern in the Pale. Several of these war stories jumped to mind as you had read the flier on the Adventurers' Board outside the Basilica. One such tale was how Prelate Anonsis had created a diplomatic incident by striking the ambassador from Tenh while amongs the Phostwood elves, and how the Theocrat subsequently demoted him to Bishop of Wintershiven. Another war story demonstrated the elves' battle ferocity. It told of how monsters and demons alike fell under the storm of elven vengeance in the Battle of Balor Bridge.

That flier posted on the Adventurer's Board had read, "Adventurers Needed in Phostwood: Vordiel, the Elven Phostwood Ambassador, is seeking brave spirits to help curb brigandry in the Phost. Those interested are requested to meet at the New Hope Shrine along the western edge of the Waters of Belief at 9 bells."

You decided to go to this rendezvous since if nothing else you could see an elf from the Phostwood, a rare sight indeed. Also, if you could get paid a few coins, you might be able to better withstand this Palish winter. And thus you come to find yourself standing at the shores of this remarkable public works, the Waters of Belief. A cold wind played across the surface of the crystal blue water, picking up frozen packets of water before striking them into your exposed skin. Nevertheless, this park, located just on the outskirts of the city, is a truly awesome place. Before long, several other adventurers arrive - each eyeing the others somewhat uncomfortably. Well, someone needs to break the silence ...

At this point, allow the players to describe their characters with physical descriptions only. After each

player has described their characters, have them introduce each other and allow them to role-play for a few minutes.

ENCOUNTER 1: MISSION BRIEFING

After the PCs have had a chance to talk amongst each other for a few minutes, Vordiel enters.

Your conversation is interrupted by the creak of the door. You turn to see a middle-aged elven man enter the room with a smile. He stands a shade over five feet tall, and has well-combed, shoulder length copper hair and radiant hazel eyes.

"Hello friends. I am Vordiel, Ambassador to the Phostwood. I am very appreciative of the fact that you have come. As you know, our two cultures are very distinct and separate, but our people must rely upon each other if we are to succeed in overcoming the evil around us. Which is why I have asked you here.

I would like to invite you to come to our lands, learn about our culture, enjoy our food. In return, I offer you the opportunity to join us in ridding the area of some brigands." Vordiel smiles wryly. "So, what do you say?"

Vordiel would prefer that the PCs agree to this quest for without monetary compensation. If the PCs ask him for gold, without any anger he will reply,

"You ask for gold as if it is all that you seek in life. Gold cannot buy you the spectacular touch of the sun's morning rays on a spring day. Nor can it buy you the pleasing sound of a babbling brook, nor purchase the heart-felt thanks of an ally. I ask each of you to measure yourselves by your heroic deeds. Besides, is not the opportunity to see a new land, explore a new culture and share unique experiences among each other worth more than a coin?"

If PCs persist in asking for payment, Vordiel will smile and say,

"I see that our two cultures are more different than I had believed. Alas I can spare no coin, as my people are a besieged people with little wealth. I call upon the heroic spirit within you and I hope you will accept this quest. Unfortunately, if you must insist on monetary compensation, then perhaps our paths will cross again someday."

If any PC asks why the elves are besieged or what dangers they may face on the way, Vordiel shares the following information.

"Brigands are about. Hundreds of them have descended upon the Phost as a plague of locusts might descend upon your crops. Also the Phost contains dark, untamed regions in which creatures mutated by forces not of this realm hunt for blood and destruction. But the most feared creatures you might encounter are the Ogres. Do not face them in battle as they are superior to humans and elves, and I fear you would not survive an encounter with them."

If the PCs have any additional questions, about the Phostwood, feel free to share general information contained within the Phostaldaron background document, however, do not provide specific information. While Vordiel is happy to share some knowledge with the PCs, he does not intend to give them a history and cultural lesson.

Once the PCs agree to go on this quest, Vordiel offers a map to the Istari tribe's location within the Phostwood.

ENCOUNTER 2: DARK DENIZENS

The PCs are encouraged to leave right away. Inform the players that it is winter in the Pale, and so the characters should bring appropriate gear. Get a typical outdoor marching order, nighttime camp precautions and watch order.

It is a cold, blustery day in the Pale. Having grown accustomed to the weather in this harsh land, you wrap yourself tightly within your winter blanket and set out into the ice and snow. If it were late spring or summer, you might be able to board a riverboat and float down the Yol River to reach the southern edge of the Phostwood. But the bitter cold ended that possibility by freezing the surface of the Yol. So instead, you cross onto the northern side of the river near Wintershiven and follow its shore west.

After two days of hard travel—through snow that is often knee deep (or deeper for the shorter ones of the group)—isolation and loneliness assail you. The other members of your traveling company are the only creatures you have seen since leaving Wintershiven. And even these companions seem distant, the fierce cold having forced them to retreat behind a barricade of cowed cloaks and blankets.

Day three all you can think about is some hot soup and sitting by a fire. Imagination is the only defense you have against the freezing wind that gusts from the North, threatening to rip your protective clothes from your grip. Near the middle of the fourth day, you see the Phostwood ahead. Your heart lifts as you eagerly await the protection that the forest will provide. The thick trees will block that menacing wind, and the worst of that cold.

Travel is easier in the woods, and you have made good progress on this fifth day. You will be making camp after a few more hours of marching, and your aching legs will welcome the rest. The Yol River still lazily winds on your left. Yet another patch of dense shrubs, coated in a sparse blanket of snow lies to your right.

At this point, have all of the PCs make a Listen check (DC 10) to hear the creature(s) racing around the shrubs to attack. Any PCs who succeed, may act on the first round, as they are aware of the attacker(s). Any PCs who fail, may not act until the second round of combat.

Bounding from around a large bush, a huge six-foot long wolverine charges your direction. However, you quickly note

that this is no normal woodland creature. It seems larger and stronger, and its eyes glow red with a malevolent force.

APL 4 (EL 5)

This creature is an anarchic wolverine. It has been mutated and made especially aggressive by dark powers. It attacks without fear, and will not retreat.

➤ **Anarchic Wolverine (advanced)** (1): CR 5; Large Magical Beast (6 ft. long); HD 4d8+24; hp 44 [52*]; Init +1 (Dex); Spd 30 ft., burrow 10 ft., climb 10 ft.; AC 14 [12] (+1 Dex, +4 natural, -1 size); Atks +9 [+11] melee (1d6+6 [1d6+8] [x2], claws), +4 [+6] melee (1d8+3 [1d8+5], bite); SA Rage*; SQ Scent, Fast healing 1, Acid/Cold/Electricity/Fire/Sonic Resistance 5, Immune to polymorphing and petrification, Darkvision 60', Smite Law; AL CN; SV Fort +10 [+12], Ref +5, Will +2

Str 22 [26], Dex 13, Con 23 [27], Int 3, Wis 12, Cha 10
Skills: Climb +15, Listen +6, Spot +6

Rage (Ex): Upon taking damage, the wolverine gains the stats in brackets, above.

Scent (Ex): Detect opponents within 30 feet by smell, pinpoint opponents within 5 feet, and can track by smell with Wisdom check (DC 10). Fast healing 1. Acid, Cold, Electricity, Fire and Sonic Resistance 5. Immune to polymorphing and petrification. Smite Law once per day as normal attack with a +4 damage bonus. Darkvision 60'.

APL 6 (EL 7)

These creatures are anarchic wolverines. They have been mutated and made especially aggressive by dark powers. They attack without fear, and will not retreat. They move around from either side of the large bushes in order to box in the party.

➤ **Anarchic Wolverines (advanced)** (2): CR 5; Large Magical Beast (6 ft. long); HD 4d8+24; hp 44 [52*]; Init +1 (Dex); Spd 30 ft., burrow 10 ft., climb 10 ft.; AC 14 [12] (+1 Dex, +4 natural, -1 size); Atks +9 [+11] melee (1d6+6 [1d6+8] [x2], claws), +4 [+6] melee (1d8+3 [1d8+5], bite); SA Rage*; SQ Scent, Fast healing 1, Acid/Cold/Electricity/Fire/Sonic Resistance 5, Immune to polymorphing and petrification, Darkvision 60', Smite Law; AL CN; SV Fort +10 [+12], Ref +5, Will +2

Str 22 [26], Dex 13, Con 23 [27], Int 3, Wis 12, Cha 10
Skills: Climb +15, Listen +6, Spot +6

Rage (Ex): Upon taking damage, the wolverine gains the stats in brackets, above.

Scent (Ex): Detect opponents within 30 feet by smell, pinpoint opponents within 5 feet, and can track by smell with Wisdom check (DC 10). Fast healing 1. Acid, Cold, Electricity, Fire and Sonic Resistance 5. Immune to polymorphing and petrification. Smite Law once per day as normal attack with a +4 damage bonus. Darkvision 60'.

ENCOUNTER 3: FIRST CONTACT

After the encounter with the fiendish wolverine(s), the PCs will only have another hour of daylight before they must camp.

At night the Phostwood seems to play cruel tricks on you. Strange sounds alert you to the possibility that more infernal monsters are sneaking towards you with deadly intent. Making matters worse, as the sun's light ebbs away, an eerie greenish glow blankets the forest. You note that the fallen trees emit a phosphorous light that paints the landscape in an otherworldly light.

You spend a restless, dreamless night. When the morning sun's light breaks the dense forest canopy, you welcome its arrival.

After morning preparations, your group follows the directions on the map, which has you turn north and head in the direction of the heart of the Phostwood.

Have the PCs make Spot checks (DC 20) to notice the elvish patrol shadowing their movements.

After a few hours march north, you are startled as an elf steps from his crouched hiding place and exclaims "Hauta kotumo!" You now notices there are more all around you, at least a half-dozen, with bows readied.

The PCs have been detected by an Istari patrol. Those who speak elvish, will know that the leader has exclaimed "Stop you enemy!" The Istari in fact have no ideas that the PCs are on the way (a breakdown in communication between Vordiel and this tribe). They do know that there are active human brigands, and the elves are ready for a fight.

The Istari patrol (except for Alquorien, the leader), all have readied actions to fire bows or cast spells if any PC takes a hostile action or casts a spell.

If there are any elves in the party, Alquorien addresses them. Otherwise, he addresses the front-most party member. In elven, he harshly asks, "Are you brigands? Why should we spare you?"

Allow the PCs an opportunity to immediately defend themselves. While Alquorien prefers to speak elven, he and the other elves do understand common. When determining Alquorien's responses, remember that he has no idea why there would be heroes from the Pale in these woods. He suspects that the PCs are in fact brigands, but is curious as to why these brigands have not immediately attacked or fled.

Unfortunately for the PCs, there is a young elf in this patrol, Tavaron, who is extremely nervous and fearful of the party. After allowing the PCs 10-15 seconds of interaction with Alquorien, Tavaron randomly targets a PC and fires an arrow.

Roll initiative for both sides and then step through initiative order. Remember, however, that the other elves

have readied actions that will be triggered if the PCs take hostile or spellcasting actions.

From here the party's actions will largely dictate what happens. Hopefully the PCs will attempt to diffuse the situation instead of fighting. Here are some guidelines for how to handle this situation. First, step through the initiative order for one complete round so that each PC has an opportunity to react.

If the PCs fight, the Istari will assume that they are in fact brigands and attack to kill.

If none of the PCs take hostile actions against the patrol and at least one character is attempting to parley, then the Istari patrol will come to the conclusion that these PCs are not brigands, and will escort them to the tribe. Proceed to Encounter Four.

If some of the PCs are hostile while others attempt to negotiate peace, then allow the negotiating characters to attempt a Diplomacy check with the following modifiers applied to the check result. Have the negotiating character make his diplomacy check at the end of each round in which he attempts it. If two or more characters are attempting to negotiate, then allow them their choice of making separate checks or using the assist rules to help another PC.

Description	Modifier
Each PC having taken a hostile action during this round	-2
Each elf killed or rendered unconscious	-2
Alquorien killed or rendered unconscious	-8
Xiloscient killed or rendered unconscious	-2
Having previously achieved a diplomacy check of 15 but other PCs continued to fight.	-4
Having previously achieved a diplomacy check of 20 but other PCs continued to fight.	-8
No elves have been harmed	+4

Consult the following chart to determine the result of the diplomacy check. Each of these results take effect immediately upon the check being made.

Description	DC Check
Alquorien demands (in common) that the PCs surrender.	5
Same as DC 5 plus the elves switch to blunt arrows and only attack hostile PCs.	10
Same as DC 10 plus as their next action the elves will ready actions instead of taking more hostile actions.	15
The elves will lower their weapons and express an interest in parleying. They will revert to hostile status if subsequently a PC attacks.	20

If the PCs are successful at diffusing the situation, or if they all surrender without killing any elves, then Alquorien will escort them to the tribal village. Proceed to Encounter 4.

If the PCs surrender but only after slaying one or more elves, then Alquorien will split his group. Half of his group including himself will escort any PCs inflicting lethal damage to the deceased elves to the tribe for trial. His other group will escort the remaining PCs out of the Phostwood. If the PCs resist, a war party will be summoned to force the PCs to submit. It will take the war party at least one hour to respond, so in this time the PCs may attempt to flee their captors. See Conclusion A for the PCs escorted out of the Phostwood and Conclusion B for any PCs escorted to the tribe under charges of murder.

If the PCs fight the patrol and force them to retreat from the battle, word will spread. An Elven war party will be dispatched to deal with the PCs. (See DM Aid #1). Allow the PCs a couple clues that they are being sought (perhaps the PCs spot an elven signal arrow fly overhead shortly followed by the sound of an elven war horn). If the PCs immediately backtrack and flee the Phostwood, they will escape this war party. Otherwise, the elven war party catches up to the PCs. If any elves had been killed, then this war party will attempt to kill all of the PCs. If no elves had been killed, then the war party will escort the PCs out of the Phostwood. In either case, the adventure is over for these PCs. (See Conclusion A.)

➤ **Alquorien, male elf Ftr6:** Medium-size Humanoid (elf); HD 6d10+6; hp 42; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (+3 Dex, +3 Studded leather, +1 Buckler); Atks +10 or +8/+8 ranged (1d8+2 [crit x3], composite longbow), or +6 melee (1d8 [crit 19-20], longsword); SQ Feats, Elven traits; AL CG; SV Fort +6, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 11, Wis 12, Cha 10

Skills and Feats: Hide +3, Listen +2, Search +1, Spot +5, Move Silently +3; Combat Reflexes, Weapon Focus (longbow), Point Blank Shot, Rapid Shot, Improved Initiative, Weapon Specialization (longbow)

Elven traits: Immune to magic sleep spells, +2 bonus to Will saves vs. enchantment

*Possession:*s Studded leather armor, composite longbow, 40 arrows, 20 blunt arrows (subdual instead of normal damage), longsword

➤ **Xiloscient, male elf Wizz (Abjurer)/Ftr2:** Medium-size Humanoid (elf); HD 2d10+2d4+4; hp 25; Init +5 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (+2 Dex, +4 *mage armor* spell); Atks +6 or +4/+4 ranged (1d8+2 [crit x3], composite longbow), or +2 melee (1d8 [crit 19-20], longsword); SQ Feats, Elven traits; AL CG; SV Fort +6, Ref +5, Will +3; Str 10, Dex 14, Con 12, Int 15, Wis 10, Cha 10

Skills and Feats: Hide +3, Listen +2, Search +1, Spot +5, Move Silently +3; Weapon Focus (longbow), Point Blank Shot, Rapid Shot, Improved Initiative

Elven traits: Immune to magic sleep spells, +2 bonus to Will saves vs. enchantment

Possessions: Studded leather armor, Composite longbow, 40 arrows, 20 blunt arrows (subdual instead of normal damage), longsword

Spells Prepared (5/4; base DC = 12 + spell level): o—resistance, ray of frost, light, prestidigitation, ghost sound; 1st—color spray, ~~mage armor, shield~~, sleep.

➤ **Elven Warriors , male elf Ftr2** (8): CR 2; HD 2d10+2; hp 14; Init +3 (Dex); Spd 30 ft.; AC 17 (+3 Dex, +3 Studded leather, +1 Buckler); Atks +6 or +4/+4 ranged (1d8 [crit x3], composite longbow), or +2 melee (1d8 [crit 19-20], longsword); SQ Feats, Elven traits; AL CG; SV Fort +4, Ref +3, Will +0; Str 10, Dex 16, Con 12, Int 11, Wis 10, Cha 10

Skills and Feats: Hide +3, Listen +2, Search +1, Spot +2, Move Silently +3; Weapon Focus (longbow), Point Blank Shot, Rapid Shot

Elven traits: Immune to magic sleep spells, +2 bonus to Will saves vs. enchantment

Possessions: Studded leather armor, composite longbow, 40 arrows, 20 blunt arrows (subdual instead of normal damage), longsword

Tactics: The Istari will typically concentrate fire on one opponent until that opponent goes down, and then they will switch to their next target. Each elf will continue to attack until all PCs have surrendered, or until he has been reduced to less than 50% of his original hit points, at which point he will leave the combat by the safest means possible. The entire squad will depart if their numbers are reduced to less than half of the initial numbers.

ENCOUNTER 4: WOODLAND CELEBRATION

The PCs, having avoided a fight with the patrol, are escorted to Stag Falls, the settlement of the Istari tribe.

With Alquorien as a guide, you set out to complete your journey to the Istari settlement. You speak with Alquorien, who seems a bit confused. You are pretty certain that he no longer believes your group to be brigands, but he seems to wonder what your real motives might be. Nevertheless, he has a much friendlier demeanor once you have shared conversation. Alquorien whispers a few things to another elf, and that elf sprints off into the forest. You believe him to be a messenger sent to inform the tribe of your arrival.

You learn over the next few hours that the Istari tribe is currently settled at Stag Falls. Based upon the manner that Alquorien speaks of his tribe's location, you had come to believe that they had been there only a short time, thinking perhaps five or so years. You were a bit surprised when Alquorien revealed that they had been there for 80 years. Obviously, elves have a much different perception of time than other races.

During the course of the journey, you come to know Tavaron, the young elf who had initially shot at your group. Immediately after the first encounter, Tavaron had profusely apologized to the group for his actions. He now seems to have latched onto the hero at whom he shot. He hovers near this

individual, pointing out slippery footholds and sharing knowledge and stories of the surrounding land. Alquorien quietly informs the group that Tavaron has recently lost his sister to brigand raids, and was not in his right mind when encountering the party. Whereas at first you saw him as an enemy, you have now come to feel sorry for him.

At long last, ahead you hear the joyous melodies that must be Stag Falls. Alquorien laughs, "I nearly forgot, it is the celebration of Amasain's Epiphany". As you round a dense copse of trees, you see a cheerful spectacle. Elves, scores of them, are dancing, singing and playing beautiful, cheerful music. One elf, wearing festive antlers made from branches, seems to be at the center of it all.

The PCs have entered Stag Falls at the height of the epiphany celebration of Amasain. An epiphany is a religious and spiritual awakening of an elven youth.

Allow the characters an opportunity to mix with the locals. Refer to DM Aid #2 for some of the NPCs. It is important that the PCs at a minimum meet Curu'Nole. The elves will be very hospitable and friendly to the PCs. There are no off-limit places and the PCs are free to explore the tribe.

For those interested in food and drink, there is a bountiful array of delicacies elaborately displayed on banquet tables. The edibles are nothing like the human grub. It is mainly comprised of fruits and berries instead of grains. A light, flavorful taste, typifies the food. And the drinks are spectacular. Juices and wines touch the tongue with an explosion of taste.

All manner of exotic games and contests are afoot, the like of which the non-elven PCs have never seen.

Sometime during the course of the festivities, Tavaron will give a gift to the PC that he had shot. He will present a beautifully etched set of blunt arrows that he personally crafted. He will jokingly say that it is something to remember him by.

ENCOUNTER 5: NATURE'S TEST

Later that night after some of the festivities have died down, Curu'nole approaches your group. "Greetings friends, I thought you might benefit from seeing something that I have to show you." He turns and begins winding his way through some phostwood trees with the grace that defies his age.

Determine which PCs follow him.

You follow the old elf into the woods for approximately ten minutes when he leads you to a large circle of ancient, moss covered boulders. Torch light dances upon the nearby trees and boulders. You immediately sense the timeless power of this holy place.

In the center of the boulders is tied a demonic stag with red, hate filled eyes. Despite its animal form, this creature seems out of place in this natural setting, an abhorrent creature not of this world.

Curu'nole steps in front of you. "Areas of the Phostwood can have a corrupting influence on the native life. It is an insidiousness that we must face constantly. However, we are gifted with the ancient lore and magic of our ancestors, and we have rituals to cleanse our woodlands."

Curu'nole then turns toward the ring of boulders as a formerly hidden elven archer steps into the clearing. Curu'nole recites a prayer in an ancient elven tongue. The shadow cloaked archer pulls from his quiver a arrow of exquisite make. Etched lines of magical elven power dance up and down the blunt arrow's shaft. With a fluid motion, the archer fires the arrow at a towering pine tree near the fiendish stag. As the blunted arrow strikes the tree, the tree is bathed in a mystical, blue light. Curu'nole then recites another prayer, and the archer fires another identical arrow at the foul stag. Yet this time, as the blunted arrow strikes its target, a brilliant flash of light consumes the creature leaving only a small pile of dust in its wake.

Nothing can be heard for several moments as the archer and Curu'nole bow their head. Then, Curu'nole turns to you and speaks, "What you have witnessed here is the ancient Istari test of purity. If the arrow strikes one who has faith, he will not be hurt. However, if one is tainted, they will be destroyed. Would any of you care to test yourself?"

The arrows that the archer fires have been enchanted through a process similar to making one-shot magic items to contain spells that effect the target. The arrow shot at the tree had a Faerie Fire spell contained within it. The arrow shot at the infernal stag had a Disintegrate spell. Any arrow shot also does 1d8 points of subdual damage.

Any PC who volunteers for this test will be solemnly escorted to the center of the ring, and after a prayer from Curu'nole, will be shot with yet a differently enchanted arrow. The struck PC will have a Dimension Door spell send them to a torch lit, small burrow. Also, a cantrip effect will create the flash of light and the pile of dust, so anyone watching this test should conclude that the person failed the test and was disintegrated. If there are still others who wish to take this test even after witnessing the death of their comrade, then they will be sent to a different burrow by the Dimension Door spell.

In order to heighten the apprehension of the PCs, have each participating PC attempt a Fortitude saving throw to resist the effects of the *disintegrate* spell. Do not tell them their target number, simply tell each that he failed.

This test of faith is the first part of Curu'nole's challenge. Only after all PCs have decided whether to take this test or not, read the following text for those PCs who took the test.

A bright flash of light blinds you. You believe that you have failed the test, until your vision slowly returns to you, and you find yourself in a torch-lit underground burrow. The earthen room is approximately ten feet on a side and eight feet tall. All that is within this room is a sconced torch, a wooden table with a piece of parchment, quill and ink, and some dirt steps leading to a thatch door exiting up into the night.

Remind each PC who has come this far that they are alone and may not speak with each other or communicate in any way.

Any PC investigating the parchment will find the following written in common:

" I have large webbed feet. I am a herbivore and a true vegetarian. I am monogamous and pair with my mate for life. I am very territorial. Write what I am upon this parchment and give the answer only to Curu'nole."

This base clue may trigger additional information that the character has on the animal in question. Have each PC make a Knowledge (nature) check to simulate what additional insight their character has. Any character with five or more ranks in Wilderness Lore may add an additional +2 synergy bonus to their die roll. In addition, any character with levels of Druid may add an additional +5 to this skill check. Give the appropriate player handouts to each player that achieves the appropriate result. A summary of these player handouts follows:

- | | |
|---------|---|
| DC <10: | Base clue: I have large webbed feet. I am a herbivore and a true vegetarian. I am monogamous and pair with my mate for life. |
| DC 10: | Base clue plus the following insight: I cache food for the winter. I am generally nocturnal. I am a rodent. |
| DC 15: | Base clue plus the following insight: I cache food for the winter. I am generally nocturnal. I am a rodent. I am territorial and build large scent mounds. |
| DC 20: | Above info plus - I cache food for the winter. I am generally nocturnal. I am a rodent. I am territorial and build large scent mounds. My teeth grow continuously throughout life. I live in lodges located in the deepest portions of ponds. |
| DC 25: | Any PC who makes achieves this level of success automatically knows the answer to the riddle, but is asked to guess for fun. |

Each PC should write their answer on a slip of paper and hand it to you. This simulates the PCs giving Curu'nole the answer. Players should not confer with each other or else they will be considered to have failed due to not following the instructions on the parchment. After all answers are in, Curu'nole provides the correct answer: beaver. He congratulates any PC who got the answer and mentions to them that they show promise. With a warm smile, he leads the adventurer back to the village,

ENCOUNTER 6: BRIGANDS' FLAME

When you are ready to sleep, Tavaron shows you to where you will spend the night - three large trees have grown together to form a natural room. Within this room are comfortable down mattresses, pillows and blankets. It is amazing that a few hours ago there were over a hundred elves, because now the only hints of the elven inhabitation are a few burnt-out campfires and the now stripped bare banquet table.

The night passes and you are able to get some good sleep. You didn't realize how exhausted you had become with the hard travelling and the night's festivities. You awake to a cold, but pleasant morning.

After you stretch awake and perform your morning rituals, Tavaron is there to greet you. "I hope the morning finds you well. I have made some food for you."

He leads you to a table containing mouth-watering food. Exotic pastry-like food made from fruit instead of grains lay upon the table, their sweet aromas caressing your sense of smell. "Please have a seat, I'll be right back with some water and wine."

As you begin to eat the delectable food, a chirping flute pierces the crisp morning air. All around, the Istari burst into action, dropping plates of food and waterskins in their rush to unknown destinations.

Get the PCs' actions. They may each take a partial action, before continuing.

From dozens of directions, squads of humans, mostly wearing unkempt hide armor and wielding large wooden shields and battleaxes, burst from the trees and bushes. Chaos erupts all around. One group of determined brigands spots you and charges your way.

Roll initiative. This grand melee will last exactly 15 rounds (90 seconds), so track each round carefully. Once this time has elapsed, all remaining brigands will scatter and flee with whatever spoils and loot they can quickly grab.

There are dozens of brigand groups assaulting the village from many directions. The village is engulfed in the complete chaos of battle. When running this battle, keep in mind that the village is spread out over an area roughly 300 feet in diameter. And while the brigands are attacking from many directions, the PCs participation in the combat will be limited to a small portion of the entire battlefield. As a result, the elves will not be able to assist the PCs in any way, as they are too busy fighting their own fights.

This encounter should be run with a battle mat. When drawing the layout, feel free to create interesting scenery with trees, boulders, hills and small streams. However, when running the battle, the brigands will NOT be making use of any cover, etc. They are intent on rushing forward and inflicting as much damage and looting as many valuables as possible.

Each brigand will attempt to withdraw if he is reduced to less than 50% of his hit points. He will

withdraw while attempting to avoid any attacks of opportunity.

Human Brigands, human male War2 (5): CR 1; Medium-size humanoid (human); HD 2d8+7; hp 12; Init +2 (Dex); Spd 30 ft.; AC 17 (+2 Dex, +3 Hide, +2 Shield); Atks +5 melee (1d8+3 [crit x3], battleaxe); AL NE; SV Fort +5, Ref +2, Will +0; Str 16, Dex 14, Con 14, Int 8, Wis 10, Cha 8

Skills and Feats: Climb +3, Swim +3; Dodge, Toughness

Possessions: Hide armor, large wooden shield, battleaxe

At the end of the first round, have each PC make a Spot check (DC 15) to notice that a short distance away (no more than 40 ft) Tavaron has been backed up against a large rock and is attempting to fend off two brigands (use stats above). Add these new combatants into the initiative order for round 2.

Tavaron, male elf Ftr2: CR 2; Medium-size humanoid (elf); HD 2d10+2; hp 14; Init +3 (Dex); Spd 30 ft.; AC 17 (+3 Dex, +3 Studded leather, +1 Buckler); Atks +2 melee (1d8 [crit 19-20], longsword; SQ Feats, Elven traits; AL CG; SV Fort +4, Ref +3, Will +0; Str 10, Dex 16, Con 12, Int 11, Wis 10, Cha 10

Skills and Feats: Hide +3, Listen +2, Search +1, Spot +2, Move Silently +3; Weapon Focus (longbow), Point Blank Shot, Rapid Shot

Elven traits: Immune to magic sleep spells, +2 bonus to Will saves vs. enchantment

Possessions: Studded leather armor, longsword (he has been caught off-guard and without his bow)

As the PCs kill or drive off the members of this first group of brigands, they will notice another group of brigands (use stats above).

As you eliminate the last brigand of that group, you immediately spot another group of five brigands a scant 30 feet away. You notice them just in time to see one of them yank a silver necklace from a young elven woman's throat as his accomplice heaves into her with a cleaving blow from his battleaxe. She falls to the ground still protectively clutching a elven toddler.

The elven mother has been reduced to -5 hit points. If the PCs act quickly, they might be able to save her. Any character that charges this fresh group of brigands is entitled to a Listen check (DC 10) to hear her groaning in pain. If no characters charge this fresh group, on their next action, one of the brigands will dispatch the baby while the other four charge some other nearby elves.

As the PCs eliminate each group of brigands, continue to introduce fresh groups of five brigands committing terrible acts. However, it is up to the PCs to initiate combat with each new group since the brigands have a clear preference of killing elves over the party members. Continue this process until 15 rounds have

elapsed, at which time any remaining brigands will flee into the woods with their loot.

Note: As combat proceeds, note which PC acts most heroically, as this character will be given a reward by Curu'nole. The character that puts himself in harm's way in the most selfless fashion to protect or save the lives of the Phostaldaron will be selected. Curu'nole will select the character that continues to initiate combat with fresh brigands over one who stays back and hesitates. He will select characters that rush forth and enter melee ahead of characters that use ranged attacks or spells. However, characters that use healing magic upon the Phostaldaron during and immediately after the battle are also held in high regard. If you deem that two or more characters are equally deserving of the gift, then have them make opposed Charisma checks to simulate Curu'nole's impression of them. Please do not take this responsibility lightly, and try not to rely upon a die roll to pick the most heroic character. You, the judge, should pick the character that most deserves to be rewarded.

After the combat is over, read the following.

As the combat wanes, you witness the aftermath of the conflict. Some elves rush to the aid of the wounded, providing healing magic and support. Others are weeping over the bodies of their deceased love ones.

Nearby you spot Quarion shouting elven commands to some of the warriors. They are obviously forming a hunting party to pursue the fleeing brigands.

Curu'nole spots your group and jogs over to your location.

Some of the characters will undoubtedly want to join the elven hunting party, but Curu'nole will plead that they remain here at the village in defense of the community. He also politely suggests that their lack of knowledge of the nearby woods and their inexperience with the Istari fighting tactics would hamper the hunting party's efforts.

ENCOUNTER 7: ELVEN APPRECIATION

The next few hours are tense as the Istari brace for another attack. Curu'nole shares his concerns that the brigand attacks have never been this organized in the past. Nor have they attacked in such numbers. There must have been over 50 brigands in the raid. Curu'nole turns to you and asks, "Are you aware of any social or political forces at work that would account for this savage attack?"

Give the characters and opportunity to theorize, but the PCs have not uncovered any facts that have accounted for this. Keep in mind that if the PCs attempt to lie or spin a tale, Curu'nole does have a +20 Sense Motive skill. Once the PCs have finished, Curu'nole also asks...

"We do not think that you had anything to do with this attack. In fact, we appreciate your aid tremendously and consider you

our allies. Thank you. But I must ask, we find it strange that you would come to our woods. Your arrival was highly unexpected. What brought you to us?"

If the PCs mention Vordiel (the elven ambassador in Wintershiven), Curu'nole will say that Vordiel is unknown to him, but that perhaps he is from one of the other tribes.

Curu'nole says, "Again we want to thank you for your heroic deeds. Without your aid, more of our people would have suffered. I especially want to personally thank ____ (insert name of character who acted the most heroically in the combat). Your selfless actions were noticed by me and my people and I want to give you my amulet." Curu'nole removes from his neck a beautifully engraved, hard wood amulet. It has the depiction of a majestic pine tree. Curu'nole begins speaking in an ancient elven dialect unrecognizable to all. The words are of obvious magical nature, as he places the amulet around the head of ____.

I would also like to present to your group an exquisitely crafted suit of leaf armor.

*"Sadly, I must ask you to leave in the morning after you have had a chance to regain your strength. I desire that our paths might cross again." <***> With a warm smile, Curu'nole walks away to attend to Istari matters.*

<***> (Read the following only if one or more PCs got the correct answer for the Nature's Test)

"However, it would be my honor if you, ____ (insert name of character who passed Nature's Test), would stay with us for some time and learn more of our ways. Think on it, and let me know your decision in the morning"

The rest of this day will pass uneventfully. The hunting party will not have returned by the morning, and the PCs are encouraged to set out.

ENCOUNTER 8 : OGRES!

As the PCs are leaving the Phostwood, they will spot a large war band of Ogres. This is the encounter to test how smart the heroes are. If the PCs attempt to leave, they will be successful. Only if the PCs announce their presence or initiate an attack will combat commence.

You have left the relative safe confines of Stag Falls and find yourselves trekking through these dark woods once again. You think back to the infernal woodland creatures and begin to wonder what might be next. You head due south in the direction from which you came with the intention of following the Yol River east, back home.

As you pick your way through a log-strewn trail, you hear a cacophony of guttural grunts ahead through the trees. As you listen more closely, it sounds like a language of some sort.

The PCs have run into an Ogre warband that is eating dinner of some unidentifiable meat. If any PCs speak

Giant, then they will recognize the speakers as being Ogres. Any PC succeeding at a Listen check (DC 20) can determine that there are between 12 and 20 creatures.

These ogres have not set-up a watch, and are not very attentive. So, the PCs can easily go around this group. Alternately, if the PCs investigate the group, then read the following:

Scouting ahead, you sneak up to the perimeter of what is obviously a monstrous war party. Ogres! Each hideous creature stands ten feet tall and must weigh twice any human. They are foul and unbathed, with dark warty bumps and long greasy hair. Then a wave of their stench assaults your senses, and you fight back the nausea that would surely give away your position. They are wearing armor made from the hides of creatures, and have huge clubs at their sides. They are drinking a dark amber substance in large quantities and eating soup made of some unidentifiable meat.

At this point, the PCs actions are extremely important. Should they choose to announce their presence or initiate combat, the ogres will be happy to oblige. The ogres will pick up their weapons and attack. The ogres will only retreat if they are reduced to fewer than 25% of their original number.

If the PCs simply try not to be noticed and leave, then the Ogres will not spot them, and the PCs will be able to safely depart.

☛ **Ogres** (24): hp 31 each; see *Monster Manual* page 144.

Once the characters have left the Phostwood, proceed to Conclusion C.

CONCLUSION

Events Summary: Attention Judges, if you run the adventure before Dec 31, 2001. I would be interested learning in which conclusion (A-C) the adventure ended. Please e-mail the name of the adventure and the letter of the conclusion to phostaldaron@yahoo.com. This will help me determine what the state of relations is between the Phostaldaron on the Pale for inclusion in future adventures. Thanks!

CONCLUSION A

If things do not go well with First Contact, the PCs may find themselves fleeing or being escorted out of the Phostwood.

Feeling fortunate to be alive, you reflect back on the events that brought you to this situation. The Phostwood certainly seems an inhospitable place, and with each footstep closer to Wintershiven you feel a small measure of relief. After several uneventful yet tough days of travel, you make it back to Wintershiven. Wishing to say a thing or two to Vordiel, you seek him out. However, he is nowhere to be found. Perhaps you will run across him in the future.

CONCLUSION B

If things do not go well with First Contact, the PCs may find themselves taken to the Istari tribe for a trial of murder.

You are escorted into the center of a large circle of ancient, moss-covered boulders. You immediately sense the timeless power of this holy place. Scores of elves are all around, whispering and pointing with hating scowls on their faces. Some of these elves are distraught with sadness. Others are grim and angry. All of them are seeing you as the enemy.

An older elf steps onto one of the boulders to address you. You overhear one of the elves mention his name as Curu'nole.

"You have slain one who is dear to us. You are brigands who have come to our land and fought with us. What do you have to say in your defense?"

Each accused PC is given the opportunity to defend themselves or their actions. Also, allow each PC the benefit of having one other PC assist his diplomatic efforts (that assisting character makes a Diplomacy DC 10 check, and if successful, the defendant adds an additional +2 circumstance bonus to his roll.) Allow each PC to role-play their defense. Once all PCs have spoken, have each PC make a separate Diplomacy check (DC 15) with the following modifiers.

Description	Modifier
Each additional elf killed beyond one	-3
Alquorien killed	-2
Xiloscient killed	-1
Voluntarily surrendered	+2

Any PC who succeeds at this check is escorted from the Phostwood. Proceed to Conclusion A.

Any PC who fails at this check is killed. If any PCs are around to retrieve the body, the Istari allow them to take the body with them.

CONCLUSION C

If the PCs successfully integrate themselves with the Istari and return to Wintershiven, read the following.

Having the warm feeling that comes from having made new friends, you return to your home in Wintershiven. You immediately reminisce of the fun times and exciting stories that you shared with the Istari. Although you had only been gone for a short time, you think about how different your cultures are, and you are happy to be back in comfortable surroundings.

A day after your return, you receive a note from Vordiel that reads, "Thank you friend for assisting my people. I honor your contributions and look forward to when we might work together again. Regards, Vordiel."

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter Two

Defeating wolverine(s) 100 xp

Encounter Five

Participating in Nature's Test 50 xp

Answering riddle correctly 25 xp

(the awards for this encounter should be given to individual PCs)

Encounter Six

Each brigand defeated 37.5 xp
[450 xp max]

Encounter Eight

Finding a way to warn the elves about the ogres 50 xp

Total experience for objectives 675 xp

Discretionary roleplaying award 0-75 xp

Total possible experience 750 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character

by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things that it later finds unreasonable but which were allowed at the time.

Encounter Four

- Masterwork Blunt Arrows [x20] (140 gp, 3 lb.): These beautifully etched blunt arrows sized for a shortbow inflict bludgeoning damage upon struck opponents. These arrows have a -3 melee attack penalty (+1 bonus for masterwork, -4 penalty for their awkwardness), deal 1d4 points of bludgeoning damage, and have a range increment of 30 ft. Each time one is fired, there is a 50% chance that it breaks or is otherwise rendered useless.

Encounter Seven

- Amulet of the Phost (800 gp, 0 lb., hard wood, rare): This ancient, mystical amulet has the depiction of a phostwood tree carved upon its surface. As the amulet is turned, its branches seem to move in the wind. This amulet was given to the PC above and specially enchanted by Curu'nole, and therefore it should not be traded. The amulet will never work for anyone other than the PC above. After the PC has worn the amulet for 10 adventures, it becomes an *amulet of natural armor* +1. After having worn it for 30 adventures, its enhancement increases to +2.
- Istari Leaf Armor (775 gp, 10 lb., specially treated leaves, common): This magnificent, springtime leaf armor is composed of specially treated and hardened leaves. It is considered light armor and provides the following statistics: Armor Bonus +3, Max Dex +6, Armor Check Penalty +0, Arcane Spell Failure 10%, Weight 10 lb.
- Knowledge of Curu'nole: For having gained the favor of the leader of the Istari, he has taught you the ways of his people over the period of a month (deduct 4 TU's). You gain a +2 circumstance bonus to any Knowledge (Local-Phostwood) checks and may attempt such checks as if you were trained in that skill.

DM AID #1 - ELVEN WAR PARTY

Quarion, male elf Ftr10: Medium Humanoid (5 ft. 3 in. tall); HD 10d10+20; hp 80; Init +8 (Dex, Improved Initiative); Spd 30 ft.; AC 22 (+4 Dex, +4 Chain Shirt, +4 Lg Shield); Atks +15/+10 melee (1d8+6 [crit 17-20], longsword), or +16/+11 or +14/+14/+9 ranged (1d8+4 [crit x3], composite longbow); SQ Feats, Elven traits; AL CG; SV Fort +9, Ref +7, Will +6

Str 14, Dex 18, Con 14, Int 10, Wis 12, Cha 14

Skills: Hide +9, Listen +3, Search +1, Spot +7, Move Silently +8, Sense Motive +7

Feats: Weapon Focus (longbow), Point Blank Shot, Rapid Shot, Improved Initiative, Weapon Specialization (longbow), Weapon Focus (longsword), Weapon Specialization (longsword), Improved Critical (longsword), Iron Will

SQ: Feats - add an additional +1 to hit and damage for ranged attacks within 30 ft.; *Elven traits* - Immune to magic sleep spells, +2 bonus to Will saves vs. enchantment

Equipment: Chain Shirt, Large Shield +2, Longsword +2, Composite longbow (masterwork, mighty +2), 40 arrows, 20 blunt arrows (subdual instead of normal damage)

Tactics: Quarion will have been turned into a deadly front-line fighter due to spells cast upon him. He will be benefiting from the following spells: Stoneskin, Bull's Strength, Cat's Grace, Endurance, Greater Magic Weapon (+3 Arrows), Magic Vestment (+2 Chain shirt), Prayer, and Bless. His primary tactic is to use ranged attacks, but to position himself between any attackers and his own troops. Once the opponents are upon them, he will fight them in melee.

Celian and Himolias, male elves Clr8: Medium Humanoid (5 ft. 1 in. tall); HD 8d8; hp 43; Init +7 (Dex, Improved Initiative); Spd 30 ft.; AC 17 (+3 Dex, +3 Studded leather, +1 Buckler); Atks +10 or +8/+8 ranged (1d8+2 [crit x3], composite longbow), or +6 melee (1d8 [crit 19-20], longsword); SQ Feats, Elven traits; AL CG; SV Fort +6, Ref +5, Will +3

Str 10, Dex 16, Con 12, Int 10, Wis 18, Cha 12

Skills: Heal +12, Concentration +7, Knowledge (religion) +8

Feats: Point Blank Shot, Rapid Shot, Iron Will

SQ: Feats - add an additional +1 to hit and damage for ranged attacks within 30 ft.; *Elven traits* - Immune to magic sleep spells, +2 bonus to Will saves vs. enchantment

Equipment: Studded Leather, Composite longbow, 40 arrows, 20 blunt arrows (subdual instead of normal damage), longsword

Spells (6/6/5/5/4): 0 lvl - *create water, detect magic, light, mending, purify food and drink* (x2); 1st lvl - *protection from evil, bless, divine favor, shield of faith, doom, obscuring mist*; 2nd lvl - *spiritual weapon, bull's strength/endurance, hold person* (x3); 3rd lvl - *magic vestment/deeper darkness, dispel magic* (x2), *speak with plants, prayer*; 4th lvl - *divine power, sending, restoration, dismissal* [Note: spells separated by slashes mean that Celian and Himolias have different spell selections for that slot.]

Tactics: They will have already cast *bull's strength* and *endurance* upon Quarion, and *magic vestment* upon his chain shirt. One will typically open combat with a *prayer* while the other casts *bless*. Then they will provide long-range spell support and healing. If needed, either can cast *obscuring mist* and Himolias can cast *deeper darkness* to help provide cover for retreat.

Silaqui, female elf Wiz9 (transmuter): Medium Humanoid (4 ft. 9 in. tall); HD 9d4+18; hp 45; Init +1 (Dex); Spd 30 ft.; AC 15 (+1 Dex, +4 Bracers); Atks +5 ranged (1d8-1 [crit x3], composite longbow), or +3 melee (1d8-1 [crit 19-20], longsword); SQ Feats, Elven traits, Cat Familiar; AL CG; SV Fort +6, Ref +6, Will +8

Str 8, Dex 12, Con 14, Int 18, Wis 10, Cha 14

Skills: Craft (bowyer) +12, Hide +4, Listen +4, Move Silently +4, Knowledge (nature) +14, Knowledge (arcane) +12, Search +7, Spellcraft +12, Spot +4, Concentration +13, Wilderness Lore +4.

Feats: Scribe Scroll, Iron Will, Lightning Reflexes, Great Fortitude, Spell Penetration, Spell Focus (Transmutation)

SQ: Feats - +2 on spell penetration rolls.; *Elven traits* - Immune to magic sleep spells, additional +2 bonus to Will saves vs. enchantment; Cat familiar grants Alertness and +2 bonus to Move Silently checks

Equipment: Bracers of Armor +4, Composite longbow, 20 arrows, 10 blunt arrows (subdual instead of normal damage), longsword

Spells (5/6/6/5/4/2 opposite conjuration): 0 lvl - *Mage Hand, Resistance, Light, Prestidigitation, Ghost Sound*; 1st lvl - *Enlarge, Shield, Magic Missile* (x4); 2nd lvl - *Whispering Wind* (x2), *See Invisible, Cat's Grace* (x3); 3rd lvl - *Fly, Greater Magic Weapon* (x3), *Slow*; 4th lvl - *Stoneskin, Polymorph Other* (x3); 5th lvl - *Teleport, Cone of Cold*

Tactics: Silaqui will have created 150 +3 magical arrows and have distributed these to everyone in the war party. She will also have cast *Stoneskin* upon Quarion, *Cat's Grace* upon Quarion, Celian and Himolias, and *Fly* upon herself. She will begin any combat by casting *Haste*, and then with her bonus partial action cast *Slow* attempting to catch as many of the enemy as possible within its area.

Elven Warriors (24), male elf Ftr2: CR 2; HD 2d10+2; hp 14; Init +3 (Dex); Spd 30 ft.; AC 17 (+3 Dex, +3 Studded leather, +1 Buckler); Atks +6 or +4/+4 ranged (1d8 [crit x3], composite longbow), or +2 melee (1d8 [crit 19-20], longsword); SQ Feats, Elven traits; AL CG; SV Fort +4, Ref +3, Will +0

Str 10, Dex 16, Con 12, Int 11, Wis 10, Cha 10

Skills: Hide +3, Listen +2, Search +1, Spot +2, Move Silently +3

Feats: Weapon Focus (longbow), Point Blank Shot, Rapid Shot

SQ: *Feats* - add an additional +1 to hit and damage for ranged attacks within 30 ft.; *Elven traits* - Immune to magic sleep spells, +2 bonus to Will saves vs. enchantment

Equipment: Studded Leather, Composite longbow, 40 arrows, 20 blunt arrows (subdual instead of normal damage), longsword

General Tactics: This war party will utilize standard Istari tactics. Individual elves will retreat when reduced to fewer than 50% of maximum hit points. The entire war party will only leave the field of battle when in the best judgement of its leaders it is tactical to do so.

DM AID #2 – ISTARI NPCS

Curu'nole, male elf Exp9/Wiz6: Curu'nole is the tribe's most respected elder. He has tremendous knowledge on many topics. Plus, he is an excellent judge of character. He is entrenched in the elven way of life, and has deep concern for the rough times in which the younger elves must live. He believes that Calion is the Phostaldaron's savior, and will often bring him up in conversation. He also enjoys trying to give people a new way of looking at things by exploring their beliefs. Int 21, Wis 16, Cha 14 *Skills:* Diplomacy +13, Knowledge (arcana) +23 (religion) +23, (nature) +23, (architecture + engineering) +19, (geography) +15, (history) +23, (local) +18, (the planes) +23, Sense Motive +20, Spellcraft +23, Wilderness Lore +21

Tavaron, male elf Ftr2: Tavaron is a friendly young elf. He is loyal to his friends and family and honest to a fault. He is sensitive to the needs of others. Two months ago, Tavaron's sister, Valanthe, was slain in a brigand raid. If questioned, Tavaron speaks joyously of Valanthe, and asks if the PCs would like to meet her (which might lead to some confusion on the PCs part).

Valanthe, female eagle Ftr1: Valanthe is Tavaron's sister. She did in fact die two months ago. However, Tharion reincarnated her into an eagle. She speaks common and elven. She is at the party, and performs graceful, artistic displays of aerial ballet. She is embracing of her new form, and loves to talk about the joys of flight.

Tharion, male elf Dru8: Tharion is a middle-aged elf wearing a russet-colored tunic. He is a druid of the old way, and is a bit more reserved than most. If asked about his past, he reveals that he was born into the Cemina tribe, but as many clergy of the Seldarine, he renounced his ties to this tribe and became a druid of all the elves. He enjoys talking about politics, the alliances between elves and man, and what should be done about the Ogres.

Alquorien, male elf Ftr6: Alquorien is a likable leader. He has a strong sense of small-group tactics, and is a rising leader. He is often sought by others in the tribe when it comes to military defense matters. He is also a superb hunter, and likes to discuss the corrupting nature of the Phostwood.

Quarion, male elf Ftr10: Quarion is the military strategic expert of the tribe. He is saddened by the fact that he must often leave the tribe for months at a time to serve the best interests of the Phostaldaron by battling by Calion's side. When he goes, he usually rallies most of the young male and female elves.

Silaqui, female elf Wiz9 (transmuter): Silaqui is a natural when it comes to the arcane arts. She is able to grasp the subtleties of magic. She is the daughter of Curu'nole and she loves her father immensely. While she understands that it is important to the survival of the Phostaldaron that many go on Calion's crusades, she refuses to leave the tribe. She feels that it is her duty to stay behind and protect the Istari while so many of its warriors are in the field. Silaqui is delightful in conversation, and many elves seek her guidance in relationships and love. She enjoys talking about art, specifically tapestries and paintings.

PLAYER HANDOUT #1

Only give this to players involved in the Nature's Test who achieved a modified Knowledge (nature) result of less than 10.

DC < 0: **Base clue:** I have large webbed feet. I am a herbivore and a true vegetarian. I am monogamous and pair with my mate for life. I am very territorial. **Character insight:** None.

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PLAYER HANDOUT #2

Only give this to players involved in the Nature's Test who achieved a modified Knowledge (nature) result of 10-14.

DC 10: **Base clue:** I have large webbed feet. I am a herbivore and a true vegetarian. I am monogamous and pair with my mate for life. I am very territorial. **Character insight:** I cache food for the winter. I am generally nocturnal. I am a rodent.

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PLAYER HANDOUT #3

Only give this to players involved in the Nature's Test who achieved a modified Knowledge (nature) result of 15-19.

DC 15: **Base clue:** I have large webbed feet. I am a herbivore and a true vegetarian. I am monogamous and pair with my mate for life. I am very territorial. **Character insight:** I cache food for the winter. I am generally nocturnal. I am a rodent. I am territorial and build large scent mounds.

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PLAYER HANDOUT #4

Only give this to players involved in the Nature's Test who achieved a modified Knowledge (nature) result of 20-24.

DC 20: **Base clue:** I have large webbed feet. I am a herbivore and a true vegetarian. I am monogamous and pair with my mate for life. I am very territorial. **Character insight:** I cache food for the winter. I am generally nocturnal. I am a rodent. I am territorial and build large scent mounds. My teeth grow continuously throughout life. I live in lodges located in the deepest portions of ponds.

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PLAYER HANDOUT #5

Only give this to players involved in the Nature's Test who achieved a modified Knowledge (nature) result of 25 or better.

DC 25: **Base clue:** I have large webbed feet. I am a herbivore and a true vegetarian. I am monogamous and pair with my mate for life. I am very territorial. **Character insight:** I cache food for the winter. I am generally nocturnal. I am a rodent. I am territorial and build large scent mounds. My teeth grow continuously throughout life. I live in lodges located in the deepest portions of ponds.

Congratulations! Due to your character's great Knowledge (nature), you automatically achieve the correct answer. But go ahead and write your guess anyway and the judge will inform all of the correct answer.

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level): 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.