



## OP7 – Noel Needs Elves

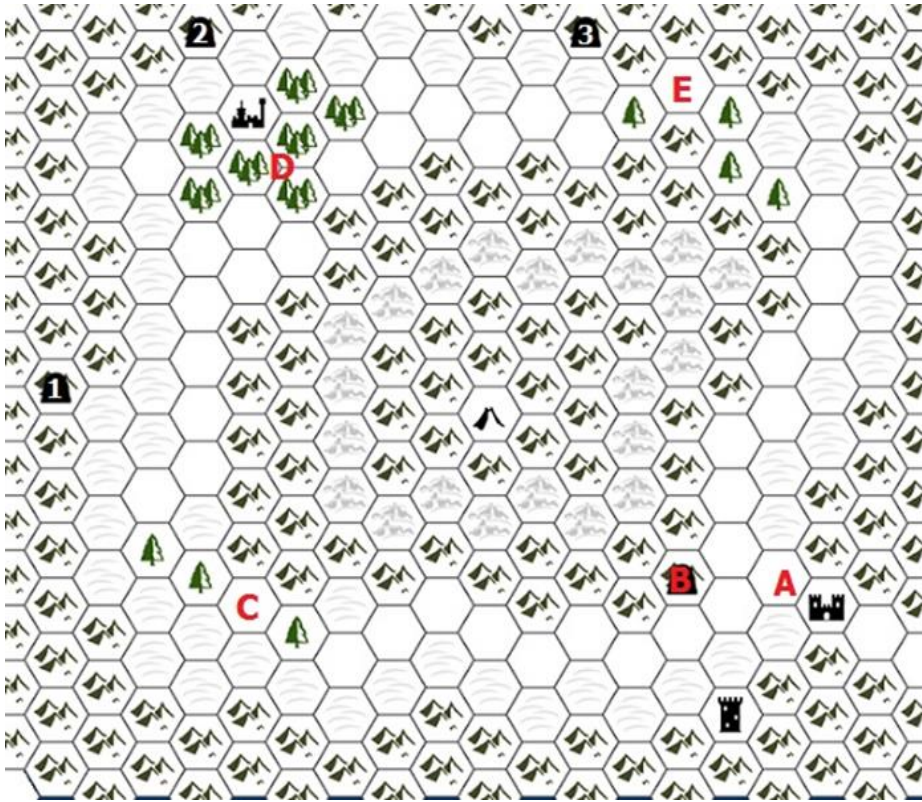
An Adventure in Filbar™

After cutting your adventuring teeth at the Tower of N'Pol, you need some healing and rest. You spotted a fortress in the canyon below, perhaps you can find a friendly face there!

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## OP7 – Noel Needs Elves



**Background:** Your foray at the abandoned Tower of N'Pol was successful but you are pretty beat up and need some healing. The view from the top of the tower showed a fortress in the canyon below and you head that way to resupply!

As you arrive, you discover a large number of soldiers present that appear to have come from a recent battle. You are introduced to Lady Noel, master of the fortress. She tells you that she can spare some healing, but will require that you run an errand as payment for the favor. Lady Noel explains that she is currently fighting a Goblin warlord on the other side of the mountains. She needs help from Elves who owe her a favor. If the party agrees to deliver the message, they will be fully healed and she can give her people the best gift possible – freedom!

**DM:** This holiday adventure is designed to be played tongue-in-cheek for a little seasonal fun! It could be run as a one-shot if needed for an ongoing campaign. It is meant for 4 PCs of 2<sup>nd</sup> level.

*Hex = 1/16 of a mile*

**Area A:** The Fortress of Lady Noel guards the pass. Tower of N'Pol is to the southwest. Here the party will be healed, celebrated as heroes, or scorned as failures depending on completing the mission. They will be told that the center section of mountains is currently impassable to do a blizzard and it is also home to a crazy Snow Wizard. They will also hear a 'rumor' that the caves in the area are all interconnected.

**Area B:** If the party opts to take the tunnel across the area, they will discover that it goes two hexes deep, where a cave-in has taken place. Unfortunately, this is also the warren of an angry Polar Bear. If the party can defeat the creature, they will find the bones and rucksack of its last victim. Inside the torn bag are 30gp, a flask of oil, and two Potions of Healing (1d8+2)

**Polar Bear:** AC12 HP40 +7 to hit 1d8+5 (bite) and 2d6+5 (claw) (*Attribute bonus:* +5/0/+3/-4/+1/-2)

**Area C:** As the party moves along the trail, a shadow will pass over them. As they look up they will spot a small White Dragon and also see the PCs and return passing just over the tree line to avoid missile weapons. It will land and fight the party until it loses ½ its hit points, at which time it will try and escape (attack of opportunity). It breathes strands of tangling tinsel. No treasure.

**White Wyrmling:** AC16 HP40 +4 1D10 +2 & 1d4 cold damage Bite or Breath DC14/Strength or grappled (*Attributes:* +2/0/+2/-3/0/0)

**Area D:** In order to deliver the message to the Elves, the players will have to penetrate the forest boundary. The thick foliage will be packed and strange trails will be spotted weaving around the trees. Knowing that Elves do not leave tracks, the PCs can be worried. The Elven settlement is currently being harassed by a rogue Yeti that will surprise the party 80% of the time for a first strike chance.

**Yeti:** AC12 HP55 D +6 to hit Fists 1D6 +4 claws & 1d6 cold damage (2 attacks) & Chilling gaze DC13 vs. Constitution or 3d6 cold damage & lose 1 round (*Attribute bonus:* +4/+1/+3/-1/+1/-2) Pelt is worth 600gp DC14 vs. Dexterity to successfully skin the beast.

Once the message is delivered, the Elves will send back their reply confirming that it will take one day to gather their forces.

**Area E:** This area will be the site of a sleet storm in which five, rolling, angry snowmen will target the PCs. They have no treasure.

**Angry Snowmen (5):** AC11 HP21 D +3 1d4 +1 & 1d4 cold 2 claw attacks or Cone of Cold Breath DC10 vs. Dexterity or 2d4 cold When killed it explodes DC10 vs. Dexterity 1d8 damage save for half (*Attribute bonus:* -2/+1/0/-1/0/+1)

**Option 1:** Every hex traveled has a 33% chance of encountering a crazy wizard on a Broom of Flying. 'Prof. Xmas' will fly above the party at 125' and use his Wand of Snowballs at a random PC once per encounter. If struck, the PC will need to make a DC14 vs. Dexterity or take 1d4 in cold damage as they are hit with a snowball! He should be AC20 HP16 but mostly out of range of attacks.

**Option 2:** If caves 1-3 are entered there is a 50% chance it is inhabited. Any monster encounter can be used for such an encounter and can be chosen or rolled for randomly. Any of these encounters would have 10% less hit points than listed.

**Option 3:** After encounters C & E, an avalanche will block the trail causing the PCs to make the full circle!