

URDI-04

Overdue Books

A one-Round D&D Living Greyhawk® Duchy of Urnst Introductory Adventure

Version 1.0

Round 1

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Delivering some overdue books sounds like an easy job, but who knows what adventure lies in the Celadon Forest. This is a one round introductory adventure for 1st Level Characters.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

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 and a half hours. The rest of the time is spent in preparation before game play, and record-keeping 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.

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

Playing the Game

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

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 judge) 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 judge can bar the use of even core rulebooks 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 bold italics. 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.

Tracking

Living Greyhawk Introductory scenarios are not Tracked in the normal way that other Living Greyhawk scenarios are tracked. The only record of this event is the Adventure Record handed to each player at the end of the event.

Living Greyhawk

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players 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, and a character 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 discussed in the Preparation section above 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*.

Living Greyhawk Levels of Play

Living Greyhawk Introductory adventures are only playable by 1st level player characters. Characters are not allowed to play this scenario if they are above first level. Advise people with higher level characters to create an additional character to play this module.

Time Units and Upkeep

This is a standard one-round introductory adventure, set in the Duchy of Urnst. Characters native to the Duchy of Urnst pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

In this adventure the PC's find a Shrine to Pelor overrun and infested with vermin (Fire Beetles). A local cleric witnesses the PC's selfless act of defending the shrine to Pelor and feels they would be excellent candidates for completing a task that he has been putting off. He believes that it would give the characters some good experience and allow them to be introduced to the area.

The cleric, Airik Valtros, receives a message while offering the PCs dinner for helping remove vermin from the shrine. This message requires that Airik head northwards to help a village that has contracted some sort of disease. However, Airik's friend, Elwar, recently requested that Airik send him some books on herbalism and history that Airik has in order to do some research on a plant disease that has been spreading through the Celadon. Airik is confident that the young adventures he has just met can make the trek and he knows his old friend Elwar Shankopt, leader of the Shankopt clan, is fascinated with humans and loves to make new friends, so he decides that it would be best if the PCs take the books to Elwar.

Adventure Summary

Encounter One: In Search of a Shrine

Our band of adventurers is journeying to Nellix when they stumble upon a shrine of Pelor overrun with vermin (Fire Beetles). While this occurs, a traveling cleric of Pelor, who was raised at this shrine, returns for a visit. Depending on how the characters fare, he may assist them. After the battle he invites them back to his home where he may offer them a job delivering some books to an Elf friend in the Celadon forest. The characters are given the books a mule and some directions.

Encounter Two: Wardens of the Celadon

This encounter happens when the PC's camp for the first time in the Celadon. Stalwart Pines Rangers confront the PC's and make sure all is well.

Encounter Three: Shepard's Pipes

The characters see a Satyr walking down the road playing his flute. The Satyr is a bit of a prankster and will attempt to either put the party asleep or subdue them in some way, so he can steal their mule.

Encounter Four: Clawing and Biting Nettles

Depending on how things go the party will encounter twig blight tracking the Satyr or on the way to the books destination.

Encounter Five: High Elven Homestead

Arriving with or without the books, the characters are welcomed. Successful and/or

diplomatic parties are treated to a dinner and allowed to entertain the Elves. For this they can possibly receive gifts. Others may head back to Nellix immediately.

Encounter Six: One Flew Over

On the way back to Nellix a monstrous spider attempts to steal a hat or other minor object from the party in order to lead them to the lair of its master – an ettercap. After a battle in this vile lair the party starts the return trip again.

Encounter Seven: Bushwhacked

(Optional Encounter) Time permitting the party is attacked by an ankheg on the road back to Nellix.

Conclusion:

Back at the home of the cleric the party revels him with their rousing tale and receives their reward.

Preparation for Play

Judges of this adventure are recommended to have copies of the following metaorganizations for the players to join if they wish to after this adventure:

- Church of Pelor
- College of Sages and Sorcery
- Defenders of the Celadon
- Stalwart Pines Ranger School

Introduction

The party will be headed east about 2 hours from Nellix.

It is a beautiful Coldeven day as you prepare to head on to Nellix, second largest town in the Duchy of Urnst and famed site of the College of Sages and Sorcery. Nellix is a popular travel destination in the Duchy. Situated near the Celedon forest, who knows what adventure travelers may find?

As you clean up from lunch you take time to enjoy the beautiful countryside and ponder your reasons for travel.

Now would be a good time for player introductions and reasons for travel.

Possible hooks are the College of Sages and Sorcery, the church of Pelor, the close proximity of the “wild” Celedon forest, which includes the famous Stalwart Pines Ranger School and the secret Defenders of the Celadon.

College of Sages and Sorcery (meta-org): Duchess Beatrude Urlirel granted a permanent lease to lands on the wooded hills south of Nellix to the fellowship of wizard’s that had aided her in the construction of Castle Shorewatch. These wizards founded an institution dedicated to the preservation of the magic and history of the Suel of the Maure Compact. Other colleges would emulate their example in the centuries to come, but the College of Sages and Sorcery remains the preeminent institution of arcane and historical study in the Duchy of Urnst.

The college is more an institution of research not teaching. Students devote long hours to studying arcane lore and advance through research debate and oral examinations.

Stalwart Pines Ranger School (meta-org): The only organized ranger school in the Flannaes. Originally only Wood Elves of the Celadon were allowed to attend the school. This changed about 250 years ago when they agreed to accept non-elves as students. Graduation from the Stalwart Pines Ranger School is a mark of honor throughout much of the civilized world. Duke Karll is a renowned graduate.

The best of the best stay on to be Wardens. Wardens patrol the borders of the Celadon and assist with the training of new students.

Defenders of the Celadon (meta-org): This organization was formed during the Greyhawk wars in opposition to actions taken by Baron Baystrone of Nyronnd. The Defenders of the Celadon have dedicated themselves to the forest and will defend it with whatever means necessary. They see themselves as freedom fighters defending an autonomous entity from the depredations of Nyronnd. The organization has no ranks or a single leader.

Church of Pelor (meta-org): The church of Pelor is known for taking care of orphans. They sponsor orphanages and make sure orphan children are fed and educated. The church of Pelor also provides medical assistance to the members of the Old March Ducal Guard when necessary. The largest temple of Pelor can be found in the small city of Pontyrel.

Encounter One: In Search of a Shrine

A little further on in your journey you come upon what appears to be an abandoned shrine. A fairly large but ramshackle building still stands off towards the left, while the remains of walls and columns are covered in undergrowth off to the right, though you can still see the alter block between the trees. The morning sun shines brightly through the sparse trees and undergrowth, making this a beautiful place, even though it has been neglected as of late.

This is an overgrown shrine to the sun god Pelor (DC 15 Knowledge (Religion)) consisting of a small building and outdoor shrine. The buildings are in Pelorite style and there are several holy symbols of Pelor carved into the wood of the building and upon the alter block. This shrine was abandoned several years ago due to politics within the Pelorite church and recall of all of the orphanages to Pontirun. See Appendix Four, Map of the Old Church of Pelor for a map.

Hiding among the debris and foliage are six (6) fire beetles, which have taken up residence here. Unless the party sneaks up to the shrine the beetles should be aware of them. Mindless and hungry, the beetles will rush from the undergrowth as soon as a character is in range. Make opposed Spot and Listen versus Hide and Move Silent checks to see if the characters are surprised. Add a +2 circumstance bonus to the hide check for the beetles due to the debris and vegetation.

APL 1 (EL 2)

Giant Beetle, Fire (6): hp 4 each; See *Monster Manual* page 284.

Treasure: 6 Giant Fire Beetle glands. A DC 10 Spellcraft check will determine that the glands on the beetles are useful in some spells. A DC 15 Knowledge (Nature), Survival, or any related Craft or Profession check will allow the PCs to remove the glands intact. The PCs can sell all 6 (as a lot) in Nellix for 50 gold Dukes, or they can make a DC 15 Profession (Merchant) check to sell them for 75 gold Dukes. If they lose one gland the price does not alter, but drop the price 10 gold for losing each subsequent gland.

Near the END of the battle, **Airik Valtross** (see Appendix One: Non-Player Characters) will ride up and notice the battle. He will assist the

party only to preserve PC life. He will stabilize any unconscious characters and if the party is seriously pressed, he will lend his mace. After the battle he will seem a little agitated at the state of the shrine and will thank the party for their part in cleaning up the vermin. If the party is polite he will speak the following:

“I was raised at this shrine. There once stood a modest orphanage here...I will have to see what I can do to restore the shrine.” He stares at the mess for a little bit then returns his attention to you. With a smile he goes on. “Ah yes, young adventurers. I appreciate your help with the vermin; perhaps you would care to have dinner with me this evening?”

If the party agrees he travels with them to his home in Nellix. Airik is riding a light warhorse but will slow to keep pace with the party.

If the party asks for more information about Airik’s life or the shrine, he will let them know the following.

- He was raised at the shrine after being orphaned in Nellix, by Mera and May. They were husband and wife Clerics that ran the orphanage.
- He left there about 8 years ago to travel and hasn’t been back since.
- He recently setup a residence in Nellix and was traveling here to see if the orphanage was still here and to visit.

After an hour journey, you reach Airik’s home – a modest 3-room cottage next to the Church of Pelor in Nellix on the outskirts of town. Airik shows you into the main room of the cottage and asks you to make yourselves at home. He sets out a pitcher of ale and cups. “I will be right back. I am going to order us a meal.”

Airik is heading to one of the nearby inns to request food and will not return for approximately 20 minutes. If the party chooses to snoop they will find nothing out of the ordinary. A bedroom with a large feather bed in the middle of the room, a large oak chest of drawers, a large oak chest that is triple locked.

Chest: 1 in. thick; hardness 5; hp 10; Break DC 18; Open lock DC 20.

Next to the bedroom is a kitchen/utility room. There are very little food supplies but there is a

large keg of ale and several bottles of wine. In the main room, a large oak desk two large couches and two large chairs. There is a large coffee table in the middle of the room. A fireplace is in the center of the room. Large bookshelves packed with a wide variety of books line the walls of the main room.

Airik returns, followed by 3 boys bearing large platters of warm meat and bread. Airik orders the boys to set the meal out on the coffee table and invites you all to dig in. He seems disturbed by something, but you can tell that he is trying not to let this show.

At this point the party can roleplay if they wish. Airik can tell stories of fighting vampires or evil men. Near the end of the meal Airik makes a proposal to the party.

“Now that you are full, I have a mission I’d like you to do. While I was at the Inn, I received a message from a friend of mine a day’s travel to the north. He said that some of the inhabitants of his village had contracted some sort of disease and that my healing was necessary. As soon as I can pray to Pelor for spells to help these troubled souls, I will be heading for that village.

However, that puts me in a bit of a bind since a friend of mine, Elwar, was expecting me to lend him a set of books on herbalism and history that he would like to use in his research on curing a plant disease that has been spreading near his home. Therefore, I am offering you 50 gp each to take these books to my friend living in the Celadon Forest. It is a two or three-day journey to the Elven Home. I can give you directions and a mule to carry the books, as they are very heavy and would be a burden for someone to carry. I will pay you on your successful return. What do you say?”

At this point the party has some decisions to make:

If they choose to do nothing, Airik will offer them a job copying books. Each literate member of the party can attempt a DC 13 Forgery check to make copies. Players can “Take 10”. At the end of the week, they receive 20% XP and 50 gp each for one week’s work and they are done with the adventure.

If the party agrees to go, they can ask any question they wish. 50 gp per person is the firm price for mission and Airik will not haggle. Airik

will also give them a potion of Cure Light Wounds to aid them on the journey. If the party asks for extra aid, a DC 15 Diplomacy check (+2 circumstance bonus to clerics of Pelor) will be rewarded with an additional Potion of Cure Light Wounds.

Treasure: Potion of Cure Light Wounds (2).

If the party wishes to examine the books, a DC 10 Knowledge (Local), Knowledge (History), or Bardic Knowledge check will identify the books as tomes on herbalism and ancient histories of various regions of Oerth. A DC 15 Appraise check will identify the value of the books to be approximately 500 gold Dukes to someone who collects books on Herbalism or to a scholar of ancient history.

You must insist the party use the mule, as it is important in a later encounter and it serves as a “Pass” into the Celadon (any elves the party meets will recognize the mule and saddlebags). Airik can tell the party the mule is surefooted and has made the trip many times and he would feel more comfortable if the books are carried on the mule. Also the mule has special waterproof saddlebags for transporting books. On the side of each saddlebag is the Shankopt clan symbol, a golden tree. If the players ask the mule’s name Airik will say, “I have always called him Steady.”

Steady the Mule: hp 25; see *Monster Manual* page 198.

Airik will give the party a map (**Player Handout One**) pointing out a good camping spot (the x just inside the forest) then offers to let the party spread their bedrolls in the main-room for the night.

At this time the party may have ideas of stealing the books—Make it clear to them that Airik will report them to the local authorities, and they will be pursued by him as well as the elves. The penalty would be 6 time units in the Nellix jail. Make a note on the PC’s AR.

After the party leaves on their mission, Airik contacts a friend who is a bard and has him send a message to Elwar so that he knows the party is coming and to send the Stalwart Pines Rangers to find them if they do not show up within a couple of days. Then he immediately leaves for the village to the north and will not return for 4 days.

Encounter Two: Wardens of the Celadon

The party can depart in the morning. Nothing interesting happens until they near the forest.

Late in the day, you spot the edge of the Celadon Forest. The forest here is made up of majestic oaks and elms. Moss curls over them, dropping tendrils towards the ground and birds chatter and flit from tree to tree. The sharp scent of pine trees fills the air and lichen nestles at their base. A light fog drifts through the trees as you follow the path deeper into the forest. A little ways into the forest, you spot a sign pounded into the ground. It reads: "Cutting of living trees prohibited." An upraised fist wrapped in vines adorns the plaque.

The sign is a reaction to the former baron of Woodwych's extensive logging of the Celadon policy. The former King Archbold III was greedy for more tax money to fund his part in the Greyhawk wars so the Baron Baystrone of Woodwych took the opportunity to move his troops in to collect confiscatory taxes and cut down the trees of the eastern Celadon. The new king, Lynwerd, has sought to right the wrongs of his father. He has reduced taxes and assigned a new baroness of Woodwych, Verin Talnith.

A DC 15 Knowledge local (Metaregion IV) determines that this is the Defenders of Celadon symbol.

As the PCs camp for the night, they are approached by Stalwart Pines Rangers. The Rangers wish to observe the PCs for approximately an hour before they approach them, watching particularly for any harm done to the forest.

Roll Spot and Listen vs. Hide and Move Silent checks for the PCs and the Stalwart Pines Rangers. The Stalwart Pines Rangers have +15 to both Move Silently and Hide. If the PCs manage to see the Rangers, the ones seen will approach the PCs and ask about their business in the Celadon.

There are 4 wood elf rangers of the Stalwart Pines. One has a raven tattoo over his left eye (A DC 18 Knowledge local (Metaregion IV) will reveal he is a member of the Tuliktu tribe of the Celadon). Each ranger has an animal companion wolf that stays hidden unless called for.

The wood elves are clad in chainmail. Over that is a brown tabard emblazoned with an evergreen. A DC 15 Knowledge local (Metaregion IV) will recognize tabard as that of the Stalwart Pines Ranger School.

The Rangers will recognize Steady the mule and will want to confirm he has not been stolen. To do this they question the PCs, particularly talking to any of the quiet members of the group.

If Steady is tied up, they will ask to release him to see if he stays or starts to walk away. If Steady has been well treated by the PCs (fed and watered and rubbed down), he will be content to stay with them until they return him. Otherwise, he will begin to wander towards the Shankopt Clan home. If there is no PC with animal handling in the party, the Rangers will give them a brief lesson on the proper way to care for the mule, but if he has been deliberately mistreated, they will take him from the PCs and tell them that they will return him themselves.

The Rangers will caution the PCs to tread carefully and raise neither weapon nor spell against any peaceful woodland creature. (Note that this does not prevent the party from attacking the twig blights, spiders, ettercaps or worgs as those are not peaceful woodland creatures.) The Celadon is a dangerous place for strangers. With the disturbances in the eastern forest, some elves are liable to judge outsiders harshly.

If the PCs act aggressively it will take a DC 15 Diplomacy to convince the Rangers not bar them from the forest and return Steady to the Shankopt Clan themselves.

Encounter Three: A Shepard's Pipes

When you continue your journey in the morning, you notice a strange creature skipping down the path towards you. Strains of an enchanting melody are coming from the flute he plays. What appears to be a man with goat legs laughs loudly, hops up on a tree stump next to the path and continues playing. You can't help but notice the jet black curved horns and hooves along with several wineskins hanging from his shoulders. He wears pants, but no shirt. The tune suddenly stops. "Greetings brave adventurers, I be Fanar Freklfrown. What brings you to the wild Celadon?" As he waits

for a reply he takes a long pull of one of his wineskins.

This creature is a satyr. A DC 15 Knowledge (Nature) check identifies him as such. Do not let them meta-game the satyr, if nobody makes the roll, they don't know what the satyr's flute can do.

Because he is a friend of the Shankopt clan he recognizes Steady, the mule. The Shankopt clan owns Steady and often uses him for transporting books. As a prank Fanar will try to put the party to sleep with potent liquor, his flute, or a combination of both so he can steal Steady and return him to the Shankopt home himself.

Fanar the Satyr: hp 22; see *Monster Manual* page 219.

Fanar will try to get the party to drink with him so that he can get them drunk and take Steady. The players may attempt to befriend Fanar while he attempts this using the tactics outlined below to relieve them of the mule. They may befriend him with a successful DC 15 Diplomacy check and may assist each other in this attempt. Give circumstance bonuses to parties that play tricks or otherwise attempt to amuse Fanar or if they're entirely lost in the woods as Fanar will take pity on them then. If they are successful, he will offer to guide them to the Shankopt home. Fanar has excellent Perform skills, and will dance and play for the PCs as well as flirt with any female party members.

Tactics: If any member of the party drinks with Fanar they must make a Fortitude Save (DC10+2/drink beyond the first) to avoid passing out, due to the strength of the liquor. Fanar has enough liquor for even the thirstiest of PC's and will give it to them one shot/drink at a time. The fortitude save for the liquor is not rolled until 20 minutes after the first drink, so keep track of the number of shots each PC has.

If most of the party drinks and fails their saves versus the liquor, Fanar will use the sleep ability of his Pipes (Su) to try to knock the rest of the party out. At this point the party must succeed at a DC 14 Will save or fall asleep for 10 minutes. If a PC has been drinking they get a -2, circumstance bonus to the Will save.

If there are only one or two party members still conscious, Fanar will then attempt to subdue the remaining party members. Fanar will be quite playful, but his head butts will hurt (he will do non-lethal damage at all times). He will taunt and tease the party while fighting.

If something goes wrong and the party begins to attack Fanar, he will taunt the party and then run into the forest. He is quite familiar with these woods and will move his normal rate. Due to heavy plant growth players will be at ½ normal movement if they try to follow him. He will also use his excellent Hide and Move Silently skills if necessary.

If the party does not befriend Fanar by this point during his scheme, he will leave them alone and, if asked about it, says that the party has bored him.

Development: If Fanar's tactics above tricked the party, they wake up in the morning. Steady the mule is gone, but all their other possessions are intact. A DC 10 Survival (with the Track feat) or Search check will reveal which way Fanar went. He has left a pretty good trail for the characters to follow. The party will find Fanar and Steady the Mule, grappled and about to be eaten by the twig blight.

Encounter Four: Clawing and Biting Nettles

The PCs will either encounter the twig blight trying to save the satyr or on the way to the Shankopt Clan home. A map is not provided for this encounter. Simply set up an encounter along a trail. Place trees and bushes wherever you like. The twigblight will lie in ambush or be grappling the satyr and mule on either side of the trail.

If the twig blights are waiting in ambush, they will have taken 10 on a Hide check (+10), making it a DC 20 Spot check for the party to notice them. If surprised, read or paraphrase the following:

"You can hardly believe your eyes, the shrubs are alive and they are coming for you!"

If the mule and Satyr are captive, no ambush check is necessary. Read the following.

"The Satyr and mule seem trapped in some bushes, but wait the bushes are alive!"

A DC 15, Knowledge (Nature) will identify the twig blights.

If the satyr is with the party, he will not help in the fight unless he can save a life. The satyr can be busy with his own twig blight.

APL 1 (EL 3)

Twig blight (8): hp 5 each; see *Appendix Two: New Monsters or Monster Manual II* pg. 197.

Tactics: The twig blight will attempt to weaken the party with their poison. Each time a PC is hit by the twig blights and poisoned they must make a DC 11 Fortitude save or lose one point of strength. There is no secondary damage. If all members are weakened until they lie helpless on the ground, the twig blights will keep them alive but weak by draining their blood. The Stalwart Pines Rangers will eventually save the characters. They will then be taken back to Airik's house and healed.

If the party rescues Fanar the Satyr, he will be very embarrassed that the twig blights caught him. In his happiness of tricking the party, he became careless. He will offer to lead the party to the Shankopt's home now.

Encounter Five: Elven Homestead

If the party survives the twigblight they must now find the Elven Homestead.

If the party does not have help from the satyr, someone with the Track feat must make a DC15 Survival check to stay on the trail, as it is not well traveled and faint. The party gets a +2 circumstance bonus to the roll if Steady the mule is with them.

If the PCs become lost, pick from the following list to determine what they see.

- The PC's enter a clearing dominated by a druidic stone circle. It looks ancient and long forgotten. Have the PC's make another DC 15 Survival check to find the trail again.
- The PC's enter a small village in the Celadon named Copperstead (base of the Defenders of the Celadon). If the PCs are polite and have Steady the mule, a Defender of the Celadon will guide the PC's to the Shankopt home.

If the party manages to stay on the trail they find the Homestead. There are now old Maple trees scattered amongst the oaks and elms.

You find yourselves before an immense ancient Maple tree. The forest here is beautiful and peaceful. You see many

ancient Maples reside here. It is warm and a slight breeze stirs the air. You hear wind chimes from somewhere in the forest canopy. As you approach the maple, a wood elf wearing sturdy working clothing silently rappels down a silk rope hanging from its higher branches. He greets you warmly. "I am Elwar. Glad to meet you all. How was your trip?"

Arriving with or without the books, the characters are welcomed.

Arriving without the books:

Elwar tells the party that Fanar the Satyr has brought the books and he was only playing a prank at their expense. Elwar will seem quite amused. Elwar will mention that a dinner was planned for "successful" adventurers, but he is not sure now. If anyone attempts a sense motive they will detect that he is joking and means no malice toward them. If the party petitions for food and lodging, a DC 12 diplomacy check will get them invited. There is a +1 circumstance bonus if there are any elves in the party or +2 for wood elves, and DM discretion allows an additional +2 if the party is polite.

Failure and they immediately head back to Nellix. Proceed to Encounter Five, but allow them to rest if they would like to nearby to Elwar's house.

Successful and/or parties that make the diplomacy check, are asked to spend the night.

As you were talking with Elwar, another elf descended from the treetops, standing a short distant away. Elwar smiles and speaks, "It is late and you look tired, would you grace us with your company this evening, so that tomorrow you may head back refreshed? We will have a feast and then we may entertain one another. Calanas here will take Steady around to the stables. Come, I will show you to your quarters."

He steps out of his harness and offers to hook one of you up. Once you step into the harness, it is tightened around your waist. Invisible hands from above whisk you up into the forest canopy. The rapid elevation gain leaves you a little light headed. A very young elven girl escorts you to another maple tree that holds the guest quarters, while Elwar follows behind the last of you. There always seems to be a limb handy if you start to lose your balance.

The guest quarters are snug but comfortable. The rooms seem to be sculpted from the living tree, with sturdy wooden living walls surrounding you. "Make yourselves at home. Dinner will be ready in about an hour. You may explore the canopy, if you wish. Someone will come for you when dinner is ready." Elwar says then departs.

There are separate trees with kitchen and pantry, several with master bedrooms and the eldest maple you've seen forms the great room. The guest quarters, the children's quarters, the library/study, the bow-shop, sword-shop, the armory also have lovingly sculpted homes in the trees. The alchemy lab, archery range, stables, and martial/military arts practice area are well hidden in copses or underground surrounding the main complex. Water is captured in a large silver barrel nestled in the upper branches and piped to every building. Antiques and great works of art are everywhere. Birds are singing and leaves rustle soothingly. It smells like flowers and warm bread. You can hear a babbling brook below you.

After an hour or so the same young elven girl appears before you and tells you dinner is ready. She leads you to the main great room. Everyone greets you and introduces themselves as you enter the great room.

See Appendix Three – The Shankopt Clan.

The current members of this Shankopt enclave are Elwar and Rhiannon, who are nominally in charge of the enclave. Their children, Liree, Crantal, and Jalarel are well loved by the entire enclave and run free throughout its area. Calenas, Tureeal, Violona, Elynanyl and Easimyl are all other adult members of the clan who are in residence most of the year. Elwar's sister Marlina and her husband Megliar and two of their four children Frelantia and Elquar also live in the enclave. Frelantia and Elquar are absent at the time the PCs visit the clan home.

You are led to 2 long low tables surrounded by padded mats. One, table is surrounded by children and young adults. The other table, where you are led is surrounded by Elwar and the elders of the clan. He offers you some mead and asks you to sit down. The Elves are chatting all around you. You realize what you earlier thought was some strange

birds song, was in fact the many elven voices drifting through the trees.

You are served a mostly vegetarian meal on large maple leaves. The portions are small. The preparation, presentation and taste are all impeccable. A young elven child sings a haunting wordless melody throughout dinner.

When all have had their fill Elwar makes an announcement. "It is our custom to entertain one another after dinner. We would be honored if you would join us and participate. I will begin with a tune my mother used to play for me." Two children carry out a large ornate harp made of white maple. Elwar plays a lovely tune (perform check of 30). When finished he asks one of you to share.

Here is a chance for players to use those SKILLS! Performance, talent, prestidigitation, animal tricks, bluff, craft, any knowledge, profession, tumble skills, displays of weapon skills etc. Let the characters be creative, reward creative players with a circumstance bonus. They can take 10 and on a DC 15 check of their appropriate skill, they will receive a gift of a golden tree. It is about 2 inches across and a quarter inch thick and worth 100 gold.

If the Satyr is with the party, he will perform at the dinner.

Good behavior is expected. Stealing or other misconduct will not be tolerated and will be dealt with by expulsion of that person from the Shankopt house.

Development: The PCs may stay with the Shankopt clan for as many days as it takes to recover all temporary ability damage imposed by the twig blights. The elves will care for them and allow them to recover 2 ability score points for 8 hours of rest or 4 ability score points for a full day of rest.

Special:

If a PC asks Elwar will let them copy from his spell book. He has all the cantrips and first level spells in the *Player's Handbook*.

Encounter Six: Back Again?

After an evening with the elves you awake to a beautiful day and a delicious breakfast. You say goodbye to your new friends and

begin to retrace your steps through the forest.

If the PCs do not ask the Shankopt clan for help, they must make a DC 13 Survival check to find the main trail again. If they succeed, proceed to Encounter Seven.

If they fail, have them end up at the Stalwart Pines School. If the PCs stumble onto the Stalwart Pines School in this manner, they will get to see a once a year event.

Hopeful candidates have gathered at Stalwart Pines to participate in a series of challenges and contests to determine who will attend class this year. PCs will witness archery contests, foot races, plant and animal identification, orienteering and all manner of other activities. If the PCs are friendly, they will be welcomed and fed. The PCs may join in if they like, in which case they can join the Stalwart Pines Ranger School if they fulfill all of the prerequisites. They will be escorted to within sight of Nellix the next day.

If the characters seem especially interested in combat or exploring a dungeon, run **Encounter Seven**, otherwise run **Encounter Eight**. **You should not run both encounters unless they avoided the twig blights.**

Encounter Seven: A Sticky Situation

(Run this encounter if the characters seem especially interested in combat or dungeon delving.)

Have the characters roll a Spot check opposed by the spider's Hide check. If no one sees it, they are surprised. In the surprise round, the spider will attempt to descend from the trees and grab an item from a PC, such as a hat, then continue on down into the lair.

About midday a spider descends from the tree canopy and attempts to snatch <PC Name's hat/cloak/other item> and continues downwards into what appears to be a hollow tree stump.

The spider heads down an old hollow tree stump that leads to the lair of his master: an ettercap. See Appendix Five: Map of the Ettercap Lair.

Characters looking into the hollow tree stump will see a 10' drop to the floor below. Characters can rig a rope to a nearby tree to get

down. Characters jumping down must make a DC 15 Jump or Tumble check to avoid 1d6 worth of subdual damage from falling. If any party member jumps and fails, they are prone at the bottom. If this happens, the monstrous spiders will attack. Otherwise, the monstrous spiders will hide in the leaves and debris until all party members are down the hole.

APL1 (EL 2)

Monstrous Spider, medium (2): hp 11, 11. see *Monster Manual* page 288.

A DC 20 Search reveals the secret door. Remember Elves get to search if they come within 5' of the door. The tunnel from the entrance to the lair to the main part of the lair is steeply sloped and eventually comes out at the bottom of a large chamber.

Lilith's Lair

Next the party may enter the main chamber. The ceiling here is approx. 40' high. The whole room is covered in webs except for a winding 5' wide path. There is no light source in this room. The PC's cannot determine the full dimensions of this room without first burning the web or somehow feeling their way along the walls (the ettercap will pick them off one at a time if they try the latter).

If the party chooses to burn the web out of the chamber before entering, the ettercap will wait in the secret door hallway or the small chamber for the party to be trapped by the chest. Then she will wait for them to die of starvation or ambush them if they find the secret door.

A DC 17 spot check will reveal cocooned bodies in the web. PCs can cut their way to one to examine it. They appear to be the forsaken bodies of the ettercap's previous victims. There are a total of 10 bodies stored in this way throughout the webbing in the large chamber.

If the party follows the path they will encounter a sheet of web trap, which is a DC 20 spot check by the lead character only. This may also be detected through normal searching for traps. If he fails, he is entangled in the web and the ettercap hoists him up out of reach in the web that fills the room. The ettercap will suspend the PC somewhere in the webbing in the same manner as the rest of the captured bodies in the room. She will not kill the PC, just make sure he is secure. The PC may try a DC

25 Escape Artist or DC 20 Strength check to escape. If party members try to follow the ettercap into the web they must make DC 15 climb check and DC 20 Strength check for every 5 feet. If they fail a strength check, they are stuck in the web. The ettercap will capture any PCs that become stuck and secure them in the same manner as the first. She will avoid fighting here.

Sheet of Web Trap: CR 2; mechanical; proximity trigger; manual reset; DC 20 Reflex save avoids; entangled as per the *Web* spell; Search DC 20, Disable Device DC 20; Sheet webs may also be cut down, they have 4 HP per 5' section.

If the party continues down the path they will encounter another web sheet (the lead person may poke ahead with something and negate the search check).

Sheet of Web Trap: CR 2; mechanical; proximity trigger; manual reset; DC 20 Reflex save avoids; entangled as per the *Web* spell; Search DC 20, Disable Device DC 20; Sheet webs may also be cut down, they have 4 HP per 5' section.

At this time the Ettercap will attack from the rear and try to finish the party off one by one. The web restricts the party to single file unless they burn it or hack their way through it. If the battle does not go well for the Ettercap, she will escape via the secret door and wait for the party to trap themselves. She will also drink one of her potions of cure light wounds.

Lilith the Ettercap: hp 27; see *Monster Manual* page 106.

If the party defeats the Ettercap, they may move on to its nest. A DC 15 Search reveals a chest and also a smattering of writing in Elvish on the walls. The writing appears to be similar to that found in the alchemy lab at the Shankopt homestead and the PCs should be able to infer that this was someone's secret alchemy lab that was abandoned and found by the ettercap.

Chest: Hardness 10; hp 30; DC 20 Open Locks, Break DC 25. The chest contains 2400 gp.

Bricks from Ceiling: CR 2; mechanical; touch trigger; repair reset; Atk +12 melee (2d6, bricks); multiple targets (all targets in two adjacent 5-ft. squares); Search DC 20; Disable Device DC 20.

Lifting the lid of the chest pulls a trip wire that causes bricks to fall from the ceiling into the 5 foot corridor between the small and large chambers. If any characters are in this section, they are attacked by the trap and must make a DC 15 Reflex save to be able to choose which side of the bricks they end up on. If they fail their reflex save, they automatically end up inside the nest area of the Ettercap's Lair. This will trap the characters unless they find the secret door to the corridor or remove the bricks blocking the entrance. The entrance is hard to clear because of the large amount of bricks resting on the bricks blocking the entrance. As bricks are removed, more bricks fall to take their place. It will take 4 PCs at least 2 days to clear the entrance. A DC 15 Stonemasonry or DC 15 Knowledge (Architecture) will cut the time in half.

Trap door: 5' thick solid rock.

A DC 20 Search reveals a secret door in the unfinished wall of the cavern near the nest. The ettercap has made a large round disc out of the same sticky web material she smears on herself for armor. She then stuck rocks, gravel, and dirt on one side of it to match the raw cavern wall and covered the emergency escape access with it.

Encounter Eight: Bushwhacked

(Run this encounter if you do not run Encounter Seven, if the characters do not find the Shankopt Home, or if the characters would like another fight. If they have done Encounter Five and Encounter Seven, they will not receive experience for this encounter.)

You have just come out of the Celadon forest, when you see a wagon in front of you being attacked by two dark wolf like creatures. The bed of the wagon is filled with meat and the driver does not appear to be much of a deterrent. As you watch, the driver falls off of the wagon seat, clutching his chest. The wolves begin to strike at the mule pulling the wagon...

This encounter can also be used if the party doesn't find the Shankopt clan home.

APL 1 (EL 3)

Worgs: hp 30, 15; see *Monster Manual* page 256-257.

One of the worgs has been damaged by the wagon driver before he was bitten and fell unconscious. If things go badly, the party can be saved by the Stalwart Pines Rangers.

No map is provided for this encounter. Simply set up an ambush along the road to Nellix near the edge of the forest.

The driver, a Suel male named Acrynn Baroch, begins the fight at -1 hit points. If the party manages to save him, when he regains consciousness, he thanks the party for their aid. He is a merchant taking a load of meat jerky to Nellix for sale.

If the PCs wake him up (whether the current day, the next day, or by bringing him to Airik), he will offer to let them help him sell his wagonload of meat as thanks. Have PCs make a DC 15 Profession (Merchant) check, any other profession check relating to selling goods, a DC 15 Diplomacy check, a DC 15 Perform check. Give bonuses to the players depending on what ideas they come up with to sell the jerky and how they're presenting it. PCs can help other PCs once they've finished meeting their requirements, but only allow a total of 7 rolls per PC. If they succeed, they will receive 100 gold from Acrynn as their wages for the week because they rescued him and helped him save a lot of time in selling his cargo. If they fail, they still receive 50 gold from Acrynn for helping during the week and selling some of his wares.

His house, House Gaebech, will send the PCs a reward for saving him of 100 gold per PC if they also managed to save the wagon and its cargo. If they do not, they will receive 50 gold per PC.

Conclusion

Stronger and wiser, you arrive in Nellix and Airik's home. He greets you and asks how it went.

Back at the home of the cleric the party revels him with their rousing tales and receives their reward.

If the PCs realize at this point that they will not get maximum gold and there is time left in the slot, they may return to the forest and do Encounter Seven. This is only an option if they have time left before their next slot.

If the party lost the books and was unable to recover them, they must make DC 20 Diplomacy or Bluff check to still get paid.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter One

Defeating the Fire Beetles 60 xp.

Encounter Three

Befriend, defeat, or chase off the Satyr 60 xp

OR

Retrieve the books from the Satyr 30 xp

Encounter Four

Defeat the twig blights 90 xp.

Encounter Seven

Overcome web traps 60xp.

Defeat the monstrous spiders 60xp.

Defeat the ettercap 90xp.

Disarm trapped chest 60xp.

Find secret door 30xp.

Encounter Eight

Defeat the worgs 90 xp.

Story Award

Elwar receives the books 60xp.

Discretionary roleplaying award

50 xp.

Total possible experience:

Route A (Encounters One, Three, Four, Seven, Story, Roleplaying)

620 xp

Route B (Encounters One, Three, Four, Eight, Story, Roleplaying)

410 xp

Module maximum:

450 xp.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because

this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter One:

APL 1: L: 50 gp; C: 0 gp; M: 8 gp – potion of cure light wounds (8 gp each).

Encounter Five:

APL 1: L: 100 gp; C: gp; M: 0.

Encounter Seven:

APL 1: L: 5 gp; C: 400 gp; M: 24 gp – potion of cure light wounds (8 gp each).

Encounter Eight:

APL 1: L: 0 gp; C: 200 gp; M: 0 gp

Conclusion:

APL 1: L: 0 gp; C: 50 gp; M: 0 gp

Total Possible Treasure

Route A (Encounters One, Five, Seven, Conclusion):

APL 1: 640 gp

Route B (Encounters One, Five, Eight, Conclusion):

APL 1: 416 gp

Special:

Players can copy from Elwar’s spellbook if they ask nicely. He has every cantrip and first level spell in the PHB.

Appendix One: Non-Player Characters

Encounter One

⊕ **Airik Valtross, male human Clr5 (Pelor):** CR 5; Medium Humanoid (5 ft. 11 in. tall); HD 5d8; hp 29; Init +0; Spd 20; AC 22 (+1 Full Plate, +1 Shield); Atks +5 melee (1d6+2(crit x2), light mace); SA Clr Turn Undead (9 times a day); AL NG; SV Fort +5, Ref +1, Will +7. Str 14, Dex 10, Con 10, Int 10, Wis 17, Cha 14.

Skills and Feats: Concentration +6, Diplomacy +7, Heal +3, Ride +5, Knowledge (Religion) +5, Knowledge (The Planes) +1; Combat Casting, Craft Wand, Extra Turning.

Equipment: silver light mace of Pelor (acts as a holy symbol), +1 full plate, +1 large steel shield, 2 potions of cure light wounds, pouch containing 200 gp

Spells (5/4+1/3+1/2+1): 0—*detect magic* (x2), *read magic*, *resistance*, *virtue*; 1st— *Bless*, *command*, *endure elements**, *magic weapon*, *shield of faith*; 2nd—*bulls strength*, *cure moderate wounds**, *hold person*, *spiritual weapon*; 3rd—*cure serious wounds**, *dispel magic*, *summon monster III*

* Domain Spells

Description: Airik is a blue eyed, blonde haired Suel male. He stands just shy of 6' tall and wears a yellow robe trimmed in red over his Plate Mail. A jade holy symbol of Pelor hangs from his neck.

Airik is an easy going individual concerned with helping and healing the less fortunate. His temper will rise however when undead or evil are near.

Encounter Two

Stalwart Pines Rangers: male sylvan elf, Rgr 5, CR 5; Medium Humanoid (5 ft. 2 in. tall); HD 5d8+5; hp 33; Init +3; Spd 30; AC 19 (+3 Dex, +4 armor, +1 deflection, +1 natural armor); Base Atk/Grp: +5/+8; Atk +9 melee (1d6+5, 18-20/x2, +1 *Scimitar*), +9 ranged (1d8+4, 20/3, +1 mighty +3 composite longbow); Full Atk +9 melee (1d6+5, 18-20/x2, +1 *Scimitar*) or +9 ranged (1d8+4, 20/3, +1 mighty +3 composite longbow) or +7/+7 rapid shot (1d8+4, +1 mighty +3

composite longbow); SQ: Animal companion (Wolf), Endurance, Favored enemy (Various: Magical Beast, Giant, Humanoid (goblinoid, orc, reptilian, and gnoll, +4 vs one, +2 vs the other), Immune to sleep effects, Low-Light Vision, +2 bonus on saving throws against Enchantment, Wild Empathy. AL NG; SV Fort +5, Ref +7, Will +2; Str 16, Dex 17, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Handle Animal +6, Hide +15, Knowledge (Nature) +4, Listen +9, Move Silent +15, Search +4, Spot +11, Survival +9; Endurance, Point Blank, Precise Shot, Rapid Shot, Track.

Equipment: +1 *Scimitar*, +1 *Mighty* +3 *Composite Longbow*, 4 potions of cure moderate wounds, pouch containing 2 gp, +1 *Amulet of Natural Armor*, +1 *Ring of Protection*, *Cloak of Elvenkind*, *Boots of Elvenkind*, Masterwork Chain Shirt.

Description: The wood elves are clad in chain shirts, over which is a brown tabard emblazoned with an evergreen.

Appendix Two: New Monster

Encounter Four

Twig Blight

(from Monster Manual II, page 197)

Small Plant

Hit Dice: 1d8+1 (5 hp)

Initiative: +1

Speed: 20 ft.

AC: 15 (+1 size, +1 dex, +3 natural), touch 12, flat-footed 14

Attacks: 2 claws +0 melee

Damage: claws 1d3-1 plus poison

Face/Reach: 5 ft./5 ft.

Special Attacks: Poison

Special Qualities: Damage Reduction 5/slashing or bludgeoning, Plant traits

Saves: Fort +3, Ref +1, Will +0

Abilities: Str.8, Dex.13, Con.12, Int.5, Wis.11, Cha.4

Skills: Hide +8, Listen +1, Move Silently +4, Spot +1

Feats: Stealthy

Climate/Terrain: Any temperate land and underground

Organization: Solitary

Challenge Rating: 1/3

Treasure: None

Alignment: Always Chaotic Evil

Advancement: 2-3 HD (Small)

Level Adjustment: +2

Twig blights are tree-like creatures of evil disposition. They can root themselves in normal soil and draw nutrients like normal plants, and they look much like woody shrubs in this mode. But these monsters have a special taste for blood, and they greatly prefer that to making food through photosynthesis. Indeed, a twig blight that lives underground must subsist on blood, since it gets no sunlight.

A twig blight normally stands about 3 ½ feet tall. Its leafless branches interlock to create a humanoid shape.

Sages believe that the first twig blights grew from seeds of the Gulthias Tree, which sprouted from a wooden stake used to slay an ancient vampire. Instead of producing fruit, twig blights reproduce through their root systems, like aspen trees.

Twig blights speak Sylvan.

Combat

Twig blights usually huddle together in a group, trying to blend in with an area's natural vegetation (or with piles of debris or firewood) until suitable prey comes along. They particularly enjoy lurking near campsites or waterholes, where they can often catch prey unaware.

Poison (Ex): A twig blight delivers its poison (Fortitude save DC 11) with each successful claw attack. The initial damage is 1 point of Strength damage; there is no secondary damage.

Plant Traits (Ex): A twig blight is immune to poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-affecting effects. The creature also has low-light vision.

Skills and Feats: A twig blight gains skills and feats as a plant.

Appendix Three: Shankopt Clan

The Celadon elves belong to a clan, but often they live in small clan enclaves throughout the Celadon near places that they are attached to. This enclave of the Shankopt clan has become a center for training of Stalwart Pines Rangers and thus has attracted elves that are interested in humans. Thus, they often visit the nearby town of Nellix and enjoy the company of humans, though they expect them to be respectful of the Celadon and of their home. The current members of this Shankopt enclave are Elwar and Rhiannon, who are nominally in charge of the enclave. Their children, Liree, Crantal, and Jalarel are well loved by the entire enclave and run free throughout its area. Calenas, Tureeal, Violona, Elynanyl and Easimyl are all other adult members of the clan who are in residence most of the year. Elwar's sister Marlina and her husband Megliar and two of their four children Frelantia and Elquar also live in the enclave. Frelantia and Elquar are absent at the time the PCs visit the clan home.

Elwar Shankopt: Elwar is a 5'2" sylvan elf who commonly wears workman's clothing when working on bows or traveling and robes while at home. He has a raven familiar named Frestia who likes to debate just about everything. Elwar is very friendly, patient and understanding. He has a great smile and it is obvious that he loves children. He is fascinated by humans and other races and will ask questions about their upbringing and their family in order to learn more about the other races. He is an outstanding outdoorsman and a great bow craftsman and will love to converse on just about anything, but particularly those topics. He is a brilliant conversationalist and seems extremely knowledgeable about just about everything that could be studied by a wizard.

Rhiannon Shankopt: Rhiannon is a 5'1" sylvan elf who is an alchemist by trade. She is a very cheerful elf and very motherly having born 3 children. She will make sure each PC has a bundle of food to take with them back to Nellix and send any elves or half-elves off with a hug. She has a good singing voice and often accompanies her husband during the after dinner entertainment.

Marlina Shankopt: Marlina is a 5'5 sylvan elf who wears clothing that reminds one of the forest, carefully colored to blend into the greenery. She does not speak very much unless there is a druidic PC in the party, in which case she will be happy to discuss the Celadon Forest, the animals, the trees, or any other natural phenomenon.

Megliar Manta: Megliar is Marlina's husband. He is a skilled bowyer and will be happy to show any PCs who seem interested his shop and give a tutorial. If a PC buys a bow after this adventure, s/he may say it was crafted by Megliar. He tends to stay silent unless caught in his shop or someone speaks of bows in his presence.

Liree Shankopt: Liree is only a handful of years old and has a very beautiful singing voice. There is already talk of sending her to an elvish bardic school or perhaps even to the bardic college at Leukish should she wish to explore the world. For now, she is content to run amongst the trees and play with her animal friends and all of the new people that often visit the enclave.

Crantal Shankopt: Crantal is a very somber young man who has been training hard with the other members of the Stalwart Pines Rangers that are hosted here during part of the year. He is quite skilled with his Longsword and short sword and shows great promise to become one of the best of the Shankopt blademasters when he reaches his majority. He is somewhat touchy and if challenged outside the range of earshot of any of the adults of the clan, he is likely to challenge the PC to a duel. As Crantal has been practicing with his swords for most of his young life, he will beat the PC, though he will do non-lethal damage and will by no means kill any PC. Depending on the class of the PC, roll some dice and make it quick or short depending on the combat ability of the PC. If the PC does lethal damage, Crantal will disarm the PC (no Attack of Opportunity) and leave with their weapon, springing up into the trees easily.

Jalarel Shankopt: Jalarel takes more after his father, Elwar, than any of the other children. He is bookish and loves to spend time reading in the trees nearby the enclave. He has studied quite a few of the same subjects his father has and Elwar takes great pleasure in teaching him Spellcraft.

Calenas, Tureeal, Violona, Elynanyl, and Easimyl Shankopt: These elves are Shankopt blademasters. They are led by Calenas, who takes the majority or the responsibility to assign tasks and develop the training of the Stalwart Pines Rangers who are sent to this Shankopt enclave to train. They

are generally affable elves who want to make sure that everyone who comes here receives the best possible training. They tend to talk about sword moves or blocks or monsters they've defeated recently in the forest, such as ettercaps, monstrous spiders, lizardfolk, dire wolves, goblins or skeletons. They'll also discuss other creatures of the forest, such as nymphs, unicorns, treants, dryads and the like.

SHANKOPT CLAN, RECENT HISTORY

The Shankopt clan has built a beautiful home in an ancient stand of Maple trees in the Celadon Forest. They have accumulated a vast library and countless works of art. They are known as skilled bowyers and fletchers. They are known to study magic and enchant items. They are friends and advisors to the local Sylvan population. They defend their stand of ancient maples and all who peacefully travel through. Although most travelers never know they are being watched.

Originally the establishment of the College of Sages and Sorcery and the research therein was met with hostility by the elves of the Celadon. Elwar reacted positively and was one of the first elves to attend The College of Sages and Sorcery.

All workshops show signs of heavy use. They are well equipped, and slightly cluttered.

Natural woodland creatures come and go without a care.

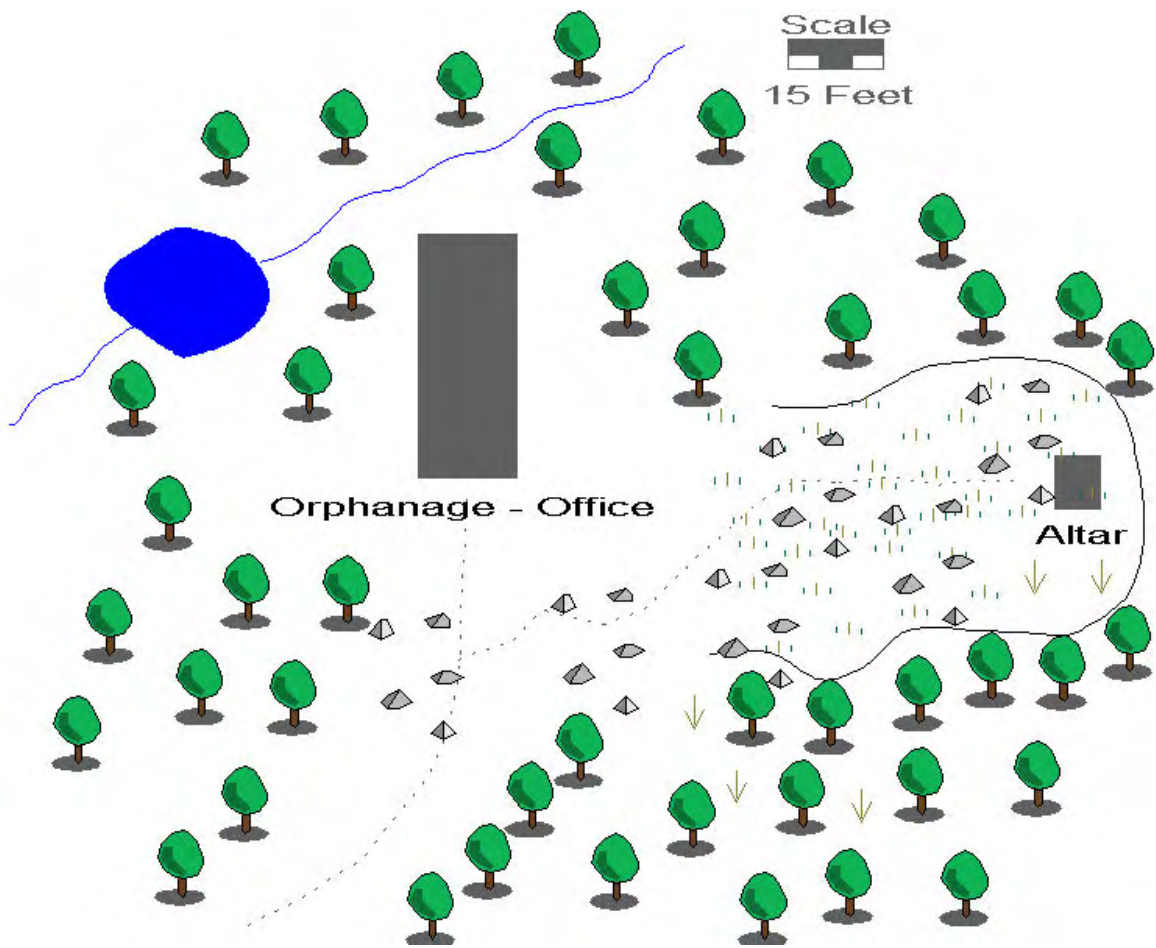
Elwar travels regularly to continue his studies of the common races.

The whole clan is generous, friendly, and respectful. They enjoy hearing the latest news or a good story. They have a sharp eye for rare, finely-crafted items. They have a large collection of such items that are displayed throughout the house.

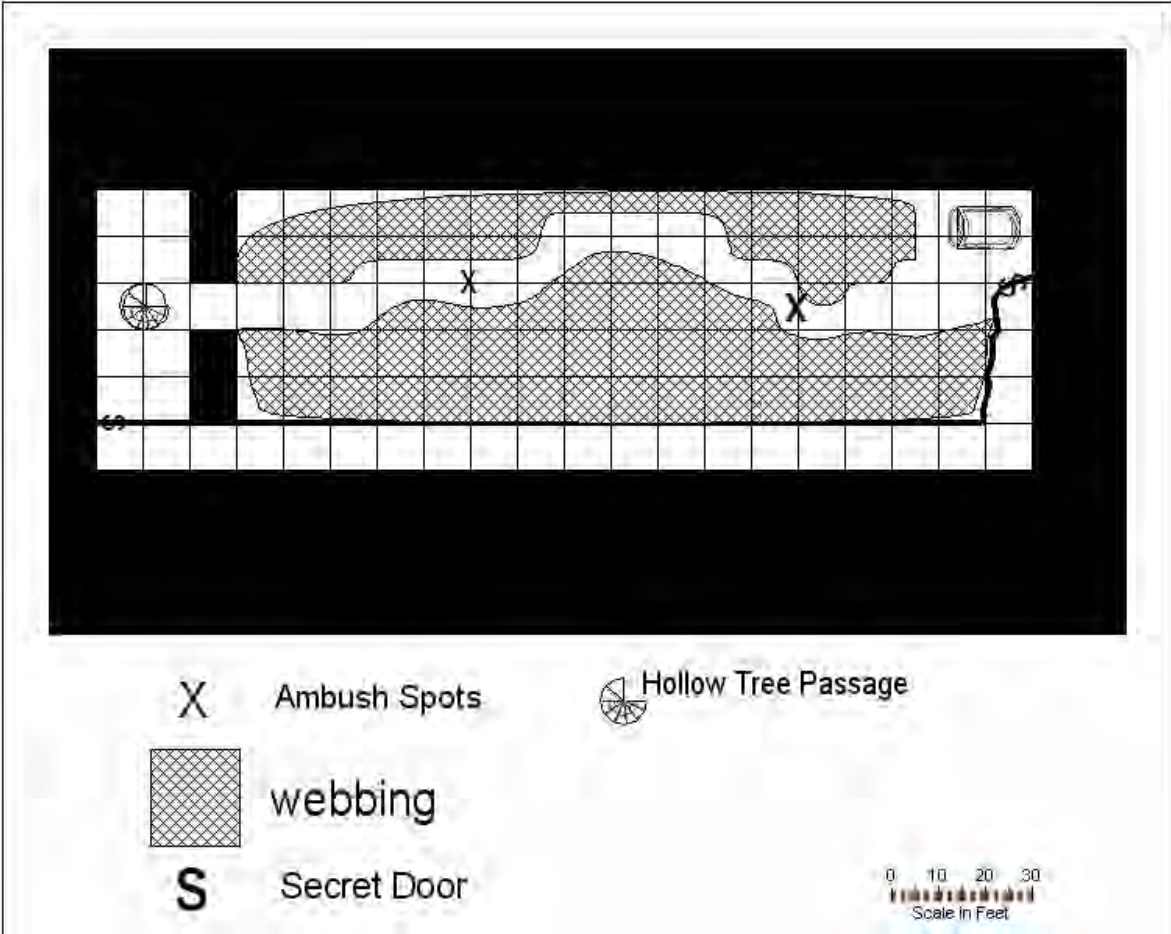
If a PC with Knowledge (nature) inspects the forest floor beneath the Shankopt house, he will notice that most of the maples used to support the house are about a thousand years old. They may also notice younger trees were planted in strategic spots as replacements if something happens to a support tree (lightning strike, disease, etc.). A couple of huge stumps next to younger support trees prove this. Maple trees are also harvested for musical instrument and bow material. All Shankopt bows in this enclave are made from white maple.

Having some strange new humanoids deliver Elwar's borrowed books is like sending a thank you gift to Elwar. He loves to meet new people and hear their stories. Elwar loves surprises.

Appendix Four: Map of the old Church of Pelor



Appendix Five – Map of the Ettercap Lair



Player Handout One – Map to the Shankopt Homestead

