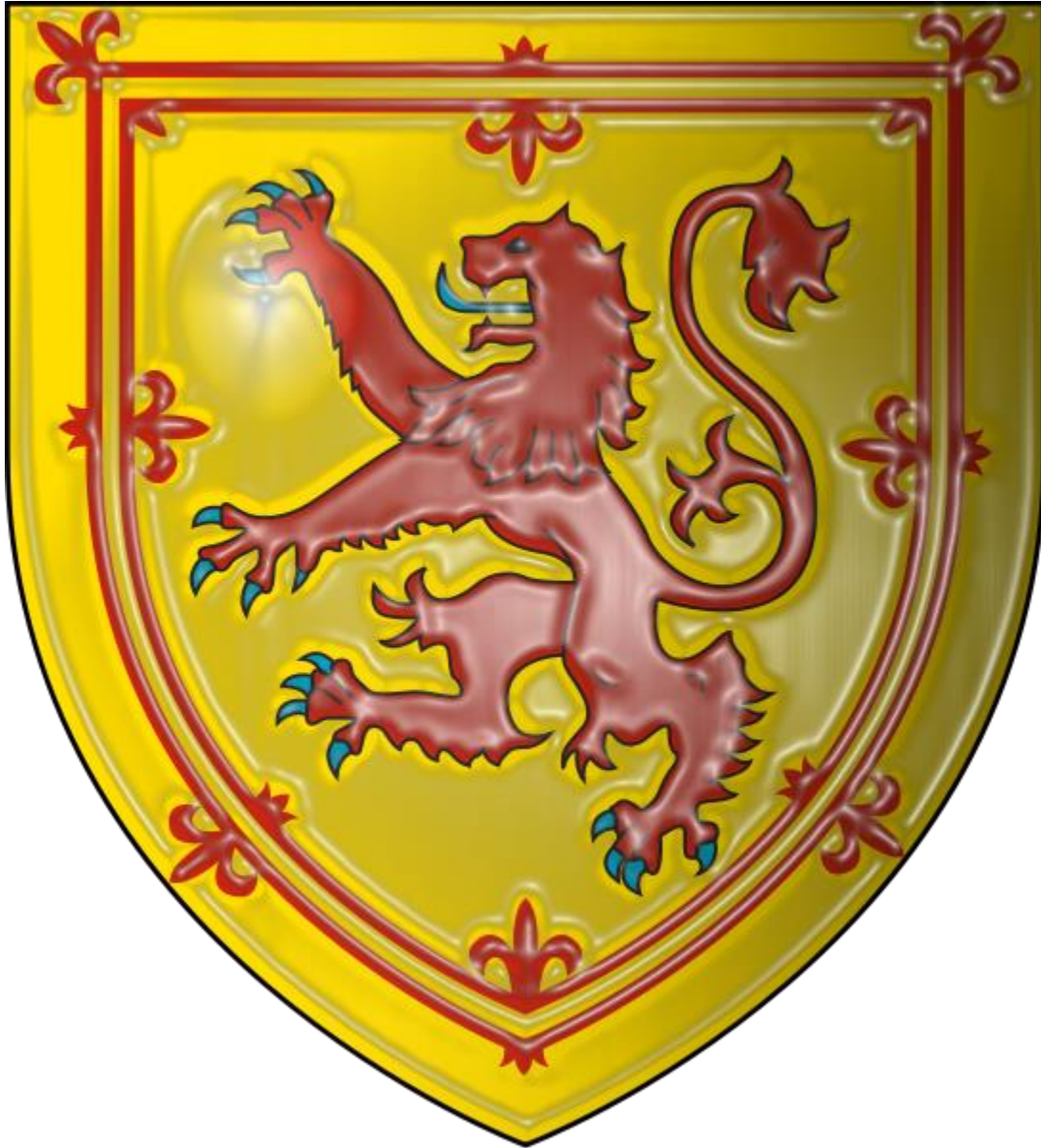


# Adventures in Filbar



**FA2 - Springwood Forest**

# Springwood Forest

## Players Background:

Springwood Forest is approximately 90 minutes from the Village of Tomore and is located to the Southwest of the village. The home to an Elven village the woods are patrolled by Elven rangers and are considered a rather safe place to travel although outsiders are viewed with trepidation by the Elven-folk. While trade does flourish between the races there is very little patience with human foolishness. A Sylvan forest it does hold dangers although very little is known about the forest interior as reckless wandering is quite frowned upon and is usually explained by the elves. There are two accepted entrances to the forest with Elven guards at each and on the constructed road.

Rumor has it that an evil temple resides in the forest as well as a mad mage who may or may not consume children. While these rumors abound speculation of the existence of such is frequently countered with the tenacity of the elves watching over the forest and how it would be unthinkable for them to allow such issues to occur.

## DM Background:

The Village of Silvantri has long been a stopping point for trade it still remains fairly Elven-esque in that interlopers aren't tolerated very much. The Elves have claimed the woods as their own and maintain a certain air of mastery over the land. This doesn't sit well with the Centaur herd that resides in the forest but the mild animosity is overlooked by the ability of the two communities to live as one.

The forest itself is made up of a wide variety of deciduous trees such as maples, oaks, and elms. The forest canopy is quite thick and provides ample hiding spots for the woodland creatures of which they are plentiful providing an ample supply of food for the denizens. A well-worn trail divides the forest so that travelers to the area are less likely to disturb the flora and fauna of Springwood. Trained hawks survey the forest from the air and act as aerial scouts for the Elves to keep track of trespassers.

While the Elves are intent on the security of the forest they will not save adventurers from their own stupidity. They are also unaware of the sunken temple in the lake although they do communicate with the "Mad Mage" but leave him to his own affairs and he reciprocates accordingly.

### **A. Elven Guard Station**

The main entrance and exit to the forest is protected by Elven militia who, for the most part stay hidden. Upon entry <or exit> to the forest at these locations you will come upon two visible Elven rangers. They will speak with travelers and urge them to stay to the trail and will point out the right path to Silvantri should that be a destination. The rangers will be able to remember frequent visitors and not make any movement toward those who "know the rules"

**DM:** While only two rangers will be readily visible there are actually ten total rangers with the other eight blending into the forest in defensive positions. While it will take intense studying of the area to see the hidden elves it will be unlikely they are ever noticed unless aggression is open against the open rangers. Directions will be given upon request and fair warnings will be given at potential dangers. For the most part unless the party is well known or has assisted the Elves they will be dealt with in a cold and firm manner.

**Monsters:** Rangers (10) AC 4 HD F 4 HP 32 ea. #AT 1 D 2-12 or bow damage 2-8

### **B. Pixie Meadow**

This open meadow is a large expanse of openness with a variety of wildlife roaming peacefully about. Should the area be examined closer a large black bear will appear from the grass and rear up on its hind legs into attack posture.

**DM:** This glade is the home of a Pixie community. The black bear is merely the Pixies Polymorphing themselves. The Elves and Centaurs are aware of their existence but since this is an unused area of the forest they are allowed to "amuse" themselves. Pixies are able to polymorph and go invisible at will but they will take liberties with the unwary. Should the party discover their true

nature they may uncover the lost quiver of the Centaur Lord. The Pixies will certainly trade the valuable item for something equally valuable. The Pixies are also aware of the sunken temple as their kin has lived in the forest longer than even the Centaurs.

The Pixies claim this valley as their own as everyone else leaves them alone and once in a while they meet lost travelers and enjoy scaring them off. If directly confronted with danger they will rise as one unified group and attack or flee if their numbers are not great enough. They will roam the forest frequently which is how they came across To-Go's quiver.

**Monsters:** Pixies (100) AC 5 HP 1-4 #AT 1 D 2-5 or sleep

### C. Francis the Fairy Dragon

Upon entering this secluded meadow the party will scarcely believe their eyes when they see a deep purple colored dragon chasing butterflies through the meadow but needless to say that is what lives in this area of the forest. If observed for any length of time it will appear that the dragon is actually playing a game of tag with the butterflies and not attempting to eat them. It was a strange sight indeed.

**DM:** Francis is a very young fairy dragon brought to the woods when Tillius Morganstein found it alone in the Border Hills. As the mage recognized the dragon for what he is he chose to assist it in life as opposed to killing it. While chaotic good fairy dragons are still good and as Tillius has found out they are exceptionally good natured.

When first brought to the woods the Elves and Centaurs both felt the dragon would create a breach of safety and diminish the hunting population. Thus far this hasn't been the case but Tillius has agreed to send the dragon on its way when it reaches young adulthood in a few years. Dealing with Francis is much like dealing with a young child albeit one that can rip off your head.

As with most Fairy dragons Francis would prefer to lead attackers away from his meadow than directly confront them. It was actually Francis, while bathing in Lake Phando, discovered the sunken temple and told Tillius about it. Francis has a tendency to hide in water then soar out scaring anything in the vicinity. While

this bothers the woodland creatures it infuriated To-Go the centaur who was doused by extruding water from the dragon flight.

Francis is visited frequently by Tillius and looks at the old mage as a father figure. Tillius also looks after Francis in the same manner even though he has also used him as a steed to get around the realm under the cover of darkness. He also enjoys visiting the Elven rangers at area "H" as they feed him and rather enjoy his good natured company. Francis does not make himself visible to random travelers however. Being a juvenile dragon he has several assorted spells at his disposal. Tillius has given Francis a sizable amount of coin and gems hidden away at the bottom of Lake Unicorn.

**Monster:** Francis the Fairy Dragon AC 2 HD 17 HP 142 ea. #AT Multiple

#### **D. Mad Mage's Tower**

30' tall ivy covered stone tower stands tucked away in the middle of the forest on the highest point. It would appear that it is unused but it is apparent that someone resides in the tower. It is in perfect condition and the door is quite visible with signs of travel recently.

**DM:** Tillius Morganstein aka the Mad Mage isn't as mad as people would be led to believe. In his 50 years tucked away in his tower he has sought to learn more about the strange stonework he discovered near the lake. As a result of his research he has been able to uncover the mystery of the missing temple. He would be very interested in seeing a party of adventures willing to delve the deep lake and bring up relics for him to evaluate.

Tillius has protected his home and nearly everything in the tower is an animated object capable of using both offensive and defensive skills to protect themselves and the tower.

Morganstein relocated after he was removed as royal mage in Bonair. His "fall from grace" was perpetrated by those in political positions and as such he left rather than deal with politicians. He moved as far away as he could by following the caravan trail and chose the area of the forest so that he could live out his remaining days on his terms. Some days he will appear as a simple fisherman at

one of the two lakes in the forest. He also ventures into Tomore on market days dressed as a traveler so he fits in.

### **E. Lake Phando**

This large lake surrounded by the forest is home to many schools of edible fish. The fauna of the forest come here often to quench their thirst and the birdlife is abundant. Several families of eagles make this area their home and can often be seen skimming the surface picking up their dinner. The area itself is quite serene and peaceful.

**DM:** Lake Phando is an epic location right out of a painting. With the trail running right by the water's edge it can't be missed. The home is filled only with peaceful fish and can be fished at will. This location is often used by the Elves to pick up food as well. Lake Phando is also the home of the **Sunken Temple of Bulu** <see separate documentation>. Encampment can be made if a party so desired without repercussion from the other members of the forest although they will probably be watched by the Elven populace.

### **F. Unicorn Lake**

The forest opens before you and presents a small lake with a variety of avian life and a butterfly glade. Several plants, that any magic users present will notice, are in abundance that is used as spell components. On the far side of the lake is a small herd of 11 Unicorns.

**DM:** Unicorn Lake is obviously named for its residents. The Elves and Centaurs both frequent this location as Unicorns spark the imagination of all. The "Mad Mage" also comes to this secluded den frequently to obtain necessary spell components for his experiments. Any magic user requiring unusual spell components will undoubtedly find them here. The Unicorns will not allow "just anyone" to approach them. It would require a very special person for that. This area is best left in the back of the PC's minds as some place they may need to remember.

## **G. Silvantri**

**See Silvantri documentation**

## **H. Elven Guard Station**

The halfway point through the forest is also guarded by the seen and unseen Elven population. As the Western entrance to the forest guard's one passage to the Silvantri this area serves as guardian for the other passage to the Silvantri. It will be readily apparent to even the most obtuse that the guard stations are probably communicating to each other by some method as any information divulged at one area will be known to the other guard stations.

**DM:** While only two rangers will be readily visible there are actually ten total rangers with the other eight blending into the forest in defensive positions. While it will take intense studying of the area to see the hidden elves it will be unlikely they are ever noticed unless aggression is open against the open rangers. Directions will be given upon request and fair warnings will be given at potential dangers. For the most part unless the party is well known or has assisted the Elves they will be dealt with in a cold firm manner.

**Monsters:** Rangers (10) AC 4 HD F4 HP 32 ea. #AT1 D 2-12 or bow damage 2-8

## **I. Centaur Village**

This open meadow has several circular hut-like structures. The area looks like a small primitive village with Centaurs roaming freely. Upon your entrance into the meadow you are surrounded by spear carrying half men/half horse creatures demanding to know your intentions.

**DM:** Aside from the border guards the only one that will be allowed to speak with "outsiders" is the herd leader identified as To-go. The Centaur village is an unblemished community from humans and they wish to remain secluded. To-go

will accept gifts of friendship from humans but it will take heavy bartering to get the Centaurs to be remotely friendly to the party.

The Centaurs deal with the "Mad Mage" on a regular basis and if sent by him the Centaurs will be more cordial but only to an extent. The tribe also is aware of the sunken temple as they have resided in Springwood longer than the Elves. They do not care about the ruins as it was built by men and good riddance to it.

The tribe has always held the high ground of Springwood even when they were encroached upon by the Elves. There is still a standing feud between the two communities although it has progressed to just bad feelings as opposed to outright hostility. To-go is currently in a foul mood as he lost his favorite quiver somewhere near Unicorn Lake and is nearly certain that the Elves have it. It doesn't possess any magical properties but it was given to him by his grandfather. If this item could be located it would suspend any misgivings he and the other centaurs had about the party.

**Monsters:** Centaurs (30) AC 5 HD 4 HP 30 ea. #AT2 D 1-6/1-6 or spear 1-8

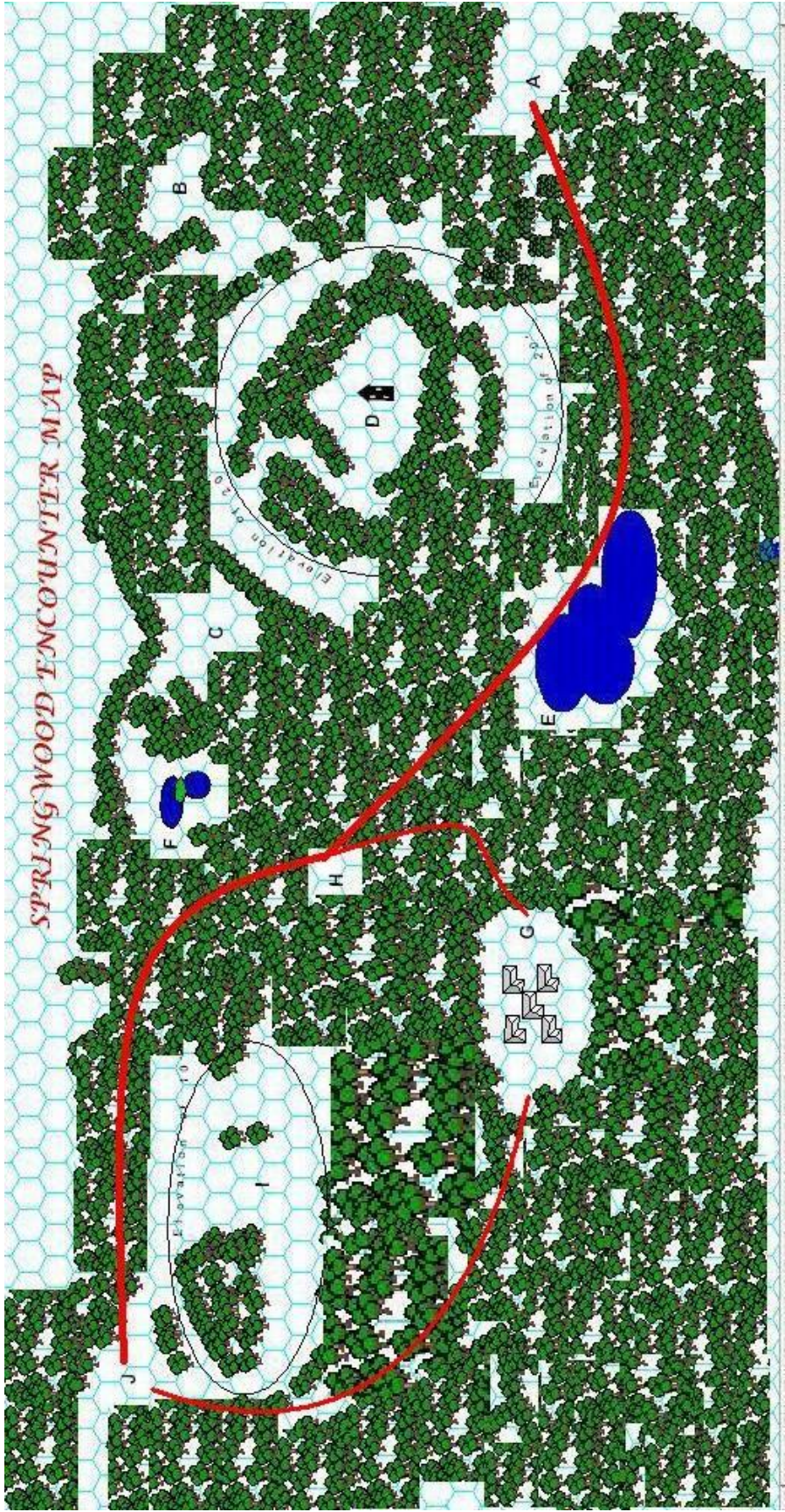
## **J. Elven Guard Station**

The main entrance and exit to the forest is protected by Elven militia who, for the most part, stay hidden. Upon entry <or exit> to the forest at these locations you will come upon two visible Elven rangers. They will speak with travelers and urge them to stay to the trail and will point out the right path to Silvantri should that be a destination. The rangers will be able to remember frequent visitors and not make any movement toward those who "know the rules"

**DM:** While only two rangers will be readily visible there are actually ten total rangers with the other eight blending into the forest in defensive positions. While it will take intense studying of the area to see the hidden elves it will be unlikely they are ever noticed unless aggression is open against the open rangers. Directions will be given upon request and fair warnings will be given at potential dangers. For the most part unless the party is well known or has assisted the Elves they will be dealt with in a cold firm manner.

**Monsters:** Rangers (10) AC 4 HD F4 HP 32 ea. #AT1 D 2-12 or bow damage 2-8







Unicorn Lake Area "F" <above> and Springwood fauna <below>





Pathway through Silvantri <above> Entrance to area "D" <below>

