

A FRIEND IN NEED

**A One-Round Advanced Dungeons & Dragons
Tournament**

by Jim Wade and Michael Selinker

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. Begin by passing out the player characters; pass them out based on class only, not revealing gender or race. Instruct the players to leave the character sheets face down until you have read the introduction. Then, tell them to study their character sheets, select spells, and notify you when they are ready to begin the adventure.

It is a good idea to ask each player to put a name tag 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 to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players summarize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Make sure you have finished voting before you collect the players' voting sheets. This way their votes and comments will not influence you.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module 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 is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

ADVENTURE BACKGROUND

Romance is alive in the Land of Avalon. Good Prince Gallant has searched his principedom over for the most beautiful woman in the world to take as his bride. His pronouncement has gone over Avalon, and many women have hoped to be the one he chooses. Though he has seen many beauties, he has married none of them, certain that the most beautiful woman must be in his principedom. But now, after searching so hard, he feels he has found her. Alas, if he is not careful, he may lose her before the autumn leaves turn to brown.

The disastrous turn of events has gone like this: Prince Gallant despaired that he could not possibly view all of the women in the land to decide which was the fairest. His despair turned to joy when the sorceress Esmerelda invited him to her tower to scan the principedom's lovelies with her magical mirror. He and his retinue cut through the Peaceful Forest to her tower, and stopped to rest by a sparkling pond. Night would soon fall, and a mighty storm was coming. The prince, however, went

for an evening swim. Unbeknownst to him, the dryad Mahogany had also come to the edge of the pond to bathe. When the handsome prince swam to Mahogany's bank, the two were captivated with each other. The two stared at each other longingly; the prince's charms enchanting Mahogany almost as much as hers attracted him. So entranced in each other's gazes were they that neither noticed the coming of the storm. When the first thundercrack resounded, Mahogany told her smitten prince that they must hurry back to her tree. The prince forgot all matters of state and moved to go with her. But at that moment, the loudest thunderclap was heard, and Mahogany collapsed in Gallant's arms.

What Gallant did not know was that Mahogany's tree, also named Mahogany, had been struck by lightning. The lightning severed a major branch on the tree, and through their symbiosis, felled the dryad as well. Not knowing the dryad was anything but a woman with red hair (the season being autumn); the prince quickly circled the pond and brought Mahogany back to his camp. Gallant's men did not understand the maiden's distress, nor could they explain the burn on her left shoulder. What they did conclude was that they needed to reach to the sorceress at once, for she could certainly cure the fallen beauty. As they went further from the dryad's tree, the dryad became sicker and sicker, and the prince feared his new love would be lost.

When the retinue reached Esmerelda's tower, the prince threw himself on the mercy of the sorceress. He would pay any riches, he swore, to have the beautiful woman restored to health. Esmerelda agreed, but she had a much more sinister plot in mind, for she, too, wished to become his bride. Though beautiful herself, Esmerelda could not tear his eyes from the stricken dryad, even with her most powerful sorcery. She resolved to capture the prince's heart by concocting a philter of love, an elixir for which she required the hair of a dryad. With the prince's permission, she snipped a lock of Mahogany's hair, promising a potion that would heal all her ills. While the prince waited in sorrow by the dying dryad's bed through the night, the evil sorceress began to brew a draught that would steal his heart forever.

The only hope to resolve this dilemma is a group of Mahogany's friends, who had come to visit her for a morning picnic. Though anything but adventurers, this group of woodland creatures must return Mahogany to her tree shortly after sundown or she will die. Mahogany's friends are Cassius, the centaur; Thistledown, the sprite; Glimmerwing, the sylph (and Mahogany's half-sister); Dylandwyriel, the wood elf; Cygnythia, the swanmay; and Benthroewyn, the werebear.

THE PLAYER CHARACTERS

The player characters for this module are sylvan creatures from the AD&D monster tomes, and so required conversion to character classes, details of which are noted below. At the start of the round, have the players select their characters by class only, as follows: a thief, a magic-user, a bard, a ranger, a fighter and a cleric. No mention of race or level should be given. Note that the characters are capable of charming and speaking to almost anything they meet. None have anything resembling currency.

THISTLEDOWN, the sprite, is a 3rd level thief. His thieving percentages reflect his race, giving him a low (72%) chance to climb walls, but a high (99%) chance to move silently. His blouse has a permanent *protection from normal missiles* spell on it, and his stone has been enchanted by a blue colored *continual light* spell. His arrows are coated with a sleep poison, causing the victim to fall into a comatose slumber for 1d6 hours if a saving throw against poison is failed. He also has 2 applications of *oil of sharpness +1* for his sword. Thistledown is 75% unlikely to be noticed by any creature if he does not call attention to himself, so those encountered may think the party contains only five members. He always can turn invisible (-4 AC), appearing only if attacking, and can detect good and evil within 50 yards. He flies at an 18 rate, maneuverability class B, has 8 hit points and is AC 6 due to his dexterity. He speaks sprite, Common and burrowing mammal.

GLIMMERWING, the sylph, is a 7th level magic-user. She has no physical attacks at all, but can turn invisible at will (-4 AC), fly at a 36 rate with maneuverability class B, and has a 50% magic resistance. She has 3 doses of *faerie dust* that, when used on a human, demi-human, or normal animal, causes the victim to fall into a deathlike slumber for 6 hours. During this time, the subject will receive the benefits of a week's sleep, including normal healing. It also causes an aging effect of six months, although not to short-lived animals. Against other creatures of 4+4 hit dice or less, it works as a normal sleep spell. She also has a pot of *Nolzur's Marvelous Pigments*. She is AC 8, has 14 hit points and a 19 charisma. Once per week, she can conjure an air elemental.

Air Elemental (1): Int Low; AL N; AC 2; MV 36 (A); HD 8; hp 36; THAC0 13; # AT 1; Dmg 2-20; SA See below; SD +2 weapon or better to hit; MR Nil; SZ L; ML 16.

In aerial battle, the air elemental gains a +1 to hit and +4 damage. It can also form a 40' tall 10' to

30' wide whirlwind cone in one turn causing 2-16 hp damage and killing creatures under 3 hit dice.

One turn is required to conjure the elemental. She speaks sylph, Common, and all avian tongues.

DYLANDWYRIEL, the wood elf, is a 4th level bard. He has the following thief skills: climb walls 90%; detect noise 25%; pick pockets 40%; read languages 25%; move silently 66%; and item lore 20%. He has memorized the following magic user spells: 1st level -- *shield* and *jump*; 2nd level -- *mirror image*. Because the music, poetry, and stories of a bard can be inspirational, Dylandwyriel can rally his friends and allies. If the exact nature of a threat is known, he can inspire his companions, granting a +1 bonus to attack rolls, or a +2 bonus to morale to those involved in melee. He must spend at least three full rounds singing or reciting before battle begins. This affects those creatures within a 40-foot range of Dylandwyriel. The effect lasts four rounds. In addition, he has the standard abilities of an elf, locating secret doors on a 1 or 2. He also is 90% invisible while hiding in trees. He is AC 5 with his leather armor and dexterity bonus, and has 18 hit points. His magic shortsword is +1 only against evil creatures. He speaks Common, Elvish, Treant, and any woodland mammal language.

CYGNYTHIA, the swanmay, is a 3rd level human ranger when not in swan form. She wears leather armor, a *ring of protection +2*, and has a dexterity bonus to make her AC 5. Her ranger abilities are: +4 to attack trolls; 20% hide in shadows; 27% move silently; surprised only on a 1 in 6; tracking 40%. Cygnythia's collar of swan feathers enables her to transform into a swan. Clothing and jewelry are included in the transformation, but armor, weapons, and other gear are not. She retains her armor class, as the ring becomes a band on her leg. Her movement changes to 3 from a 15 but she can fly at 19 (D). She becomes 6% magic resistant, is hit only by +1 weapons or by creatures of 4+1 hit dice when in swan form, and her chance to be surprised drops to 10%. Her 3 attacks do 1/1/1-2. The transformation has a 50% chance of disorienting an opponent, causing a loss of attacks for the rest of that round. If the collar of swan feathers is removed, she cannot change form. Only human females can use the collar. Cygnythia has 25 hit points and speaks Common, Brownie, Dryad, Elvish, Pixie, Sprite, Sylph, and Swan.

CASSIUS, the centaur, is a 5th level fighter. His natural defense and dexterity give him AC 3. His movement rate is 18, and he has 36 hit points. He has 18/61 Strength, getting his strength bonus if using his lance and club only. If he attacks with his lance or club, he also can kick twice for 1d6 damage per hoof, providing

an 11' or higher ceiling exists. A foe to the rear may be kicked twice by the centaur's hind legs for 1d8 points of damage per kick. He carries a composite longbow with 10 arrows +1, and wears *horseshoes of surefootedness*, similar to the *shoes of Fharlanghn*. These shoes allow him to travel without tiring, never trip, trigger a trap, or be entangled. He can also climb slopes easily, and traverse dangerous obstacles without slipping. He speaks Common, Centaur, and Elvish.

BENTHROEWYN, the werebear, is a 5th level chaotic good cleric. He has full control over his lycanthropy. In human form, he is AC 10 and has a 12 movement rate. He can cast spells, use weapons, and read his scrolls of *speak with plants* and *turn undead*. It takes him a round to change into a bear, becoming AC 2, MV 9, and hit only by +1 weapons or 4+1 hit die creatures. He attacks with his bite for 2d4 and his claws for 1d3+1 each. If both claws hit he hugs for 2d8. He heals at triple the normal rate and is immune to disease. If he does damage to a creature equal to or greater than 50% of the creature's hit points, he inflicts them with lycanthropy. He can summon 1d6 brown bears in 2d6 turns if any are any within a mile. In either form he has 35 hit points and can cure the disease of another creature in 1d4 weeks. He speaks Common, Centaur, Elvish, Satyr, Stone Giant, and Bear.

MAHOGANY AND MAHOGANY

(Much of the information in this section is adapted from "The Ecology of the Dryad," an article by Shaun Wilson that appeared in *Dragon Magazine issue #87, July 1984*.)

Mahogany is both a dryad and a massive oak tree. They share a symbiotic relationship, which is more complex than most humans understand. Mahogany is 200 years old, as evidenced by the size of the tree. The dryad is an extension of the oak tree's soul, and as such cannot survive if the tree dies or she is taken too far from the tree itself. The dryad only can go 360 yards from the tree without feeling ill effects. The 360-yard radius is called the Terel, and if the dryad goes beyond it she suffers the wasting effect called the Glirgimer. The dryad becomes slightly uneasy at about 330 yards. Within five rounds of leaving the Terel, the dryad rapidly suffers exhaustion, starvation, and depression. She will die in 6-36 hours if nothing is done. A *heal* spell which defeats her magic resistance will negate the symptoms for four hours, but afterwards the effects return if she has not returned to her tree.

Damage suffered by the oak affects the dryad as well, which is how Mahogany got into this disastrous situation. When the tree was struck by lightning, it severed a major branch, a strong enough shock to injure the dryad. If the tree is destroyed, the dryad will die, which is why Esmerelda has sent her gargoyle minions to find the tree and destroy it. The dryad is in a coma because she is so far from her tree and under Esmerelda's influence.

Though an extension of the oak tree's soul, the dryad is born of more familiar origins. She is the daughter of a dryad and a satyr, the same satyr (Fauneil) that sired Glimmerwing, the sylph. Mahogany has not seen her mother for almost 200 years, and her father is long gone. The dryad and the tree live as one, with the dryad merged inside the tree. She can do this at will while within the Terel. She can plant door, pass plant, and dimension door at will within the Terel. She can also *speak with plants*, *commune with nature*, *detect snares and pits*, *locate plants*, *locate animals*, *entangle*, and *trip* as a 9th level druid at will within the Terel. Her relationship with nature gives her a 50% magic resistance, but this goes down 10% for each 60 yards beyond the Terel she goes, to a minimum of 10%.

The dryad looks like a normal human female, with the exception of her coloration. In the spring and summer, the dryad is lightly tanned with green hair and eyes. In the fall (the time of this scenario), her skin darkens to brown, and her hair and eyes turn to gold, red (Mahogany's color) or reddish-brown. In the winter, or at death, skin, eyes and hair are pale white. In wintertime, the dryad hibernates inside the tree.

The dryad's most powerful ability is her charm, which she can use three times a day. However, if she used it this often, loving suitors would surround her. The charm is like a powerful *charm person or mammal*, with the saving throw at -3. A successful charm is permanent 50% of the time. If a charm is not permanent, the saving throws are as normal, but on the chart in the *Players Handbook*, months are read as years, weeks as months, and days as weeks. Thus, a charmed male with a 13 intelligence gets a saving throw at -3 every two months. Mahogany, like all dryads, prefers males of exceptional beauty (16+ charisma) and some intelligence, but not so much that they go away soon. If threatened, the dryad's charm is a powerful weapon. The charm gives a +3 saving throw bonus against charms from others, but if another succeeds, the dryad's charm is broken. Currently, Mahogany has permanently charmed Prince Gallant, and all of Esmerelda's enchantments have not countered it.

Mahogany (1): AL N; AC 9; MV 12; hp 12; THAC0 19; # AT 1; Dmg 1-4 (knife); SA Charm; SD See below; Str 8; Dex 15; Con 13; Int 14; Wis 12; Cha 20; MR 50%; SZ M; ML 12.

Level 1: *detect snares and pits, entangle, and locate animals*

Level 2: *charm person or mammal (x3, special), locate plants, and trip*

Level 3: none

Level 4: *plant door, speak with plants*

Level 5: *commune with nature, pass plant*

Mahogany has 50% magic resistance. She can *dimension door* to her tree and has spell-like powers as 9th level druid.

Due to Mahogany's current condition, her statistics are: hp 4; MV 3; Str 3; Dex 7; Con 5; Int 10; Wis 6; Cha 13. She wears a short green shift with a belt of leaves and a dagger in a leather sheath. She speaks Dryad, Elvish, Pixie, Sprite, and Common.

THE PEACEFUL FOREST

The Peaceful Forest is a massive wood in the land of Avalon. The entire forest is in the principedom of Good Prince Gallant. Mostly, the forest and its many inhabitants are left alone to prosper. Major habitations include several clans of elves (wood, high, and valley), a tribe of sprites, and several camps of centaurs. Some of the more exotic inhabitants, such as sylphs, dryads, and lycanthropes, tend to live alone. There are a number of monsters in the forest, but none of major powers (i.e., no dragons, giants, thessalhydrae, and so forth). No organized bands of humanoids live in the forest.

The forest is a typical temperate wilderness climate. In the autumn, the temperature is a comfortable 70 degrees. There are hundreds of encounters possible, as birds, squirrels, and plants are everywhere. Something of every basic life form should be present at all times. If a PC wants a rabbit to talk to, a chipmunk might be available instead. Anything with less than semi-intelligence will be of very limited help, however. Burrow owls might have seen someone come by, but they cannot tell human fighters from pixies except by general size and associated noises. Someone in metal armor makes a lot more racket than a brownie; several people in armor will be a major event indeed. Plants, of course, are limited by their lack of senses. If they have been stepped on, or a shadow has befallen them, they will know; but they won't know much else. Most of these creatures are incapable of defiance, but can make great role-playing encounters nonetheless. The Dungeon Master is free to create any of these encounters as desired. If the PCs search for a specific

type of animal or plant, and the conditions for locating such a thing are favorable, the DM may assign a base chance, say 15%, and adjust for specifics, like the party's noise level, searching techniques, and willingness of the quarry to be found. This is especially important since Cygnythia and Benthroewyn are capable of unbalancing the game if they attract a few swans or bears to help the party.

There are only two permanent buildings in the mapped section of the forest. One is Esmerelda's tower, which is location 9. The other is Benthroewyn's shack, from which the PCs set out this morning. There is nothing there that would help the PCs, as Ben lives rather sparingly. He brought his cooking pot and his picnic basket, which are the most interesting things he owns.

The PCs begin near Mahogany, the tree (1). From there, they should hear the fighting (2) between some centaurs and Esmerelda's gargoyles, who have come to level the tree. After perhaps going to the centaurs' cave (3), the PCs may go to Prince Gallant's abandoned camp (4), where the brownies Fudge and Nut frolic. From there, they should trail the prince's horsemen to Esmerelda's tower. On the way they will have an encounter with some needlemen (5), and then with Ollie Ogre (6), who is looking for his brother Eugene. Eugene will meet the PCs in the forest (7). The PCs should follow the prince to the edge of the forest, and then north along the tree line. If they make it to the tower, they will find it looks much like the forest, as Esmerelda will have cast *hallucinatory terrain* over the area (8). There, they should meet the prince's retinue, and go inside the tower (9) to face Esmerelda. A successful conclusion will have the PCs, and perhaps the prince, saving both Mahogonies by returning the dryad to her tree.

Tracking Mahogany is difficult, since time and rain have washed away most signs of her trail to the pond. Cygnythia's chance to track the prince's party is 58%.

However, the PCs are not limited to this course of action. They may at any time diverge from this path. If they do so, they will have an encounter every half-hour from the list below. If they somehow follow the escaping gargoyles to the tower, they will automatically attract some of these encounters. Of course, the PCs only have until shortly after sundown to save Mahogany, and the round begins early in the morning. The wilderness encounters, in order of occurrence, are:

1. A pair of firefriends will be playing around a tree. From a distance, it will be obvious that some lights are moving around a tree, but they could be anything from dancing lights to will-o-wisps. If the PCs get close and make any noise, the firefriends, which are 1' long

intelligent fireflies, will dart into the leaves of the tree to hide. Once they have figured out that the PCs are woodland creatures, they will come out and say hello in Common. They speak Common very quickly and buzz while doing so. They will be friendly, and shine their lights on the PCs in a gesture of friendship. They know that a large group of men with exoskeletons (armor) rode by on horseflies (they don't have the distinction down yet), and can show the PCs where they saw them. They will help with anything they can, although they will not go far from their home. The firefriends will be ill at ease if Benthroewyn is in bear form. If attacked, they will fire their light beams and try to flee.

Firefriends (2): Int Low; AL NG; AC 4; MV 3, Fl 15(B); HD 1+4; hp 9; THAC0 ?; # AT 1; Dmg 1-2; SA fire light beam for 5-20 damage; SD immune to fire and electricity; MR ?; SZ S; ML ?.

The target of the firelight may save vs. wands to half damage. They can only use their light beam once per turn. The Firefriend has a luminescent abdomen.

2. A mountain lion is roaming the forest looking for a light snack. A swan or a sprite would do just fine. It will spring to attack, but it will not attack a bear or a centaur. It will run like a frightened kitten after first being injured.

Mountain Lion (1): Int Semi; AL N; AC 6; MV 12; HD 3+1; hp 16; THAC0 17; # AT 3; Dmg 1-3/1-3 (claw), 1-6 (bite); SA 1-4 (rear claws); SD Surprised only on a 1; MR Nil; SZ M; ML 10.

It can spring up 15' or forward 20'. If it hit with both front claws, then it can rake with their rear claws for 1-4 points of damage.

3. The PCs will come across a couple of large burrows in the earth. A small bunny rabbit wanders around the edges of the burrows, peering in. Suddenly, a very large horned rabbit pokes his head out of a burrow, frightening the bunny off. This makes the al-mi'raj skittish as it tentatively hops out. Unless the party does something to affect this, roll a d6: 1-3 it attacks, 4 it watches and fidgets, 5 it hops away, 6 it hops toward party. On the next round, five more al-mi'raj come out of the burrows, and react as a group on a d6 like before. On the next round, five more will come out, and five more the next. As soon as one al-mi'raj attacks, all will.

Al-mi'raj (16): Int Animal; AL CN; AC 6; MV 18; HD 1; hp 5; THAC0 19; # AT 1; Dmg 1-4; SA Nil; SD *Teleportation*, immunity to poison; MR 25%; SZ S; ML 18.

In the burrow holes, which the sprite could enter, is a bag of seven gems worth 10 gp each.

4. A thin, nearly invisible web is stretched between two trees about 4' off the ground. If a PC becomes caught in a web (preferably a PC straying away from the main group), a large spider will drop from the trees and attack the hapless victim until killed.

Large Spider (1): Int Non; AL N; AC 8; MV 6, Wb 15; HD 1+1; hp 7; THAC0 19; # AT 1; Dmg 1; SA See below; SD Nil; MR Nil; SZ S; ML 7.

It's poison is type A causing 15 points of damage unless victim saves at +2 then. If victim saves he does not take damage from the poison.

5. In a densely wooded section of the forest, eight stirges make their homes in the trees. They will attack anything warm blooded, and come from all sides.

Stirges (8): Int Animal; AL Nil; AC 8; MV 3, Fl 18 (C); HD 1+1; hp 6; THAC0 17; # AT 1; Dmg 1-3; SA Blood Drain; SD Nil; MR Nil; SZ S; ML 8.

Stirges attack as a 4-Hit Die creature. Once a successful hit is made, the Stirge attaches itself to the victim and begins sucking blood. It drains 1-4 hp per round and will leave after sucking 12 hp. They must be killed to be removed.

6. As the PCs near a small clearing, they hear a loud squawk and a brief rustling in the bushes. Moments later two beady red eyes and a beak poke from the bushes. The gold-brown bird with leathery gray bat wings and a yellow-green serpentine tail cries out and rushes the party. The cockatrice hen has just turned a weasel invading her nest to stone and is very agitated. She thinks the party is after her eggs, too. The hen will stop outside the bush and act menacingly, trying to drive away the PCs. The hen can be calmed a bit through conversation, but she will still be very ornery toward mammals in general, and weasels in particular. If her nest is threatened or she is attacked, the hen will attempt to petrify the offender. If a PC hits the hen with body weaponry (hoof, claw, wing, bite, etc.), the person doing so does normal damage, but also must save against petrification at -2.

Cockatrice (6): Int Animal; AL N; AC 6; MV 6, Fl 18 (C); HD 5; hp 28; THAC0 15; # AT 1; Dmg 1-3; SA petrification; SD Nil; MR Nil; SZ S; ML 12.

A Cockatrice's touch causes petrification unless victim makes his saving throw.

In its nest are 2 eggs, 3 gems worth 20 gp each, a healing potion, and a silver bracelet worth 50 gp.

PLAYERS' INTRODUCTION

Once upon a time, in a magical land called Avalon, there were seven friends. These friends lived in the Peaceful Forest, in the land ruled by Good Prince Gallant. There was Cassius, a noble centaur who was very strong; Dylandwyriel, the wood elf, who could play beautiful songs all day long; Cygnythia, a beautiful woman whose magical collar of swan feathers allowed her to turn into a graceful swan; Benthroewyn, a gentle man who could cast spells of healing and could also turn into a giant bear with big teeth; and Glimmerwing, a pretty sylph whose butterfly wings carried her to the treetops. And there also was Thistledown, a sprite who could disappear and fly just like Glimmerwing. And, last of all, there was Mahogany, the beautiful dryad who lived in a tree that was also named Mahogany. The friends were happy, and though they lived some distance from one another, they frequently got together for picnics and frolicking.

One morning in early autumn, all the friends, except Mahogany, were gathered at Benthroewyn's Spartan hut. Though a few minutes' walk from Mahogany's tree, Ben's hut was closer than any of the other friends' homes. The friends had to gather here because they knew Mahogany could not travel far from her beloved tree, for if she wandered more than a thousand feet from it, she would get sick and die by the setting of the sun. Thistledown's sprite band lived several hours flight to the south, as did Cassius' herd, so they were weary when they arrived for the picnic. Cygnythia and Dylandwyriel arrived early, too, and spent the night in Ben's hut.

As evening neared, a fierce rainstorm struck the area, and thunder shook the house. The friends were scared and worried that the next day would be gloomy. But in the morning, the clouds had disappeared, the sun shone brightly, and fresh dew was on the leaves. Glimmerwing, flying from the mountains, arrived shortly after dawn and woke the friends at the hut. Smiling, the friends packed a big picnic basket and set off for Mahogany's tree. She would be so happy to see them, like always. After a brisk walk through the woods, the friends neared Mahogany's tree. And there they found the damaged oak.

1. The Wounded Oak

The PCs begin the round coming through the trees that surround Mahogany. Morning dew is still on the ground, but the birds and animals in the area are skittish. They get a feeling that all is not right, a feeling

emanating from the big oak tree. The animals are still shaken from last night's storm and know that lightning struck near here.

When the PCs come through the tree cover to the oak, they will see a sad sight. The big oak is still there, resplendent in its red and brown leaves. But a large section of the topleaves and a major branch are lying among the undergrowth, obviously broken off suddenly. Careful examination of the huge branch shows that it was cleaved off, and is seared at the break. The tree shows similar signs. Birds, animals, and other plants in the area know that the tree was struck by lightning, and that a big crash was heard when the branch hit the ground. Nothing further can be determined unless the tree is spoken with, via a *Speak with Plants* spell. There are, of course, no other druids or dryads in the area, so the only such spell the PCs have is on Benthroewyn's scroll.

Once a *Speak with Plants* spell is cast, the cleric will hear the tree saying "Mahogany" and "Ouch" in long syllables. Mahogany will answer questions, but clearly is in great pain. When conversing, Mahogany speaks very slowly, roughly one syllable every five seconds. It wants to know where its dryad is, for she is needed to tend to its wounds. The oak can explain all of the information in the "Mahogany and Mahogany" section, though even a brief summary will take several hours. The dryad is not dead or exorcised, but that does not mean she is still in the Terel. Most importantly, it will say that if Mahogany has left the Terel and does not return by "no-more-sun," the dryad will die, leaving the tree soulless. The tree does not have the same perception of time as the PCs, so it only knows that Mahogany left during "water," and that "pain" happened during "water" as well. When "sun" came, she was not in the tree. She has not responded to the tree's calls, either. The PCs are not tree surgeons, so there is little they can do to help the tree with its pain. Cure spells will be useless, as the cleric should know. It will be grateful that the PCs are going to look for Mahogany, but it will still continue to call her name.

Buried at the roots of the tree is Mahogany's treasure cache. It contains a thick leather bag with 250 gp and 10 gems worth an average of 50 gp each. The tree knows where the bag is, but will not take kindly to the PCs digging it up.

Twenty minutes after the PCs find the tree and perhaps begin their search, thrashing sounds will be heard through the forest to the north. See encounter 2.

Mahogany (1): Int Exceptional; AL N; AC 2; MV 0; HD 20; hp 120; THAC0 Nil; # AT 0; Dmg Nil; SA Nil; SD Nil; MR Nil; SZ G; ML Nil.

Mahogany is soul-linked to the dryad Mahogany.

2. The Winged Woodsmen

The thrashing comes from a fight, if it can be called that, between three centaurs and four gargoyles. The centaurs are a mare, Cassia (no relation to Cassius), and her children, the colt Claudius and the filly Cassandra. They were all out gathering berries for Cassia's sick mate, Chiron. The gargoyles, who are named Grewsum, Ugli, Grotesk, and Meen, are all carrying hatchets. They have been sent by Esmerelda to find and chop down the dryad's tree. They are looking for a big oak tree near a pond, and have already taken their axes to a couple of likely candidates. They have not finished chopping any down, however, because they were distracted by the arrival of the centaurs. They are trying to corral and interrogate the beasts, although the centaurs are not cooperating toward this end, making the gargoyles very mad. The centaurs have no magic weapons and not enough hit dice to harm the gargoyles, so their only defense is their knowledge of and better movement in the forest. Cassia has broken her spear on Ugli's chest, and the fight has turned into a chase.

The PCs will hear a loud rustling, the sound of galloping hooves and a startled cry nearby. Visibility is minimal. After a few moments, during which the PCs should be checked for reactions, a tall boy on a horse crashes through the bushes, hurtling headlong into the party. The boy cries, "Help! They're going to kill my mother and sister!" He then wheels perfectly, and the PCs will realize he is a young centaur. Claudius is bleeding from a wound to his shoulder. Right on his tail is a gray-skinned, muscular creature with sharp claws, teeth, and a horn on its head, wielding a hatchet. Its wings get tangled in some branches as it emerges from the trees. Seeing the PCs, the gargoyle shouts, "You tell Grewsum where be tree!" and rushes to attack. One of Grewsum's claw attacks is replaced by a hatchet swipe. Claudius is down to 9 hit points from a hatchet wound. Only +1 or better weapons hit Grewsum, or creatures with 4+1 hit dice. He is certain that the PCs cannot hurt him, but if this proves wrong then he may try to flee toward the other gargoyles. He cannot really fly in the forest.

If rescued, Claudius will be thankful but will resist attempts at healing until his mother and sister are saved. He has seen what happens when he tries to rush a gargoyle, and will not do so again. There is more thrashing up ahead, as Cassandra and Cassia have

separated, with Grotesk going after the filly, and Ugli and Meen staying with her mother. Cassandra is using her considerable dexterity to baffle Grotesk, who keeps bashing into trees. This does not hurt him, but it makes him mad. Ugli and Meen have cornered Cassia, though, and intend to fully interrogate her and then kill her. Cassandra is unwounded, but Cassia is down to 15 hit points. Ugli and Meen have gotten into an argument over which of them gets to rip the horse to shreds, which has devolved into their usual argument over who is uglier and meaner. The gargoyles speak a twisted Common and think everyone else talks funny.

The PCs may intervene in any way they desire. The gargoyles like to rend things, but their primary task is to find the tree and chop it down. They know Esmerelda will punish them if they do not succeed. They botched their last mission, so they do not intend to screw this one up. They will interrogate anyone and anything they can, assuming that if it lives in the forest, it must know where the tree is. The gargoyles will retreat if they start to lose. The gargoyles will only continue to fight pursuers that hamper their escape. As much as they fight, the gargoyles actually like each other and will quickly come to one another's aid. If any are captured alive, they will swear on their stone hearts that they will tell nothing, but it is easy to trick information out of them. As gargoyles go, they are really not that objectionable.

Cassia, Claudius, and Cassandra certainly think otherwise. They do not enjoy being ambushed, and if any of the centaurs have been killed or seriously injured, all of the gargoyles must die. If she was not injured, Cassandra will be exhilarated, but Claudius will still be scared. He is likely to look at Cassius as a role model. Cassia will be very concerned about her children, and will demand that they be healed before her. Unless she is severely wounded, she will not be concerned about her own injuries. She is more concerned about her husband and the spilled bowl of berries she was bringing to him. Chiron, her husband, is lying in their cave, suffering from some disease she does not understand. The cave is at point 3, about 15 minutes away. If she knows the PCs have a healer, she will entreat him to help Chiron.

The centaurs gathered the berries by the pond, where they noticed the remains of a deserted human encampment. If told that Mahogany is missing, they will be sympathetic, but unable to provide any information. Cassia's first priority is Chiron, and she will offer to guard the tree if the PCs can help cure him. Otherwise, the centaurs will bid the PCs adieu and return to Chiron.

Cassia (female centaur fighter): Int Avg; AL CG; AC 5; MV 18; HD 4; hp 20; THAC0 17; # AT 2; Dmg 1-6/1-6; SA nil; SD nil; MR nil; SZ L; ML 14.

Cassia has a broken spear and has 15 hp at the time the party meets her.

Claudius (male centaur fighter): Int Avg; AL CG; AC 5; MV 18; HD 4; hp 14; THAC0 17; # AT 2; Dmg 1-6/1-6; SA nil; SD nil; MR nil; SZ L; ML 14.

Claudius has no weapons and has 9 hp at the time the party meets him.

Cassandra (female centaur fighter): Int Avg; AL CG; AC 4; MV 18; HD 4; hp 10; THAC0 17; # AT 2; Dmg 1-6; SA nil; SD nil; MR nil; SZ L; ML 14.

Grewsum, Ugli, Grotesk, and Meen are typical gargoyles who spend their days arguing atop Esmerelda's tower.

Gargoyles (4): Int Low; AL CE; AC 5; MV 9, Fl 15 (C); HD 4+4; hp 24; THAC0 15; # AT 4; Dmg 1-3/1-3/1-6/1-4; SA Nil; SD +1 or better weapon to hit; MR Nil; SZ M; ML 11.

These gargoyles have hatchets (1-6/1-4) that replace one claw. Their flying is severely hampered by the forest. In aerial combat, they can either use their claws, a hatchet swipe, or a horn stab.

3. The Centaur Cave

If the PCs follow Cassia and her children back to her cave, they will reach it in about 15 minutes. As soon as they get there, Cassia will call her mate's name into the cave mouth. Chiron cannot respond, but Cassia knows this. Inside, a very muscular centaur shivers beneath a blanket on a bed of leaves. He is afflicted with a form of horsepox, which, fortunately for his family and Cassius, is not contagious. It makes him lethargic and unable to move very far. He is unable to talk, prompting Cassia to stroke his back and speak soothingly to him. Benthroewyn may use his cure disease ability on Chiron, but it will take 1d4 weeks to have full effect. However, Chiron will feel slightly revitalized at once and will be able to walk and talk unsteadily.

When Cassia tells him of the attack, Chiron will swear vengeance against the horrid gargoyles, wheezing all the time. If told of Mahogany's plight, he will apologize for not knowing anything and promise to come with them to skewer the kidnapper. He will, of course, be in no condition to do so, and Cassia will talk him out of it. She will instead suggest that she take his magical spear and defend the tree while the children take care of him.

After some protestation, he will call her a spirited filly and accede. Cassia will thank the PCs and escort them out. Claudius will beg to come along, but Cassia will tell him his place is with his father. Cassia will take the spear, which Chiron will claim is as powerful as the one the original Chiron, the great centaur sage of Roman lore, gave the human hero Theseus. It is a *spear* +1.

Chiron (male centaur fighter): Int Avg; AL CG; AC 5; MV 18; HD 4; hp 28; THAC0 17; # AT 2; Dmg 1-6/1-6 or by weapon; SA Nil; SD Nil; MR Nil; SZ L; ML 14.

Chiron has a *spear* +1. Chiron is very sick but is at full hit points.

4. The Prince's Camp

If the PCs are interested in seeing the human camp, Cassia will take them to the spot where she picked berries this morning, which is very close to where Mahogany and Gallant first set eyes on each other. She will point out the camp across the pond, before going to guard Mahogany's tree. This assumes that the PCs have helped Chiron. If not, Cassia will give directions but will not accompany them. The centaurs' tracks are evident here, but the five hours of rain last night has all but destroyed the prince's trail to the campsite. The prince's trail from the campsite to the tower, however, can be picked up. The other side of the pond is definitely beyond a thousand feet from the oak tree, which the PCs will figure out if they think of it.

From a distance, the prince's camp will seem deserted. It is a collection of eight tents, one much larger than the rest. The tents contain two or three cots each, except the large one. The prince's tent contains a temporary bed with a heavy blanket. It also contains a mirror, chest of clothing, and a spare royal robe. A number of cots have been turned over, one of the tents has collapsed, and equipment is scattered all about. Currently, the camp has three inhabitants: Fudge and Nut, the brownies, and a war-horse. Fortunately, the PCs arrive just as the brownies figure out a whizbang way to use this leftover equipment.

As the PCs approach, they may hear some clanking and a whinny from the camp. Those flying overhead will see a knight in full plate armor and royal robes on his horse ready to ride out. The knight will kick the horse into ungainly movement. If there are party members on the ground that the knight could hear, it will move in that direction. Of course, the suit of armor contains only Fudge and Nut, with Fudge controlling the suit's arms and Nut moving the legs. If Fudge and Nut see or hear someone to play with, they will move the horse toward

them and stand defiantly to let the majesty of the royal robes, armor, and horse sink in. Fudge will use his ventriloquism spell to declare in a low voice, "Oho, evil varlets! Thy base magicks do not impress one with my fantastical knightly virtue! Behold and tremble!"

After this impressive outburst, Nut will kick a bootspur into the horse's side, causing it to whinny and charge forward. The knight will appear to wobble as Fudge tries to spin the horseman's mace in the suit's right gauntlet. As the horse gets closer, Fudge's twirling of the mace will cause it and the gauntlet to fly off. Suddenly off balance, Fudge will crash into the left side of the breastplate, knocking the helmet and torso armor off the horse. The horse, still attached to the armor leggings, will gallop away. The helmet and torso will separate, with "oofs" and "oohs" coming from the breastplate. Momentarily, two brownies will stagger out, clutching their heads from dizziness and the ringing of the crash of metal. A blow to the mounted armor will result in the same spectacle but will not damage the brownies.

After getting their bearings, the brownies will introduce themselves: "I'm Fudge!" "I'm Nut!" "We're heroes!" and so forth. Fudge and Nut are boyfriend and girlfriend, and are brave heroes, at least by their own reckoning. They are not like other brownies. They do not sit in lilac trees and weave flowers and stuff. They mean no harm, as they are just out to have a little fun. They talk constantly, overlapping their speech and finishing each other's sentences. They are prone to bopping one another on the head when one thinks the other said something stupid. This occurs often.

They are out to see the world, and came here by hitching a ride with the prince's party. They climbed into a backpack a while ago and fell asleep. They are not sure where they are now, but they are certain some dragons are around to slay. They woke up when the storm began to rage, and saw the prince carry in a "bee-you-ti-ful woman," as Fudge will say. Nut will slap him on the head and tell him not to look at other women. Of course, while the female party members are there, Fudge will gaze adoringly at them. If pressed about what happened, they would say the prince brought the woman into camp and everybody stood around her and shook their heads back and forth. (They will imitate.) They then decided to take her to the sorceress, whoever that is. Then everybody jumped on all the horses but one and rode away, leaving Fudge and Nut alone in the camp. They have found lots of neat things to play with, but must soon get on with their dragon slaying.

The brownies will provide whatever information they can about the prince, his retinue, the woman, and their

many travels. They are, however, prone to much exaggeration. They have no real desire to join in the party's search, as they do not understand the plight of the dryad. The concepts of agony and death mean nothing to them, but they will wish the PCs luck and give each a small sweetbread from their personal store. Besides, as Fudge will say, "We paladins have strict rules about who we can and cannot associate with." Nut will whack him upside the head at this comment. "In your dreams!" she retorts. They will continue to hang around the camp as long as they are having fun. Eventually, they will try to catch the horse and ride off. If the PCs can talk the brownies into coming along, they will find that the two are more trouble than they are worth.

The PCs will find little else of interest in the camp other than that described above. The prince's temporary bed contains a few red hairs, which the PCs will recognize as Mahogany's most recent shade. The tracks of the prince's horsemen will be easy to find, and can be kept track of by the ranger as noted in the forest section. She will be able to track the group fairly easily, though she must check every hour (58%) to see if she loses the trail. If this happens, have the firefriend encounter occur.

Fudge and Nut speak brownie, Common, Elvish, Halfling, Pixie, and Sprite. They brandish brownie short swords, frequently using them to punctuate their tales.

Fudge and Nut (2): AL LG; AC 3; MV 12; hp 3; THAC0 20; # AT 1; Dmg 1-2 (short sword); SA Spells; SD Save as 9th level cleric; Str 8; Dex 18; Con; Int 14; Wis 12; Cha 20; MR 50%; SZ M; ML 12.

Level 1: *ventriloquism, dancing lights, protection from evil.*

Level 2: *continual light, mirror image* (3 images)

Level 3: none

Level 4: *confusion, dimension door*

Mahogany (1): AL N; AC 9; MV 12; hp 12; THAC0 19; # AT 1; Dmg 1-4 (knife); SA Charm; SD See below; Str 8; Dex 15; Con 13; Int 14; Wis 12; Cha 20; MR 50%; SZ M; ML 12.

The prince's spare horse is a white heavy warhorse named Champion.

Champion, Warhorse (1): Int Animal; AL N; AC 7; MV 15; HD 4+4; hp 21; THAC0 17; #AT 3; Dmg 1-8/1-8; SA Nil; SD Nil; MR Nil; SZ L; ML 7.

Talking with Champion will reveal that the prince took the woman, his retinue, and rode away. Champion knows that the prince will return, as he has never left a

camp untended for more than a day or two. Champion will not leave this camp on his own volition.

5. Needleman Ambush

The PCs only should have minimal trouble finding the tracks of the prince's party. As they are following it, they will be attacked by four needlemen. (This encounter may be omitted entirely if the PCs are slow to leave the prince's camp.)

The needlemen look like slightly green humans suffering from both starvation and acupuncture. They are actually intelligent and disagreeable plants, which will smell the elven and sylvan blood flowing through the PCs' veins and seethe with hatred. They will thus try to attack from surprise on all sides. Amidst the trees, they are 75% undetectable, and will achieve surprise 75% of the time. This goes down to 40% if the ranger is leading the party in human form, and 25% if she is in swan form.

In their first attacks, they will fire 1-6 needles each, as they will in every other attack. Each needle can fly up to 20', and causes 1-2 points of damage. Note that the sprite is completely immune to their needles, and can attack with impunity from a distance. However, if the sprite gets too close to a Needleman, it will try to grab the sprite. If it hits, it causes 2-4 points of damage. Anyone attacking the needlemen with flesh will also take this damage, but the centaur's hooves will protect him from this damage. (The missiles, however, still can affect the centaur.) Though they are immune to spells that only affect mammals, such as *charm person*, the needlemen are triply affected by all other magic. Their saving throws are normal, but they take triple damage from damage-causing spells. They only can be communicated with through a *Speak with Plants* spell. In this case, they still will not be friendly.

The needlemen have no treasure, as they are a nomadic band.

Needlemen (4): Int Low; AL N; AC 6; MV 9; HD 3+4; hp 18; THAC0 17; #AT 1; Dmg 3-12; SA needle spray; SD camouflage; MR Nil; SZ M; ML 12.

Needlemen are 75% undetectable in forest. They can cause -5 surprise to opponents' roll, and have 1-6 needles with 20' range inflicting 1-2 damage. They take triple effect from magical attacks.

6. The Ogre Brothers, Part I

Ollie Ogre is looking for his older brother Eugene. He and Eugene always pal around together, but lately Eugene has been hanging out with some dame. Ollie doesn't understand this; it's a fine kettle of chickens when a gal comes between a guy and his buddy, Ollie thinks. The dame, of course, is Esmerelda, and she came between them with a *charm monster* spell. But Ollie doesn't know this; he just misses the good old days, when he and Eugene would bash through the forest like ogres should.

The PCs will first hear of Ollie from his calls to his brother. "Yooooooo-gene!" he calls, as he looks behind trees and under rocks for Eugene. Eugene will not answer. The PCs, if they follow the calls, will see a 9' tall muscular humanoid with yellow skin. He is definitely an ogre, but he will not appear menacing at first. If the PCs attack him, he will rush at them with his club. If they approach him, he will demand to know what happened to Eugene. He speaks in a very gruff but confused voice. Ollie is very stupid and easily manipulated, and can tell the PCs about the woman Eugene went off with. If the PCs seem to be hiding something, he will assume they have kidnapped Eugene and will get very mad. Ollie is sexist, but no more than one would expect an ogre to be. He will go out of his way to be polite to female party members, but will ignore anything they say.

He will cooperate with the PCs if they wish to help him locate Eugene, as he is having trouble finding the tower where he last saw him. Ollie does not know an *hallucinatory terrain* has been cast over the area, or would he understand, even if it were explained to him a few dozen times. He wants to find Eugene; he doesn't have time for subtleties. If the PCs go with him, then he is the leader, at least in his mind. He will have lots to talk about, especially things he and Eugene have bashed. Every now and then, a tear will well in his eye for his long lost brother. As ogres go, Ollie is a very nice ogre, which means he probably won't eat any of the PCs. If Ollie is with the group, they cannot possibly move silently. Ollie can show the PCs where Eugene went away, but they will meet Eugene first. See encounter 7.

The PCs, of course, are free to let Ollie go by. If he questions them and they honestly seem not to know or care what happened to Eugene, he will grunt and go on his way. In this case, Eugene will find the PCs shortly after Ollie leaves. See below.

Ollie Ogre carries a stone club, and a belt pouch with 35 gold pieces is on his waist. Ollie's command of

Common is OK, but he is more fluent in Ogrish, Troll, Orcish, and Stone Giant, the last of which Benthroewyn speaks.

Ollie, Ogre (1): Int low; AL CE; AC 5; MV 9; HD 4+1; hp 27; THAC0 17; #AT 1, Dmg 7-13 (club); SA +2 damage; SD Nil; MR Nil; SZ L; ML 12.

7. The Ogre Brothers, Part II

Eugene Ogre is looking for his brother Ollie, but not for the same reason Ollie is looking for him. Eugene has been summoned and charmed by Esmerelda, and is trying to enlist Ollie in the sorceress' service. Whether they are with Ollie or not, the PCs will hear "Awwww-lee! Awwww-lee!" and a familiar tromping. If Ollie is not with the PCs and they allow Eugene to find them, Eugene will give them the same third degree. However, he will be much less polite to them. On the slightest provocation, he will say, "Esmerelda warned me about you tree things!" and attack. If calmed, Eugene still will be gruff with the PCs, as Esmerelda's charm is very strong.

If Ollie is with the PCs, he will run through the trees to meet his brother, hooting all the way. Eugene will return the hoots, and they will embrace each other. They will perform an ogrish chant that involves some intricate hand slapping and sounds like "Ooog a rocka, oog a rocka, ook bokka booga rocka" repeated three times. However, afterwards, Eugene will say in Common, "Enough that kid stuff, Ollie, we gots real work ta do!" Ollie will be baffled. It may be noted that Ollie is a lot more emotional than Eugene. If the PCs are with Ollie, Eugene will demand to know why he is hanging around with the "evil tree thingies." Eugene, being a lot smarter than his younger brother, easily can turn his mind against the PCs unless they do some fast-talking. Eugene will not forgo his new loyalty to Esmerelda, despite Ollie's complaints about "dat dame you ben hangin round wit." If Eugene fights the PCs, Ollie will, too.

Of course, Eugene has been to Esmerelda's tower and knows that it has been covered by an illusion of a forest, which he has been told not to touch. He has seen the humans and their horses gathered around the tower, but does not know why they are there. When the humans arrived, Esmerelda called Eugene and told him not to let the humans see him. Earlier today, she told him to watch for woodland creatures who might attack the tower. If gargoyles made it back to the tower, she gave him a full description of what the gargoyles saw. Eugene is looking for Ollie without Esmerelda's knowledge.

The PCs should not have to kill Ollie and Eugene, but combat may ensue. In that case, Ollie will use his club and Eugene will use his battleaxe one-handed. Eugene is of leader ogre abilities due to his size and experience, and wears chain mail.

Eugene, Ogre (1): Int low; AL CE; AC 5; MV 9; HD 4+1; hp 27; THAC0 17; #AT 1, Dmg 7-13 (club); SA +2 damage; SD Nil; MR Nil; SZ L; ML 12.

He is charmed by Esmerelda.

8. The False Forest

Esmerelda has cast a *hallucinatory terrain* spell over the area around her tower. It affects a 110' square area, but Esmerelda has sculpted the effect so that a 70' square clearing is in the center. The tower is 40' in diameter, so the soldiers gathered around the tower have plenty of room to move. To find the edge of the terrain, the ranger must track the horseshoe prints to the edge and then touch it. The terrain will disappear, alerting everyone within. The PCs only can avoid dispelling the effect by going above the 70' high tree line and coming down the hole in the center, as the gargoyles will have done if they returned. Only intelligent creatures dispel the effect, as will a successful *dispel magic* spell. Otherwise, the area looks exactly like the woods that lead up to it. The tower is actually built 30' away from the edge of the forest, so PCs will be clearly visible wherever they contact the spell.

Inside the *hallucinatory terrain* clearing are the prince's sixteen soldiers and seventeen horses. All of the soldiers have been ordered by the prince not to go into the false forest, even though some of them distrust it. They also have been told to be ever vigilant against those who would steal his princess away. It is hard for them to be vigilant, though, as all of them have colds from riding and sleeping in the rain all night. They grumble about having to leave their warm camp for the prince's latest love, but that, after all, is why they are on this quest in the first place. Despite this grumbling, they are unswervingly loyal to Prince Gallant, and will defend him with their lives if need be.

If the forest suddenly disappears, they will assume they are under attack and take up their arms. They will be very suspicious of anyone who comes to the tower, especially if the newcomers have wings and horse bodies. None of them particularly like sorcery, and assume most of it is evil. The PCs are not safe from such a presumption. The sergeants will direct the troops to interpose between the party and the tower. They will

tell the PCs to go away, then fire a volley of arrows if they do not. They will not chase the party into the woods, though if the sergeants are neutralized, the regulars will become disorganized. They can be dealt with in many ways, the most obvious being charm and sleep magic. The PCs also may try to bluff their way past the soldiers, but they will have to be very convincing to fool the skeptical sergeants. The PCs' high charisma will help them here.

If attacked, the soldiers will try to warn the prince. He will not be of much help, though, since he is magically asleep inside the tower. The soldiers only can be surprised if PCs go above the tree line and come down the hole in the *hallucinatory terrain*. Circling above the illusion, however, is Edgar, Esmerelda's raven familiar. Edgar is a vicious bird, contemptuous of most beings and fond of telling them so and cackling. If the PCs come over the illusion or dispel it, Edgar will notice. He will cackle once, then go in his entrance in the tower roof and warn Esmerelda. If Edgar is killed, Esmerelda suffers 6 hit points of permanent damage and will be very angry. Edgar will flee rather than risk being killed.

The two sergeants command 7 well-trained men-at-arms each. All have a +35% loyalty modifier due to the prince's charisma. The men-at-arms are at the locations marked "M" on the detail map, and the sergeants are likewise located at the positions marked "S". Each is dressed in chain mail and carries a long sword, composite shortbow and quiver of arrows, shield, and dagger. Sergeants are: NA 2, AC 4, F1, hp 8 each, MV 9", #AT 1, DAM by weapon, IN Very, AL N(G), SZ M. The soldiers are: NA 14, AC 4, HD 1-1, hp 6 each, MV 9", #AT 1, DAM by weapon, IN Avg, AL N(G), SZ M.

Their horses are medium warhorses, and are at the places marked "H" on the detail map.

Warhorse, medium (16): Int Animal; AL N; AC 7; MV 18; HD 3+3; hp 12; THAC0 19; #AT 3; Dmg 1-6/1-6; SA Nil; SD Nil; MR Nil; SZ L; ML 7.

The prince's horse, which is bedecked in a purple saddle, is a white heavy war-horse named Hero, at location "PH."

Hero, Warhorse (1): Int Animal; AL N; AC 7; MV 15; HD 4+4; hp 26; THAC0 17; #AT 3; Dmg 1-8/1-8; SA Nil; SD Nil; MR Nil; SZ L; ML 7.

Edgar is a raven, and as Esmerelda's familiar he has some special characteristics. While he is alive, Esmerelda has excellent vision and can see through Edgar's eyes. Her hit points are increased by 3 if he is within 120', but if he should be killed, then she permanently loses 6 hit points.

Edgar, Raven (1): Int Very; AL NE; AC 7; MV 1 F1 36 (B); HD 1/2; hp 3; THAC0 20; #AT 1; Dmg 1; SA 10% chance to peck out eyes; SD cannot be surprised in daylight; MR Nil; SZ S; ML 10.

Esmerelda's Tower

Esmerelda is the evil elven sorceress who schemes to capture the prince's love. She lives in her tower with a few magical beasts, including the gargoyles met earlier. If the PCs wish to thwart her, they must fight her here. Esmerelda knows the PCs are coming, as she has had warning from the gargoyles (especially if they did not return), Eugene, the dispelling of the *hallucinatory terrain*, the prince's men and/or Edgar. Depending on how early she received a warning, she may have used her *magical mirror* to watch the PCs' progress and assessed their strength.

Esmerelda, hf, W11: AL CE; AC 5; MV 12; hp 39; THAC0 16; #AT 1; Dmg 1-4/1-3 (silver dagger); SA magic spells; SD see below; Str 8; Dex 16; Con 15; Int 17; W 14; Cha 15; MR see below; SZ M; ML 17.

Magic Items: *dust of appearance*, *amulet of proof against detection and location*, *ring of feather falling*, *cloak of protection +3*, and *broom of flying*.

Spells: 1st level - ~~charm person (x2)~~, *magic missile*, *shocking grasp*, *unseen servant*; 2nd level - *darkness 15' radius*, *web*, *wizard lock (x2)*; 3rd level - *clairaudience*, *dispel magic*, *phantasmal force*, *protection from normal missiles*; 4th level - ~~charm monster~~, ~~hallucinatory terrain~~; 5th level - *animal growth*, ~~monster summoning III~~, *passwall*.

She is a beautiful woman dressed mostly in black. She does not look elven, as her small pointed ears are covered completely by her white hair. She carries a silver-edged dagger, and a poison apple, the special magic item which is identical to the one used on the prince. She has other items throughout the tower. Her normal high elven abilities give her a 90% resistance to sleep and charm, 60' infravision and normal elven chances to move silently and find secret doors. She speaks Common, Elvish, Gnome, Goblin, Halfling, Hobgoblin, Ogrish, and Orcish.

She has not had time to memorize spells today. She cast *monster summoning III* to summon Eugene and charmed him yesterday morning. Last night, she cast two unsuccessful *charm person* on the prince, as well as a *hallucinatory terrain* spell today. However, she still has quite a few spells left.

If her tower is attacked, her tactics will depend on the PCs' method of entrance. To Esmerelda, the PCs are only an annoyance. Her main goal is to gain the prince's love through the potion she has not yet finished brewing. Accordingly, she will do nothing to jeopardize his opinion of her as a kindly witch. When the PCs near the tower, Esmerelda will first cast her *unseen servant* and have it shutter and lock all the windows. Then she will give the prince a poisoned apple to knock him out. If the PCs ask for an audience, she will meet them in the entranceway, say the prince is occupied, and tell them to leave at once. If they refuse, any charmed guards get a new saving throw. In the meantime, she will slam the door, *wizard lock* it, and prepare her defenses as detailed below.

If the PCs quickly handle the guards and then try to attack the tower from the ground, Esmerelda will have already poisoned the prince, *wizard locked* the guest chamber, locked and barred the ground floor entrance, and have her *unseen servant* lock all the windows. She gives the *unseen servant* her packet of *dust of appearance* and has it hover over the doorway. She casts *protection from normal missiles* on herself, followed by *clairaudience*, to monitor the PCs' actions. If the PCs break down the door and enter, the servant will sprinkle the dust over them, revealing any invisible characters for 2-20 turns. Esmerelda then casts *web* at the PCs and opens the trap door to the basement, releasing three huge spiders. The spiders cannot move in the magical web. However, they can walk along the outside of the web and will attack the PCs as they emerge from the web. Esmerelda will not wait around to watch the combat, preferring to set up her next trap.

If the PCs enter through the roof, or Esmerelda escapes up the stairs, she will open the door to her catbox chamber. Inside the small chamber are five housecats, all black. She will cast *animal growth* on them and have them attack the PCs. Afterward, she will cast and maintain a *phantasmal force* of ten more semi-giant cats, so that PCs will have only a 33% chance of hitting one of the real cats.

The PCs have other methods of entrance, including using the sylph's *Nolzur's marvelous pigments*. They also can combine a number of tactics, and the Dungeon Master must adapt Esmerelda's strategies to fit the situation. Her overall goal in fighting the PCs is to trap the flying creatures inside and the land-bound creatures outside, neutralizing their own best abilities. If she still has a *wizard lock* spell left, she may use this to forcibly separate the party, having each group fight some of her pets. If all looks bad and she cannot defeat the PCs, she will go to the roof vestibule and mount her broom. She

will shout, "I'll get you another time," and try to fly away. The PC's still have a chance to attack. She has six *magic missiles* and a *shocking grasp* spell in reserve (the latter works especially well with her metal dagger), but will be loath to use them except as a last resort. She can use her *darkness* and *passwall* spells to escape, although she will only damage or abandon her tower in the direst of circumstances. If the sylph orders an air elemental to attack the witch, she will use her *dispel magic*. Since Esmerelda is 11th level and Glimmerwing is 7th, Esmerelda has a 70% chance of success. If she fails this roll, however, the elemental grows to 64 hit points and attacks Esmerelda in preference to all others. If Esmerelda casts a spell while on her broom, she must make a dexterity check. A failed roll means she has fallen from her broom. She can recall the broom to her, however. In addition, if a PC successfully attacks Esmerelda on her broom, she must make the same dexterity check or fall.

Esmerelda will use as much of her tower's defenses as she can, including directing any gargoyles that have returned. Note finally that this is supposed to be a fairy tale, so do not maliciously try to kill the player characters. It is not a bad climax to have Esmerelda escape on her broom, cackling that she will be back another day. She much prefers this course of action to being killed. When the PCs get through the *wizard-locked* door to the guest chamber, see the section titled "Sleeping Beauties."

The stone tower is 40' in diameter, with a 5' wide stairwell with landings. There are windows on the landings, but none in the rooms. The windows all can be shuttered and locked from the inside, which is what Esmerelda will have an unseen servant do if she fears flying creatures will attack her tower. Every interior room above the cellar has several well-placed *continual light* spells that illuminate it completely. There are several permanent *wizard locks* on various doors; note that PCs with magic resistance may be able to negate these locks.

The outside of the tower contains the men, horses, raven, and the *hallucinatory forest* as noted above. Esmerelda can watch all of the events that take place here by looking through the windows, at her *magic mirror*, or from the roof. Other than the roof and windows, the only entrance to the tower is the front door.

The FIRST FLOOR has one entrance, the front door. The double doors are not normally *wizard locked*, but can be locked physically. The entire floor is taken up by the ENTRANCE HALL, which contains three plush chairs, a coat rack, a small table with two wooden

chairs and alternating black and white wall hangings. Stairs lead up around the tower, which the centaur can navigate with his *horseshoes of surefootedness*. The floor is partially carpeted by an ornate rug with designs of lightning flashes. The rug covers a *wizard locked* trap door to the cellar.

The CELLAR is one room with a ramp leading down from the trap door. It used to contain wooden crates, winecasks and furniture, but the three huge spiders that live here have pretty much eaten it all. They are fed by Esmerelda, and cannot open the trap door. If it is opened, they will attack anyone except Esmerelda. They do not like bright light, and will not go outside.

Spiders, huge (3): Int low; AL N; AC 6; MV 18; HD 2+2; hp 12; THAC0 19; #AT 1; Dmg 1-6; SA see below; SD Nil; MR Nil; SZ M; ML 8.

Their poison, type A, causes save at +1 or 1-6 extra damage, They can leap 30' to attack and cause a -6 to opponents' surprise roll.

There are 8 gp, 7 sp, and 15 cp scattered throughout the cellar, which has a 6' ceiling.

The SECOND FLOOR contains a full stairwell circle and three rooms, the alchemy, the catbox chamber, and the library. All of the doors to these rooms are *wizard locked*. The ALCHEMISTRY is where Esmerelda brews all her poisons and potions. A massive black cauldron has something foul steaming in it, with various body parts of animals floating therein. On a table containing numerous beakers and alembics are some of the ingredients for a philter of love, the most notable of which are several locks of Mahogany's red hair laid neatly on a sheet of vellum. There are also jars containing eye of newt, wing of bat, and fillet of fenny snake, among other such items. Books on alchemy are spread throughout; one of which is open to the recipe for a philter of love. It begins: "This bewitching elixir will encircle the heart of even the most handsome prince around your little finger...." Also in the room are a potion of *extra-healing*, a *philter of persuasiveness*, and a poison apple. The apple is bright red and if eaten has the effect of a *suggestion* spell. If bitten, the eater will fall into a deep sleep for 4-40 turns. The sleeper can be awakened by a kiss from a comely member of the opposite sex.

Behind the *wizard locked* door; the CATBOX CHAMBER contains Esmerelda's five pet cats, as well as scratching posts and some torn up upholstery. A silver tray with milk bowls and scraps of meat is in the corner. The cats love their mistress Esmerelda but tend to hate anyone else. If Esmerelda casts an *animal growth*, it will affect all of them for 11 rounds.

Cats, Small (5): Int Animal; AL N; AC 6; MV 9; HD 1/2; hp 3; THAC0 20; AT 3; Dmg 1-2/1 (claw/bite); SA rake with rear claws 1-2 damage; SD see below; MR Nil; SZ S; ML 10.

If both front claws hit then it can rake for 1-2 points of extra damage. Cats are only surprised on 1-2 and cause -3 to an opponents surprise roll.

If Esmerelda is able to cast *animal growth* on the cats, their statistics change as follows: HD 1+2; hp 6; Dmg 1-2/1-2/1-2 (front claws/bite/rear claws).

The LIBRARY is also guarded by a *wizard lock* because it contains Esmerelda's spellbooks, which all have *wizard locks* on them as well. Also in this room are various books on magic written in Common, Elvish and magical script. On a long table is a *helm of comprehend languages and read magic*, and a book. The book is on woodland creatures, entitled "Mean Things You Can Do To Forest Denizens." It is open to a page on dissection of dryads, which contains most of the generic information in the "Mahogany and Mahogany" section. Many of the other books in the library have this same tone: "How To Be A Really Evil Wizard," "Undead As Conversational Partners," "Poisons You Can Concoct." This last contains the details on the poison apple in the alchemy. The spell books contain the following spells:

- Level 1: *charm person, comprehend languages, detect magic, find familiar, magic missile, read magic, shocking grasp, and unseen servant*
- Level 2: *continual light, darkness 15' radius, knock, levitate, vocalize, web, and wizard lock*
- Level 3: *clairaudience, dispel magic, feign death, phantasmal force, protection from normal missiles, suggestion, and water breathing*
- Level 4: *charm monster, hallucinatory terrain, magic mirror, and wizard eye*
- Level 5: *animal growth, monster summoning III, and passwall*

The THIRD FLOOR contains the stairs, landing, an archway, which leads into an inner gallery, and the guest chamber. The INNER GALLERY shows a long line of family members in Esmerelda's elven family. Most of them look a lot more like elves than she does. Many of them look like sorcerers, and some look very evil indeed. The portraits are arranged along the outside wall of the gallery. The inner wall is covered in many-colored tapestries, behind one of which is the door to the guest chamber. The wood elf has his normal chance to find the concealed door, but it is just as simple to yank the tapestries down. The GUEST CHAMBER is described below, under the section titled, "Sleeping Beauties."

The FOURTH FLOOR contains Esmerelda's room and the stairwell, which leads to the roof vestibule. The ROOF VESTIBULE is an empty chamber at the end of the stairwell, with the only ornamentation being a broom in a wall sconce. This is actually a *broom of flying* with the command phrase "my pretty." The trap door on the top has a small hatch for Edgar to enter through. Neither it nor the trap door is *wizard locked*, but the main trap door can be barred from the inside.

The door to ESMERELDA'S ROOM is *wizard locked*. Inside, a huge black canopied bed against the southern wall dominates the room. Next to the northern wall is a rack of black dresses, robes, cloaks and suits, a chest of drawers with shirts and undergarments, three pairs of black boots, and a full-length silver mirror. On a table by the bed is a crooked witch's hat. Edgar's perch is near the mirror. The only item that is magical in the room is the *magic mirror*. This item is activated with the command phrase "mirror, mirror," and works as a crystal ball with *clairaudience*. It has no viewing limits, scrying chances are +15% and the chances of detection are one third normal.

The ROOF is a normal tower, with battlements. This is where the gargoyles live. If any gargoyles made it back from the earlier encounter, they will be frozen in crouched positions at their normal posts as labeled. A trap door leads down into the roof vestibule. The trap door has a smaller hatch that Edgar can open with his beak.

SLEEPING BEAUTIES

This section only should be used if there is enough time to play out the ending. If not, "The Happy Ending" should simply be read.

When the PCs find the entrance to the guest chamber on the third floor, they will have to deal with the *wizard lock* that Esmerelda placed there. Once the PCs enter the room, they will see a huge white canopied bed, surrounded by white curtains. Nothing can be seen or heard from inside. If the PCs round the foot of the bed, they will see the beautiful Mahogany sleeping in it, her skin and hair turning white. In a chair, an incredibly handsome man in princely purple robes is fast asleep, his outstretched arm lying across Mahogany's stomach. In his hand is a bright red apple with a large bite taken out of it. The apple is one of Esmerelda's poison apples, but the magic has gone out of it. A *slow poison* spell or a kiss can awaken the prince from a beautiful woman (Glimmerwing and Cygnythia qualify). Mahogany will not respond to anything until returned to her Terel.

If awakened, the prince initially will be suspicious, but will plead with the PCs to help Mahogany. He will explain what happened amid his royal sobs, and will listen to whatever the PCs have to say. He will follow their instructions if they seem to know what they are talking about. If his men are up for riding, he will tell them to follow along to Mahogany's tree. He will not, under any circumstances, let her out of his sight. If the PCs kidnap her while he is asleep, he will hunt them down when he awakens.

If Mahogany is brought to her tree by sundown or shortly after, she will become much healthier. See "The Happy Ending" below. If there is more time in the round, the PCs and perhaps the prince and his retinue will have another encounter from the list of wilderness encounters.

Prince Gallant, hm, F9: AL NG; AC 0 (*chain mail* +4); MV 12; hp 90; THAC0 11 (8 with magic sword); #AT 3/2; Dmg 1-8/1-12 +3 (*long sword* +3); SA magic weapons; SD magic items; Str 17; Dex 15; Con 16; Int 11; W 12; Cha 18; MR Nil; SZ M; ML 17.

Magic Items: *chain mail* +4, *long sword* +3, *brooch of shielding* (77 charges), and *potion of superheroism*.

Prince Gallant is a stunningly handsome young man dressed in purple robes, which cover his *chain mail* +4. He wears a belt pouch, which contains 30 pp and a 500-gp gem. He also has the *brooch of shielding* around his neck, and the *potion of superheroism* is in another belt pouch. He is an incredibly nice guy. His manner is very regal, as his charisma is so high.

THE HAPPY ENDING

This should be read only if the PCs successfully complete the quest and find Mahogany.

And so, the friends found the beautiful Mahogany in the evil sorceress Esmerelda's tower. They were surprised to find Good Prince Gallant asleep at her side, with Esmerelda's poisoned apple in his hand. But an impulsive kiss from Glimmerwing roused the prince from his magical slumber.

The friends, along with Good Prince Gallant and his men, took Mahogany back to her tree, where she returned to health. She was happy to see her friends, and even happier to see the handsome prince. With the color of autumn flush in her cheeks, Mahogany said that she wanted to have the picnic, and invited the prince and his men to stay. The goodies from

Benthroewyn's basket were produced and everyone ate their fill of his splendidly seasoned vegetarian dishes.

All the while, Mahogany watched her dear prince with loving eyes. As he ate, the prince told everyone that after searching for a very long time, he had found the most beautiful woman in the land. Everyone listened closely as he leaned across the bowl of cherries and asked Benthroewyn if he would perform the ceremony. And all the prince's men were happy as Benthroewyn turned to Mahogany and asked her if she was going to marry the handsome prince. Mahogany just smiled, and Benthroewyn prepared for a wedding ceremony. Then the prince started talking about how he would cut down most of the Peaceful Forest to put in a palace, and a big city, and a whole bunch of roads so he could be near his Mahogany. Mahogany dropped her bowl of nuts, and took her darling prince aside. After a few moments, the prince came back, smiled dashingly and said, "Saddle up, men, we have a beautiful bride to find! She must be out there somewhere!" As the prince and his baffled men rode out of the forest, Mahogany sat back down and told the friends that nothing, not even a handsome prince, was going to come between her and a good picnic. And the seven friends finished their meals, frolicked a little more, and lived happily ever after.

The End

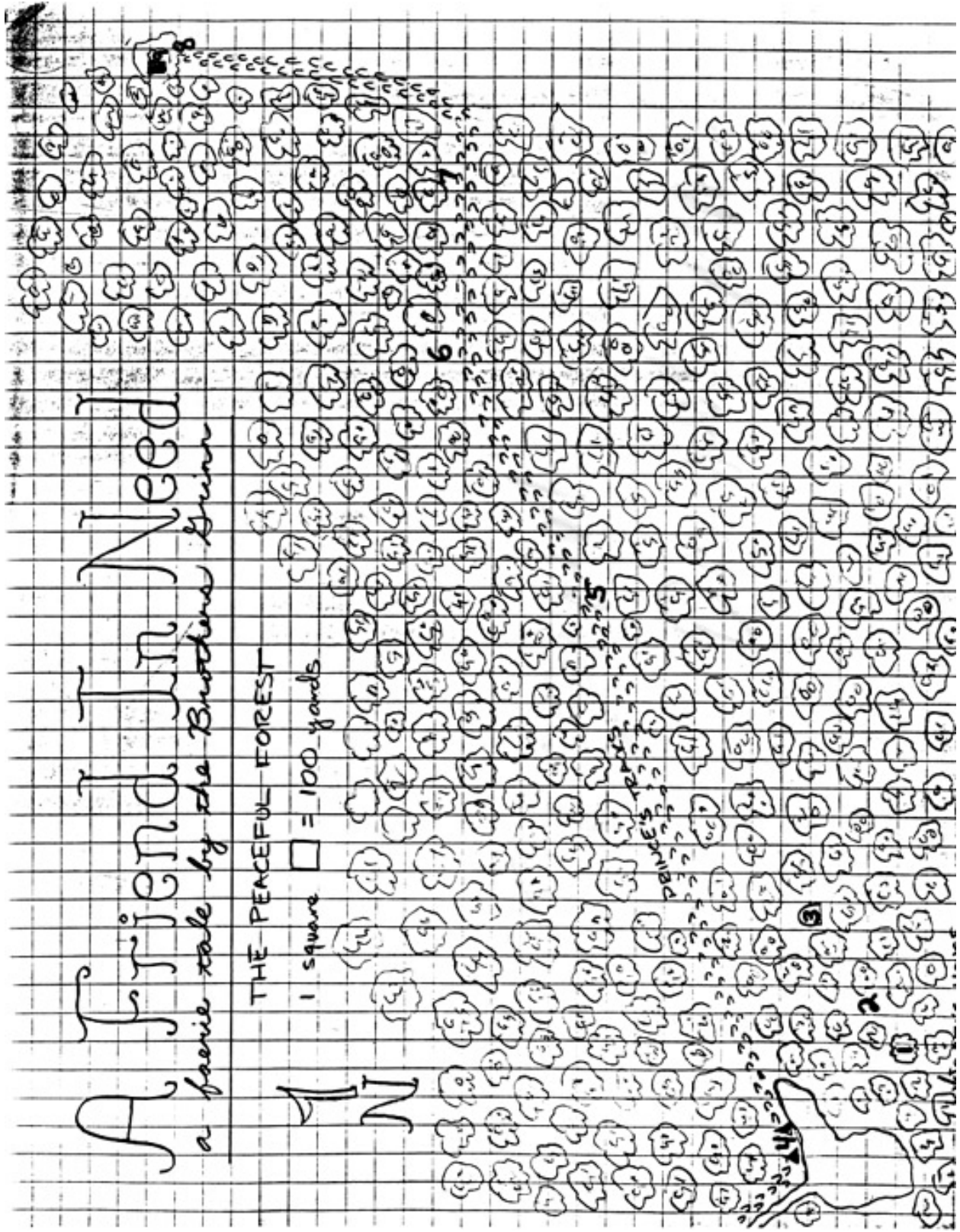
A Friend In Need

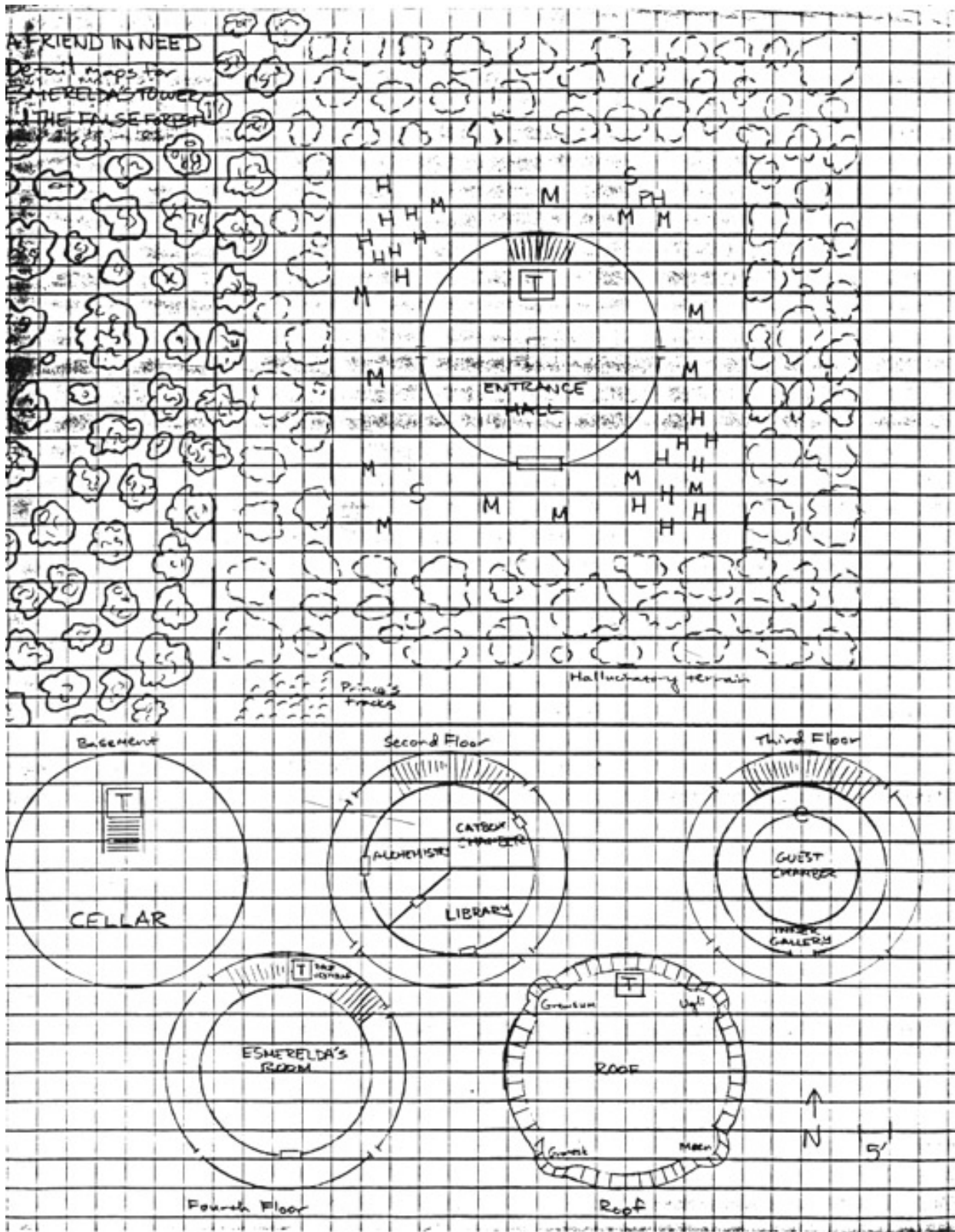
a faerie tale by the Brothers Grimm

THE PEACEFUL FOREST

1 square = 100 yards

1 N





Thistledown

Male Sprite 3rd Level Thief

STR: 6 INT: 12 Height: 2'1" Hair/Eyes: Blond, long, straight / Varies
DEX: 18 WIS: 8 Weight: 6 Lbs Skin: Fair
CON: 13 CHR: 17 Age: Appears 9 Alignment: NG

Weapon Proficiencies: Sprite Sword, Sprite Bow

Languages: Sprite, Common, Any Burrowing Mammal

Combat Statistics:	<i>AC Normal:</i> 6	<i>AC Rear:</i> 10	Hit Points: 17	Base THAC0: 19	
<u>Weapon</u>	<u>#Att</u>	<u>Range</u>	<u>THAC0</u>	<u>Damage</u>	<u>Total Damage Bonus</u>
Sprite Sword	1	-	19	1d4 / 1d3	0
Sprite Bow	2	3, 5, 8	16	1d3 / 1d3	0

Saving Throws

Paralyzation, Poison, Death: 13
Rod, Staff, Wand: 14
Petrification, Polymorph: 12
Breath Weapon: 16
Spell: 15

Turn Undead/Thief Abilities/Racial Abilities/etc.

Pick Pocket	60	Detect Noise	55	Racial Bonuses:
Open Lock	37	Climb Wall	72	Invisible at will (+2 to hit, -4 to AC)
Find/Remove Trap	35	Read Languages	0	Detect good/evil at 50 yard radius
Move Silently	99			Fly 18 (B)
Hide in Shadow	85	Ambidextrous		+1 to Attack

Magic Items: Blouse of Protection From Normal Missiles (as per the spell of the same name), Bluelight Stone (as per *cantrip*), and Oil of Sharpness +1 (2 uses).

Possessions: sprite sword and scabbard sprite shortbow quiver with 12 arrows (save vs poison or fall asleep 1d6 hours from sleep potion)

Notes: Strength causes -1 to hit.

Role-Playing Notes:

All your life you've had fun. You are rarely serious. In fact, you usually try to keep others around you from becoming too serious -- unless a situation gets real dangerous. You are more adventurous and curious than the other members of your clan. Not that you are a mischievous little troublemaker (what some call your pixie friends), though. You are just plain happy all the time, whether it be flitting about the forest, playing hide-and-go-seek with some birds or chipmunks, or enjoying whatever presents itself.

You love adventure and are prone to make up tall tales about your many wondrous adventures -- the more fantastic, the better. You are a dashing hero worthy of admiration, so you bravely face any danger by firing arrows and flying about backstabbing foes.

You are very outgoing and try hard to be friendly, so you expect others to be friendly to you, too. You like this group of friends because with them you are unique, not just one of the crowd. You also want to know about everything: how it works, why it's there, what this is used for, when something will happen, who is involved and where things are found. Your friends might find this annoying, but that is better than letting your head get full with questions and start hurting.

Thoughts on the others:

MAHOGANY, the Dryad, is one of your best friends. She knows how to talk to plants and trees, helps them grow pretty, and they protect her in return. She is really pretty and a good hide-and-go-seek player.

GLIMMERWING, the Sylph, is really neat. She's got bug wings like yours, can go invisible and do some great tricks. She likes some of your games, even though she always seems uncomfortable in the woods. You do your best to cheer her up by showing her all the neat things that are around here.

DYLANDWYRIEL, the Elf, tells great stories. He also sings and plays that pretty mandolin real well. He seems to have a big head sometimes, but he's great fun at parties. Maybe you can get him to tell great stories about you.

CYGNYTHIA, the Swanmay, is always so serious. She is real touchy and takes everything personal. She isn't real comfortable around you or anyone else that you can tell. Swans are sure pretty, but they don't know how to have fun. You'll try to loosen her up.

CASSIUS, the Centaur, is VERY BIG! He laughs at lots of your jokes, but you keep your distance, to avoid getting accidentally squashed. It's not real hard, though, since you can hear him coming a mile off.

BENTHROEWYN, the Werebear, is real big, too. He is quiet, calm, and patient. He is very nice to you and everyone else, especially when he heals the scrapes and bruises you sometimes get. But it's still awfully scary when he becomes a Big, Snarling Bear.

Glimmerwing

Female Sylph 7th Level Magic-user

STR: 5	INT: 16	Height: 4'8"	Hair/Eyes: Blond, short / blue-green
DEX: 16	WIS: 16	Weight: 86 lbs	Skin: Fair
CON: 10	CHR: 19	Age: 15	Alignment: NG

Weapon Proficiencies: None

Languages: Sylph, Common

Combat Statistics:	<i>AC Normal:</i> 8	<i>AC Rear:</i> 10	Hit Points: 14	Base THAC0: 17	
<u>Weapon</u>	<u>#Att</u>	<u>Range</u>	<u>THAC0</u>	<u>Damage</u>	<u>Total Damage Bonus</u>
None	-	-	-	-	-

Saving Throws

Paralyzation, Poison, Death:	13
Rod, Staff, Wand:	9
Petrification, Polymorph:	11
Breath Weapon:	13
Spell:	10

Turn Undead/Thief Abilities/Racial Abilities/etc.

Racial Bonuses:

50% Magic Resistant

Fly 36 (A)

+3 to hit

Can become invisible at will

Can summon air elemental once per week

Spells

<u>First (Choose X)</u>	<u>Second (Choose X)</u>	<u>Third (Choose X)</u>
<input type="checkbox"/> <i>charm person</i>	<input type="checkbox"/> <i>audible glamer</i>	<input type="checkbox"/> <i>gust of wind</i>
<input type="checkbox"/> <i>detect magic</i>	<input type="checkbox"/> <i>detect invisibility</i>	<input type="checkbox"/> <i>slow</i>
<input type="checkbox"/> <i>reduce</i>	<input type="checkbox"/> <i>ESP</i>	<input type="checkbox"/>
<input type="checkbox"/> <i>sleep</i>	<input type="checkbox"/>	<input type="checkbox"/>
	<u>Fourth (Choose X)</u>	
	<input type="checkbox"/> <i>charm monster</i>	

Magic Items: One pot of Nolzur's Marvelous Pigments (enough for 900 cu ft of objects), Three handfuls of Faerie Dust (one handful of this dust sprinkled on a human, humanoid, or animal causes the victim to fall into a deathlike slumber, from which they cannot be awakened, for 6 hours. The victim, however, will awaken feeling as if he/she had rested for a whole week and gain any benefits of such rest, including a week's worth of healing. The victim, though, will have aged 6 months. The dust acts as a normal sleep spell when used upon any other type of creature.)

Possessions: pegasi-hair paintbrush, small belt pouch and 2 eagle feathers, sheer caterpillar silk blouse, mini-skirt/belt made from wildflowers

Notes: Strength causes -2 to hit and -1 to damage.

Role-Playing Notes:

How wonderful it is to flit and glide about the high peaks, playing tag with the birds and hitching rides with the clouds. The world is so pretty from way up there, and there is almost never anyone to bother you. You enjoy your solitude, so thank goodness you can reach places where few others can tread. Sometimes, however, the need for

companionship takes hold, so you visit your friends. And sometimes you like to be around men. Men are strange creatures with little sense, and most of them are not peace-loving. You are fortunate that you can charm men so they won't hurt you, but you do not like to keep them around like your half-sister, Mahogany, does.

You are very skeptical of others and are not quick to give them your trust. You are especially suspicious of human and demi-human races, since they not only war on each other, but commit violence upon their own kind in the name of power and ambition. Why they can't just accept what life brings is beyond you. Before any such creature can gain your trust, they must prove to you that they are different from the rest of their kind.

You abhor violence and prefer to flee from danger. However, if there is nowhere to run, or friends are in trouble, you will use your spells and other magic to neutralize opponents.

Thoughts on the others:

MAHOGANY, the Dryad, was fathered by the same satyr, Fauneil, as you were. You like to come visit her, she is great fun, but you feel sorry for her, since she can't leave her large oak tree and fly up to the mountains where it's bright and airy.

THISTLEDOWN, the Sprite, is very cute and energetic. The closeness of the forest doesn't seem to bother him. He never seems to tire of all his silly games, and is full of questions you can't answer. You like his company, but a little of him goes a long way.

DYLANDWYRIEL, the Elf, is quite enchanting. He is very handsome and is also a wonderful musician and poet. Too bad he can't be charmed, it would be fun to have him to yourself for a while.

CYGNYTHIA, the Swanmay, is a good human. She is very intelligent and sensitive, and also quite beautiful in full flight. She likes living in that forest, but sometimes she flies high above it to ask you for help or advice.

CASSIUS, the Centaur, may have a good soul, but he is too big and boorish. How he can stand to be so rooted to the earth is beyond you. He does try to mind his manners when you're around, though.

BENTHROEWYN, the Werebear, is big and snugly and really nice for a human. You have known him for some time, and have learned to trust him, even though he sometimes turns into an ugly bear-thing. Even though he only hurts evil things, it still scares you.

Dylandwyriel

Male Wood Elf 4th Level Bard

STR: 12	INT: 13	Height: 4'11"	Hair/Eyes: Red, short, curly / Brown
DEX: 17	WIS: 12	Weight: 90 lbs	Skin: Fair
CON: 14	CHR: 18	Age: 164	Alignment: NG

Weapon Proficiencies: Short sword, Short bow

Languages: Elvish, Common, Treant, and Woodland mammal

Combat Statistics:	<i>AC Normal:</i> 7	<i>AC Rear:</i> 10	Hit Points: 18	Base THAC0: 19	
<u>Weapon</u>	<u>#Att</u>	<u>Range</u>	<u>THAC0</u>	<u>Damage</u>	<u>Total Damage Bonus</u>
Short sword	1	-	18	1d6 1d8	0
Short bow	2	5, 10, 15	16	1d6 1d6	0

Saving Throws

Paralyzation, Poison, Death:	13
Rod, Staff, Wand:	14
Petrification, Polymorph:	12
Breath Weapon:	16
Spell:	15

Turn Undead/Thief Abilities/Racial Abilities/etc.

Climb Walls	90	Item Lore	20	Racial Bonuses:
Detect Noise	25			90% Resistant to <i>sleep</i> and <i>charm</i> spells
Pick Pockets	40			+1 to hit with short sword and bow
Read Languages	25			60' infravision
Move Silently	66			1 or 2 on d6 to find secret door when searching

Spells

<u>First (Choose X)</u>	<u>Second (Choose X)</u>
___ <i>shield</i>	___ <i>mirror image</i>
___ <i>jump</i>	

Magic Items: Elven shortsword, +1 vs evil beings, Ring of Spell Storing with one each of (faerie fire, good berry, purify food and drink, shillelagh) at 6th level, Six potent good berries

Possessions: Elven shortbow, quiver and 12 arrows, belt pouch and songbook vellum, quill pen and ink rosewood mandolin storybooks, backpack, spellbook.

Notes: The music, poetry, and stories of a bard also can be inspirational, rallying friends and allies. If the exact nature of an impending threat is known, a bard can heroically inspire his companions, granting a +1 bonus to attack rolls, or a +2 bonus to morale to those involved in melee. A bard must spend at least three full rounds singing or reciting before the battle begins. This effects those within a 10 foot range per experience level of the bard. The effect lasts one round per level.

Role-Playing Notes: You were born and raised a wood elf in a distant part of the forest. You took rather quickly to the performing arts, having a particularly keen grasp of the dramatic. You were such a fine poet, songsmith, and storyteller that soon you ran out of original tales to retell. So you struck out into the greater world (against the elders' advice) to seek the finest songs, stories and poems to bring back. This area and these companions have been particularly rich in this respect.

Though you don't like to stay in the same place for long, being a wanderer by nature, you do find yourself returning often to visit your sylvan friends. They enjoy hearing of your travels to exotic lands and the many new

stories you have collected. You always have so many, though, that it takes a few days to tell them all, and you do so whenever there is a lull in the action.

You embrace the unknown, for it is the best source of material for the verses you seek. Though you sing of thrilling battles, you try to avoid participating in them. Sometimes evil must be vanquished, however, and you must encourage your friends to take up arms.

Thoughts on the others:

MAHOGANY, the Dryad, is thoroughly charming (a little pun, oh such a wit!) You have a particular fondness for her, mainly because she is literally a part of the forest. She really likes you, but gets frustrated by your racial resistance to her charm power.

THISTLEDOWN, the Sprite, is an amusing little guy. He is even more precocious and naive than you were as a babe. Unlike you, though, he will never grow up. Still, he is a wonderfully receptive audience, if you can get him to sit still long enough.

GLIMMERWING, the Sylph, is a very nice little faerie. As with most of her kind, she is rather shallow, easily fooled, and thinks that a charm spell will get her what she wants, namely you. It's fun to tease her about this.

CYGNETHIA, the Swanmay, is a compelling individual. She is shy and reserved, yet she takes personal responsibility for the forest's welfare. Because she is quite ingenious and dislikes the use of force, you have been provided with several enchantingly original tales of her exploits.

CASSIUS, the Centaur, is, after all, half horse and half human, two of the crudest and clumsiest beasts around. Yet each is capable of a beauty and grace far surpassing that of most other creatures. If only he'd try to refine these traits. Until he does, you will be content to put merely his heroics to verse.

BENTHROEWYN, the Werebear, is the finest human you know. "Gentle Ben" you have dubbed him, since he is so kind and considerate of others. You have many great stories about him, and though he hates hearing them, you make sure everyone knows what a true hero he is.

Cygnythia

Female Human: Swanmay 3rd Level Ranger

STR: 13 INT: 17 Height: 5'5" Hair/Eyes: Blond, long, straight/Brown
DEX: 15 WIS: 15 Weight: 132 Skin: Fair
CON: 14 CHR: 16 Age: 22 Alignment: NG

Weapon Proficiencies: Long sword, Dagger, and Composite short bow

Languages: Common, Brownie, Dryad, Elvish, Pixie, Sprite, Swan, and Sylph

Combat Statistics:	<i>AC Normal:</i> 5	<i>AC Rear:</i> 6	<i>Hit Points:</i> 25	Base THAC0: 18	
<u>Weapon</u>	<u>#Att</u>	<u>Range</u>	<u>THAC0</u>	<u>Damage</u>	<u>Total Damage Bonus</u>
Long Sword	1	-	18	1d8 1d12	0
Dagger	1	-	18	1d4 1d3	0
Composite Shortbow	2	5, 10, 18	18	1d6 1d6	0
Beak	1	-	18	1d2 1d2	0
Wing	2	-	18	1 1	0

Saving Throws

Paralyzation, Poison, Death: 13
Rod, Staff, Wand: 15
Petrification, Polymorph: 14
Breath Weapon: 16
Spell: 16

Turn Undead/Thief Abilities/Racial Abilities/etc.

Ambedrextious **Swan (1):** Int Genius; AC 5; MV 3 / 18(D); THAC0 18; #AT 3; Dmg 1-2,1 (wing, beak); SA see below; SD see below; MR 8%; SZ S.
+4 to hit vs. Trolls
Hide in Shadows 20 She has a 50% chance to disorient opponent and cause loss of remaining attacks for the round. Opponents need a +1 weapon or better to hit. She is only surprised 10% of the time. She has a 8' wingspan
Move Silently 27

Magic Items: *Ring of Protection* +2, Collar of swan feathers (confers power to change into swan form and back: 5 segments)

Possessions: leather armor long sword and scabbard dagger and sheath composite shortbow quiver and 20 arrows leather backpack 50' rope and small mirror

Role-Playing Notes: You don't know how you came about being a swanmay, except that your mother was one as well. She raised you herself and never talked about your father, though she did tell you that she was descended from a prince that fell in love with a swan. You grew in these woods, sharing the company of swans, learning to love the beauty and dignity of its plant and animal inhabitants. Your mother taught you her trade as a ranger, and respect for all creatures, great and small. She believed deeply in non-violence, and taught you to use your mind to find solutions. Even though she was slain by an evil hunter's arrow, you still find it hard to take up arms against any creature. You are very sensitive to aggressive behavior and prefer solitude, though when the forest is in need, you will do what is necessary.

You believe there must be some good in everything and everyone, and you try to find that goodness before you judge the creatures you meet. You revel in the diversity of all life -- plants, animals, humans and other creatures. You try to learn as much as possible from every form of life you encounter and pass on some bit of knowledge to it in return. You distrust civilization and its trappings. Civilization is an attempt by humans and demi-humans to channel and conquer nature. You have never had occasion to journey to their cities, and don't ever care to. Your fellow swans certainly do not need civilizing.

Thoughts on the others:

MAHOGANY, the Dryad, is the most inoffensive being you have ever met. She cares for the entire forest around her tree and is wonderful company, when you need it.

THISTLEDOWN, the Sprite, is terribly outgoing and inquisitive for a sprite. All he thinks about is fun and games, but what more can you expect from an eternal child?

GLIMMERWING, the Sylph, is a carefree spirit who can fly away from her problems. She is sweet and cheery, and can give useful advice, but after a while her naivete can wear on you.

DYLANDWYRIEL, the Elf, is a marvelous songsmith and yarnspinner. He seems a bit enamored of himself and thinks that his skill can make any story into a good one. He is very handsome, though, and has composed several songs and stories about you.

CASSIUS, the Centaur, is a lunkhead at times. He's yet to realize that force can't solve every problem. His intentions are good, but his method is crude. You try to get him to see things differently.

BENTHROEWYN, the Werebear, is the wisest person (besides your mother) you have ever met. "Gentle Ben" is just as concerned with the welfare of the forest as you are, and you often come to him for help. He always responds to need, though he likes to give you all the credit for success. He is a true friend.

CASSIUS

Male Centaur 5th Level Fighter

STR: 18⁶¹ INT: 10 Height: 7'5 Hair/Eyes: Brown, long, straight/Brown
DEX: 16 WIS: 9 Weight: 1,027 lbs Skin: Bronzed/Fur
CON: 15 CHR: 12 Age: 25 Alignment: NG

Weapon Proficiencies: Medium Lance, Club, and Composite long bow

Languages: Centaur, Common, and Elvish

Combat Statistics:	<i>AC Normal:</i> 3	<i>AC Rear:</i> 5	Hit Points: 32	Base THAC0:	16
<u>Weapon</u>	<u>#Att</u>	<u>Range</u>	<u>THAC0</u>	<u>Damage</u>	<u>Total Damage Bonus</u>
Medium horse lance	1	-	14	1d6+1 2d6	+3
Club	1	-	14	1d6 1d3	+3
Composite long bow	2	6, 12, 21	15	1d8 1d8	+0
Hoof	2	-	14	1d6 1d6	+3
Rear Kick	2	-	14	1d8 1d8	+3

Saving Throws

Paralyzation, Poison, Death: 11
Rod, Staff, Wand: 13
Petrification, Polymorph: 12
Breath Weapon: 13
Spell: 14

Turn Undead/Thief Abilities/Racial Abilities/etc.

+2 on agility saves
+4 on saves vs poison
A charge with lance
causes double damage

Magic Items: 10 arrows +1 and Horseshoes of Surefootedness (wearer can maintain movement of 18 for 12 hours without rest, never trip, never become snared, entangled, or trapped, can traverse narrow, slippery or inclined surfaces without problem)

Possessions: Medium lance, Oak club and holder, Composite long bow, Quiver (20), 10 arrows, Shoulder bag, 6 wooden spikes, 100' rope, belt and harness, oats and rations, and large waterproofed blanket.

Role-Playing Notes: You are a powerful centaur, a combination of two of the finest beasts on the earth. You have been blessed with great strength and stamina, making you a fine athlete and fighter. You are unattached to any dam from your herd, so you spend a great deal of time hanging around with this group. You exercise regularly to maintain your fine physique, and you eat only the most nutritious of foods. Of course, you require large meals at regular intervals so as to provide your massive frame with enough energy. You are always very helpful in instructing others on ways they can improve their bodies. You also practice your fighting skills when possible. You enjoy the workout as much as most creatures seem to enjoy a walk in a pleasant glade. You are very active, always ready to do something of importance, like run a race or fight some horrible evil. Other centaurs from your herd think you are too active; but you aren't overly concerned about what others think of you. You are nearly without fear, and jump right into the fray when danger rears its head. This seems to bother some of your friends, so you have tried to restrain yourself and analyze things first. You can see their point: it really wouldn't do to kill something that didn't need killing.

Thoughts on the others:

MAHOGANY, the Dryad, is a personal favorite of yours. If only she would charm you, but you are too big and brutish for her.

THISTLEDOWN, the Sprite, is a fun-loving little chap. He laughs at some of your jokes and likes to race, target shoot, and drink. At least he doesn't play jokes and such on you like the pixies do. He maintains a distance, as though you might kick him, or something.

GLIMMERWING, the Sylph, doesn't like you much, probably because you scare her with your powerful build. You try to be gentler when you have to talk to her or touch her.

DYLANDWYRIEL, the Elf, can sure sing a good song and weave a thrilling yarn. He even takes a drink now and then. He can ride on your back, anytime. He's the only one of your friends you will give that honor to, since he can't fly or shapechange.

CYGNYTHIA, the Swanmay, is very touchy. She doesn't like the way you do most things, particularly your tendency to grapple first, then talk. But then what else would you expect from a preening swan?

BENTHROEWYN, the Werebear, is a man of few words and great deeds. Dylandwyriel calls him "Gentle Ben," and it fits. He gives good advice when necessary and makes the tough decisions when he must. You come to him when things trouble you.

BENTHROEWYN

Male Human: Werebear 5th level Cleric
 STR: 17 INT: 15 Height: 6'9" Hair/Eyes: brown: short
 DEX: 13 WIS: 17 Weight: 297 Skin: bronze
 CON: 17 CHR: 12 Age: 34 Alignment: CG

Weapon Proficiencies: Quarterstaff and Sling

Languages: Common, Bear, Centaur, Elvish, Satyr, and Stone Giant

Combat Statistics:	<i>AC Normal:</i> 10 (2)	<i>AC Rear:</i> 10 (2)	Hit Points: 35	Base THAC0: 18	
<u>Weapon</u>	<u>#Att</u>	<u>Range</u>	<u>THAC0</u>	<u>Damage</u>	<u>Total Damage Bonus</u>
Quarterstaff	1	-	17	1d6 1d6	+1
Sling (stone: 12)	1	4/8/16	18	1d4 1d4	+1
Bite	1	-	17	2d4 2d4	+1
Claw	2	-	17	1d3 1d3	+1
Hug	1	-	-	2d8 2d8	+1

Saving Throws

Paralyzation, Poison, Death: 9
 Rod, Staff, Wand: 13
 Petrification, Polymorph: 12
 Breath Weapon: 15
 Spell: 14

Turn Undead/Thief Abilities/Racial Abilities/etc.

He can transform into a bear at will. However this bear is not the same as a brown bear even though he resembles one.

In bear form he can summon 1d6 brown bears in 2d6 turns within a mile radius

He is hit only by silver and +1 or better weapons, heals at triple rate, and is immune to disease

Skeleton (1 HD)	T	Zombie	T	Ghoul (2 HD)	4
Shadow (3-4 HD)	7	Wight (5 HD)	10	Ghast	13
Wraith (6 HD)	16	Mummy (7 HD)	19	Spectre (8 HD)	20

Spells

<u>First (Choose X)</u>	<u>Second (Choose X)</u>	<u>Third (Choose X)</u>
<input type="checkbox"/> Cure light wounds	<input type="checkbox"/> Augury	<input type="checkbox"/> Create food and water
<input type="checkbox"/> Cure light wounds	<input type="checkbox"/> Find traps	<input type="checkbox"/> Dispel magic
<input type="checkbox"/> Cure light wounds	<input type="checkbox"/> Resist fire	<input type="checkbox"/> Cure disease
<input type="checkbox"/> Cure light wounds	<input type="checkbox"/> Slow poison	<input type="checkbox"/>
<input type="checkbox"/> Light	<input type="checkbox"/> Speak with animals	<input type="checkbox"/>

Magic Items: Scroll: *Speak with plants*.

Possessions: Oak quarterstaff, Sling with 12 stones, belt, pouches, spell components, herbs, fungus, cookpot and ladle, picnic basket, and food.

Role-Playing Notes: It was several years ago, almost a decade, when you barely survived a vicious mauling from a bear. It was not long before you exhibited the signs of lycanthropy. Despondent about your condition, you fled from society to these woods. Here, given time to reflect, you eventually grew to accept and control your affliction. Living with such violent, destructive impulses has taught you great wisdom, compassion, and restraint. You have shifted your life's focus away from yourself, onto the others you encounter. You have become slow to anger, patient, and self-deprecating, refusing to dwell on your own accomplishments. You are selfless, always putting others before

yourself. You have devoted yourself to helping others, especially those that live in the woods. By bettering others, you are bettering yourself. Above all else, you are kind and gentle, graciously accepting the title, "Gentle Ben." You try to pass on to your friends the wisdom you have gained, but you do not criticize or chastise them. They can't be what they are not, so you accept them for what they are. Although you love peace, you do not run from foes, and will fight them in either of your forms. If evil things cannot be swayed to the cause of good, then you have no trouble slaying them.

Thoughts on the others: MAHOGANY, the Dryad, is one of the forest's greatest treasures. She likes to talk to you and share herbs and information. You would protect her tree to the death.

THISTLEDOWN, the Sprite, is an eternal child, even moreso than the other faeries present. He rarely takes advice and seldom learns from his mistakes, but his spirit is uplifting.

GLIMMERWING, the Sylph, is a good barometer for your effect on others. She is so innocent and sensitive to hostility that you can tell how well you are keeping your inner peace by her physical reactions.

DYLANDWYRIEL, the Elf, soothes your soul greatly with his excellent music. He calls you "Gentle Ben" and likes to tell stories about your heroics, which you can't stand to hear.

CYGNETHIA, the Swanmay, is the only other human, though she is a shapeshifter, too. She is very dedicated to the welfare of the woods, as you are, and often you find yourselves helping each other out.

CASSIUS, the Centaur, is a bit of a brute, but he is filled with good intentions. He reminds you of yourself before you became a lycanthrope. You have patiently been trying to teach him the wisdom of non-violence, but he is not a very quick learner.