

TUS2-04



FOREST OF RETRIBUTION

A One-Round D&D[®] LIVING GREYHAWK[®]
Tusmit Regional Adventure

Version 1

by Jim Rea

RPGA HQ reviewer: Christopher Lindsay and Stephen Radney-MacFarland

Tusmit citizens have been taken prisoner by elves in the Udgru Forest. Is it time for a little payback? Sequel to TUS2-04 *The Galda Coast*. An adventure for characters level 1-6.

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

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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

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

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh you memory of the creatures' abilities.

SCORING

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

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	1	
1/3 and 1/2	0	1	1	
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see *DUNGEON MASTER'S Guide* Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Tusmit. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

The citizens of Khalid sheikdom have been having serious problems with the wood elves in the Udgru Forest. Many tribes of wood elves from the Udgru have been growing increasingly militant in the past few years, surpassing their normally aggressive demeanor.

These elves have an ages old dispute that dates to the founding of Tusmit as a nation. The disagreement hinges on a land treaty signed in which the heart of the Udgru was to remain olven land, and certain areas of the Udgru given to the Baklunish for settlement and industrial purposes. This treaty, signed by the first Pasha of Tusmit, Ulamur, was also designed to provide mutual defense and support, both to the elves and to the young Tusman nation.

The treaty served its purpose for over 700 years. Yet after the invasion of Tusmit in 346CY by Ekbir, the newly installed Pasha agreed to honor the ancient treaty. However, the new administration elected to alter the

legal interpretation of the agreement. Mutual defense was no longer a concern for those who ruled Tusmit in the name of Ekbir. Maximizing the access to Tusmit's resources however was very important.

The treaty, along with giving the Tusman people access and ownership of specified parts of the Udgru Forest, also allowed ownership and settlement within the "fringe" of the Udgru, an area that extends, as defined by the treaty, one mile into the Udgru from the perimeter of the forest.

When signed in 399CY, this perimeter was interpreted as using the original "perimeter" of the Udgru at the time of the signing. The new Pasha, after a review with his advisors, insisted on using the present-day perimeter of the Udgru to establish this boundary. This new interpretation has fueled the lumber and farming industries in Khalid, increasing settlement and economic output substantially. Even now, after deposing the Jadhim/orem and breaking ties with Ekbir, the more recent interpretation holds. Too many citizens of Tusmit, including the Pasha, benefit from the health it provides to the economy.

However, this has not benefited the Udgru Forest or the wood elves. Over the past 200 years, relentless settlement and harvesting of the forest have reduced the size of the Udgru within Tusmit by almost 50 percent. Some believe that with the current policy in place, the Udgru will be pushed back to the border with Ekbir by the end of the next century.

During the years under Ekbir's thumb, the elves of the Udgru resorted to violence in order to defend their sacred land, with the result always the same, a relentless retreat north as the new perimeter of the treaty was enforced. With the ascension of Pasha Muammar to the Exalted Throne there has been new hope amongst the elves that the ways of the past will be reversed. To date however, the Pasha has dismissed the elves requests; rightly recognizing the devastating effect such a claim would have on the economy of Tusmit, and the livelihood of its citizens.

While many elves believe that the solution to the dispute should be found through political means, others feel the only way to protect the Udgru is through sword and bow. They have taken up arms against the settlers, poisoning water supplies, making surprise raids on farming villages, sabotaging logging operations, and in one case stalking and eliminating the Baklunish logging camps one after another. This uprising is united under a puppet master known as "Elohir" (wood elf for "Shadow"). These dramatic escalations have all taken place within the last six months.

More recently, Elohir launched a more insidious plot, attacking shippers of galda fruit from Dihn sheikdom, and making it seem as though Khalid masterminded these attacks. While this has now been uncovered, Elohir has taken prisoner the 21 crew members of the three attacked craft and now holds them prisoner at his enclave within the Udgru Forest.

The duties of Tusmit are clear; to rescue the prisoners; yet there are those who would also deal

retribution to the elves in order to keep their own interests protected.

Forest of Retribution picks up the story line where TUS2-03 *The Galda Coast* left off. Although not required, it is recommended that players play the TUS2-03 *Galda Coast* first.

The party is approached to take on an important covert mission on behalf of Kazarai, Blashikdur's most senior Water Watcher. They are asked to rescue the prisoners taken captive in the assaults on the galda vessels. In addition, they are asked to deal out retribution to the elves on behalf of the Water Watchers.

While this may seem reasonable to the characters, Kazarai is in fact operating to protect his own interests. While the Water Watchers wish to see the prisoners released, it is Kazarai who wishes to see the elves killed. As such, he swears the group to secrecy on their mission as a matter of "national security".

Characters who take the time to do research in Blashikdur before embarking on their mission may discover there is more to the mission than meets the eye, and that there is justification for the elven position in the conflict.

As such, when the characters reach the elven enclave to act out their mission, they may be in a place of moral ambiguity. Supporting the elves means threatening the lifestyle of thousands of Tusmit citizens, but carrying out Kazarai's orders likewise threatens the lives of the elves.

The characters must choose between two roads to successfully complete the adventure. In one, they attack the elves, rescuing the prisoners through weapon and spell. This is extremely difficult to accomplish and takes great party coordination and ingenuity to achieve.

The second road is to surrender to, or be captured by the elves. As captives they are given an opportunity to assist the elves and uncover a great evil, which is influencing their actions.

Note that little is revealed about Kazarai or Elohir in this module. This is intentional, as more will be revealed about these characters in future scenarios. Also, do not hand out Adventure Certificates until the completion of the module as they contain spoilers.

Regardless of the characters' choices, the wheels within wheels grinding Tusmit toward an uncertain future begins to be exposed.

INTRODUCTION

You have been invited to the Water Watcher's Headquarters in Blashikdur. The elegant two-story structure, made of wood and topped with an onion dome made of gold, looks out on the Mansoor River and the busy port of Tusmit's third largest city.

Read the following if the characters have played TUS2-03 *The Galda Coast*:

Your company has been specifically requested because of your efforts in assisting the galda farmers of Dihn.

Continue with the following...

An officer of the Water Watchers leads you upstairs to what is a boardroom or chart room. Detailed maps of the rivers of Tusmit line the walls. Many pins with different colored ribbons mark various points along the river. At the center of the room is a rich oak table. The Officer asks if you would like any refreshments, requesting you make yourself comfortable, “Commodore Kazarai will be with you shortly.”

The characters have the opportunity to introduce themselves to each other, before Kazarai makes his entrance.

ENCOUNTER 1: THE COMMODORE’S REQUEST

A man, wearing the rich blue Commodore’s uniform of the Water Watchers, enters the room. He bows toward you as a greeting.

“Thank you for agreeing to meet with me this morning. I have invited you on a matter of national interest.

“Recently, the Elani River has been the target of vigilantes. These lawbreakers have been elves. For reason known only to them, they have targeted barijahs shipping galda fruit. Only galda fruit from the sheikdom of Dihn have been targeted.

“The arm of justice in Tusmit is long and swift. We have captured and executed most of those behind this plan. While none would willingly disclose what became of the barijah crews, we have recently discovered their fate.

“Using divination and our most skilled tracker, we now know the location of these prisoners, and of these criminals who hold them. We wish you to rescue the prisoners they hold there, and to mete out the justice of Tusmit, slaying all connected with this plot.”

Kazarai is happy to take as long as is required to answer the questions of the characters. Provide only the information the characters ask for.

- Who are these lawbreakers?

A group of elves calling themselves ‘The Uprising.’ They have poisoned water supplies, and murdered families in their homes at night. Kazarai believes The Uprising to be nothing more than a front for violence and fueling hatred toward humans.

- Where are The Uprising’s operations located?

The Water Watcher’s source has located them in the Udgru Forest, approximately 30 miles north of where the Elani River turns east.

- Who is the Water Watchers’ source?

A ranger member of the Water Watchers called Jardez. It is his job to escort the you to the elven enclave.

- How many prisoners are there?

Jardez counted just over a score.

- Who are the prisoners?

Presumably they are the crews of the missing barajahs.

- Are any of the captured elves still alive?

Yes, Nothrandar, their sorcerer is a prisoner in the Blashikdur dungeon. All others have been executed.

- What have the Water Watchers learned from the captive elves?

The elves were strong-willed and refused to talk.

- Why are the elves doing this?

Kazarai calls it “sour galda”. The excuse for the uprising is a treaty the elves signed over 1000 years ago in which certain lands were given to Tusmit by the elves. Now the elves wish to break the treaty. Meanwhile Tusmit has settled these lands, setting up villages and industries there. To submit to the elves wishes would be to create hardship and ruin for thousands of Tusmit citizens.

1. What were the details of the treaty?

A copy exists in the Blashikdur library.

2. Does Tusmit or the Water Watchers harbour a grudge against elves?

Jardez emphasizes the issue is not with elves as a race, but those who commit heinous crimes against the state and its citizens.

When the characters have concluded their questioning...

“Tomorrow at dawn I request you return. Jardez, your guide, shall be here and he can brief you on more specifics of the task ahead. Now though, I must restate something. Your mission is to eliminate this elven menace. Leave no elf standing, and return the prisoners safely to Blashikdur. Is that clear?”

A character making a successful Bardic Knowledge or Knowledge (history – Tusmit) check (DC 15) check, realizes that the slaughter Kazarai is requesting is inconsistent with Tusmit internal policy, or the operating principles of the Water Watchers.

Kazarai is unapologetic if called on this. “These are perilous times. These orders come from the highest authority. Beyond that I can say no more. The future of Tusmit is at stake, and we require your help.” If a character makes a successful Sense Motive check (DC 32) they detect that Kazarai is not telling the entire truth.

If there are any objections, Kazarai states that he understands, and states that characters may decline the mission. However, because of the knowledge they now share, they must remain under house arrest until others successfully accomplish the mission ‘for reasons of national security’ (2 TU).

“One final thing. This mission is a secret mission. The elves cannot know the Water Watchers are involved in any way. You may only speak of the details of this mission with Jardez, and myself. You must be sworn to secrecy.”

Again, if a character declines, they can opt out of the mission, but must stay under house arrest until the

mission is completed (2 TU). If a character shares details of their mission to other Water Watchers or the public, Kazarai finds out. Kazarai provides a stern warning to the offending characters. Should the characters persist in their indiscretions, or refuse to continue with the mission, Kazarai has them charged with 'Refusal to Abide by the Law'. They must spend 8 TU in the Blashikdur dungeon, half of that if a Water Watchers influence point is used.

🔮 **Kazarai:** Male human Ftr5/Ari5; hp 71; see Appendix I.

ENCOUNTER 2: BLASHIKDUR

Characters have the opportunity to get more background on their mission should they choose to visit various parts of Blashikdur

THE DUNGEON S OF BLASHIKDUR

The dungeons of Blashikudur are grim and dark. Located a half-mile to the south of the Mansoor, the narrow, dirty brick corridor winds deep below the city. The sound of dripping water pervades as you are taken to Nothrandar's cell.

Nothrandar was once a proud, moderately attractive elven sorcerer. Now she lies here physically broken. Her eyes still burn fierce.

She loathes humans, and in particular Baklunish humans. For millennia, the elves have been the indigenous people of the Udgru Forest, a place that is both their homeland and sacred to them. However, in the past 200 years the elves have seen the Udgru within Tusmit shrink almost 50%.

Nothrandar is part of The Uprising, a group of militant elves who now feel they must take a stand against the Baklunish to protect their homeland, and the sacred forest of the Udgru.

She does nothing but curse the 'filthy Baklunish devils' unless a successful Diplomacy check (DC 20) is made with the following modifiers:

- 15 In the presence of one or more Baklunish humans
- 10 In the presence of one or more humans (but none are Baklunish)
- 8 Witnessed in the company of humans (other than the guards)
- 5 Non-elf

Note: Only the worst modifier applies if any.

A successful Diplomacy check means Nothrandar is willing to trust the party somewhat.

She claims the humans have not stood behind the agreements made by 'the honorable Pasha Ulamur'. "The heart of the forest was to be ours, with the fringe given to the humans as a gift of friendship. But inch-by-inch, mile my mile, the forest disappears by their hands and the fringe moves north, driving us from our sacred lands. They defile, then destroy the Udgru in the name of law."

She knows a copy of Ulamur's treaty should be found in the Blashikdur library.

Nothrandar worked for a leader known as 'The Elohir.' He is both mercurial and mysterious, leading a patchwork resistance of elves throughout the Udgru. It was Elohir who led the raids on the Water Watchers on the Elani River. He used his magic and abilities to allow his select group of elven Rangers to approach and leave undetected in the attacks that neutralized three Water Watcher outposts. It was Elohir's plan to attack the galda-bearing craft of Dihn in the hopes of stirring hostilities between Khalid and Dihn, buying the resistance time to further organize and push back the human occupiers of the sacred forest.

Nothrandar did not operate out of the elven enclave the characters may soon visit. She has no knowledge of its defenses, or the knowledge that this is in fact where Elohir makes his home base.

THE LIBRARY OF BLASHIKDUR

The Library of Blashikdur looks out over a huge open-air bazaar and the breadth of the River Mansoor. In all directions around the library can be seen the minarets of the Mosques of the True Faith.

Inside the library, white walls and rich mahogany beams create an open space that is both simple and elegant. Your feet echo on the tiled floors. A mosaic depicting the ascension of AlAkbar to the deific realms, is painted in rich colors and gold leaf upon the domed ceiling. Words circle the edge of the painted mosaic, "Piety, Honor, Family, Generosity."

The mosaic reveals the idealized interpretation of The Four Feet of the Dragon under the True Faith.

If the characters ask the librarian for a copy of Ulamur's treaty, or on treaties with the elves, they are provided a book entitled "Pasha Ulamur: Forging A Nation." The book provides an important piece of information; the precise wording of the agreement from which the dispute was written. (See Player's Handout 1: The Treaty of Ulumar)

Characters with Knowledge (geography) who make a successful Spot check (DC 15) notice two maps on display in the library. One a current map of Tusmit; another, a map showing Tusmit at the time of its founding. The Udgru Forest is significantly smaller in the newer map.

THE PORT OF BLASHIKDUR

The final area where the characters may find information is in the port of Blashikdur. Characters may scour the markets, warehouses, inns and taverns in search of information on the elven uprising.

Characters who spend an afternoon or evening (as well as 2-5 gp) may make a Gather Information check to attempt to make a discovery...

DC 10 "I hear they've found where those missing shipping crews went. The elves have 'em alive, hanging from trees!" (From a dockworker)

DC 15 “Some of the people I used to trade with near the Udgru have friends who were murdered by the elves.” (From a barijah captain)

DC 20 “Elves have been killing loggers up near the Udgru Forest, along the Elani River, stalking them and killing them one at a time” (From a riverboat crewmember)

DC 25 “I feel sorry for the new settlers up in Khalid. The elves keep poisoning their water! When is the Pasha going to do something about it?” (From a receiver in a warehouse)

DC 28 “The Pasha can keep pursuing his repressive policy against the elves, but what does that win us? In but a few generations there will be no more Udgru forest in Tusmit, and no lumber left to sell.” (From a half-elf merchant)

DC 30 “I was in Sefmur when a group of elves came to petition the Pasha regarding what they called ‘Khalid’s continuing land theft’. The Pasha refused to see them.” (From a gold-trader passing through Blashikdur)

ENCOUNTER 3: FROM BLASHIKDUR TO THE UDGRU

THE BRIEFING

Kazarai is most pleased to see you as you return to the Water Watchers chartroom. He introduces you to a short Baklunish man, solid and built like a barrel. “This is Jardez – he will be your guide to where the prisoners are held.”

Jardez is an animated, jovial man. He has a rugged nature, and is not too concerned about appearances. His fingernails are dirty, his clothes a bit unkempt. He gives each of the party a firm handshake, expressing “It is my pleasure to have met you!”

Jardez then goes on to express in thick Baklunish what lies ahead, pointing to the map on the wall.

“I will lead you to the elven enclave. We will first travel by boat up the Mansoor, then north up the Elani until we face the Udgru. Then we will hike through many miles of the dark forest, where it is thick and old. There we must be vigilant!”

Jardez briefs the party on the following information:

- The enclave is built above the ground, on three levels, around an ancient redwood tree.
- The enclave is at the center of a clearing, surrounded by very dense, high brush.
- The prisoners are kept in cages (three or four to a cage) suspended 40 feet in the air.
- The elves appear to guard the enclave from the tree itself, on the lowest of its three platforms. He did not witness any other guards to the enclave.

- There are no stairs up to the platforms. The elves raise and lower rope ladders to climb and descend. The first platform has a 3 or 4-foot wooden wall surrounding it. The cages the prisoners are kept in are accessed from this level, with the cages suspended from branches above.
- Aside from the sighting of what appeared to be a manticores in flight overhead, Jardez had no encounters with elves, humans, humanoids or creatures en route to the enclave
- Jardez found the enclave by following tracks left by the prisoners as they were marched from the Elani through the Udgru to the enclave.

Jardez provides the players a map based on his observations of the elven enclave (See Player’s Handout 2: Jardez’ Map).

As the brief concludes, Kazarai steps in...

“As I have stated before, Jardez can escort you to the enclave, but he cannot participate in the rescue mission. As we have previously discussed, the hands of the Water Watchers must not be seen in this operation.”

Kazarai empowers the players to use “any means necessary” to successfully return with the prisoners, and to mete out justice on those who would “prey on our citizens”, as required by the laws of Tusmit.

☞ **Jardez:** Male human Rgr5; hp 44; see Appendix I.

THE VOYAGE

Jardez now takes the party to the port, and their transport. *The Mansoor’s Pride* is a 22-foot long patrol vessel crewed by a Water Watcher Captain, and two junior Water Watcher officers.

During this time of the voyage, there is plenty of opportunity to talk with Jardez and get to know him. If the characters do so he reveals his wish to have a bigger role in the mission. He shares that his parents were murdered by elves from the Udgru 10 years ago. He is hesitant to reveal details; both were Water Watchers, and both were killed while leading an assault on elven ‘squatters’ occupying property the Pasha had gifted to a noble of Khalid to set up a new logging camp. He, too, wishes for vengeance.

The trip takes several days, and is uneventful, but each morning you wake up to Ready’reat’s chill.

By water and by land, Jardez follows familiar markers, guiding you into the Udgru.

The forest is still impressive. Ancient trees climb like giants, prepared to challenge the Yatil’s. The Udgru feels like a mystery and penetrates your heart with peril. Shortly after noon on the fifth day, Jardez turns to face you.

“The elven enclave lies directly ahead. About a mile north through this group of pines you will come to an area of very thick brush; impassable! However, move a bit to your east and you will find an opening through the brush. Directly through

the opening you will see an enormous tree. That is where the evil waits. Good luck. I will be waiting for you back at The Mansoor's Pride. If you do not return in three days, I will return to Blashikdur to secure your rescue.

Jardez remains to answer any last questions the characters may have. Under no circumstances (short of a *charm person* or *suggestion*) does he move a foot closer toward the enclave. He definitely wishes to participate, but his duty is to honor the orders of the Water Watchers. He regretfully watches the party continue on before returning to the Elani.

Should Jardez be forced to assist through enchantments, he gladly participates in the mission. However, upon returning this transgression is shared with the Water Watchers. All members of the adventuring party are thrown in the dungeons of Blashikdur for 2 months (8 TU), while the caster of the spell serves 6 months there (26 TU).

ENCOUNTER 4: SURRENDER OR SLEEP!

An immense treetop peeks over the brush, imposing over the landscape. The massive redwood is easily over 200 ft. tall. Even from where you stand you can see it seems to have grown in stages. At the top is a dense patch of foliage and branches. Then, for an area of 20 or 30 ft., no branches protrude, as if none ever have. Yet a platform expands around this area, and upon it is built elegant structures evocative of the elven spirit, while also dark and brooding.

Another dense outcropping of foliage supports the platform, while below a second platform wraps around pristine bark. As you walk through the brush, the entire tree is exposed. You see this pattern is repeated one more time.

The immense tree, with its three platforms, stands in solitude at the center of a large clearing. The tree is surrounded by incorrigible brush, rising up to 30 ft. in some areas, in a knotted tangle of scrub and coniferous growth.

Should the characters use stealth, and caution, they may avoid the gauntlet the elves have set. Without caution they shall become the focus of the elven uprising.

The elves wait here, vigilant. Their leader has become aware of the party's approach. They are ready.

The clearing is 250 ft. wide, by 350 ft. across. The trunk of the Great Tree lies 300 ft. from the opening of the clearing (50 ft. from the brush behind).

Elves wait in hiding in specially constructed defensive positions within the brush (Areas 4a–d), elevated at a height of 25 ft.. From here, they can fire arrows while receiving 90% cover. Characters must make a Spot check (DC 35, +1 per 10 ft. distance) to have any awareness of the guards. Familiars or invisible scouts are also entitled to a new spot check should they come within 30 ft. of one of the platforms. With the exception of the concealed passageways leading to the platforms, the brush is impenetrable to creatures Small or larger.

As soon as the characters are spotted by the elves (have the elves make Spot checks as soon as the

characters enter the clearing), they hear a sad lament, sung in elven coming from the Great Tree. The bard Canalian sings an ode to the fallen forest, which *Inspires Courage* in all elves. Karioust, the cleric standing on the platform at 4e hails the party. The platform has a 4-foot wall surrounding it, providing those behind with 75% cover.

"Stop. You are trespassing on land sacred to the elven people. I ask you to leave right now, or to drop your arms, place your hands on your heads, and surrender to the will of Elohir."

Only if asked does he promise that no one be killed.

If the characters accept, he demands they walk to the opposite side of the tree. The archers at 4c are signaled. One collects the characters weapons and possessions, while another searches the characters for any hidden weapons or items. The bard then throws a rope ladder down. The archers begin escorting the characters up the ladder one at a time, enclosing them inside one of the cages that are suspended from the branches above. Each cage is large enough to house three characters. *Detect magic* is cast before the characters are placed inside to ensure they possess no tools for escape.

If, instead, the characters choose to fight, use the appropriate tactics. The elves initially try to capture the characters. They only fight lethally if seriously pressed by the characters, or if the Great Tree should be damaged.

Tactics: APL 2 – The archers in Areas 4a–d let fly with their *sleep arrows*. Note that the archers' attack bonus does not include *Inspire Courage* or the enchantment bonus to the arrows (add +2 to their attack rolls); in addition, their AC does not take into account their 9/10 cover (add +10 to their AC). The archers target lightly armored characters first. The cleric casts *bane* at a strategic spot in front of the tree. The cleric continues to ask for the characters to surrender throughout the battle. Those on the platform at Area 4e receive a 3/4 (+7) cover bonus to AC.

APL 4 – The archers in Areas 4a–d let fly with their *sleep arrows*. Note that the archers' attack bonus does not include *Inspire Courage* or the enchantment bonus to the arrows (add +2 to their attack rolls); in addition, their AC does not take into account their 9/10 cover (add +10 to their AC). The archers target lightly armored characters first. The wizard casts *mage armor* and *shield* during the parlay with the cleric. He casts *flaming sphere* on a large stone in the center of the grove (130 ft. away from platform), then use the *flaming sphere* as the fire source for *pyrotechnics* (all elves are just beyond the range of the spell). The cleric casts *hold person*, *silence*, and *bane*. The cleric continues to ask for the characters surrender throughout the battle. Those on the platform at Area 4e receive a 3/4 (+7) cover bonus to AC.

APL 6 – The archers in Areas 4a–d let fly with their *sleep arrows*. Note that the archers' attack bonus does not include *Inspire Courage* or the enchantment bonus to the arrows (add +2 to their attack rolls); in addition, their AC

does not take into account their 9/10 cover (add +10 to their AC). The archers target lightly armored characters first. The wizard casts *mage armor* and *shield* during the parlay with the cleric. He casts *haste* then *flaming sphere* on a large stone at the center of the grove (130 ft. away from the platform). Next round he uses the *flaming sphere* as the fire source for *pyrotechnics* spell (all elves are just beyond the range of the spell). He follows up with *subdual fireballs*, *charm person*, and *blindness*. The bard casts *mage armor* on himself, then casts *charm person*. The cleric casts *hold person*, *silence*, and *bane*. The cleric continues to ask for the characters surrender throughout the battle. Those on the platform at Area 4e receive a 3/4 (+7) cover bonus to AC.

APL 2 (EL 5)

➤ **Archers (8):** Male/Female elf Warr; hp 8, 8, 8, 8, 8, 8, 8, 8; see Appendix I.

Note: There are two archers each in areas 4a – 4d.

➤ **Canalian:** Male elf Brd1; hp 6; see Appendix I.

➤ **Karioust:** Male elf Clr1 (Corellon); hp 8; see Appendix I.

APL 4 (EL 7)

➤ **Archers (8):** Male/Female elf Ftr1; hp 10, 10, 10, 10, 10, 10, 10, 10; see Appendix I.

Note: There are two archers each in areas 4a – 4d.

➤ **Canalian:** Male elf Brd1; hp 6; see Appendix I.

➤ **Karioust:** Male elf Clr3 (Corellon); hp 18; see Appendix I.

➤ **Melaucil:** Male elf Evo3; hp 10; see Appendix I.

APL 6 (EL 9)

➤ **Archers (8):** Male/Female elf Ftr1; hp 10, 10, 10, 10, 10, 10, 10, 10; see Appendix I.

Note: There are two archers each in areas 4a – 4d.

➤ **Canalian:** Male elf Brd4; CR 4; see Appendix I.

➤ **Karioust:** Male elf Clr5 (Corellon); hp 28; see Appendix I.

➤ **Melaucil:** Male elf Evo5; hp 16; see Appendix I.

ENCOUNTER 5: CAPTURED!

This encounter only takes place if the party surrenders or is captured by the elves.

While there is a chill in the air, you feel strangely comfortable in your cage as it sways rhythmically in the Ready'reat breeze.

To either side are more cages. In one, your fellow companions are kept; in the other are three rugged looking Baklunish men. A total of eleven cages surround the platform, most with two or three humans inside.

The other captives are, of course, the captured barajah crewmembers. They appear well nourished and in relatively good spirits. Some power from the great tree itself protects the captives from the elements.

Three elves stand guard at all time. They do not prevent the captives from speaking with each other. However, should the captives begin to discuss escape, they look above and shout an order. The offending cage is raised an additional 40 ft., and the characters within that cage discover they no longer have protection from the elements. Each occupant receives 3 hit points of subdual damage before being brought down.

If questioned, the other captives speak of reasonably good treatment. They have been well fed, even if the food is not to their liking. Their biggest complaints are captivity, boredom, lack of exercise, and uncertainty. "I'm gonna be in no shape to work a boat when I get outta here; then how 'em I gonna make a livin'."

The cages have a hardness of 5, and its wooden bars take 30 hp of damage before breaking. Two bars must be broken for a medium-size or larger character to exit; one bar for small or smaller characters. There is no lock, as soon as the gate closes the door seems to fuse with the rest of the cage. Should the characters attempt an escape, the guards do whatever it takes to sound the alarm. All the characters items have been removed, including spell components. They are kept in Elohir's quarters. Once the characters are captured, the archers of Area 4c return to their post in the brush. The other archers (from Areas 4a, b, and d) have moved to the second platform, while the elves from Area 4e have moved to their quarters on the third platform. All are instantly alerted to the problem. The elves have no hesitation in using lethal force to deal with escapees.

ENCOUNTER 6: ELOHIR

It is approximately an hour after you have been secured in your cages. Suddenly you hear speaking from above. Your captors fall to one knee as an elf of great presence jumps from the rope ladder onto the platform.

He sizes you up. "I am so disappointed. Where is that Baklunish fire I was counting on or should I say arrogance? Your people have assumed too much by exploiting our ancient lands are yours to exploit. So quick to surrender? Is this the best the Pasha can do?"

Elohir is not interested in a discussion and cuts short any attempts at dialogue.

"You do not merit my time. You live because I say you live. Do not forget that."

With this Elohir turns to the ladder, and begins climbing at a deft pace.

Ask the characters to make a Sense Motive (DC 15) check. Success indicates that one of the elves on guard (Glorindin) has some sort of issue with what their leader is saying, but has been holding his tongue out of fear.

A few minutes later, Glorindin follows up the ladder.

ENCOUNTER 7: THE GUARD

Time passes on, suspended in the tree. It is less than an hour until daybreak when two of the guards cock their heads as if listening intently. All three guards consult briefly in elven. The ladder is dropped and two of the guards start making their way down to the surface. The sole remaining guard lifts the ladder back up to the platform.

If the characters have been resting, all spell-casters who can (wizards are without spellbooks), have refreshed their spells for the day, but are still without spell components.

The remaining guard is Glorindin. The party realizes this fact. Have aware characters make a Sense Motive check. If the characters made the earlier check, the DC is 10; otherwise the DC is 20. A successful check gives the character the sense that the elf is debating on speaking with the characters. If the characters start to speak to the elf, make a Diplomacy (DC 10) check, based on the following modifiers:

- +3 Made one Sense Motive check
- +5 Made both Sense Motive checks
- +12 Surrendered immediately
- +8 Surrendered after combat
- +0 Party captured without surrendering
- 5 Each elf killed
- 15 Great Tree damaged in assault (i.e. *fireball*)

Success means the elf, Glorindin, speaks openly to the characters.

“We only have a few minutes before the others return. I am torn, but I feel it is my duty to the tribe to share with you my misgivings.

“We are fortunate to have a strong leader. It is important that we take a stand for our native and sacred lands. I do not question that. But something is not right with Elohir. His means are different. More calculated. More callous.

“After he spoke with you, he went to his quarters. I followed to share with him my concerns. As I arrived, I noticed his sacred hawk fly from his window. I knocked on his door. I called. But I received no answer. Looking through his window I could see his hawk in his room, but that he was absent.

“I fear something has happened to Elohir. I have a request to make...”

Should the characters fail they get another chance in five days. Glorindin is left alone on guard for a longer period of time. The characters have a fresh opportunity to start a conversation without a diplomacy check. Elohir is also absent from his quarters at that time. However, unless the characters can devise a way to speak with Glorindin earlier, this costs each character an additional Time Unit.

Glorindin wants the characters to inspect Elohir's quarters, which are located on the top platform of the Great Tree. He hopes that they discover evidence of what is affecting Elohir's judgement. He feels that Elohir is leading the elves down a road from which there is no

return; war with the Baklunish people and the devastation of the Udgru Forest.

If the characters agree, he releases the party and escorts them to the top level. He knows that their possessions are kept in Elohir's quarters.

ENCOUNTER 8: THE SECOND PLATFORM

More than a hundred feet above the foot of the grove, this platform surveys the Udgru. Four structures, equidistant from each other, sit on the platform as if they have grown forth from it. Fine elven craftsmanship marks their latticed doors and arched roofs.

The second platform provides home and shelter for the archers who guard the enclave and The Great Tree. If the characters were successful on their initial assault on the enclave, these homes are vacant, and all members have been alerted by Elohir's warnings and are on guard. If the characters surrendered or were captured, and have now reached this point by escaping or being released by Glorindin, there may be elves here.

The homes themselves are spartan, with beds, table, chairs, and storage spaces for gear. Rejecting a material life, there is nothing of value to be found. However, finely crafted trim of a carved leaf pattern surrounds the eaves and the floor has woodland-inspired icons painted around the perimeter.

A ladder leads up to the third and highest platform.

AREA 8A

Any surviving elves from Area 4a are found here if the characters escape or released by Glorindin. All four elves are in their own rooms, meditating.

AREA 8B

Any surviving elves from Area 4b are found here if the characters escape or released by Glorindin. All four elves are in the common area playing a game with stacks of leaves.

AREA 8C

These quarters are vacant as the occupants are guarding Area 4c.

AREA 8D

Any surviving elves from Area 4d are found here if the characters escape or released by Glorindin. All four elves are in the common room, eating a meal of elven bread.

Development: if the characters reach this level without Glorindin's aid, and choose to investigate Areas 8a, b, or d, the elves within alert the other elves on this platform, and on the platform above (Area 9a). The elves show no

hesitation in using lethal force to defend against the intruders.

ENCOUNTER 9: THE THIRD PLATFORM

You are now over two hundred feet above the rich Udgru loam. Wind blows around, but does not touch you. Here, there are two dwellings, springing forth from the platform as if alive.

AREA 9A

Any surviving elves from Area 4e are found in the easternmost quarters if the characters escape or released by Glorindin. Each has their own room from which they can survey many miles of the Udgru. These quarters are occupied only after the party's surrender or capture. All surviving members of Area 4e are in these quarters at the time the characters reach this level after their release or escape.

If Glorindin is with the group, he points toward the westernmost abode. This is where Elohir lives.

Development: if the elves originally from Area 4e are here, they notice loud noises coming from Elohir's quarters and investigate; it takes them 3 rounds to arrive equipped at Elohir's quarters. If Glorindin is with the group, he is able to stall the group for an additional 8 rounds. If Glorindin is not present, they alert other elves. Note that, if surprised, the cleric and wizard have not had the opportunity to refresh their spells.

AREA 9B: ELOHIR'S QUARTERS

This noble structure's arched ceiling reaches toward the topmost boughs of The Great Tree. Elegant and elven in design, it sublimely captures the wooded majesty of the Udgru culture.

The door is locked. It requires an Open Lock (DC 20) check, or a Strength (DC 22) check to force open. Alternately, characters may quietly cut the latticework protecting the window (Hardness 5, hp 10), with a minimum of eight pieces of lattice being removed to allow access within. Any loud noise alerts those in the eastern abode.

The room is posh by human standards, and features profound wealth in elven terms. A four-poster iron bed dominates the chamber; other features include an immense wardrobe of dark wood, an antique desk in 3rd century Oeridian-style; a Ketite throw-rug lines the floor, while willowy curtains of elven design grace the windows in front of the desk. In the center of the room is a caged hawk.

If the characters were captured, then their items are also obvious, in an open wooden box next to the desk.

Elohir's guardians are programmed to attack anyone who enters the room when he is absent. As soon as someone steps inside or crawls through a window, these guardians get a surprise partial action.

Suddenly, objects in the room, as if they were possessed, or have a will of their own, begin to move toward you.

APL 2 (EL 4)

👉 **Medium-size Animated Object (Window Curtains):** hp 11; see *Monster Manual*.

👉 **Medium-size Animated Object (Ketite Rug):** hp 11; see *Monster Manual*.

APL 4 (EL 6)

👉 **Large Animated Object (Window Curtains):** hp 22; see *Monster Manual*.

👉 **Large Animated Object (Ketite Rug):** hp 22; see *Monster Manual*.

👉 **Large Animated Object (Iron Bed):** hp 22; see *Monster Manual*.

APL 6 (EL 8)

👉 **Large Animated Object (Ketite Rug):** hp 22; see *Monster Manual*.

👉 **Large Animated Object (Iron Bed):** hp 22; see *Monster Manual*.

👉 **Flesh Golem:** hp 49; see *Monster Manual*.

Tactics: APL 2 – The Window Curtains attempt to blind the character that first enters the room, which is particularly effective if crawling through the window, while the Rug attempts to constrict that character. The curtain can climb across a curtain rod that extends the western length of the room to attack those entering through the door, or standing near the western wall.

APL 4 – the Iron Bed charges the character who first enters the room, then attempts to trample anyone in its path in future rounds, while the Rug attempts to constrict the nearest character, and the Window Curtains attempt to blind another.

APL 6 – the Iron Bed charges the character that first entered the room, then attempts to trample anyone in its path in future rounds, while the Flesh Golem emerges from the Wardrobe, pounding away at the nearest character, particularly if they are successfully constricted by the Rug.

The trick to this encounter is the characters, if captured, need to retrieve their possessions from the corner before being able to fend off Elohir's guardians successfully.

Note that the hawk is a trained pet of Elohir, not a familiar.

Elohir has left the chamber in hawk form to visit a nearby elven village. If the characters have successfully assaulted the elves, Elohir is going to seek out witnesses to the human brutality, even if the party itself is not of human composition, and to stir up elven rage. Otherwise, he has gone to communicate that more prisoners have been captured. Under no circumstances do the characters find Elohir here.

Should the characters prevail, a successful Search check (DC 25) reveals a hidden compartment on the underside of the desk. Within, the characters discover correspondence detailing that Elohir has been involved in some deception, and that he is taking orders, and money, from someone who is clearly not an elf.

“War is now within our grasp. You have made them angry as bees; no longer thinking for themselves, and ready to sting wherever you direct. Best to lead the humans into the trap; let their rage do your work. But failing that, you should kill the elves, burn the tree and blame the humans. They will believe whatever fabrication you present, their anger ready to froth over, a tumult of rage unleashed to weaken both. Consider this a mere down payment for the joy of chaos ahead.”

The missive is signed with the capital letter ‘O’ in Baklunish.

With the note is a small velvet sack. Within are 5 fire opals.

Development: any elves in the eastern abode are alerted by combat from within. They arrive in 3 rounds; if Glorindin has escorted the party, he delays his companions an additional 8 rounds. If at that point the party has not yet defeated Elohir’s guardians and discovered his secret, the elves shall join the fray, alerting those elves on the second platform and on guard at Area 4c. If Elohir’s guardians have been successfully defeated, a successful Diplomacy check (DC 20) persuades the elves to search the quarters (hence discovering the letter) instead of incarcerating the characters once again.

Treasure: APL 2 – 300 gp and 5 fire opals (worth 50 gp each).

APL 4 – 300 gp and 5 fire opals (worth 100 gp each).

APL 6 – 300 gp and 5 fire opals (worth 150 gp each).

Should the characters provide the evidence contained within the desk, Glorindin and the elves bring all hostilities to an end.

Upon sharing this information with the elves, a great grief is felt by all. The bard leads his people in singing a song of great sorrow, a song that acknowledges they have been unwitting pawns in an evil game. They willingly lower the cages, releasing the prisoners; allowing them to return with the characters.

Jardez, upon seeing the characters emerge on the shore, sets upstream to the nearby logging village of Amard. There he hires a barijah capable of transporting all the prisoners back to Blashikdur. Here Kazarai debriefs the prisoners before being released, free to return to their homes.

CONCLUSION

The adventure can be successfully concluded in two ways. Please complete the ‘critical event summary; the future of Tusmit may be impacted by the choices the characters make:

1) Defeat of the elves, rescue of the prisoners. From Kazarai’s perspective, this is a total victory. Kazarai quickly covers up the brutality of the rescue. Once again, he swears the characters to secrecy. In return, the characters receive an Influence Point with the Water Watchers. Two influence points can be used to provide access to fast travel on Tusmit’s waterways, cutting by half the travel time for purposes of getting the aid of a NPC spellcaster within Tusmit. However, Elohir uses this outcome to prove the ‘savage brutality’ of humans, raising the ire of the elves to new levels, and making war in the Udgru inevitable. Kazarai buries any evidence about Elohir the characters find.

2) Surrender to the elves, discover Elohir’s agenda, and rescue of the prisoners. In this case, Kazarai is most displeased. He ties the characters up with bureaucratic red tape for 1 TU, keeping them in Blashikdur for ‘questioning’ and refusing to let them leave the city until he has made his point (characters with a Water Watchers’ Influence Point, or making a Diplomacy (DC 18) check can negate the penalty entirely). He threatens the characters with time in the Blashikdur dungeon, but given the successful return of the prisoners, this is merely talk. However the elves recognize the efforts of the characters by offering them the opportunity to spend TU to gain access to select feats from the “Builder Books” as follows:

- *Brachiation* (Masters of the Wild)
- *Subdual Substitution* (Tome & Blood)
- *Sharp Shooting* (Sword & Fist)
- *Lingering Song* (Song & Silence)
- *Reach Spell* (Defenders of the Faith)

At APL 4 or 6, Melaucil (the wizard) also allows other wizard characters to copy a spell from his spell book (at a cost of 1 TU).

A captured party that does not escape is rescued after 4 TU. The rescue party kills the elves of the enclave, and torches the Great Tree after rescuing all prisoners.

-OR-

Other characters may undertake a Mini-Scenario or Unique Scenario to free their companions.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 4: Surrender or Sleep!

Defeat the elves.

APL 2	120 XP
APL 4	210 XP
APL 6	270 XP

Encounter 9: The Third Platform

Defeat the animated furniture/golem.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP

Conclusion

Good roleplay and investigation.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP

Total Possible Experience

APL 2	300 XP
APL 4	510 XP
APL 6	690 XP

TREASURE SUMMARY

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the

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

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

TREASURE KEY:

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

Encounter 4: Surrender or Sleep!

Defeat the elves and strip them of their gear.

APL 2: L: 130 gp; C: 0 gp; M: 3 *sleep arrows* (Value 20 gp per arrow per character).

APL 4: L: 151 gp; C: 0 gp; M: 6 *sleep arrows* (Value 20 gp per arrow per character); *scroll of haste* (Value 56 gp per character).

APL 6: L: 151 gp; C: 0 gp; M: 6 *sleep arrows* (Value 20 gp per arrow per character); *scroll of haste* (Value 56 gp per character); *scroll of dispel magic* (Value 56 gp per character); *cloak of resistance +1* (Value 150 gp per character).

Encounter 9: The Third Platform

Defeat the animated furniture/golem, search and find the money and gems in the room.

APL 2: L: 0 gp; C: 110 gp; M: 0

APL 4: L: 0 gp; C: 160 gp; M: 0

APL 6: L: 0 gp; C: 210 gp; M: 0

Total Possible Treasure

APL 2: 300 gp

APL 4: 487 gp

APL 6: 633 gp

If the characters surrender to the elves, discover Elohir's agenda, and rescue the prisoners:

The above named character has earned the goodwill of the elves of Tusmit's Udgru Forest. Now, or at a future time, a character may spend 2 TU (4 TU for non-residents of Tusmit or 1 TU for members of the following: Tusmit Tribal Meta-Organization: Udgru Wood Elves) to gain access to one of the following feats known by elves in the Udgru:

- *Brachiation* (Masters of the Wild)
- *Subdual Substitution* (Tome & Blood)
- *Sharp Shooting* (Sword & Fist)
- *Lingering Song* (Song & Silence)
- *Reach Spell* (Defenders of the Faith)

These feats may of course only be gained upon reaching a level that grants a new feat.

If the characters defeat the elves and rescue the prisoners:

Water Watchers Influence Point

The above named character has gained one Influence Point from the Water Watchers. Two Water Watcher Influence Points may be redeemed to cut the transit time by half (rounded down) to transport a character in order to receive assistance from NPC spellcasters within Tusmit.

APPENDIX I: NPCS

ENCOUNTER 1: THE COMMODORE'S REQUEST

☛ **Kazarai:** Male human Ftr5/Ari5; CR 9; Medium-size humanoid (human); HD 5d10+5d8+10; hp 71; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +10/+5 melee (1d8+2/19-20, long sword) or +10/+5 ranged (1d8/x3, composite longbow); AL LN; SV Fort +6, Ref +4, Will +5; Str 15, Dex 14, Con 13, Int 12, Wis 10, Cha 15.

Skills and Feats: Balance +6, Bluff +12, Forgery +8, Handle Animal +12, Innuendo +8, Jump +4, Knowledge (Tusmit) +5, Sense Motive +6, Swim +2; Dodge, Improved Initiative, Leadership, Point Blank Shot, Power Attack, Skill Focus (Balance), Weapon Focus (long sword), Weapon Focus (composite longbow).

Possessions: long sword, composite longbow, 20 arrows, chain shirt

ENCOUNTER 3: FROM BLASHIKDUR TO THE UDGRU

☛ **Jardez:** Male human Rgr5; CR 5; Medium-size humanoid (human); HD 5d10+10; hp 44; Init +4; Spd 30 ft.; AC 16 (touch 14, flat-footed 12); Atk +6 melee (1d8+1/19-20, long sword) or +9 ranged (1d8/x3, longbow); AL LN; SV Fort +8, Ref +5, Will +3; Str 13, Dex 18, Con 14, Int 11, Wis 14, Cha 11.

Skills and Feats: Balance +5, Hide +12, Listen +9, Move Silently +12, Spot +9, Swim +2, Wilderness Lore +9; Dodge, Great Fortitude, Mobility, Track.

Possessions: long sword, longbow, 20 arrows, leather armor.

Spells Prepared (1; base DC = 12 + spell level): 1st – pass without trace

ENCOUNTER 4: SURRENDER OR SLEEP!

APL 2 (EL 5)

☛ **Archers (8):** Male/Female elf War1; CR 1/2; Medium-size humanoid (elf); HD 1d8; hp 8; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +5 melee (1d8+4/19-20, long sword) or +5 ranged (1d8/x3, composite longbow); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; SV Fort +2, Ref +3, Will +1; AL CN; Str 19, Dex 16, Con 11, Int 11, Wis 12, Cha 11.

Skills and Feats: Hide +5, Listen +3, Move Silently +5, Search +2, Spot +3; Weapon Focus (composite longbow).

Possessions: 20 arrows, composite longbow, studded leather armor, long sword; 3 sleep arrows (between the eight of them).

☛ **Canalian:** Male elf Brd1; CR 1; Medium-size humanoid (elf); HD 1d6; hp 6; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +1 melee (1d8+1/19-20, long sword) or +3 ranged (1d8/x3, longbow); SA Bardic knowledge, bardic music; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; SV Fort +0, Ref +4, Will +1; AL CN; Str 12, Dex 15, Con 11, Int 12, Wis 8, Cha 14.

Skills and Feats: Balance +6, Jump +5, Perform +5, Profession (sculptor) +2, Sense Motive +1, Tumble +5; Weapon Focus (longbow).

Possessions: longbow, 20 arrows, long sword.

Spells Known (2; base DC = 12 + spell level): 0 – daze, detect magic, mending, resistance.

☛ **Karioust:** Male elf Clr1 (Corellon); CR 1; Medium-size humanoid (elf); HD 1d8; hp 8; Init +6; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Atk +3 melee (1d8+2/19-20, long sword) or +2 ranged (1d8/19-20, light crossbow); SA Spells, turn undead; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CN; Fort +2, Ref +2, Will +4; Str 14, Dex 14, Con 10, Int 7, Wis 15, Cha 9.

Skills and Feats: Concentration +2, Heal +4; Improved Initiative, Weapon Focus (long sword).

Possessions: long sword, studded leather armor, large wooden shield, light crossbow, 20 bolts.

Spells Prepared (3/2+1; base DC = 12 + spell level): 0 – cure minor wounds, detect magic, resistance; 1st – bane, cure light wounds, magic weapon*.

*Domain spell. *Domains:* Protection (You can generate a protective ward, a spell-like ability to grant someone you touch a resistance bonus on her next saving throw equal to your level. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day); War (Free Martial Weapon Proficiency and Weapon Focus with the deity's favored weapon).

APL 4 (EL 7)

☛ **Archers (8):** Male/Female elf Ftr1; CR 1; Medium-size humanoids (elf); HD 1d10; hp 10; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +5 melee (1d8+4/19-20, long sword) or +5 ranged (1d8/x3, composite longbow); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; SV Fort +2, Ref +3, Will +1; AL CN; Str 19, Dex 16, Con 11, Int 11, Wis 12, Cha 11.

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

Possessions: 20 arrows, composite longbow, studded leather armor, long sword, 6 sleep arrows (between the eight of them).

➤**Canalian**: Male elf Brd1; CR 1; Medium-size humanoid (elf); HD 1d6; hp 6; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +1 melee (1d8+1/19-20, long sword) or +3 ranged (1d8/x3, longbow); SA Bardic knowledge, bardic music; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; SV Fort +0, Ref +4, Will +1; AL CN; Str 12, Dex 15, Con 11, Int 12, Wis 8, Cha 14.

Skills and Feats: Balance +6, Jump +5, Perform +5, Profession (sculptor) +2, Sense Motive +1, Tumble +5; Weapon Focus (longbow).

Possessions: longbow, 20 arrows, long sword.

Spells Known (2; base DC = 12 + spell level): 0 – *daze, detect magic, mending, resistance*.

➤**Karioust**: Male elf Clr3 (Corellon); CR 3; Medium-size humanoid (elf); HD 3d8; hp 18; Init +6; Spd 30 ft.; AC 19 (touch 12, flat-footed 17); Atk +5 melee (1d8+2/19-20, long sword) or +4 ranged (1d8/19-20, light crossbow); SA Spells, turn undead; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CN; Fort +3, Ref +3, Will +5; Str 14, Dex 14, Con 10, Int 7, Wis 15, Cha 9.

Skills and Feats: Concentration +3, Heal +5; Improved Initiative, Silent Spell, Weapon Focus (long sword).

Possessions: long sword, breastplate armor, large wooden shield, light crossbow, 20 bolts.

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0 – *cure minor wounds, detect magic, guidance, resistance*; 1st – *bane, cure light wounds (2), magic weapon**; 2nd – *hold person, silence, spiritual weapon**.

*Domain spell. *Domains*: Protection (You can generate a protective ward, a spell-like ability to grant someone you touch a resistance bonus on her next saving throw equal to your level. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day); War (Free Martial Weapon Proficiency and Weapon Focus with the deity's favored weapon).

➤**Melaucil**: Male elf Evo3; CR 3; Medium-size humanoid (elf); HD 3d4; hp 10; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +1 (1d4/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); SA Spells; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL NG; SV Fort +1, Ref +3, Will +4; Str 10, Dex 15, Con 10, Int 16, Wis 12, Cha 8.

Skills and Feats: Concentration +6, Knowledge (arcana) +9, Listen +6, Search +5, Spellcraft +9, Spot +6; Scribe Scroll; Extend Spell, Subdual Substitution (fire)*.

Possessions: dagger, light crossbow, 20 crossbow bolts, scroll of haste.

Spells Prepared (5/4/3; base DC = 13 + spell level): 0 – *detect magic, flare, guidance, mage hand, resistance*; 1st – *charm person, mage armor, magic missile, shield*; 2nd –

blindness, flaming sphere (subdual substitution – fire), pyrotechnics.

*See Appendix 2: New Rules for more information.

APL 6 (EL 9)

➤**Archers (8)**: Male/Female elf Ftr1; CR 1; Medium-size humanoids (elf); HD 1d10; hp 10; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +5 melee (1d8+4/19-20, long sword) or +5 ranged (1d8/x3, composite longbow); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; SV Fort +2, Ref +3, Will +1; AL CN; Str 19, Dex 16, Con 11, Int 11, Wis 12, Cha 11.

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

Possessions: 20 arrows, composite longbow, studded leather armor, long sword, 8 *sleep arrows (between the eight of them)*.

➤**Canalian**: Male elf Brd4; CR 4; Medium-size humanoid (elf); HD 4d6; hp 6; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +4 melee (1d8+1/19-20, long sword) or +6 ranged (1d8/x3, longbow); SA Bardic knowledge, bardic music; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; SV Fort +1, Ref +7, Will +3; AL CN; Str 12, Dex 16, Con 11, Int 12, Wis 8, Cha 14.

Skills and Feats: Balance +10, Jump +8, Perform +8, Profession (sculptor) +2, Sense Motive +4, Tumble +9; Spell Focus (Enchantment), Weapon Focus (longbow).

Possessions: longbow, 20 arrows, long sword.

Spells Known (3/3/1; base DC = 12 + spell level, 14 + spell level for Enchantment spells): 0 – *dancing lights, daze, detect magic, ghost sound, mending, resistance*; 1st – *charm person, cure light wounds, mage armor*; 2nd – *cure moderate wounds, hold person*.

Possessions: longbow, 20 arrows, long sword.

➤**Karioust**: Male elf Clr5 (Corellon); CR 5; Medium-size humanoid (elf); HD 5d8; hp 28; Init +6; Spd 30 ft.; AC 19 (touch 12, flat-footed 17); Atk +6 melee (1d8+2/19-20, long sword) or +5 ranged (1d8/19-20, light crossbow); SA Spells, turn undead; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL CN; Fort +4, Ref +3, Will +6; Str 14, Dex 14, Con 10, Int 7, Wis 16, Cha 9.

Skills and Feats: Concentration +5, Heal +6; Improved Initiative, Silent Spell, Weapon Focus (long sword).

Possessions: long sword, breastplate armor, large wooden shield, light crossbow, 20 bolts.

Spells Prepared (5/4+1/3+1/2+1; base DC = 12 + spell level): 0 – *cure minor wounds, detect magic, guidance, resistance, virtue*; 1st – *bane, command, cure light wounds (2), magic weapon**; 2nd – *hold person (2), silence, spiritual weapon**; 3rd – *hold person (silent) (2), magical vestment*.

*Domain spell. *Domains*: Protection (You can generate a protective ward, a spell-like ability to grant someone you touch a resistance bonus on her next saving throw equal to your level. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day); War (Free Martial Weapon Proficiency and Weapon Focus with the deity's favored weapon).

☛ **Melaucil**: Male elf Ev05; CR 5; Medium-size humanoid (elf); HD 5d4; hp 16; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +1 (1d4/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); SA Spells; SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision; AL NG; SV Fort +2, Ref +4, Will +6; Str 10, Dex 15, Con 10, Int 17, Wis 12, Cha 8.

Skills and Feats: Concentration +8, Knowledge (arcana) +11, Listen +7, Search +5, Spellcraft +11, Spot +7; Energy Substitution (sonic)*, Extend Spell, Scribe Scroll, Subdual Substitution (fire)*.

Possessions: dagger, light crossbow, 20 crossbow bolts, scroll of haste, scroll of dispel magic, cloak of resistance +1.

Spells Prepared (5/5/4/3; base DC = 13 + spell level):
0 – detect magic, flare, guidance, mage hand, resistance; 1st – charm person (2), mage armor, magic missile, shield; 2nd – blindness, flaming sphere (subdual substitution – fire) (2), pyrotechnics; 3rd – fireball (subdual substitution; energy substitution – sonic) (2), haste.

*See Appendix 2: New Rules for more information.

APPENDIX 2: NEW RULES

ENERGY SUBSTITUTION [METAMAGIC] AS PRESENTED IN *TOME AND BLOOD*

You can modify a spell that uses one type of energy to use another type of energy.

Prerequisite: Any other metamagic feat, 5 ranks in Knowledge (arcana).

Benefit: Choose one type of energy: acid, cold, electricity, fire, or sonic. You can modify a spell with an energy designator to use the chosen type of energy instead. A substituted spell works normally in all respects except the type of damage dealt.

A substituted spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

Special: You can gain this feat multiple times, each time it applies to a different type of energy.

SUBDUAL SUBSTITUTION [METAMAGIC] AS PRESENTED IN *TOME AND BLOOD*

You can modify a spell that uses energy to deal damage to deal subdual damage instead.

Prerequisite: Any other metamagic feat, 5 ranks in Knowledge (arcana).

Benefit: Choose one type of energy: acid, cold, electricity, fire, or sonic. You can modify a spell with the chosen designator to inflict subdual damage instead of energy damage. The subdual spell works normally in all respects except the type of damage dealt. For example, a *subdual fireball* spell works in the usual way, but the *subdual fireball* deals subdual damage instead of fire damage.

A subdual spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

PLAYER HANDOUT 1: THE TREATY OF ULUMAR

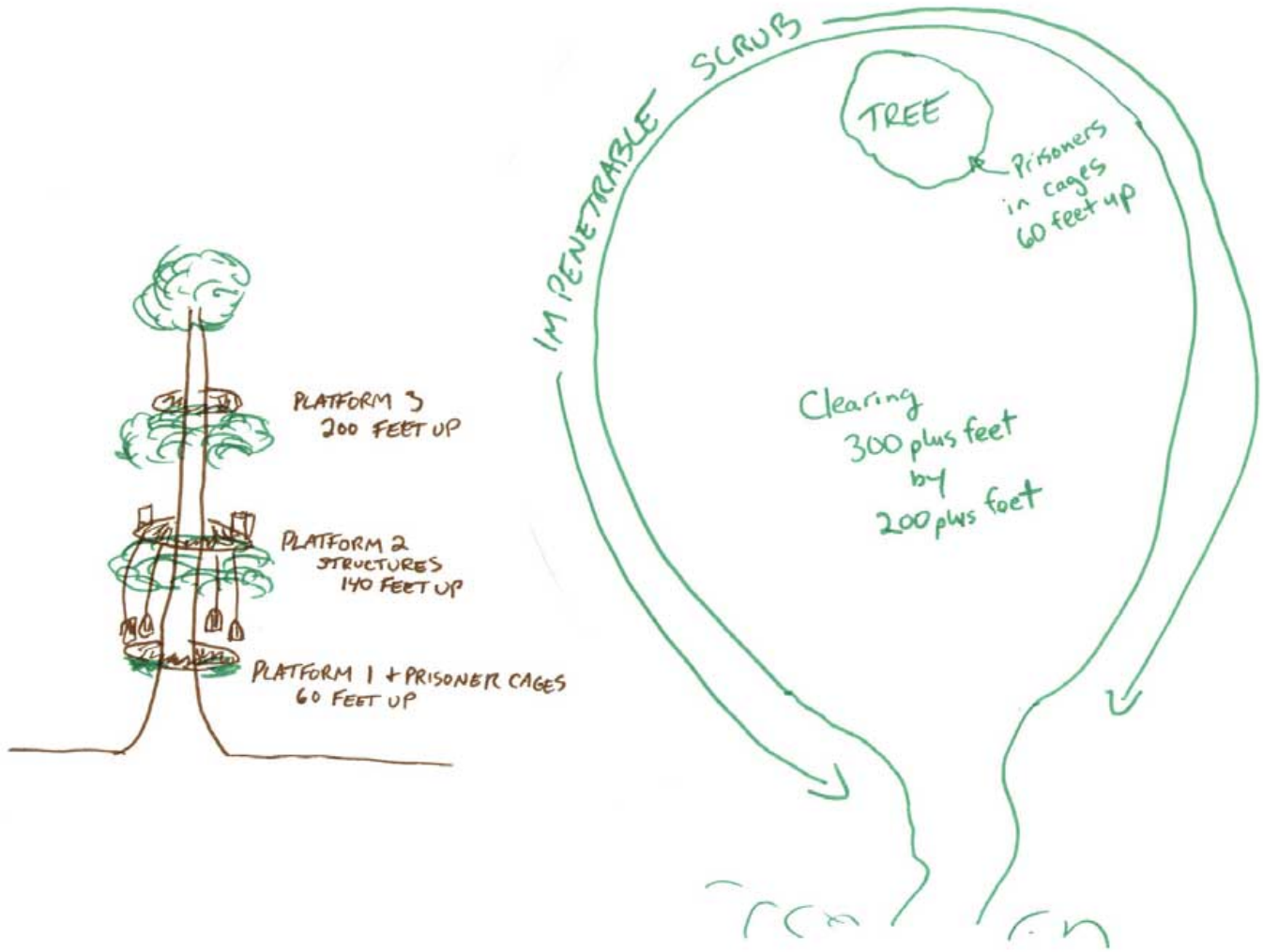
Be it resolved that Ulamur, Pasha of Tusmit, and Solorain, High Chieftain of the Udgru elves, do hereby settle their differences on the behalf of their people, and commit themselves to a bond of friendship and mutual defense.

Ulamur, Pasha of Tusmit, does hereby recognize the elven people's claims to the lands of the Udgru Forest, and to their rights as the indiginous peoples of this land. The elven people are to be given the right to self-government within their lands, while receiving the benefits of being citizens of Tusmit.

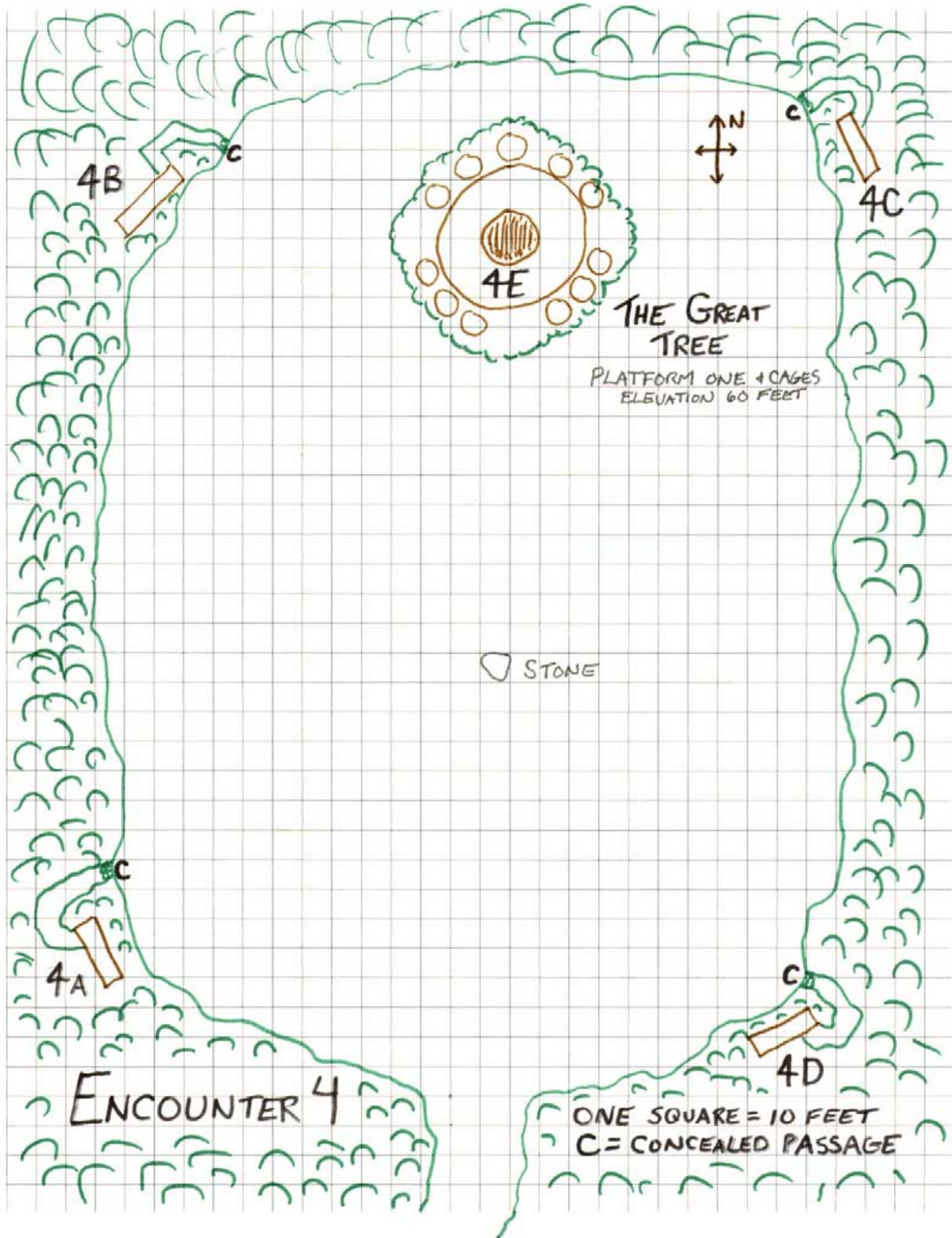
Solorain, High Chieftain of the Udgru elves, does in turn provide the Tusman peoples access and ownership of specified portions of the Udgru Forest (see schedule A), as well as ownership and settlement rights beginning at the outermost border of the Udgru Forest, and extending into the Udgru no further than one mile from the outermost border.

This agreement is signed in order to benefit all peoples of Tusmit, dated this 19th day of Planting, 2253 B.H.

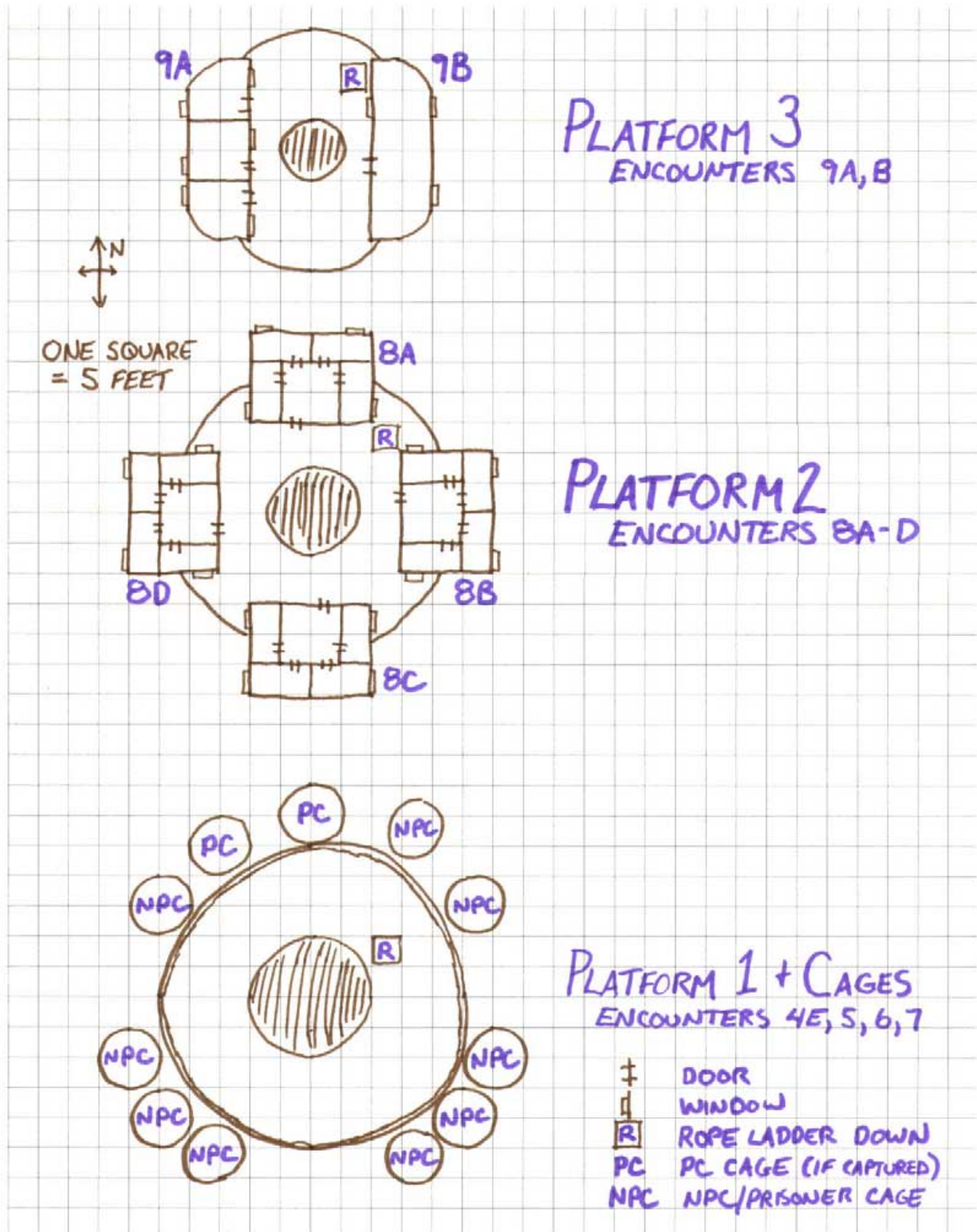
PLAYER HANDOUT 2: MAP OF JARDEZ



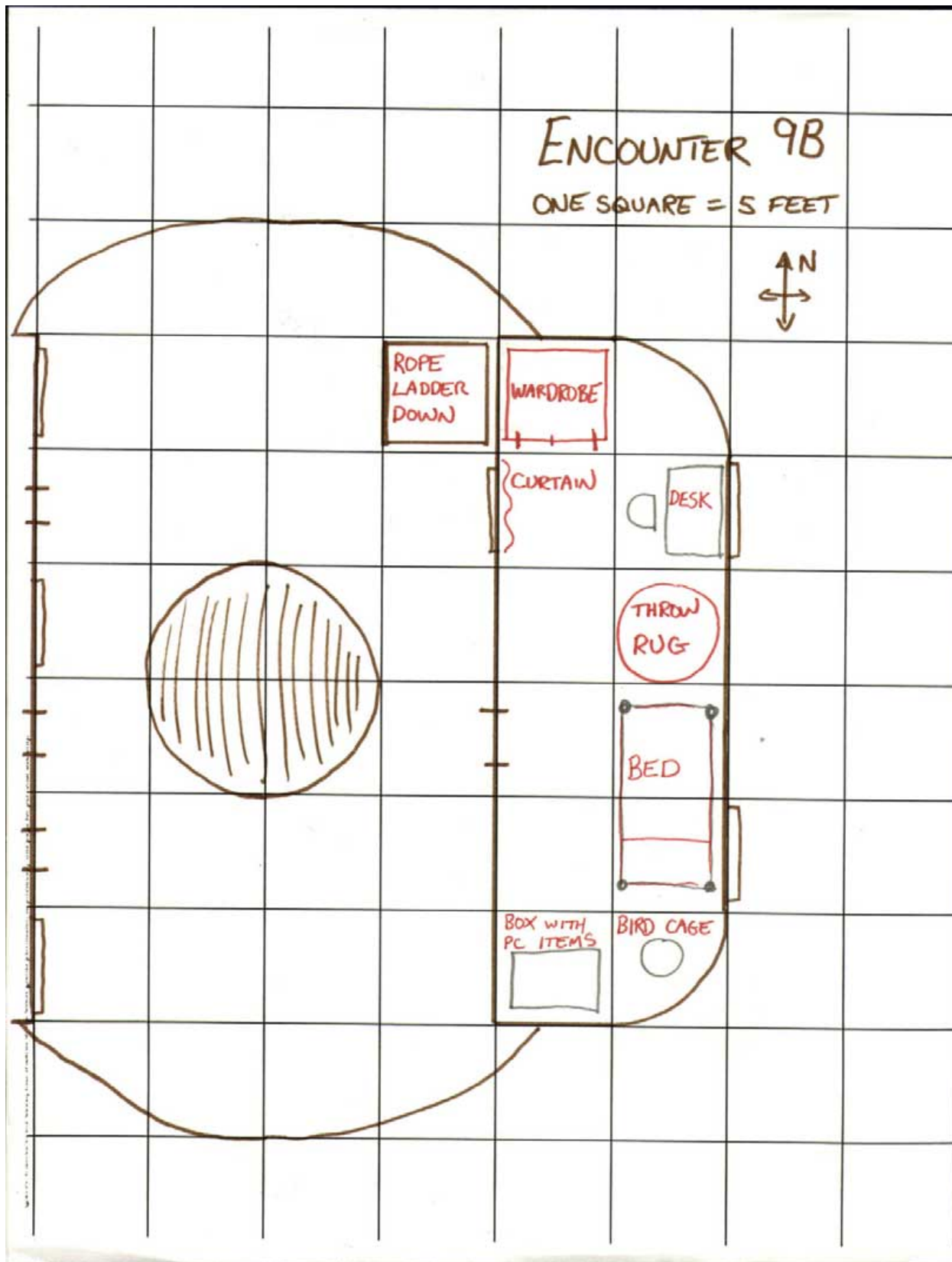
DM'S MAP 1



DM'S MAP 2



DM'S MAP 3



CRITICAL EVENTS SUMMARY

This critical event summary is designed to assist the Tusmit Triad in making appropriate future development decisions based on the results of this scenario. We ask every DM to fill out this summary and return it to the Tusmit Point of Contact (Bradley Fenton bfento@sprint.ca) via mail or e-mail as soon as possible after completing the scenario. Please contact me via e-mail for mailing information. We only ask DMs to fill this out within the first 5 months of the scenario's Premiere Date.

Make sure to list the names of every participant with their RPGA number, character name, and character level at the beginning of the scenario.

Player Name	RPGA #	character Name	character Level(s)
DM Name	RPGA #		

CRITICAL EVENTS LIST

- 1) Did the characters defeat the elves?
 - a. Yes
 - b. No
 - i. If yes, were they killed? Yes or No.
- 2) Was Elohir exposed?
 - a. Yes
 - b. No
- 3) Did the PCS get captured?
 - a. Yes
 - b. No
 - i. If yes, did they gain release? Yes or No
- 4) Did the characters express any suspicion of Kazarai's motives?
 - a. Yes
 - b. No
- 5) Did the characters lose any additional TU?
 - a. Yes
 - b. No
 - i. If yes, how many and why?

Thank you for adventuring in Tusmit

ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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