

# Unfamiliar Territory

**A One-Round Living City Tournament**

**by Ed Gibson**

The proprietor of Talton's Ivory and Scrimshaw has been brutally murdered by unknown individuals. The City Watch has its hands full trying to discover who has kidnapped a number of Ravens Bluff's most prominent citizens, so a group of adventurers is asked by Rolf Sunriver to investigate a clue found at the murder scene.

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. 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 capsule their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

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 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*. We strongly recommend that you paraphrase player text, instead of reading it aloud, as some of text is general and must be adapted to the specific situation or to actions of the player characters (PCs).

## Tier Structure

Tiered events and foes are marked throughout the text. Add all PC levels to determine their tier. For multi- and dual-classed characters, count the highest attained class, plus 1 level for each active class. Thus, an elf fighter/mage/thief at levels 3/3/4 counts as 6 total levels, a dual-classed human mage at level 3 (formerly a 7th level fighter) would count as 8 levels.

Tier 1:	Total levels 4-13
Tier 2:	Total levels 14-25
Tier 3:	Total levels 26-37
Tier 4:	Total levels 38-56
Tier 5:	Total levels 57+

## DM Introduction

Excessive hunting is taking a toll on the population of mammoths in the area of Ravens Bluff. The slaughter is so bad that the survival of the mammoth in the Vast is threatened. The mammoth lord (a quasi-power) has decided to take action to reverse the situation. (Events leading up to the current situation are included in previous Living City modules: "A Wedding Summons in Ravens Bluff", "The Roundup", and "A Boy and his Mammoth". Knowledge of these tournaments is not

required). The price of ivory in Ravens Bluff has been doubling every month as mammoths become increasingly rare. One of the primary reasons for the slaughter is a group of ex-adventurers, led by a priest of Malar, who have been killing as many mammoths as possible for their tusks.

The mammoth lord has decided to give a group of Ravens Bluff's most influential citizens the opportunity to experience life as a hunted animal. Lord Calvin Longbottle (harbormaster), Lady Lauren DeVillars, ex-mayor Charles Oliver O'Kane, Spellswift Sunriver (Rolf's sister), Vernon Condor (Regent of the Exchequer), and Reverend Judge Hykros Allumen have been transported to the mammoth lord's realm in the Beastlands and forced into animal forms.

The City Watch is too busy trying to solve the disappearances to investigate a murder, so the PCs' assistance is requested. Rolf Sunriver briefs them on what is known of the death and lets the party conduct its own investigation. Talton, the proprietor of Talton's Ivory & Scrimshaw, was brutally murdered and a crude map and carved piece of bone were left behind. The carved piece of bone is the key to a gate which leads to the Beastlands. The mammoth lord has been watching Ravens Bluff for some time and anticipates that a group of adventurers will be sent to follow the map. After the PCs arrive in the Beastlands, they meet the six mammoths which they need to escort to safety. In addition, the PCs undergo physical changes in the Beastlands and are told that unless they succeed, they will become animals and lose all memory of their previous existence. If the heroes are successful in a series of challenges, they are allowed to return home with the restored captives. PC watch members may be promoted if they are successful in completing the investigation. A system of licenses for mammoth hunting is developed and vigorously enforced by the City Watch and government of Ravens Bluff.

## Introduction: Standard LC Introduction #1

Important: review character sheets and complete DM Aid #2 before starting play.

Tell your players to select spells for a typical day in Ravens Bluff. Although the PCs are all sitting in Embrol Sludge's Spill and Swill (a popular Ravens Bluff tavern) at the start of the event, they are at separate tables unless they already know each other. The PCs are not allowed to work together on spell

selection. The time at the start of the module is 10:00 PM. Heroes who know each other are free to role-play among themselves. Myrkyssa Jelan was the warlord of the army which attacked Ravens Bluff during the war and who was subsequently executed. When the players are ready to begin, read or paraphrase the following:

*It's a warm summer night in Ravens Bluff, but you are roused from quietly contemplating the bubbles in a glass of your favorite beverage by an impromptu concert of whistles, bells and drums. Has Embrol Sludge decided to offer entertainment in the Spill and Swill? If so, he must be starting with the dregs of the Bard's Guild.*

*The significance of the noises eventually registers in your mind: City Watch whistles and the alarms of the city defenses. Has the war resumed? Is Ravens Bluff under attack by supporters of the late Myrkassa Jelan and her army? These thoughts rush through your mind as an evening of relaxation is forgotten.*

Most of the patrons are too drunk to realize what is going on. The heroes, being a cut above normal citizens, are hopefully going to wonder what is going on and head outside. If the PCs don't decide to go outside and investigate, Embrol Sludge closes the bar down and forces them out on the street. In either case, proceed to Encounter One.

## Encounter One: Martial Law

*You make your way outside the tavern. The streets are crowded with city watch members and soldiers of the army of Ravens Bluff. Civilians stand around looking dazed. As you look around, you see a squad of watchmen break down the door of a nearby house and rush inside. Moments later, a stream of half-dressed, crying people runs through the ruined door. A male elf dressed in the uniform of a city watch captain takes notes on the operation.*

If the PCs attempt to interfere, they are told that the city is under martial law and if they fail to cooperate they will be arrested. If they speak to Captain Drax, they are told that martial law has been declared following the abduction of six of Ravens Bluff's most influential citizens. He's not certain who made the decision to declare martial law, but it was passed down to him by Rolf Sunriver. It is feared that the abductions are part of a plan to demoralize Ravens Bluff before an attack. His assignment was to investigate reports of suspicious behavior, but he's expanded his

investigation to include people who have annoyed him in the past.

All he knows and is willing to pass along about the abductions is that there were no witnesses and signs of a struggle at any of the sites. A PC member of the City Watch roll or any PC who makes a Local History NWP knows that Captain Drax is known for being brutally efficient. He always gets his man, although rarely alive, and even more rarely without killing any innocent bystanders.

The following people are known to be missing:

- Lord Calvin Longbottle—harbor master of Ravens Bluff
- Lady Lauren DeVillars—beyond a doubt the most important noble in Ravens Bluff
- Charles Oliver O'Kane—former mayor of Ravens Bluff
- Spellswift Sunriver—minor official and sister to Rolf Sunriver, the Chief Constable of Ravens Bluff
- Vernon Condor—Regent of the Exchequer for Ravens Bluff (head of treasury)
- Reverend Judge Hykross Allumen—High priest of the temple of Tyr

If the PCs volunteer to help, he tells them that Rolf Sunriver is currently at Talton's Ivory and Scrimshaw and suggests that they find him. If the PCs don't volunteer, he drafts them into service and sends them to Rolf Sunriver. In either case, he gives them a pass which allows them to proceed to Talton's shop. The pass is signed, dated, and has the time written on it. It gives them just enough time to make it to the shop before it expires. The heroes are stopped by several patrols along the way, but are allowed to continue without incident upon showing the pass.

Important Note: All on-duty watch members outrank any off-duty (PC) watch members. Everyone who has been mobilized for the current emergency outranks any PC knights, soldiers, etc. The PCs are treated with respect, but are told politely and firmly, that their rank is of no consequence in the current emergency. NPCs recommend that the heroes look up Rolf Sunriver, if they want to help.

When the PCs decided to visit Rolf Sunriver, proceed to Encounter Two.

**Captain Drax, em F8/W9:** AL NE; AC -2 (chain +3, Dex); MV 12; HP 76; THCA0 13 (7 adj); #AT 5/2; DMG 1d8+8 (long sword), 1d6+8 (shortsword); SA

Spells; SD Spells; S 18(00); D 18; C 16; I 16; W 12; Ch 9; MR Nil; Size M (5' 6" Tall) ML 20.

Magical Items: *elven chain* +3, *longsword* +2, *shortsword* +2, *rod of beguiling*—6 charges.

Spells: *charm person*, *color spray*, *magic missile* x2; *invisibility*, *levitate*, *web*, *dispel magic*, *fly*, *fireball*, *ice storm*, *stoneskin* (precast—8), *cloudkill*.

Captain Drax considers non-elves to be little better than worms. He plans to establish himself in Ravens Bluff where he can use his long lifespan to rise to the top. He is ruthless, and will go to any lengths to stop (kill) a lawbreaker.

If the PCs choose to attack him, he uses destructive magic spells with NO concern for deaths among bystanders. Enough additional watch members respond to capture the PCs. The penalty for killing a city watch member is execution with no possibility of resurrection. The penalty for attempted murder is 10 years at hard labor (and Drax will kill offending PCs if he gets the opportunity). A note on the laws of Ravens Bluff from LC 5 (page 21), "*City Watch members cannot be tried for crimes relating to their work.*" Captain Drax stretches this to the limit.

## Encounter Two—Talton's Ivory and Scrimshaw

*You make your way to Talton's Ivory and Scrimshaw. You pass several checkpoints, but the guards send you on your way after examining the pass. Talton's shop is a small wooden store, brightly lit by the lanterns of a dozen guardsmen. The familiar voice of Rolf Sunriver can be heard cursing inside. A guardsman moves to block your path to the building.*

If the PCs show the note to the guard or ask to speak to Rolf Sunriver, the guard tells them to wait a minute and he'll see if the Chief Constable has time to speak with them. He walks to the door of the shop and a brief conversation takes place. After a few minutes, Rolf comes out and speaks to the PCs. He addresses, by name, any PCs with a score of 12 or greater in Fame—City Watch.

*"Nasty business this murder", he states. "A real bad time for it, with most of the City Watch personnel investigating the disappearances. I was thinking about gathering a group of adventurers to investigate the murder, but as long as you're here, maybe you'd like the job?"*

If the PCs ask Rolf about the disappearances, he tells them that the bulk of the watch is working on that case, so he doesn't need any more help there, but he could use some people to investigate the brutal murder of Talton. He provides the same list of missing people as in Encounter One, but can add a few more details. There were no witnesses, no signs of forced entry, nothing appeared to be stolen, and no alarms were raised. It is probable that magic was involved in the abductions. The disappearances were discovered by various servants, family members, and so forth. The first abduction (O'Kane) was discovered at 7:00 PM and after three abductions were reported by 8:00 PM, patrols were sent around to check on prominent citizens. Lord Blacktree raised the possibility of an attack and recommended the immediate mobilization of the defense forces and the declaration of martial law.

Rolf is willing to pay each PC the sum of 50 gp per point of Fame in City Watch, with a minimum of 250 gp for any individual. His justification is that he's familiar with the good work these PCs have performed in the past, and if the others dedicate themselves to this mission, they can expect better pay in the future. He offers a clerical scroll with two *entangle* spells, a *speak with animals* spell, and a *cure serious wounds* spell (all at 9th level) if the PCs accept the mission. If the PCs don't accept the mission, their adventure is over.

Talton's body hasn't been removed and the heroes may cast *speak with dead*. Michael, Talton's assistant, discovered the body and can also be questioned.

Once the PCs accept the mission and Rolf passes along any relevant information, he excuses himself to continue his investigation. Rolf has one of the officers prepare writs for the heroes upon request.

### What the PCs can learn about the murder:

If the PCs cast a *speak with dead* spell on Talton's body, his story is as follows (use this as a guideline to answer questions):

*I was working on a new project, a dragon and its hoard carved out of ivory. It was to be made from a single mammoth tusk, weighing about 200 pounds. I was laying out the rough design in ink on the tusk in preparation for carving. I thought I heard someone behind me and started to get up. Someone grabbed my neck and picked me up out of my chair. In my struggles, the lamp was knocked over and went out. I felt an excruciating pain that started in my belly and moved up my abdomen and then into my chest before I died. It hurt worse than losing my leg.*

Talton has a wooden leg to replace the one he lost to a shark. He weighs about 175 pounds. An examination of the body reveals that there is a large (entrance) wound just below the naval and another wound (exit) in the left armpit. There are traces of blue ink around the entrance wound.

The murder weapon is a huge mammoth tusk weighing 210 pounds. The tusk is just over five feet long. (The watch removed it upon arrival). It is covered in blood and traces of blue ink are still visible in spots. It appears that someone picked up Talton in one hand and drove the tusk through him with the other. This would require enormous strength (over 19). The piece was commissioned by Lady Lauren DeVillars.

Michael is Talton's assistant. His right arm is in a sling (broken) and his chest is heavily wrapped (broken ribs). His story is as follows (use this as a guideline to answer questions):

*Talton was working late, so I'd stopped by Flirin's Sushi Shop to pick up dinner for him. I came back to the store about nine bells and there weren't any lights on and the front door was ajar. That's unusual, because Talton normally works until midnight. I walked in and stumbled over the body. As I started to move back, something rushed out of the door past me and broke my arm and ribs with a push. I blacked out and when I came to, I was alone.*

*I didn't get a good look at it, but it was humanoid and about seven feet tall. I found poor Talton with the tusk he was working on driven through his body. I called for the watch and then briefly checked the business. It doesn't appear that anything was stolen. I did find a crude drawing and stone figurine on the desk, I've never seen either of them before.*

The drawing is Player Aid #1. The stone figurine is a coiled onyx serpent about six inches long. Successful use of the appraisal NWP will value the serpent at 500 gp. Neither the drawing or figurine are magical. An animal lore NWP check at one-half reveals that the serpent is very detailed, but doesn't match any known snake. The drawing leads to a cave in the base of the tall mountain spire to the southwest of Ravens Bluff (Local History NWP or any druids or rangers will recognize the spire).

If the PCs appear stumped, Michael suggests that it looks like a map and the serpent may serve to identify the bearer to someone at the cave. Make sure you know

who has the serpent. When the PCs investigate the spire, continue with Encounter Three.

If the PCs don't investigate the spire, improvise as necessary to convince them that there is no further information to be gained in the City. Flirin's Sushi Shop has been closed for several hours, so they can not corroborate Michael's story. Michael is lean (Strength = 12) and can barely drag the tusk along the floor. Michael encourages the PCs to leave immediately, since the killer may escape if they wait until morning. He's going to visit the temple of Torm tomorrow to see about having Talton raised. It's midnight by the time the PCs conduct their investigation and are ready to leave town.

### Encounter Three—Sightseeing

Read or paraphrase the following, adjusting as necessary for your table.

*You have a little difficulty convincing the guards on the south gate to allow your group to exit Ravens Bluff after midnight, but after a few minutes of discussion, your documents convince them. The tall spire indicated on the map is a local landmark and rises into view after a two hour walk. You briefly scout the area. You don't encounter anyone, but you can barely pick out what seems to be a campfire at the base of the spire.*

It is assumed that the PCs are just close enough to be able to see the fire (about 200 yards). Careful observation of the campfire reveals that it was built in a small cave in the base of the spire. A successful Observation NWP check (after 30 minutes of watching) reveals that there doesn't appear to be anyone around the campfire. After about an hour, it's obvious to everyone that the fire is dying out.

This is what happened before the PCs arrived: a group of six poachers was being led by Aurok, a priest of Malar. They found an onyx serpent identical to the one the PCs have several days ago. They've been following a huge mammoth off and on for the past three days. They've had distant glimpses of it and have been following its tracks with difficulty. The tracks led into this cave. The priest and his band followed the tracks into the cave, but suspected a trap and left several traps of their own behind for the unwary. The onyx serpent is the key to a gate to the Beastlands located in the tunnels beneath the peak. The huge mammoth was the mammoth lord.

There is no cavern map; the cavern twists and turns (heading generally downward). Due to its winding, it is impossible to see anyone who is further than 10 feet away. The gate is one way and remains open for one hour. If a PC waits to enter the cave more than an hour after the gate is activated, the gate closes and the module is over for that PC.

A. The entrance to the cavern shows that someone has been through here recently. A Tracking NWP check reveals that a huge mammoth and six humanoids travelled into the cave recently. The entrance to the cave is about 10 feet high (a tight squeeze for a mammoth) and a small quantity of mammoth hair can be found trapped in a crevice, but the passage opens up to 18 feet high about 20 feet past the entrance.

B. If the PCs examine the area around the campfire (5 feet into the cave), they find bread crumbs, blood stained leaves (used to wrap meat) and bits of fat and gristle. Hidden beneath a clump of leaves is a half-full wineskin. The wineskin has a *fire trap* cast on it. Anyone removing the stopper or within five feet takes damage as follows:

- Tier 1—1d4 +3
- Tier 2—1d4 + 5
- Tier 3—1d4 + 7
- Tier 4—1d4 + 9
- Tier 5—1d4+13

A saving throw versus spells is allowed for one-half damage. Thieves have one-half their normal chance to find the trap if they are actively searching for traps. The wine is unremarkable if the PCs avoid setting off the fire trap.

C. At 35 feet into the cave, the path is trapped with a *glyph of warding*. Thieves have one-half their normal chance to find the trap if they are actively searching for traps. Anyone passing the glyph takes electrical damage as follows:

- Tier 1—1d4
- Tier 2—2d4
- Tier 3—4d4
- Tier 4—6d4
- Tier 5—8d4

A saving throw versus spells is allowed for one-half damage. The spell is cast at level six + tier for resolving a *dispel magic* spell.

D. The gate is located 80 feet into the cave. It activates (no visible effect) when the onyx serpent gets within 20 feet and remains open for one hour. The mammoth and humanoid tracks continue to the end of the tunnel at 140 feet. The mammoth tracks disappear and the humanoid tracks turn around and head back out of the cave. Once the PCs are through the gate, a tracking NWP reveals that there are two sets of humanoid tracks. The first appears to start out of nowhere and continue deeper into the cave, while the other set appears to start from in front of the PCs and head back towards the exit. When the PCs leave the tunnel they emerge into a different world than the one they left. Proceed to Encounter Four.

## Encounter Four—Toto, we're not in Ravens Bluff any more

*You follow the twists and turns of the tunnel back the way you came. As you reach the opening, it seems that you have spent more time inside the cave than you thought, for the sun is as bright as midday. As you start to leave the cave, it's obvious that something has happened: there is no sign of the spire above you. The landscape is barren plain, but everywhere you look there are animal skeletons, bleached white through years of exposure.*

Any animals travelling with the PCs run off at this point. Riders are bucked off their mounts, pets slip their restraints, and all run wild as the primal nature of the plane overcomes their previous training. Exceptionally loyal or magical animals (a paladin's warhorse, a mage's familiar, or a ranger's animal follower) return to the PC just prior to leaving the Beastlands (Encounter Eleven).

The PCs are in Krigala, the first layer of the Beastlands. It's very hot under the blazing sun and it is perpetually noon. (i.e. there is no day and night, just noon). A cursory glance at the skeletons reveals that they all come from quadrupeds with large tusks. An Intelligence check confirms that these appear to be the remains of elephants and mammoths, the legendary "Elephants' Graveyard" (the players may or may not make this connection).

This is a good place to go over the magical differences in DM Aid #1. *In addition, Primal Changes begin for all Chaotic aligned PCs* (DM Aid #2). The PCs feel exceptionally "alive" and invigorated. Any natural type skills, such as Direction Sense, Tracking and Animal Handling work better in the Beastlands (+10% or +2 to

NWP checks). The weather is quite chaotic and the Weather Sense NWP functions at -4 while on this plane.

Allow the PCs some time to look around. The spire is gone, the cave from which they exited lies between two huge ivory tusks. Each tusk is 20 feet long, and four feet thick, and weighs several tons. A tracking NWP allows the PCs to follow a set of tracks (six humanoids) which exit the cave and lead 125 feet before they disappear in a large mound of over 40 skeletons. (The PCs won't be able to track after this point, because their quarry is exceptionally skilled and is covering its tracks). There are tens of thousands of skeletons surrounding the PCs. The PCs are in the center of the Elephants' Graveyard (which is 20 miles in diameter).

There is a good chance that your players will decide to sleep here and regain spells. This is fine, just remember the effects of the plane on priest levels. After the PCs are ready to continue, or if the PCs decide not to sleep, proceed to Encounter Five.

## Encounter Five—Somewhere Over the Rainbow

*One second you're discussing what has happened to you, and the next moment, the air is filled with a horrid shrieking as powerful winds rush through the bones which surround you. The sun shines brightly as you are pelted with hail. The hailstones strike with enormous power, abrading exposed skin with enough force to draw blood. As suddenly as the storm came, it passes, leaving the sun sharing the sky with a breathtaking rainbow.*

The hailstorm causes damage as follows:

- Tier 1—1 point
- Tier 2—3 points
- Tier 3—5 points
- Tier 4—8 points
- Tier 5—10 points

There is no saving throw versus the hail. Any active stonewall spells are removed by the hail.

Primal changes begin for Neutral aligned PCs (DM Aid #2).

A Direction Sense NWP check (remember the +2) identifies the rainbow as being aligned north-south with the PCs at the southern end. If the PCs follow the

rainbow (it appears to move as they follow it) or make a decision to head in any direction, proceed to Encounter Six. If the PCs sit and sulk, proceed to Encounter Six, but there are adjustments to the text and encounter.

## Encounter Six—A Potential Catastrophe

Read or paraphrase the following. If your PCs are sitting around and waiting for something to happen after the hail storm, the cats are able to approach quietly (PCs are -2 on surprise check).

*You walk for hours under the searing hot sun. The terrain is littered with hundreds of skeletons. You try and pick a path around the bones, but at times your route is completely blocked and you are forced to scramble over the lifeless skeletons. The bones seem unnaturally hard and are undamaged by your passage. As you climb one last bony ridge, you see the plains end abruptly in thick jungle. With a sudden growl, something springs at you.*

Have the PCs make surprise checks (at -2 if they're sitting around, normal if they are moving). A group of great cats has smelled and heard the party and hidden among the skeletons to ambush the heroes. The number and type of cats (MM 36) is dependent on the party's tier. Although the cats are only of animal intelligence, they have a supernatural cunning (due to the Beastlands) and will use effective tactics (including leaping past the lead elements of the party to attack those in the rear).

### Tier 1

**Cheetahs (4):** Int Animal; AL N; AC 5; MV 15 Sprint 45; HD 3; hp 12; THAC0 17; #AT 3; Dam 1d2 (x2), 1d8; SA Rear Claws 1d2 (x2) automatic damage if both front claws hit; SD Surprised Only on a 1; MR Nil; SZ M (4' 6" Long); ML 20.

### Tier 2

**Common Lions (4):** Int Animal; AL N; AC 5; MV 12; HD 5+2; hp 27; THAC0 15; #AT 3; Dam 1d4 (x2), 1d10; SA Rear Claws 1d6+1 (x2) automatic damage if both front claws hit; SD Surprised Only on a 1; MR Nil; SZ M (6' 6" Long); ML 20.

### Tier 3

**Modified Wild Tigers (4):** Int Animal; AL N; AC 6; MV 12; HD 7+2; hp 44; THAC0 13; #AT 3; Dam 1d4+1 (x2), 1d10; SA Rear Claws 2d4 (x2) automatic

damage if both front claws hit; SD Surprised Only on a 1; MR Nil; SZ L (8' Long); ML 20.

#### **Tier 4**

**Modified Smilodons (6):** Int Animal; AL N; AC 6; MV 12; HD 9+2; hp 65; THAC0 11; #AT 3; Dam 1d4+1 (x2), 2d6; SA Rear Claws 2d4 (x2) automatic damage if both front claws hit; SD Surprised Only on a 1; MR Nil; SZ L (10' Long); ML 20.

#### **Tier 5**

**Warden Smilodons (6):** Int Average; AL N; AC 4; MV 12; HD 12+2; hp 98; THAC0 9; #AT 3; Dam 2d4+2 (x2), 4d6; SA Rear Claws 4d4 (x2) automatic damage if both front claws hit; SD Surprised Only on a 1; MR 25%; SZ H (24' Long); ML 20.

Warden smilodons have magic resistance and can use Animal Growth once per day (already included).

## **Encounter Seven: Rocky the Flying Squirrel**

*The battle won, you stand amid the carcasses of the slain great cats. The jungle beckons to you from less than 50 feet away.*

Have the PCs make a Wisdom check. Any PC who makes this check feels like someone is watching them, although nobody is visible. If the PCs spend time searching, have them attempt an Observation NWP or perception ((Intelligence+Wisdom)/2) check. Anyone who makes the check observes a small (6" tall) figure high in a tree watching the heroes.

*Primal changes begin for Lawful aligned PCs (DM Aid #2).*

The figure is a gray flying squirrel. This is a Rocky, a former druid of Mielikki who died and became a petitioner (a servant of the gods who is working to become one with his deity). If the PCs attack, he flies away into the jungle, never to be seen again. In this case, the PCs are unable to accomplish their mission and are trapped in the Beastlands until rescued in a future module. Go ahead and complete your scoring.

If the PCs speak to Rocky (he speaks common and elvish), he can pass along the following information in response to questions. Rocky will use his healing spells to help the party if they are still injured after the battle and, they've party has used its healing spells, AND if they are properly respectful. He is very long-winded and avoids simple answers (i.e. nothing is black or

white, it's all shades of gray). He won't accompany the party under any circumstances. He can pass along the information on Spell Changes in the Beastlands (DM Aid #1).

Sample questions and answers include:

#### **Where are we?**

There are a number of answers to that question, depending on your perspective. First and foremost, we are in our bodies. Now, if you mean where are our bodies, there are still several answers. We are under the sun Selera. Of course, that is a necessary, but not sufficient, condition to determine our whereabouts. To be precise, we are within the Elephant's Graveyard, on Krigala, the first layer of the Beastlands.

#### **Who are you?**

That is a very complicated question depending on your time of reference. I am a humble petitioner, seeking to serve my lady Mielikki, until such time as my essence becomes one with her. I was an adventurer, such as yourselves, until I was called to serve the lady. I am known by the name Rocky, which I used prior to making the final journey.

#### **What are we doing here?**

Well, fate has brought you here. Of course, fate had a little help in this matter. You are here to be tested, along with the others. But it's not really a test as much as it is a challenge for your group and the others to survive. It seems that you have angered the mammoth lord so much that he is interfering in demi-human affairs. That's quite rare; the animal lords generally ignore demi-humans unless the animal they look after is threatened. I guess the real reason you are here is to be hunted.

#### **What do you mean hunted?**

Hunted, it seems quite obvious to me. Survival of the fittest, every man for himself, every dog has its day, you know what I mean? The collective you is the fox, while the mammoth lord will furnish the master of the hunt, the hounds, and maybe a few surprises.

#### **Who is the mammoth lord?**

This, the elephant's graveyard, is part of his realm. He shares it with the elephant and oliphant lords. He's the divine guardian of the mammoth species. He has total control over all aspects of his realm, unless a more powerful deity decides to interfere.

#### **Who are the others?**

Who or what? They're mammoths now. No, not merely marked like you are, but mammoths to the bone. They're here to be hunted, just like you. I believe that they are notable individuals from your homeland. They will be hunted and you will be hunted in an effort to teach you manners. It's nothing personal, it's natural selection.

#### **How long are days here?**

There is no night, there is only day, under the radiance of Selera.

#### **How do we get home?**

Well, some of you are home, or at least are where you will be when the time comes. I don't know how you can return home. Of course, the point is moot as long as you are within the mammoth lord's realm, since your spells won't work if he doesn't want them to work. If you survive your lesson, you will be allowed to return to your home plane.

#### **Why are we changing?**

That's the way of the Beastlands. Your beastly natures are set free. Eventually, they will consume you and you will become an animal in form, but with your intellect intact. I don't know if it is reversible.

#### **Why are you telling us these things?**

The mammoth lord asked me to wait here for you and pass along this information and a message to you.

You must travel two hours to the west. A group of six mammoths are tethered there awaiting your arrival. Take the mammoths and travel due north. The hunt continues until you die or reach the standing stones. I will address the survivors and see if you've learned your lesson.

#### **How do we know which way is north (or west)?**

Well, you eliminate the directions which you don't want to travel in and whatever is left is the right path. He points: that way is north. The terrain here isn't really suitable for telling directions. Selera (the sun) is always right there and moss grows wherever it feels like. You either know or you don't. [Direction Sense NWP]

Proceed to Encounter Eight when the heroes are done talking to Rocky.

#### **All Tiers**

**Rocky, Flying Squirrel Petitioner:** Int Genius; AL N; AC 6; MV 6, Glide 12; HD 9; hp 72; THAC0 11; #AT

1; Dam 1 (bite); SA Spells; SD Spells; MR Nil; SZ T (6" Tall); ML 14.

Spells: *bleed*, *cure light x2*, *entangle*, *goodberry*, *heat metal*, *obscurement*, *speak with animals*, *protection from fire*, *stone shape*, *summon insects*, *cure serious*, *protection from lightning*, *wall of fire*.

## **Encounter Eight: A Mammoth Headache**

*You make your way to the west under the blistering sun. Your path skirts the mounds of bones, although the bones block your path in several places. After several hours of careful movement you spot six mammoths huddled together. They are trapped in a cage constructed of the ribs of giant beasts. Two stones hang from leather thongs on opposite sides of the cage.*

The stones are not trapped, but do radiate magic (alteration). Upon close examination, the stones are found to be small pieces of bone. These necklaces were provided to assist the heroes in their quest. One necklace has a piece of mammoth bone and allows the wearer to speak the language of elephants and mammoths. The other necklace has a small piece of bird (Animal Lore NWP at -4 to determine that it's homing pigeon) bone and gives the wearer the Direction Sense NWP.

The six mammoths are the missing citizens of Ravens Bluff. They aren't in a very good mood. They speak mammoth and can communicate with a PC who wears the necklace or who casts a *speak with animals* spell. They don't have any idea how they got here. After ten minutes, Spellswift Sunriver makes the discovery that she can speak common if she concentrates on doing so. The other NPCs learn how to do so after another five minutes of experimentation. The mammoths don't have access to any spells or specialty priest abilities. *Dispel magic* cast on the mammoths has no effect. No spells allowing transportation of the PCs or mammoths work in the mammoth lord's realm. There are four male and two female mammoths. They aren't happy about it, but agree to allow small party members (dwarves, gnomes, and halflings) to ride on their backs if requested.

The mammoths and their current attitudes are:

**Lord Calvin Longbottle** blames the PCs for getting him into this mess. If it weren't for all the disreputable adventurers of Ravens Bluff, this never would have happened.

**Lady Lauren DeVillars** is embarrassed by her current predicament. She sticks up for the adventurers, stating that they are the only ones who can help the mammoths return to their normal forms. She tries to maintain an aristocratic bearing despite her current situation.

**Charles Oliver O'Kane** is invigorated by the experience. He states that he hasn't had this much fun since he won the Champion's Games and settled down as the Mayor of Ravens Bluff. If the heroes ask, he is willing to do anything to help.

**Spellswift Sunriver** is worried that Rolf Sunriver (her brother) is distraught over her disappearance. She does what she can to assist, but constantly asks the PCs if they have seen Rolf and if he was acting upset when last seen.

**Vernon Condor** is worried about how the disappearances are going to impact the treasury of Ravens Bluff. The need to pay overtime to the City Watch and Army, the loss of sales tax revenue while businesses are closed, and possible loss of trade revenue due to the disruption of the orderly governance of Ravens Bluff could devastate the treasury.

**Reverend Judge Hykross Allumen** is cataloguing the crimes committed in this incident and the potential punishment. Kidnapping, burglary, multiple counts of casting harmful magic within the city and possibly treason... the list goes on and on.

After the PCs have an opportunity to meet the captives and exchange pleasantries, proceed to Encounter Nine.

## Encounter Nine: Tally Ho!

*You notice that it is getting cooler and a quick glance reveals that your surroundings are darkening. A horn sounds! You begin to hear the baying of hounds in the distance. The mammoths break and run immediately, crashing through old skeletons in utter panic. You hear the cries of other animals as they begin to flee.*

If any PCs attempt to ride a mammoth, they must make a land based riding NWP check at -4 or be thrown off, taking 1d6 hit points of falling damage. This is not supposed to be a combat encounter; the PCs should be running, not standing to fight. The PCs are being pursued by two groups. The first is the master of the hunt with his hounds and hawks. The second group is

the Yeth hounds. The relationship between these groups can best be described as an uneasy truce. They won't attack each other, but they don't work together either.

Here is how the chase works as long as the PCs continue to run at full speed (base move of 12). PCs with a base move less than 12 fall behind unless aided by another.

Turn 1—pursuers are heard, but not in sight

Turn 2—the hawks are coming into view

Turn 3—hawks may attack (to subdue), yeth hounds are coming into view

Turn 4—leave mammoth lord's realm, yeth hounds no longer a factor

Turn 5—reach hill, master of the hunt and his hounds may attack to subdue

Turn 6—reach the standing stones and are safe.

Try to establish the proper mood and don't worry so much about distances and dice rolls. The hawks and hounds are trained to prolong the chase (don't drop a fleeing PC unconscious until they've made it outside of the forest). The heroes make a Constitution check once every turn (every two turns if PC makes a running or endurance NWP check). If the Constitution check is failed, the PC feels he is slowing down (no game effect). Subsequent Constitution checks are at a -1 (cumulative) penalty.

The mammoths are totally panicked and head directly away from the baying. This happens to be north-east, so they may miss the standing stones. If the PCs told the mammoths that the destination was the standing stones, the mammoths adjust their course on their own, otherwise the heroes need to point the NPCs in the right direction. The mammoths' base movement is 15 and they will outrun the PCs.

If the PCs seem too eager to attack, have a fleeing grizzly bear torn to shreds by the pack. Stopping to tear apart a victim slows the Yeth Hounds by one turn. If the PCs are too slow, the mammoth who is Charles Oliver O'Kane attacks the Yeth hounds to buy time for the others to flee. Try to avoid a pitched battle; if the heroes decided to make a stand, make sure they realize that the mammoths aren't stopping. As long as the PCs keep running, they should be tormented, but not killed by their attackers.

If a PC knight or squire of the dove sacrifices herself to slow the pack and give her companies a chance to flee, she gains the white rose ring honor of the dove

knights. Note that the body is unrecoverable since the Yeth Hounds are still swarming around until the end of the module. The PCs may attempt to convince the mammoth lord to allow them to take home a fragment of their companion's body for later resurrection.

The PCs travel through a small forest and eventually discover a large hill in front of them. The remains of a stone ring are visible on top of the hill. At this point, the PCs are leaving the mammoth lord's realm (and the sun comes out again). Have the PCs attempt one last Constitution check (at their adjusted score) as they begin the climb. Those who fail are totally exhausted and can barely continue to crawl up the hill. The yeth hounds stop pursuit at the edge of the forest, although the master of the hunt and his pack pursue until the PCs reach the ring of stones.

Allow the PCs a few minutes to savor their escape, but before they have a chance to completely recover, continue with Encounter Ten.

### **Tier 1**

**Yeth Hounds (4):** Int Low; AL NE; AC 4; MV 15, Fly 27; HD 3+3; hp 6; THAC0 17; #AT 1; Dam 2d4; SA Fear; SD Silver or magic weapons to hit; MR 10%; SZ M (5' Tall); ML 20.

### **Tier 2**

**Yeth Hounds (8):** Int Low; AL NE; AC 2; MV 15, Fly 27; HD 3+3; hp 6; THAC0 17; #AT 1; Dam 2d4; SA Fear; SD Silver or magic weapons to hit; MR 10%; SZ M (5' Tall); ML 20.

### **Tier 3**

**Yeth Hounds (12):** Int Low; AL NE; AC 0; MV 15, Fly 27; HD 3+3; hp 18; THAC0 17; #AT 1; Dam 2d4; SA Fear; SD Silver or magic weapons to hit; MR 10%; SZ M (5' Tall); ML 20.

### **Tier 4**

**Yeth Hounds (16):** Int Low; AL NE; AC 0; MV 15, Fly 27; HD 3+3; hp 18; THAC0 17; #AT 1; Dam 2d4; SA Fear; SD Silver or magic weapons to hit; MR 10%; SZ M (5' Tall); ML 20.

### **Tier 5**

**Yeth Hounds (20):** Int Low; AL NE; AC 0; MV 15, Fly 27; HD 3+3; hp 21; THAC0 17; #AT 1; Dam 2d4; SA Fear; SD Silver or magic weapons to hit; MR 10%; SZ M (5' Tall); ML 20.

Yeth Hounds (Planescape Monstrous Compendium page 116) stand 5 feet high at the shoulders and weigh around 400 pounds. Their short fur is dull, non-reflective black; in darkness, only the cherry-red glow of their eyes is visible. Because they fly, they can move silently, but their ghastly howl chills the blood up to a mile away.

Those within 90 feet of a baying hound must make a saving throw versus spells or flee in panic, usually to be pulled down and shredded by the pack. Only one saving throw is allowed per encounter. If it is made, the PC can act normally during the encounter, otherwise he flees in a panic until he can no longer hear the baying. The hounds chase their prey until it is tired out and then surround it and finish it off. There is speculation that they feed off of the fear of their prey. If one of a group of prey falls behind, it is torn to pieces before pursuit resumes. Yeth Hounds take one point of damage from silver weapons and one point of damage per plus of magic weapons (remember Beastlands modifiers, minimum of one point of damage).

### **All Tiers**

**Master of the Hunt, tiefling m R12:** Int Exceptional; AL N; AC 3; MV 15; HD 12; hp 81; THAC0 9; #AT 3; Dam 1d8+3 (x2), 2d4; SA Charge; SD makes all saving throws; MR 95%; SZ M (6' Tall); ML 16.

**Hounds (10 times tier):** Int Low; AL NG; AC 7; MV 15; HD 2; hp 16; THAC0 19; #AT 3; Dam 1d4 (x2), 1d6; SA Nil; SD Nil; MR Nil; SZ M (6' Long); ML 16.

**Hawks (10 times tier):** Int Low; AL NG; AC 6; MV 1, Fly 33; HD 1; hp 8; THAC0 19; #AT 3; Dam 1 (x3); SA Nil; SD Nil; MR Nil; SZ M (5' Wingspan); ML 9.

The master of the hunt patrols near this section of the Beastlands searching for those who hunt for sport. He has a pack of hounds and hawks to help. He doesn't believe in killing his prey, just giving them a taste of what it's like to be hunted. (Adapted from Planes of Conflict boxed set). The Warden is a tiefling and has the antlers of a stag growing from his forehead. His hounds and hawks are trained and do subdual damage to PCs. Run combat normally, but unconsciousness results at 0 hit points. One quarter of the damage inflicted is real. The PC wakes up one turn after falling unconscious (spellcasters lose any spells).

The Yeth Hounds are NOT under control of the master of the hunt. They're here because the mammoth lord is concerned that the PCs are too powerful for the master

and his pack. The Yeth hounds will not leave the mammoth lord's realm, because sunlight is fatal to them. They are able to participate in the attack because the mammoth lord has chosen to darken his realm to protect them. The Mammoth Lord won't permit any light spells of any sort (including F&A spells and abilities for priests of Lathander) to work in his realm.

## Encounter Ten: Decisions, Decisions

*Gasping for breath, you lay in the safety of the standing stones. You ache all over, your legs and lungs are sore from running for your lives. Your clothes are soaked in sweat and brambles and tears attest to the desperation of your flight. The baying of hounds still rings in your ears, although the hounds and hawks which chased you have disappeared silently into the woods. "Not quite so fun when you're on the receiving end is it?" an unfamiliar voice says. "Attack me and be trapped here forever!"*

Have the PCs roll for surprise. There is a tall man with an elongated nose standing in the middle of their camp. He doesn't have any visible weapons. If the PCs attack, he teleports home (while no longer in his realm, he is still a quasi-power and immune to PC spells). If the heroes attack, do your scoring. The PCs are trapped in the Beastlands until rescued in a future event. If the PCs don't attack, continue with the following.

*"I'm glad to see that you are sensible. Here's my offer, take it or leave it. Your city is hunting mammoths into extinction, an activity which is unacceptable. I want you and your civic leaders to come to an agreement to stop the slaughter. I give you one hour to define an agreement which is acceptable to me. This is your one chance to convince me to allow you to return home and regain your previous forms. Don't waste it." The voice ends abruptly as the mammoth lord disappears.*

This is a role-playing exercise. The PCs need to convince the citizens (in the form of mammoths) to come to an acceptable agreement. The heroes must take the lead in coming to an agreement, since the others are likely to bicker until time runs out. The NPCs have their own agendas which need to be satisfied. There is some room for the NPCs to compromise if given a good argument (they don't want to be trapped here), but everyone needs to give up a little to gain consensus. Tell the players that they have

20 or 30 minutes of real time (adjust as needed for the time left in the slot) to come to an agreement.

The following factors are required in the agreement (if the PCs don't think of them, have one of the NPCs bring them up). The PCs may offer suggestions or monetary donations (to help those hurt by the agreement). The NPCs believe that if the group can come up with an appropriate agreement, they can convince their associates (back home in Ravens Bluff) to go along. They are:

1. Restrictions on hunting mammoths—licenses, quotas, or some method of limiting the number of mammoths being hunted. Elimination of hunting purely for the tusks.
2. Laws and regulations to enforce the restrictions.
3. Someone must be responsible for enforcement of the restrictions.
4. Penalties for breaking the restrictions and process for determining guilt and appropriate penalty.
5. Work with those whose livelihood is impacted by the restrictions.

Lord Calvin Longbottle is concerned about the impact that the restrictions will have on the merchants of Ravens Bluff. He doesn't want to see merchants thrown out of work. He wants the agreement to have 1) some allowance for hunting mammoths (not a total ban) and 2) provision for monetary compensation of merchants who lose business due to the cutbacks.

Lady Lauren DeVillars is concerned about the impact of the restrictions on the future of Ravens Bluff. She wants to ensure that any restrictions are applied fairly and consistently. She wants the agreement to define 1) whether this will be a city or guild law, 2) whether the city watch or merchants guild will enforce the rules, and 3) a fair way to make sure that there is no favoritism in the agreement.

Charles Oliver O'Kane wants to make sure that the merchants don't gain windfall profits from the sale of ivory or permits. He wants to see the agreement make permits available to everyone, by lottery, definitely not under the control of the merchants.

Spellswift Sunriver wants to get home. Her main concern is that the regulations must encourage the use of the entire animal. She also doesn't want the agreement to make too much extra work for Rolf Sunriver and the other members of the City Watch.

Vernon Condor wants to see the treasury get as much money as possible out of the process. He'd like to see a luxury tax enacted on ivory items (to discourage consumption) and hunting permits sold to the highest bidder by the city. He's also concerned about how expensive it will be to maintain the agreement.

Reverend Judge Hykross Allumen is concerned about adding another justice system in Ravens Bluff. He wants the agreement to be part of the city law, enforced by the City Watch, and overseen by the present judicial system.

After the appropriate time has passed, proceed to Encounter Eleven.

## Encounter Eleven: Conclusion

*At the designated hour, the mammoth lord returns to your camp in the standing stones. This time he is carrying a large leather bag slung over his shoulder. "Tell me of your agreement and you may return home.*

*I won't reverse the minor changes to your bodies until you return home and I see that you are following through on your commitment", he says as he drops the sack on the ground and waits.*

Have the PCs define the plan which they put together. As long as all of the NPCs' concerns have been addressed, there are no objections from that quarter. If something is missing, the mammoth lord asks about it. The mammoth population is only threatened in the area of the Vast and primarily by the actions of the citizens of Ravens Bluff. For this reason, the mammoth lord isn't concerned with what happens in other areas. The mammoth lord expects the following items to be included:

1. A means to ensure a significant reduction in the number of mammoths hunted.
2. A means to ensure that unauthorized hunting is severely punished.
3. Someone be willing to take responsibility for ensuring the success of the agreement and accept the consequences if the agreement fails. He asks the PCs and NPCs if they will promise to do everything within their power to establish and maintain the agreement when they return home. The NPCs will agree, but the PCs must make their own decisions. At least one half of the PCs must promise to uphold the agreement or the mammoth

lord offers to come back in six months to see if they have changed their minds.

Once the mammoth lord has been satisfied, continue with the following.

With a nod of his head, the shapes of the six mammoths quiver and shift to their more familiar human forms. He hands a small metal rod to Lady Lauren DeVillars. "This will enable you to plane shift to the vicinity of Ravens Bluff", he explains. He picks up the sack and dumps its contents on the ground: blood-stained clothing and armor, broken weapons, and crushed coins. "These are the effects of the worst group of poachers from your city: without magic it was a fair fight. Their remains fertilize the soil. Take this and do with it what you will. If we ever meet again, I will not be so generous", he concludes.

A search of the discarded clothing comes up with the following coinage: 187 cp, 130 sp, 630 gp and 70 pp. Some of the coins are flattened due to being trampled by mammoths. The coins are still good, although merchants will examine them closely before accepting them. Among the discarded clothing is a blood-stained helm made from the skull of a sabre toothed tiger, a robe made of tiger skin, and a pair of gauntlets with animal claws sewn into them. (A religion NWP check identifies the items as belonging to a priest of Malar.) There are bows, spears, arrows, and several swords, but all have been crushed and rendered unusable.

If any PCs died at the jaws of the Yeth Hounds, their bodies were unrecoverable. If the heroes ask the mammoth lord about obtaining their companion's remains, he asks why. If the PCs present a compelling argument about returning the body to its home ("we need the body to raise him" is not a good argument) the mammoth lord fulfills the request. He leaves and returns with a hand (50% right/50% left) and states that this is all that remains of the fallen hero. (All possessions are gone except for a gauntlet or ring on that hand).

When the PCs are ready to return, continue with the following:

*Lady DeVillars casts the spell for your return home. You end up about five miles outside of the city of Ravens Bluff and make the trek into town under the dawn of a new day.*

## Clearing up loose ends

1. Three days have passed since the abductions occurred and the town is in a state of panic.
2. Talton was successfully raised. When he finds out the heroes have returned, he makes arrangements to carve a lifelike representation of each PC. Each figure is made from a walrus tusk, elaborately carved and very realistic (gp value 250).
3. A system of licenses for mammoth hunting is decreed (in record time) and the penalties are extremely strict.
4. The primal changes fade away after a few days, but the PCs are a source of great amusement in the meantime.
5. Rolf Sunriver thanks all of the PCs for their assistance.
6. If any of the NPCs died, a group is sent out to retrieve their bodies to be raised. This option is not available for dead PCs.
7. If ALL of the NPCs were rescued, Rolf Sunriver offers promotions to City Watch members.
8. Each PC receives a fame point in City Watch or upper class.

## The End

### Experience Point Summary

Experience is calculated as follows for Living City Events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. Finally, multiply the total by the tier according to this chart:

Levels 4-13	Tier 1
Levels 14-25	Tier 2
Levels 26-37	Tier 3
Levels 38-56	Tier 4
Levels 57+	Tier 5

PCs should get the experience points of the tier for which they qualify, regardless of which tier is actually played. For example, if you have a Tier 4 group and you have to bump the combats by one tier to challenge them, they still get the experience points for a Tier 4 Group, not a Tier 5 group.

#### Encounter One

Learned about missing citizens 100 xp

#### Encounter Three

Avoided both traps 100 xp

#### Encounter Six

Defeated great cats 100 xp

#### Encounter Eight

Got pertinent information from Rocky 100 xp

#### Encounter Nine

No PCs or NPCs died in hunt 200 xp

#### Encounter Ten

Reached a suitable agreement 100 xp

Total Experience for Objectives 700 xp

Role-playing Experience 0-500 xp

**Total Possible Experience 1,200 xp**

Tier 2: 2,400 xp

Tier 3: 3,600 xp

Tier 4: 4,800 xp

Tier 5: 6,000 xp

### Treasure Summary

If it's not on this list, the PCs cannot have it.

#### Encounter Two

- Clerical scroll with the spells *entangle*, *entangle*, *speak with animals*, *cure serious wounds*. All spells are cast at 9th level.
- Payment for mission: Each player receives 50 gp per point of fame in city watch with a minimum of 250 gp each.
- Onyx figurine of a serpent valued at 500 gp.

#### Encounter Eight

- A bone necklace which allows the wearer to understand the communication of elephants and mammoths. By showing elephants and/or mammoths the necklace and then pantomiming, the wearer can communicate with the large creatures. This ability to communicate works once a day for one turn, but understanding the creatures' communication works all the time, provided the necklace is worn.
- A bone necklace which bestows direction sense proficiency at a rating of 12 on the wearer. This proficiency goes with the item, not the wearer.

### **Encounter Eleven**

- 187 cp, 130 sp, 630 gp, 70 pp.
- Talton carves an exquisitely detailed figurine of each PC from a walrus tusk (valued at 250 gp).

### **Knightly Rewards**

If a PC knight or squire of the dove sacrificed herself to slow the pack and give her companies a chance to flee, she gains the **white rose ring honor** of the dove knights.

### **City Watch Rewards**

City Watch members who successfully rescue ALL of the captives are eligible for promotion. A PC pays 90% of the normal experience point cost for the promotion as Spellswift badgers her brother into promoting her rescuer.

### **Fame Award**

All PCs gain one point of fame in City Watch or upper class.

## Magic in the Beastlands - DM Aid #1

Deities Home Plane	Priest Level Loss
Arborea	0 Lliira, Shares, Sune, Tymora
Arcadia	3 Azuth
Beastlands	0 Deneir, Mielikki, Milil
Bytopia	1 Illmater
Elysium	0 Chauntea, Eldath, Lathander, Mystra
Gray Waste	6 Jergal, Kelemvor
Limbo	2 Leira, Tempus
Mechanus	4 Helm
Mount Celestia	2 Torm
Outlands	0 Gond, Oghma
Ysgard	1 Eilistraee, Selune, Tyr

All Elven gods except Fenmarel (2) are 0. All Dwarven gods except Dumathoin (0) Clangeddin (3) and Vergadin (0) are 2. All Gnomish gods are 1. All Halfling gods except Brandobaris (0) and Sheela (0) are 2.

**Priest level loss affects only spell use, not hit points, THAC0 or other abilities. Priests can not drop below first level for purposes of determining available spells. The priest may choose which spells he wants to lose to reach his new limit. The levels return upon leaving the Beastlands, although the priest must pray to his deity to restore the lost spells.**

### **Spell Changes by School/Sphere**

*Alteration* Spells work normally, except for those which manipulate the wind, air, or weather, which always fail. (This includes the Fly spell).

*Conjuration/Summoning* spells work normally, except all monster summoning spells draw only residents of the planes (i.e. beasts of the appropriate hit dice). These beasts are not under the caster's control. Roll 1d20 for each summoned animal; on a 1-8, the beast attacks the caster; on a 9-12, the beast runs away; and on a 13-20, the beast attacks the caster's foes.

*Divination* spells which call upon other-planar knowledge or beings (like contact higher plane) do not work, others act normally.

*Elemental* spells related to air don't work at all. For simplicity's sake, other elemental spells are treated as functioning normally in the Beastlands.

*Illusion/Phantasm* are unaffected in the Beastlands.

*Necromancy* spells operate as if the caster was one level lower for durations and effects.

### **Changes to Magical Items**

All magic items (weapons and armor) which have pluses are reduced by two while in the Beastlands. A +3 ring only provides a +1 bonus when in the Beastlands. Magic items which duplicate spell effects are under the same limitations as the spell is while in the Beastlands. (Note that there are some items which may reduce this effect (Sword of the Planes and Short Sword - Planar Traveller, are two examples), but this must be noted on the certificate).

## Primal Changes in the Beastlands - DM Aid #2

PC 1 \_\_\_\_\_: Align \_\_\_ Str \_\_\_ Dex \_\_\_ Con \_\_\_ Int \_\_\_ Wis \_\_\_ Cha \_\_\_  
Trait: Animal \_\_\_\_\_ Body Part \_\_\_\_\_

PC 2 \_\_\_\_\_: Align \_\_\_ Str \_\_\_ Dex \_\_\_ Con \_\_\_ Int \_\_\_ Wis \_\_\_ Cha \_\_\_  
Trait: Animal \_\_\_\_\_ Body Part \_\_\_\_\_

PC 3 \_\_\_\_\_: Align \_\_\_ Str \_\_\_ Dex \_\_\_ Con \_\_\_ Int \_\_\_ Wis \_\_\_ Cha \_\_\_  
Trait: Animal \_\_\_\_\_ Body Part \_\_\_\_\_

PC 4 \_\_\_\_\_: Align \_\_\_ Str \_\_\_ Dex \_\_\_ Con \_\_\_ Int \_\_\_ Wis \_\_\_ Cha \_\_\_  
Trait: Animal \_\_\_\_\_ Body Part \_\_\_\_\_

PC 5 \_\_\_\_\_: Align \_\_\_ Str \_\_\_ Dex \_\_\_ Con \_\_\_ Int \_\_\_ Wis \_\_\_ Cha \_\_\_  
Trait: Animal \_\_\_\_\_ Body Part \_\_\_\_\_

PC 6 \_\_\_\_\_: Align \_\_\_ Str \_\_\_ Dex \_\_\_ Con \_\_\_ Int \_\_\_ Wis \_\_\_ Cha \_\_\_  
Trait: Animal \_\_\_\_\_ Body Part \_\_\_\_\_

PC 7 \_\_\_\_\_: Align \_\_\_ Str \_\_\_ Dex \_\_\_ Con \_\_\_ Int \_\_\_ Wis \_\_\_ Cha \_\_\_  
Trait: Animal \_\_\_\_\_ Body Part \_\_\_\_\_

"As a character spends time on the Beastlands, he develops one "Primal Change" - a single trait from one animal [...] associated with the character's highest ability score." The changes last as long as the PCs are in the Beastlands and remain for a length of time equal to the total amount of time spent in the Beastlands, after they return to Ravens Bluff. (Of course, the PCs don't know this and the Mammoth Lord implies that he controls the changes). The changes are meant to be uncomfortable or embarrassing, not life threatening. Pick an appropriate change for each PC and try to use a different one for each PC. Look at the class and highest attribute, but feel free to choose an appropriate animal (possibly a peacock for a swashbuckler or cleric of Sune, even if Charisma isn't her highest attribute). Armor or clothing may not fit properly after some changes.

Str—Bears, eagles, gorillas, tigers, bulls; Dex—Antelope, monkeys, otters, snakes; Con—Camels, elephants, horses, oxen, boars; Int—Apes, cats, dogs, dolphins, foxes, wolves; Wis—Owl, tortoise, turtles; Cha—Peacocks, puppies, bunnies, kittens.

Body parts—Tail, fur, eyes, scales, feathers, wings (non-functional), beaks, claws, manes, hooves, tongue (forked), tusks, horns.

- The above material is adapted from "Planes of Conflict".

