

GEO1-05

A LITTLE BIT OF WOOD

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

Version 2

by Wesley Wright

The Army of Liberation is in need of a few good men to go find a few logs for them. Do you like travel? Do you like adventure? Then the Liberation Army may have a job for you! A Geoff Regional Living Greyhawk adventure for levels 1-6.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, 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 you should print this scenario. Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven 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 the players (and the DM) to keep track of who is playing which character.

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

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 game masters 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 will 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, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials 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 TIER STRUCTURE

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

Adventure Introduction and Summary.

"The Grand Duchy of Geoff's Army of Liberation prepares to move and has begun to gather the supplies that will allow them to take and hold the land across the Javan River. To start this process, the Army needs the supports to build a fort. Cadofyth (ka-doh-fith, tr. colonel) Parn, commanding officer of the Army of Liberation, can only spare ten regulars for the duty of escorting the woodcutters on this vital mission. Since Giant patrols roam the Oytwood and the grey elves living there are hostile to the loggers, Parn has decided to hire specialists (adventurers) to supplement the warriors for this duty. The adventurers are to escort several dozen woodcutters into the Oytwood to retrieve several lengths of ironwood to be used as supports for a fort along the Javan River.

Since the fall of Geoff to the giants, the giants have overrun the lands of the serene grey elves of the Oytwood and different tribes have been cut off from one another. There are seven different tribes of grey elves dwell within the Oytwood. Each one claims a different

region in the forest and communication and coordination between the tribes is not the best. The grey elves are not the entire elven population in the Oytwood. The grey elves form a nobility which rules a population that is mostly sylvan elves. Although exact counts are difficult, it is thought that there are less than 750 grey elves in the entire forest, and there might be twice that number in sylvan elves.

The local grey elf tribe that controls this portion of the Oytwood spots the expedition when the woodcutters arrive in the Oytwood. They send a patrol of elves to find out what is going on, and to bring word to the Weeping Council. With a bit of diplomacy, the elves can be convinced to allow the adventurers and the woodcutters to take what they need, on one condition. The adventurers must prove themselves to the elves by helping to attack a party of humanoids that have been causing problems. Once that attack is complete, the elves will show the woodcutters what trees to cut, and then leave them be.

The humanoids in the area go out looking for revenge for the attack on their people and find the woodcutters. Two groups of goblin cavalry on wolves attack, killing several of the woodcutters, as well as many of the soldiers that were helping guard the escort. What is left of the escorts must help finish the cutting, or another attack by goblin cavalry will eventually occur.

Once the party returns to Hochoch, non-Army PCs will be paid, Army PCs will be given their Army pay, and all will be thanked for their service to the Grand Duchy."

INTRODUCTION

Before you begin the module, ask each of the players to make a Will save. Note their results, and tuck away those results until Encounter 3. Use those results as the PCs' save for the *discern lies* spell in that encounter.

It is late summer, and if one was to see the land so lush, they might not realize that it was an occupied land. As you went about your morning routine, a young man in the uniform of the Army of Liberation found you, and delivered a summons to the tent of Cadofyth Parn, just after sunset, tonight. You wrapped up your daily tasks early, so as to be there on time. A cymorth (kigh-morth, tr. major) made you wait in the outer area for some time, where you see several others, some perhaps you recognize, and some perhaps you don't.

Allow the players to introduce themselves and describe their characters. The cymorth will hand Players' Handout #1 to any Army PCs. The cymorth does not know why Parn has called them here, and will busy himself with papers and such.

Finally, Cadofyth Parn calls in his young guide, who then emerges a few moments later, and beckons you to enter. Parn sits behind a desk, which is scattered with maps and papers. His

face is tired, but has a certain jubilation to it. Sitting in a chair next to his desk, is a man of Flan descent, wearing simple clothes. As the group enters, Parn stands. "Bore da (boor-eh dah, tr. good morning). Come in. Allow me to introduce Iosef ap Llywen (yo-sef ap lee-wen), our Chief Engineer. As you know, we have been stretched very thin lately, with patrols, and helping to garrison the border forts. As a result, we are forced to hire specialists, such as you, to help with some military duties."

"We are in need of a group of such specialists. Tomorrow, Iosef leaves with a group of woodcutters to the Oytwood to retrieve some logs. We are unable to spare many troops for this, and thus are asking you to help fill the gap. You will of course be compensated – 35 gold lions apiece. The trip should take a ten-day. What say you? I cannot reveal any further information without you agreeing to come, of course, for security reasons."

If the players agree, then continue. If they do not, they are shown out of the tent. The adventure is over, the players can fill out their log sheet and scoring sheet. They will receive no experience or money for the adventure. If any Army PC's refuse, refer them to the Army POC or a Triad member.

"Excellent." Parn smiles, as he walks over and uncovers a large map sitting upon an easel against the wall. It shows the southeastern portion of Gyruff – the cantrevi (kan-trev-ee, tr. provinces) of Arweth and Rhwng yr Coed (roong ear koid). Grabbing a pointer, he continues. "Your path is to be here, on the northern side of the Anniben Dwr (ahn-eh-ben door) – the Realstream. You are to escort Iosef and his woodcutters here, to the edge of the Oytwood. There, Iosef will mark the trees to be cut, and you are to make sure that there are no humanoid incursions upon the logging effort. Our scout tells us that humanoid activity is light in this area, so you should not encounter any patrols. It is always best to be prepared, however, thus your presence. Once you have the logs, you escort them back, and you will be paid. Do you have any questions?"

The players may now ask any question they like. If it is not outlined here, then Pam cannot tell them anything on that subject.

What are the logs for?

- A foothold for the future. I can tell you no more.

What about the elves?

- No one has seen the elves, or heard from them in this area. We expect no trouble. Marcher loggers clashed with elves when they were feeling trees to build their border keeps, but that is many leagues to the north.

Why can't we be paid in advance?

- Unfortunately, the payroll has not been received from the Brenin. It should arrive during your trip, and you can pick up your compensation when you return.

Can we receive special equipment?

- The army is hard pressed with supplies as it is. We are requiring our new recruits to bring their

own weapons if possible. I have several banners that are drilling with sharpened sticks.

Once the players are done asking questions, Parn continues.

“Very well. You will meet up with Iosef and the woodcutters two hours after dawn tomorrow morning, outside the Camp’s South Gate. Good luck to you.”

The players will have the rest of the night to prepare for the journey.

ENCOUNTER 1: SLOW CHOPPING, FAST TALKING

The morning comes all too soon, and the dew is just beginning to dry when you meet with Iosef at the South Gate to the camp of the Army of Liberation. His caravan is truly a sight to behold. There is a set of eight large draft horses pulling what appears to be 14 sets of wheels with straps attached to them. There are also four covered wagons, and two open wagons with a score of men in woodcutters attire milling about. Off to the side are at least three score more draft horses. Also present are two dwrith (doort, tr. squad) of soldiers without uniforms but with the insignia of the Army of Liberation on their jerkins. Once you arrive, Iosef gets the woodcutters onto the open wagons, and you set out.

The day passes fairly quickly, with the beautiful countryside in full summer as your companion. So on the midday summer sun is beating down upon your heads, and the Iosef brings the column to a halt for dinner. Noon-time dinner has long been the biggest meal of the day for the Gyri.

As food is broken out from one of the covered wagons, Iosef calls everyone together. “Now that we are away from any prying eyes and traitorous ears, I can tell you a little more of our mission. We are to go into the Oytwood to retrieve seven 40-foot lengths of ironwood.” At this, you can hear the audible moans of the woodcutters. “No, we know it’ll be hard, but we are in desperate need of it. As you can see, we brought along an extra wagon of tools because of the strain that ironwood tends to put on saws and axes. Once we get into the Oytwood, I’ll be looking for suitable trees. We want to do this quickly, as we don’t want to tempt fate and be in range of humanoid attacks any longer than we have to. So finish up your meal, and let’s get back on the road.” The woodcutters are apparently not happy with the situation, and grumble about a variety of subjects concerning ironwood and the fact that they aren’t getting paid enough for this.

Allow the players to interact with the woodcutters if they like, or with Iosef, or with the guards.

- Iosef – he quietly eats his meal, and chats with the players should they attempt to start a conversation. He is generally good-natured and is eager to talk about his trade or life. He does not reveal any information as to what the logs

are for, only that they are to be used in the future.

- Woodcutters – while they are not happy about the revelation that they have to go cut down a bunch of ironwood, they are a jovial lot, and will talk with the players easily. They joke a lot, and talk about their lives and their wives.
- Soldiers – they are on watch during the meal, and thus don’t want to abandon their duties, but are grateful for the distraction against the boredom of guard duty.

Once you get back on the road, the rest of the day passes quickly, as do the next two days. The land to the southwest of Hochoch is peaceful and almost idyllic. The wandering band of the Anniben Dwr is always some distance to your left. In this low land near the river, you pass farm after farm surrounded with golden fields of wheat and oats. The weather has been good and the druids of the Old Faith have been active. The harvest promises to be a good one.

Midway through the second day, you pass near a Gran March border keep. The thick earthen walls are specifically designed to absorb giant boulders without harm. A good-sized garrison mans the keep and prevents goblins and orcs from raiding those farms you just passed.

Another day passes and soon the trees start to grow thicker about you. The mood is good, and spirits are high as you enter into the forest. After traveling for some time, Iosef finds a couple of trees that will suit the army’s needs and instructs the men to break out their saws.

Work begins and is making headway, when two arrows thunk into each of the trees being worked upon. The men look about, startled, while the soldiers grab their swords and look about. Then, you spot four elves, three sylvan, and one grey, seemingly melt out of the forest and into your view. They are all armed with bows, and have arrows at the ready. The grey elf steps forward, and speaks in Flan (stop and make sure the party can speak Flan) “I will pose a query unto thee, humans. What prey tell are thine intentions here. What art thou doing to our forest? I will have an answer ere I depart and thou shalt give it to me.”

The gray elf speaking is Nerivonias. He is a young gray elf and was tasked with the duty of approaching the party and the loggers to determine their intention. He originally planned to observe and then meet on more friendly terms, but the immediate cutting of wood forced him to react quickly. Nerivonias is not particularly bloodthirsty and seeks a peaceful resolution to the encounter. If none of the PCs speak Flan, he switches to Common, but he considers this a strike against the PCs. Common is the language of the Marchers who recently came to Gyruff and logged the forests, while Flan is the language of the elves’ Gyric allies.

When roleplaying Nerivonias, use long complicated sentences. The more words the better. Never say in one, what you could say in six words. It doesn’t matter if the sentence doesn’t make sense or is confusing. In fact, that is preferable. Also, sprinkle his speech with thous and thees when appropriate. These actions will convey Nerivonias’ unfamiliarity with the language, his gray

elven mentality, and the ancient nature of the gray elves. The sylvan elves with Nerivonias don't speak Flan or Common. In fact, they refuse to speak with the PCs at all, gesturing that they should speak with Nerivonias.

The players have two courses of action. Should they be courteous, and explain what they are doing, read the next boxed text. If they are insulting, or move to attack, Nerivonias signals and the approximately 30 hidden elves open fire. There is one for each elf for each person (including NPCs like the loggers, regulars and Iosef), and they can all make two attacks per round. This continues until all the PCs are dead or the players surrender. If they surrender, they are escorted to the edge of the forest and told to never return. If they should do so, they are shot on sight. Go to Conclusion A in the Conclusion section at the end of the adventure.

You make your case to the elves who sit and listen intently. You are not sure they agree or even understand because their impassive faces reveal nothing. When you finish, the grey elf speaks "Courtesy and passion are uneasy partners, yet thou hast managed to wed the two. Though thy words do move me, this is not a matter for me to decide. Thou must come to the Weeping Council and recite again your plea." The gray elf points to your party and Iosef. "Only thou mayst come. The others, they shall stay here under the benefice of our mantle. They shall be protected. If they attempt a rash move, they shall die. Wilt thou accompany me as I do ask?"

If the players agree, then continue on to Encounter 2. Otherwise, go to conclusion A in the Conclusion Section.

ENCOUNTER 2: THE PLEA BEFORE THE COUNCIL

Nerivonias speaks again, "Come with us. We shall take thee before the Weeping Council." He leads you away from the woodcutters, deeper and deeper into the forest. The elves move quickly, and soon, the trees are so thick, that you have trouble seeing the sun above you. After traveling for what you guess to be about half a day, you finally come into a village among the trees. Many of the elves you see are gray elves, but most of the elves are sylvan. They all stop what they are doing and watch you go past. You are not sure if that is hate in their eyes, or if perhaps they are simply weary from their day. You come upon a tree that you can only guess must be a thousand years old. It is as thick as the watchtowers that guard the borders of the protected land, and you cannot even see the top of it. Nestled in among its branches are several large huts. You are led to one and told to wait as your grey elf escort enters. You can only assume that it is the council hut.

After a short period of time, he returns and waves you inside. Your guess is proved correct as you are brought before 13 gray elves. Their age is apparent, and they have an unmistakable aura of sorrow about them. Nerivonias approaches them and whispers quickly in the elven tongue and you cannot understand what he says. After some time, the gray elf in the middle speaks. "The Hand of Corellon Iarethian hovers above thee, humans. Tremble at its weight and majesty.

Speak truly and thou wilt pass its judgment. Nerivonias did say unto me that thou didst trespass and were culling trees in our forest. Surely thou humans must know of our wish for solitude. Wherefore then hast thou come here? Wherefore then art thou destroying our forest?"

The players must explain their situation. The elves have precast *discern lies*, and there are enough clerics to have each member of the party examined at the same time. Use the Will save from the introduction to see if they save against the spell. The DC is 19. If the party is untruthful, the elves ask questions, and attempt to trap them in their own lies. If the party is disrespectful, the elves refuse to deal with them, and the PCs are expelled from the forest (Go to Conclusion A in the Conclusion section). If the party is respectful and truthful, the elves listen to their story, and ask a few questions to get a certain fix upon their purpose in the Oytwood. Here are some suggestions.

- Wherefore dost thou seek these trees?
- Pray tell, how dost this benefit our forest?

Once the elves are satisfied, and you have all the answers you need, continue on.

The elves speak quietly among themselves for a few moments, and then the elf in the middle speaks to you again. "We believe thy intentions are just and true. But the ways of humans are capricious and faithless. We insist on having more than thy words to bind thee. If thou wishest to take these trees, thou must prove your willingness to shed thy blood for thy cause and to die for the weal of the Oytwood. In order to prove this, thou shalt accompany a group of our warriors upon a raid against a clutch of humanoid loggers some distance to the north of here. If thou art successful, we shall then permit thee to leave with that which thou seekest. Dost thou accept our terms?"

If the party does not accept, go to Conclusion B in the Conclusion section. If the party does accept, go to Encounter 3.

ENCOUNTER 3: PROOF GIVEN IN BLOOD

The Weeping Council has given you your objective, to attack a humanoid raiding party. You were given two hours to prepare yourselves, get a bit of sleep, perhaps a check of your gear, before you were taken out of the camp along with 30 elves, mostly sylvan, with a few gray elves. You travel for a good long while, before the group halted, after the sounds of logging became obvious. Sneaking forward a bit and crest a ridge, and then you can see it. Dozens of goblins and orcs move about the trees, cutting them down, and stripping off branches. You can see a group of ogres and orcs, standing guard around a campfire. Nerivonias, the leader of the elves, points at the guards around the campfire and whispers "Those are the ones thou must defeat. "Give us the signal when thou dost attack, and we will support

thee with bows. Once thou hast eliminated the sentries, we will take care of the loggers." He crawls back, and begins to move his elves into position.

The party has as long as they wish to take to prepare. They can sneak up to within 100 feet without making any sort of move silently or hide checks. If they wish to continue to sneak within 100 feet, allow the ogres and orcs Listen or Spot checks to notice the party. Once they are seen, they will give a shout and attack. They have denuded the area of almost all vegetation, making the spell Entangle useless.

TIER 1 (EL 3)

➤ **Ogre** (1): hp 26; see *Monster Manual* page 144.

➤ **Orc** (2): hp 6, see *Monster Manual* page 146.

TIER 2 (EL 5)

➤ **Ogre** (1): hp 26; see *Monster Manual* page 144.

➤ **Orc** (8): hp 6; see *Monster Manual* page 146.

TIER 3 (EL 6)

➤ **Ogre** (2): hp 26; see *Monster Manual* page 144.

➤ **Orc** (8): hp 6, see *Monster Manual* page 146.

This combat is very straightforward; the humanoid has no plan of attack, since they did not expect to be attacked. Remember that the Ogres have reach, and so will get an attack of opportunity on people moving within 10' of them. Orcs follow a swarm tactic, and try to attack with at least 2 to 1 odds, better if possible. They also attempt to flank, but will not subject themselves to attacks of opportunity to do so.

If the PCs are successful at defeating the sentries:

After you fell the last of the sentries, the elves sound a war horn, and they sweep in to attack the humanoid loggers that had begun to gather around you. When the last of the humanoids lies dead, Nerivonias comes to you. "Thou didst risk thyself nobly for our land and our people. For that I thank thee. I can see thy future about thee. It is dark and dreadful. I do not envy thee, human. For thou doest compress the suffering of an elven life of a millennium to a mere three score years. Take thou this." He hands you to quivers full of arrows. "It shall serve thee well. Come, thou humans. We must return to the Weeping Council. They would speak with thee again."

Nerivonias gives the party an item as detailed in the cert "Nerivonias' Respect".

Several of the elves gather the few wounded, and they move out towards the elven village. The travel is fast and spirits are high after the successful strike. Once you return to the village, you are taken once again before the elven council. The speaker of the

Weeping Council says, "Thou hast done well. Thou hast risked thy only life's blood for our forest. We shall allow thee to continue thine endeavors. In thy absence, thy engineer has informed us of thy needs. We will send you back to your woodcutters, and send along scouts who know what trees you are to be allowed to cut. Thou wilt have until the sundown after you begin to finish thine activity. Beware, human, that if you do not follow our instructions, you will be driven from our forest. Dost thou understand?"

If the players agree, continue on to Encounter 4. If they refuse, go to Conclusion B in the Conclusion section.

If the PCs were unsuccessful, but fought admirably*:

After the last of you falls, the elves begin their attack. A small group of them break off from the main force, and take care of the surviving sentries. They check to see if you are still alive, wrapping make shift bandages on your wounds. Then they move off towards the main battle. It is a hard one, since your failure denied the elves the element of surprise.

When it is all done, an elven healer heals you enough that you can walk again. Nerivonias does not speak with you; he only quietly orders his elves to gather the dead and wounded, and move out. The trip back to the village is slow. When you finally get back to the elven village, you are brought before the elven council once again. The speaker of the Weeping Council says, "Thou hast failed. However, thou hast also proved thy blood is strong, and that thou art willing to lay down thy life for the weal of the land. We have decided to allow thee access to the trees thou seekest. Nerivonias shall show thee that which thou shalt be allowed to take. Thou hast until the next sundown to complete thy task. Should thou remain here beyond then, thou shalt be driven from our forest. Dost thou accept our terms?"

If the players agree, continue on to Encounter 4. If they refuse, go to Conclusion B in the Conclusion section.

If the PCs were unsuccessful, and fought unadmirably*:

After the last of you falls, the elves begin their attack. A small group of them break off from the main force, and take care of the surviving sentries. They check to see if you are still alive, wrapping make shift bandages on your wounds. Then they move off towards the main battle. It is a hard one, since your failure denied the elves the element of surprise.

When it is all done, an elven healer heals you enough that you can walk again. Nerivonias does not speak with you; he only quietly orders his elves to gather the dead and wounded, and move out. The trip back to the village is slow. When you finally get back to the elven village, you are brought before the elven council once again. The speaker of the Weeping Council says, "Thou hast failed. Thou hast also proved that thy spirit is weak and that thy heart is selfish. We have decided to refuse thy request. Nerivonias shall show thee back to thy companions and then escort thee from our forest. I would advise thee not to return."

Go to Conclusion B in the Conclusion section

*Fighting admirably is a judgment call on your part. If you feel that they died without honor, and fought like cowards, then do with the second failure. If you felt that they did their best, but were simply unable to face the challenge to the end, give them the first failure.

ENCOUNTER 4: GETTING WHAT YOU CAME FOR

The elven scouts brought you back to the woodcutters in a timely fashion. You still aren't sure exactly where you were going until seeing the wagons. You don't think you could find your way back again. Although given the cold reception you got from the elves this time around, you may not want to come back. The woodcutters gather themselves, and you set out. Nerivonias shows you seven trees, all of the proper length. "Remember, human, thou hast until sundown to finish thy task. Prithee work quickly." There is just one problem. Four out of your seven trees are far enough away from the other three, that you can barely hear someone shouting from one to the other, let alone see each other. It doesn't appear that you can protect them all. The chief engineer looks at you, "Well, we need these trees. I suppose we can hope that the elves are keeping the area clear of any patrols and just move as fast as we can. We can split up our woodcutters into two teams. How do you think we should split up the guards?"

The PCs can make whatever choices they like.

Your men deployed, you settle in to watch the woodcutters work. They work quickly, obviously not wanting to get attacked while they work. After some time, you spot movement in the forest around you. Focusing on the movement, you can see a small group of goblins riding wolves approaching your charges. They spot you, let loose a whoop, and spur their wolves to the attack, throwing their javelins as they charge.

TIER 1 (EL 3)

☛ **Goblins** (4): hp 4; see *Monster Manual*, page 107.

☛ **Wolves** (4): hp 13; see *Monster Manual*, page 204.

TIER 2 (EL 5)

☛ **Goblins** (8): hp 4; see *Monster Manual*, page 107.

☛ **Wolves** (8): hp 13; see *Monster Manual*, page 204.

TIER 3 (EL 7)

☛ **Goblins** (8): hp 4; see *Monster Manual*, page 107.

☛ **Worgs** (2): hp 30; see *Monster Manual* page 184.

The goblins start out 100 ft from the party. They employ a skirmisher tactic, using their mounts superior mobility to circle around the woodcutters and the party, attacking

with javelins until they are out or until the party closes enough to encircle one of them, and get flanking attacks. If a rider is taken out, there is a 50% chance that he will fall from the wolf. If the goblin does fall, the wolf rushes into melee with the closest member of the party. If the goblin does not fall, the wolf retreats, and carries its rider to safety.

They all operate in groups of four, so in Tiers 2 and 3, there will be multiple groups of riders.

One of the saddles is masterwork. If the players do a search of the goblins and their mounts, allow them to find it. If none of the wolves was killed, then it is lost.

With the goblins defeated, a woodcutter comes running from the other group of woodcutters. "Help, we're under attack! Goblins and wolves!" You run to assist, but find that the soldiers were able to handle the attackers. Several woodcutters lie dead. The chief engineer comes to you, "We seem to have another problem. Surely these goblins are but a forward strike force. Plus, we have to be done here in just a few more hours. We will have to press you and the other escorts into service helping with the trees, or we may get attacked again. What do you say, are you willing to help out?"

If the party is unwilling to assist (at least 3/4 of it, anyway), send another group of goblin riders after them, same strength as before. If they do assist, then continue on to Conclusion C.

CONCLUSIONS

CONCLUSION A

The elves escorted you from the forest, watching with derision as you trudged along. You got the distinct impression that you are lucky to be alive. So many elves, you didn't even see most of them until they came out of the trees. Perhaps this is the better way.

The trip back is much the same as the trip to the Oytwood, except that everyone is a bit dreary after the failure to get what they came for. After a couple of days, you pass a Marcher patrol. They wave and welcome you home.

Soon you can see Hochoch laid out before you, nestled in against the Anniben Dwr. It seems almost idyllic from here. As you get closer, a group of Marcher soldiers comes forth to relieve you, and tell you that Cadofyth Parn would like to see you in his tent.

The young cymorth you met before is there to show you in. Parn stands as you enter. "Ah, I see you have returned. I understand you were unsuccessful. Please, let's have a full report.

Allow the player's to make a full report. Ask them questions if they are unclear in some places. Once they have given the full story, continue.

Very well. You did your best. (If there are any Army PCs: You have been put back on your normal duties. You are dismissed.) Go speak to the cymorth outside about your payment. Thank you for your assistance in this matter. You are dismissed.

Non-army PCs are paid their 35 gp.

CONCLUSION B

The elven patrol escorted you back to the woodcutters, who quietly packed up their gear and moved off. The elves stayed with you until you left the forest, and as you left, warned you against coming back. Iosef was quiet, seemingly contemplating how he was going to explain this situation to Cadofyth Parn.

The trip back was muted, and no one spoke very much. Finally, the city of Hochoch lay below you, and your caravan of men and horse moved down the valley road. A squad of Marcher troops comes up to meet you near the gates, and tells you that Parn would like to see you in his tent.

When you arrive, the cymorth you met before shows you in. Parn rises as you enter. "I understand you failed in your mission. Well, tell me what happened."

Allow the PCs to make a full report. If they are unclear on some points, probe them with a few questions in order to get all the details.

Very well. You did your best. (If there are any Army PCs: You have been put back on your normal duties. You are dismissed.) **Go speak to the cymorth outside about your payment. Thank you for your assistance in this matter. You are dismissed.**

Non-army PCs are paid their 35 gp.

CONCLUSION C

The logs are finally cut, and the woodcutters load them onto the wagon wheels they brought with them. Putting eight of the draft horses on each log, they slowly begin to move out. As you leave the forest, you have the strangest feeling that you are being watched, but you soon are in the open plains again, and think nothing more of it for the time being.

The journey back is slow, with the logs weighing you down, but it is uneventful. Within a few days, you pass a patrol of Marcher soldiers. They wave to you, and welcome you back to Hochoch. Later that day, you crest the final ridge, and can see Hochoch below you, nestled in against the Anniben Dwr. By the time you reach the south gates, a group of Marcher soldiers comes to relieve you, and tell you that Cadofyth Parn would like to see you in his tent.

Once you arrive, the young cymorth you met before shows you into Parn's inner chamber. He rises as you enter. "Aha, you've returned. I trust your mission was successful? Tell me all about it." He offers you a seat.

The PCs need to make a full report. It doesn't really matter what they say, but he will probe them about details if they are not forthcoming. Make them RP a little.

"Very good, very good indeed. You've done us a great service. Please see the cymorth outside for your payment (if there is an Army PC in the party: You are to return to your normal duties). **Please leave your name with him also, if you have not**

already done so at a previous time. Thank you once again." Parn stands, and shows you out.

Non-army PCs are given their 35 gp. If the PC did not sign the book in Runaway, they have the chance to sign it here.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter One	
Defeating the elves*	75 xp

Encounter Two	
Not getting thrown out of the Oytwood	75 xp

Encounter Three	
Defeating the sentries	125 xp

Encounter Four	
Defeating the Goblin Cavalry	125 xp
Helping with the logging	50 xp

Total experience for objectives	450 xp
Discretionary role-playing award	0-50 xp

Total possible experience	500 xp
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*Defeating means either getting the elves to take them to the council, or actually defeating them in combat.

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs,

but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.

3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter Three

- 2 or 8 greataxes (10 gp or 40 gp)
- 2 or 8 sets of scale mail (25 gp or 100 gp)
- Masterwork arrows (20) (140 gp, 3 lbs, steel, common): These arrows are so finely crafted that they give the user a +1 bonus to hit.
- Silvered arrows (20) (20 gp, 3 lbs, silver, common): These arrows are made with fine silver heads. They provide no bonus to hit, but some creatures that resist normal damage can be hurt by silver.

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Encounter Four

- 4 or 8 sets of studded leather (25 or 50gp)
- 4 or 8 morningstars (8 or 16gp)
- 20 or 40 javelins (5 or 10gp)
- Riding saddle (30 gp, 25 lbs, leather, common):

All Conclusions

- 35 gp for non-Army PCs

Conclusions A & B

- Scorn of the Oytwood Elves (0 gp, n/a, N/A, common): The character named above has earned the scorn of the elves living in the Oytwood. Show this certificate to the judge of all regional Geoff modules.

Conclusion C

- Influence Point with Cadofyth Parn

CRITICAL EVENTS SUMMARY

Did the PCs return with the 7 logs? Yes No

Did the PCs sign the book with their real names? Yes No N/A

What are those names?
