



NRPG GAME MASTER'S GUIDE

ESTERLIERS HOLLOW

A FAMILIAR VOICE RINGS IN THE BACK OF YOUR MEMORY.

"WITHIN THE ESTERLIERS HOLLOW, YOU WILL FIND THE WEAPON WE SEEK."

YOUR ASSIGNMENT WAS CLEAR, BUT THE LOCATION IS UNCHARTED. THERE ARE SO MANY CHASMS THAT YOU MUST HAVE TRIPPED AND LANDED ON YOUR HEAD.

ECHOES OF SHRIEKS AND DEEP BELLOWS FILL THE CAVERN. FEELING YOUR WAY THROUGH THE DARKNESS, YOU COME ACROSS A **WEAPON**...





Fire



Wind



Lightning

ACTION 1:

YOUR SENSES ALERT YOU TO POSSIBLE DANGER, REMEMBERING YOUR ADEPT TRAINING, YOU CONSIDER YOUR OPTIONS. CAST A FIRE TO SHINE SOME LIGHT IN THE CAVE. USE THE SILENCE OF THE WIND TO YOUR ADVANTAGE AND CAST A SILENCING RITUAL MAKING YOUR MOVEMENTS IMPOSSIBLE TO DETECT. OR YOU COULD ENCHANT YOUR WEAPON WITH LIGHTNING.

LIGHTNING WEAPON

SPARKS OF ELECTRICITY FLICKER FROM THE END OF YOUR STAFF AS A STATIC AURA FILLS THE AIR.

YOU NOTICE A SHADOW SCURRY DEEPER INTO THE CAVES. THE ENCHANTMENT MUST HAVE CAUGHT THE CREATURE OFF GUARD. LIFTING YOUR WEAPON, YOU AIM TOWARDS THE SHADOWS. ALL MANNER OF BEAST AND INSECTS APPEAR TO BE AGITATED BY THE FLICKERING OF YOUR WEAPON.

SLOWLY, YOU BEGIN TO CONTINUE FORWARD. USING THE LIGHT FROM YOUR STAFF TO TRAVEL ON AN OLD WORN PATH. IT LEADS YOU TO A GREAT CHASM WITH A NARROW BRIDGE INTO WHAT LOOKS LIKE A HIDDEN PASSAGE. SOMETHING OBSCURES THE PATH HOWEVER, ARE THOSE... COBWEBS?



Arachnid Matriarch



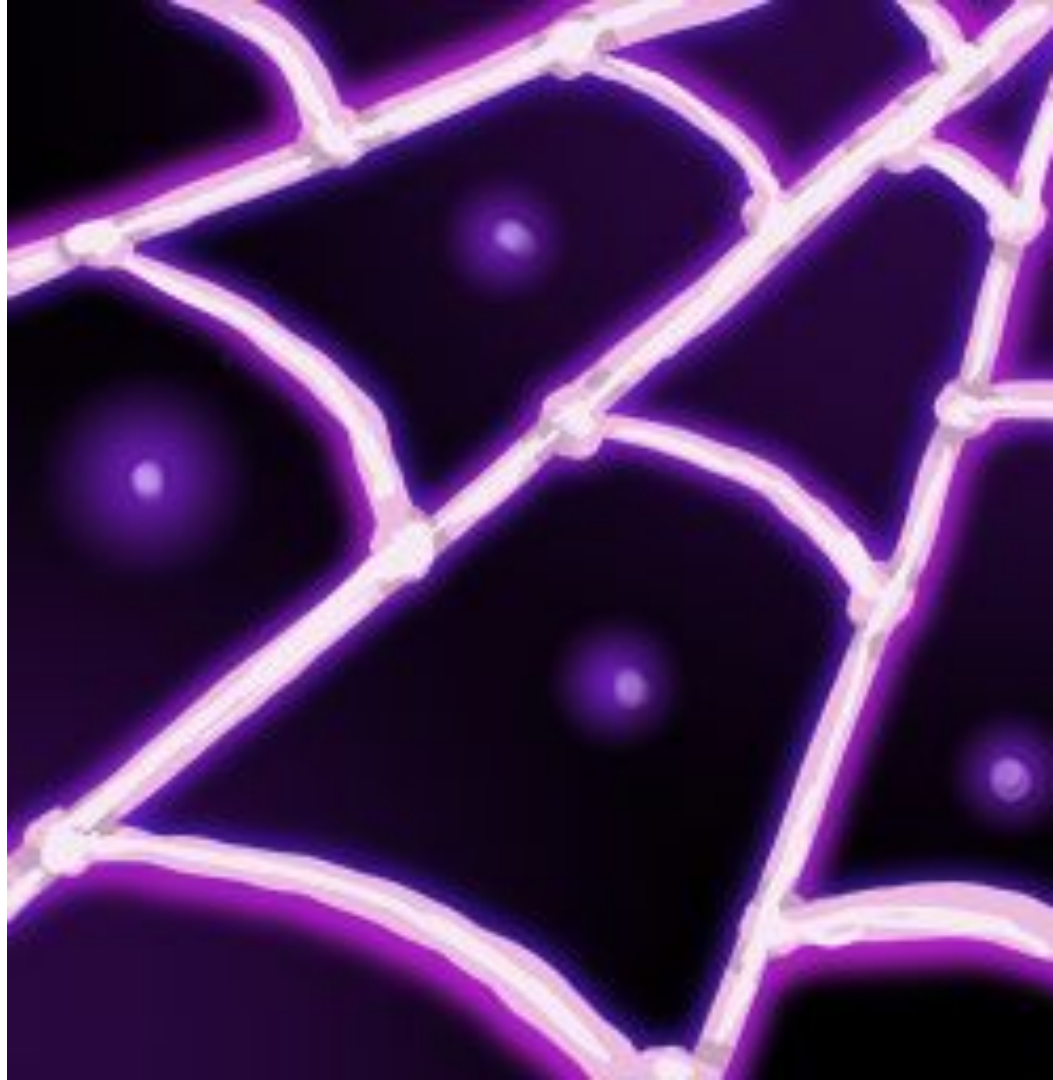
SPIDER SENSE TINGLING

"BEWARE OF THE MATRIARCH SPIDERS THAT LURK WITHIN THE CAVES YOUNG ADEPT. I WOULD AVOID STIRRING A NEST OF FANGS."

YOU MAY HAVE CORNERED THE CREATURE, BUT THAT ONLY MAKES IT MORE DANGEROUS. THE SKITTERING OF LEGS CAN BE HEARD, BUT YOU CAN'T MAKE OUT WHERE IT IS HIDING.

ECHOES OF SCREECHES ONLY MAKE IT MORE DISORIENTATING. IS THERE ONLY ONE SPIDER, OR ARE YOU SURROUNDED?

SUDDENLY, A TWINKLE OF LIGHT CATCHES THE CORNER OF YOUR EYE. JUST BEYOND THE WEBS SHINES AN ALTER WITH SOME SORT OF ARTIFACT...





Ground Surge



Lightning Bolts



Overload Explosion

ACTION 2:

LUCK MUST BE ON YOUR SIDE, HAVING ALREADY DRAWN YOUR WEAPON, YOU INITIATE BATTLE WITH THE FIRST STRIKE. YOU CAN STRIKE THE GROUND CAUSING LIGHTNING TO SURGE THROUGH ALL UNKNOWN ENEMIES. SHOOT POWERFUL BOLTS OF LIGHTNING RANDOMLY INTO THE WEBS. OR OVERLOAD YOUR STAFF CAUSING A TARGETED EXPLOSION WHERE AIMED.



GROUND SURGE

ELECTRICITY BEGINS FLOWING THROUGH THE VERY WALLS OF THE CAVE AS YOU STRIKE THE GROUND WITH YOUR CHARGED STAFF.

TWO GIANT SPIDERS FALL FROM OUT OF THE SHADOWS AS THEY COIL FROM THE PAIN. THOUGH STUNNED, THE ATTACK DIDN'T APPEAR TO KILL THE CREATURES.

A HISSING NOISE GROWS LOUDER IN YOUR EAR. ANOTHER SPIDER DANGLING IN THE AIR FROM WEB WAS COMPLETELY UNAFFECTED! CAUGHT OFF GUARD, YOU ARE KNOCKED BACK BY THE ARACHNID AS IT LUNGES TOWARDS YOU.

TRAPPED IN THE MIDDLE OF THE BRIDGE, YOU ARE NOW THE ONE ON DEFENSE...



Fireball



Speed of the Wind



Ice Armor

ACTION 3:

THE BATTLE WITH THE ARACHNID MATRIARCHS ISN'T OVER YET! CAST AN INSTANT FIREBALL AT THE ATTACKING SPIDER AND DEAL WITH THE INJURED TWO? MOST APPRENTICE SPELLS ARE DEFENSIVE IN NATURE, PERHAPS YOU CAN ENHANCE YOUR SPEED WITH THE WIND TO ESCAPE PAST THE STUNNED SPIDERS? OR CAST AN ICE ARMOR THAT WILL DECREASE DAMAGE TAKEN AND PREVENTS POISON...

FIREBALL

THE VERY AIR AROUND YOUR ATTACKER BEGINS TO ENGULF IN FLAMES AS A BALL OF FIRE SHOOTS FROM YOUR STAFF.

WRITHING IN PAIN, THE FIRE APPEARED TO BE EFFECTIVE. NOW THE CAVE GLOWS FROM THE BURNING CORPSE OF THE SPIDER AND THE ECHOES OF IT'S SHRIEKS FILLS YOUR EARS.

TURNING TO FACE THE REMAINING SPIDERS, YOU NOTICED THAT THEY HAVE COME TO THEIR SENSES. PREPARING YOURSELF FOR THE BATTLE, YOU REALIZE THAT LAST SPELL NEARLY DRAINED YOUR MANA.

SIXTEEN LEGS BEGIN TO CREEP TOWARDS YOU CAUTIOUSLY. ONE IS PREPARING ITS FANGS FOR A STRIKE, WHILE THE OTHER SEEMS AWARE OF THE DANGER...





Blade of Ice



Gust of Wind



Blinding Light

ACTION 4:

UNABLE TO REACT FAST ENOUGH, YOU FEEL THE FANGS OF THE ARACHNID SINK INTO YOUR LOWER LEFT LEG. FALLING TO THE GROUND FROM THE FORCE OF THE BITE, THE CAUTIOUS SPIDER BEGINS TO WRAP YOUR LEGS IN WEBBING. YOU CAN FORM A BLADE OF ICE AND ATTEMPT TO FEND THEM OFF PHYSICALLY. BLAST A GUST OF WIND TO BREAK FREE OF THE FANGS. CAST A BLINDING LIGHT TO ATTEMPT TO STUN YOUR ATTACKERS AND BUYING YOU MORE TIME.



BLINDING LIGHT

INTENSE FLASHES OF LIGHT EMANATE FROM YOUR STAFF
AS YOU CHARGE IT WITH THE LAST OF YOUR MANA

CONFUSED AND DISORIENTATED, THE ARACHNIDS BACK OFF
SLIGHTLY. THE SPIDER AT YOUR FEET QUICKLY SCURRIES OFF
AND AWAY FROM THE BATTLE. LEAVING THE OTHER TO FACE
YOU ALONE. WITH YOUR LEGS BOUND IN WEB, YOU ARE
RUNNING LOW ON OPTIONS. AS LONG AS YOU CHANNEL
THE LIGHT, THE SPIDER APPEARS TO REMAIN BLINDED
THOUGH.

PERHAPS, NOW IS YOUR TIME TO STRIKE. THEN YOU BEGIN
TO THINK BACK TO WHAT COULD BE IN YOUR SACHEL. THE
EMPLOYERS MUST HAVE KNOWN THESE CREATURES WOULD BE
A PROBLEM. WITH YOUR FREE HAND, YOU REACH INTO THE
BAG...



Mana Potion
Only Slightly Bitter



Fire in a Bottle
Don't Drop!



Glowing Necklace
Must have some use?

ACTION 5:

BEFORE VENTURING INTO THE CAVE, YOUR EMPLOYERS GAVE YOU A SACHEL OF SUPPLIES TO BE PREPARED. YOU CAN USE A MANA POTION AND RESTORE YOUR FIGHTING ABILITIES. KNOWING THEIR WEAKNESS, THE EMPLOYERS MUST HAVE GIVEN YOU A FIRE IN A BOTTLE SPELL. THERE IS ALSO SOME SORT OF NECKLACE THAT APPEARS TO GLOW WITH YOUR TOUCH...

FIRE IN A BOTTLE

I WAS CARRYING THIS AROUND THE WHOLE TIME AND NOBODY TOLD ME!?

YOU HURL THE MIXTURE TOWARDS THE BLINDED SPIDER, SHATTERING THE GLASS ON IMPACT. FLAMES QUICKLY BEGIN TO ENGULF THE ARACHNID. SCREECHING IN AGONY AS IT BURNS, THE CREATURE FALLS BEFORE YOU.

SAFE FOR NOW, YOU HASTEN YOUR STRUGGLE TO UNBIND YOUR LEGS. THE CAVE GROWS EERILY SILENT ONCE MORE, AND ALL YOU CAN HEAR IS THE CRACKLING OF THE EMBERS BESIDE YOU. FREEING YOURSELF FROM THE WEB, THE ADRENALINE OF BATTLE WEARS OFF. A SHARP PAIN SHOOTS UP FROM YOUR INJURED LEG.

YOU MUST PRESS FORWARD, BUT THIS WOUND SLOWS YOU DOWN. USING YOUR STAFF AS A CRUTCH, YOU LIMP YOUR WAY BEYOND THE PATH AHEAD. THE CORRIDOR BEHIND THE THICK WEBS APPEARS TO BE SOME SORT OF ROOM. WORN AND DECREPIT FURNITURE LITTER THE INSIDE. THEN YOU NOTICE AN OLD TABLE WITH SOMETHING ON IT...





Stone Pyramid



Etched Runestone



Ancient Tome

ACTION 6:

I THINK I FOUND THE TREASURE THEY WERE LOOKING FOR, BUT I'M NOT SURE WHAT THEY ACTUALLY WANT. THESE THREE ITEMS RESTING ON THE TABLE APPEAR TO BE SOME SORT OF ANCIENT RELICS. A STONE PYRAMID WITH SOME ETCHED WORDS ON THE SIDE. A LIGHTLY GLOWING TABLET WITH A RUNE CARVING. OR SOME REALLY OLD AND WORN TOME...



ANCIENT TOME

STAINS AND DUST COVER THIS LEATHER BOUND TOME.
IT MIGHT HOLD SECRETS OF AGES PAST.

REACHING FOR THE ANCIENT TOME FIRST, YOU FEEL AS IF THERE MUST BE SOMETHING IMPORTANT WITHIN THE PAGES. AFTER SECURING THE BOOK IN YOUR SACHEL YOU BEGIN TO REACH FOR THE NEXT RELIC.

THAT IS WHEN YOU NOTICE A SET OF GIANT, HAIRY LEGS INCHING TOWARDS YOU. COULD IT HAVE BEEN THE SPIDER THAT FLED EARLIER? YOU THINK, BACKING AWAY SLOWLY.

SUDDENLY EVEN MORE LEGS BEGIN TO LURK FROM OUT OF THE SHADOWS. HIGH PITCHED HISSING ECHOES THROUGHOUT THE CHAMBER NOW. IT LOOKS LIKE YOU HAVE ALSO FOUND THE NEST...



Ice Breath



Soul Fire



Call of Thunder

ACTION 7:

AS IF BEING CALLED TO USE THE ANCIENT TOME, YOU REACH WITHIN YOUR SACHEL ONCE MORE. BLINDLY OPENING THE PAGES, YOU LOOK FOR A SPELL TO CAST. YOU HAVE NEVER HEARD OF ANY OF THESE SPELLS, BUT THEY APPEAR TO BE OFFENSIVE IN NATURE...

SOUL FIRE

FIRE COURSES THROUGH THE ENTIRE CAVE ENGULFING EVERYTHING IN SIGHT

THREE HOODED FIGURES AWAIT OUTSIDE THE ENTRANCE. STARTLED BY THE SUDDEN BURST OF FLAMES, THEY ONLY STARE INTO THE DARKNESS. ONE ENTERS CAUTIOUSLY...

THE MOTION OF BEING CARRIED FORCES YOU BACK TO CONSCIOUSNESS. FOR A MOMENT, YOU CAN HEAR THE OTHERS WHISPERING. "YAILIN CINDERSURGE, CREATOR OF THE ASHBEAST." ONE PROCLAIMS TO ANOTHER. THEN THE ONE CARRYING YOU TAPS YOU ON THE BACK.

"I SEE YOU'RE STILL ALIVE ADEPT? YOUR RECKLESS ACTIONS NEARLY GOT YOU KILLED!" HE SAYS. EACH THOUGHT BURNS IN YOUR HEAD, AND YOU ONLY GRUMBLE MOTIONLESSLY IN AN ATTEMPT TO SPEAK.

"POWERFUL MAGES OFTEN DEPOSIT RELICS THIS WAY TO PROTECT THEIR INTEREST. IT IS USUALLY UP TO FUTURE GENERATIONS TO SEEK OUT SUCH KNOWLEDGE. YOU WILL BECOME A SKILLED **ELEMENTALIST** IN TIME. NOW YOU MUST REST..."



CHAPTER 2

NEARLY A WEEK PASSES AS YOU RECOVER FROM YOUR TRIP TO THE HALLOWS.

AFTER A FEW DAYS OF STUDYING ITS PAGES, THE ELDERS RETURN THE BOOK TO YOU. MUCH OF IT IS WRITTEN IN SOME LANGUAGE YOU CAN'T READ. HOWEVER, THE BITS YOU UNDERSTAND HAVE HELPED YOUR POWERS GROW TREMENDOUSLY.

OUR GROUP HAS BEEN SLOWLY CLIMBING THE MOUNTAINS, BUT YOU ARE NOT SURE AS TO WHY. THE AREA IS NEUTRAL TERRITORY, BUT THAT IS ONLY DUE TO THE ORCS...





LURKING IN THE SHADOWS

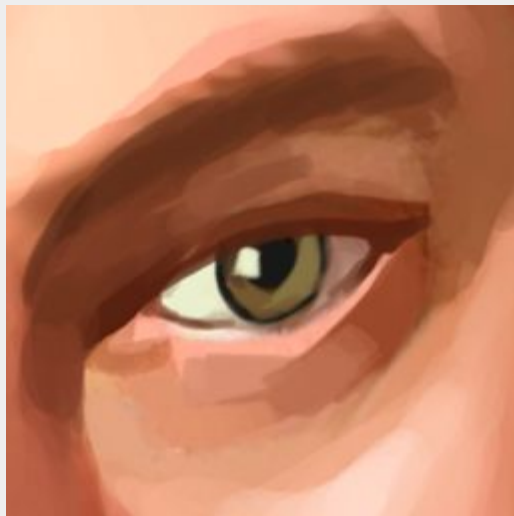
YOUR STUDIES OF THE BOOK COME TO A HALT WHEN YOU HEAR A CREAK FROM THE FLOOR.

SOMETHING OR SOMEONE IS SNEAKING AROUND YOUR HUT. CAUTIOUSLY GETTING UP FROM YOUR BED, YOU PEER INTO THE SHADOWS. A PAIR OF GLOWING BLUE EYES STARES BACK AT YOU.

STANDING MOTIONLESS, THE VERY WORLD AROUND YOU SEEMS TO HAVE STOPPED. MAKING THE FIRST MOVE, THE HOODED FIGURE LIFTS IT'S FINGER TO ITS LIPS. AS IF TO MOTION YOU TO REMAIN SILENT, YOU CONSIDER WHAT YOU SHOULD DO...



Call for Help



Remain Silent



Grab Staff

SCENARIO 2 ACTION 1:

THE HOODED FIGURE AND YOU LOCK EYES FOR WHAT SEEMS LIKE AN ETERNITY. IT IS TIME FOR YOU TO MAKE A MOVE...

GRAB STAFF

WITHOUT HESITATION, YOU IMMEDIATELY REACH FOR THE PROTECTION OF YOUR STAFF

THE HOODED FIGURE, USING YOUR DISTRACTION, QUICKLY MANEUVERS AROUND YOU. BEFORE YOU HAVE A CHANCE TO AIM YOUR WEAPON, YOU FEEL A BLADE PRESSED UP AGAINST YOUR THROAT.

"YOU AREN'T VERY BRIGHT ARE YOU?" A GENTLE VOICE CALMLY WHISPERS IN YOUR EAR. *"I'M NOT HERE TO KILL YOU. SHH..."*

SLOWLY DIRECTING YOU OUTSIDE, YOUR ATTACKER PUSHES YOU OUT THE DOOR. AS QUICKLY AS THEY APPEARED, THEY DISSAPEAR BACK INTO THE SHADOWS.

IN THE DISTANCE, THE CLATTERING OF HOOVES CAN BE HEARD. SOUNDS LIKE AN ARMY IS RIDING MY WAY...





AN ORCISH ENCOUNTER

SHOUTS OF COMMANDS AND TORCH LIGHT
SURROUND OUR ENCAMPMENT

NOW YOU ARE FACED WITH WHAT SEEMS LIKE DOZENS OF ANGRY ORCS. OFTEN CONSIDERED BRUTISH AND BARBARIC, THEY TYPICALLY KEEP TO THEIR OWN TERRITORIES. SOMETHING MUST HAVE GOT THEM UP IN ARMS. OTHER MAGES AND A FEW ELDERS ALSO MAKE THEIR WAY OUTSIDE TO CONFRONT THE GROUP.

"CHIEFTAIN ZUZZATH SEARCHING FOR ELF GIRL!", ONE OF THE RIDERS SHOUTS. "NO WANT TROUBLE WITH MAGIC, JUST GIVE US GIRL!"

THE SITUATION IS GETTING TENSE...



Persuasive Beacon



Reveal Location



Intimidate Orcs

SCENARIO 2 ACTION 2:

ORCS ARE NOT KNOWN FOR THEIR MERCY, AND DON'T TYPICALLY USE MAGIC. PERHAPS THEY ARE NOT PREPARED TO DEAL WITH OUR POWER? I CAN TRY TO PERSUADE THEM BY CASTING A BRIGHT LIGHT AND SHOWING THAT NO ELF IS HERE. I CAN ASSIST THE ORCS AND CAST A REVEALING SPELL FOR HER LOCATION. OR I CAN ATTEMPT TO INTIMIDATE THE ORCS INTO SIMPLY GIVING UP THEIR ATTACK...

PERSUASIVE BEACON

RECALLING YOUR TIME IN THE HALLOWS, YOU CAST A FAMILIAR SPELL

LIGHT FROM YOUR STAFF FILLS THE AREA. THERE ARE EIGHT ORCS YOU CAN SEE, THREE ON HORSEBACK AND FIVE ON FOOT. THINKING QUICKLY, ONE OF THE ELDER MAGES RAISES THEIR HANDS PEACEFULLY.

"THERE ARE NO ELVES HERE, WE ARE BUT A SMALL SCHOOL OF MAGES ON OUR WAY TO BUKOSE. PLEASE, WE SEEK NO QUARREL AS WELL." THE ELDER LECTURES. ONLY WHISPERS AND GRUNTS ARE RETURNED BY THE OPPOSING ORCS. SUDDENLY, A LOUD HOWL CAN BE HEARD IN THE DISTANCE.

"ALL MAGES STINK OF LIES! OUR WORGs FIND ELF HERE!" YELLS THE LEADER OF THEIR GROUP. IT APPEARS THAT THEY ARE NOT GOING TO BE LEAVING ANYTIME SOON...



Mountain Orcs

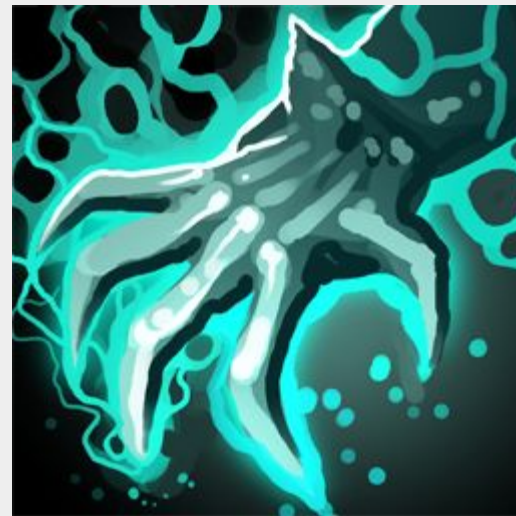




Immolate



Ice Snare



Static Overload

SCENARIO 2 ACTION 3:

AS IF WAITING FOR A QUE LIKE THIS, SEVERAL OF THE ORCS BEGIN TO RAID. THE LEADER RIDES OFF TOWARDS THE DIRECTION OF THE HOWL, BUT TWO MASSIVE CLUBS ARE HEADING STRAIGHT FOR YOU. IMMOLATE A SINGLE ATTACKER WITH A LARGE BURST OF FIRE. SET AN ICE SNARE TO TRAP THE ASSAILANTS. OR CAST STATIC OVERLOAD, INCREASING THE FIGHTING CAPABILITIES OF YOUR ALLIES...



ICE SNARE

A COLD MIST CIRCLES THE CHARGING ORCS. THEY STUMBLE TO THE FLOOR AS THEIR FEET BECOME ENCASED IN ICE.

YOU FEEL A TUG AT YOUR ARM. ONE OF THE ELDER MAGES IS BEGGING YOUR ATTENTION.

"YOU AND THE OTHERS MUST GET TO SAFETY, LET US DEAL WITH THESE BEAST!" HE YELLS. THE SOUNDS OF CHAOS AND CONFUSION CAN BE HEARD AMONGST THE FRAY. YOU BEGIN TO DESPERATELY SEARCH FOR A WAY THROUGH THE RAMPAGING ORCS. THAT IS WHEN YOU SEE A FLASH OF A FAMILIAR BLUE SCURRY PAST.

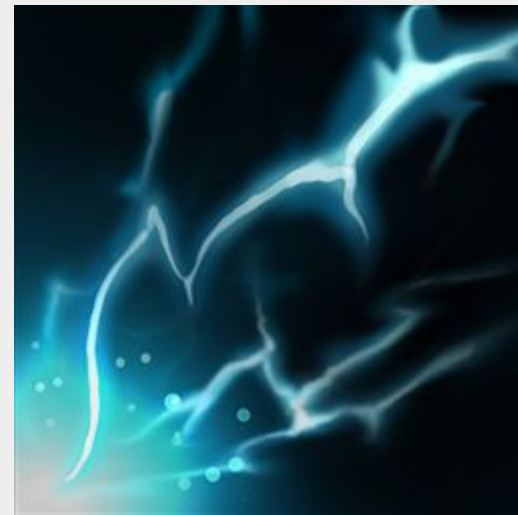
IT IS THAT HOODED ELF WOMAN THEY WERE LOOKING FOR BEING CHASED BY AN ORC...



Ice Shards



Taunt



Lightning Bolt

SCENARIO 2 ACTION 4:

THE ORC MUST HAVE RECENTLY FLUSHED HER OUT OF HIDING. I CAN ASSIST BY LAUNCHING ICE SHARDS AND TRY TO KNOCK THE BEAST DOWN. I CAN TAUNT THE ORC INTO FACING ME INSTEAD. OR I CAN SIMPLY LET LOOSE A LIGHTNING BOLT TO DAMAGE BOTH OF THEM.

ICE SHARDS

SHARDS OF ICE SHOOT FORTH FROM YOUR STAFF. THE FORCE OF THE SPELL KNOCKS THE CHASING ORC OFF BALANCE

WITHOUT HESITATION THE HOODED FIGURE CONTINUES TO FLEE FROM THE BATTLE. THEN YOU FEEL A BONE SHATTERING FORCE STRIKE YOU FROM THE SIDE. THE IMPACT FROM LANDING ON THE GROUND ALSO STEALS YOUR BREATH AWAY.

IT WAS ONE OF THE ORCS YOU TRAPPED EARLIER. THEY MUST HAVE BROKEN FREE FROM THE SNARE. YOUR EYES ARE BARELY UNDERSTANDING WHAT THEY ARE SEEING AS THE FOE RAISES ITS ARMS ONCE MORE TO STRIKE.

THIS IS IT, YOU THINK, THIS IS HOW I DIE...

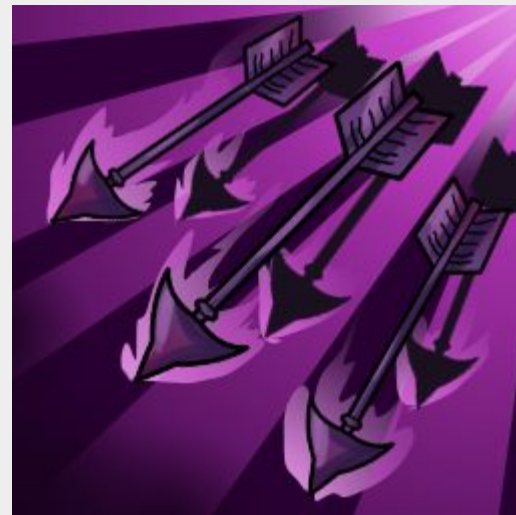




Eye Gouge



Poison Blade



Volley Shot

SCENARIO 2 ACTION 5:

LEAPING INTO THE FRAY, A FRAGILE LOOKING ELF WOMAN QUICKLY DEFLECTS THE ORC'S BLOW...



EYE GOUGE

THE ORC LETS OUT AN UNSETTLING HOWL AS THE ELF REMOVES HER BLADE FROM IT'S EYE

STAGGERING TO YOUR FEET, YOU SHUFFLE PAST THE BLINDED ORC NOW FLAILING THEIR CLUB VIOLENTLY. YOUR NEW ALLY GRABS YOU BY THE ARM AND BEGINS TO LEAD YOU AGAIN.

"THIS ONE LOOKS ANGRY!" SHE PROCLAIMED POINTING HER DAGGER AT THE BEAST WHO WAS CHASING HER. *"GOT ANYTHING IN THAT BAG OF TRICKS?"*

THOUGH YOU MAY HAVE KNOCKED IT DOWN EARLIER, THE ORC IS BACK ON THEIR FEET AND CHARGING AFTER YOU. STRUGGLING TO KEEP UP WITH THE WOMAN'S PACE, YOU CLENCH YOUR STAFF.



Scorch



Shatter



Ball Lightning

SCENARIO 2 ACTION 6:

SENSING YOUR CHANCE TO ACT, YOU CONSIDER YOUR OPTIONS. I CAN QUICKLY SCORCH THE ONE CHASING US AND DEAL WITH THE BLIND ONE. IF I HAD SOME TIME TO CHANNEL MY MANA, I CAN ATTEMPT TO FREEZE AND SHATTER BOTH OF THEM AT ONCE. OR, I CAN SEND A BALL LIGHTNING TOWARDS THEM AND HOPE THE SHOCK CAN STUN THE TWO...

SCORCH

LAVA LIKE FLAMES SPOUT FORTH FROM YOUR STAFF. THE ORC FALLS TO ITS KNEES AS ITS FLESH MELTS AWAY INSTANTLY.

YOU CAN FEEL THE INTENSE HEAT FROM THE SPELL NEARLY CONSUME YOUR BODY. FOR THE FIRST TIME SINCE DISCOVERING YOUR GIFTS, YOU FEAR LOSING CONTROL.

"THAT'S ENOUGH!" YOUR ELVEN ALLY PROCLAIMS, AS SHE PULLS YOU AWAY FROM THE SCENE. *"THE OTHERS WILL BE HERE SOON IF WE DON'T GET OUT NOW!"*

THE DUO HASTILY MAKE THEIR WAY THROUGH THE MOUNTAIN PASS FOR WHAT SEEMS LIKE HOURS. EVERY NOW AND THEN YOU CATCH THE SOUND OF GRUNTING ORCS AND HOWLING WORGs GIVING CHASE. WITHOUT TIME TO WONDER ABOUT THE GROUP LEFT BEHIND, YOU SIMPLY CONTINUE TO RUN...



CHAPTER 3

DAWN IS BREAKING AND THE TWO OF YOU HAVE BEEN RUNNING THROUGH THE NIGHT.

IN THE DISTANCE YOU CAN SEE THAT THE ELF IS LEADING YOU TO SOME SORT OF WALL. PERHAPS A BARRICADE ERECTED IN AGES PAST TO KEEP OUT THE ORCISH HORDES.

"WE CAN LOSE THEM THROUGH HERE." SHE PROCLAIMS. FOLLOWING AN OLD WEATHERED PATH, YOU COME ACROSS AN OPENING.

IT REVEALS AN INTRICATE NETWORK OF HALLWAYS AND ROOMS THAT APPEAR TO HAVE BEEN ABANDONED FOR DECADES.





SHARING THE LOOT

FINDING A MOMENT TO REST, THE ELVISH WOMAN DROPS A SACHEL ON THE FLOOR.

"BEFORE THE GREAT WAR, THIS WAS THE BORDER OF MY PEOPLE'S HOMELAND." SHE ADMITS. "MOST OF THE MAGI RELICS STILL HERE MAY HELP US OR JUST AS WELL KILL US."

THE FALL OF THE ORDER OF THE MAGI WAS LONG BEFORE YOU WERE BORN. YOUR CURIOSITY TURNS YOUR GAZE TO THE BAG.

"THIS IS PRETTY MUCH ALL I HAVE LEFT. DIG THROUGH IT AND SEE WHAT YOU CAN USE." SHE TELLS YOU WHILE STEALTHILY SEARCHING THE SURROUNDINGS.

THE LABYRINTH

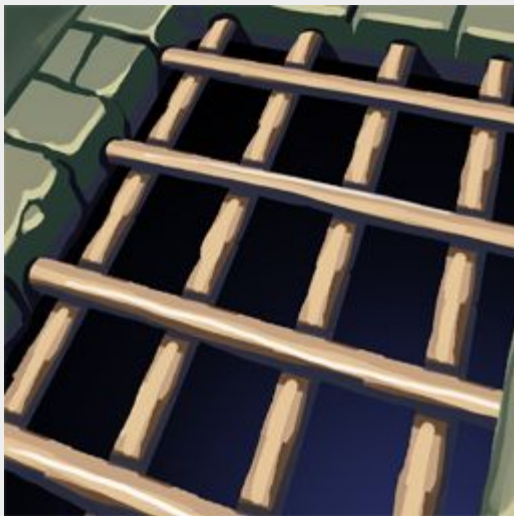
ECHOING IN THE DISTANCE ARE THE SNARLS OF YOUR CHASING PARTY.

"FURTHER IN THE CATACOMBS WE GO THEN."
PROCLAIMS YOUR COMPANION. *"THERE ARE A FEW ROUTES I KNOW, BUT BE PREPARED FOR A FIGHT."*

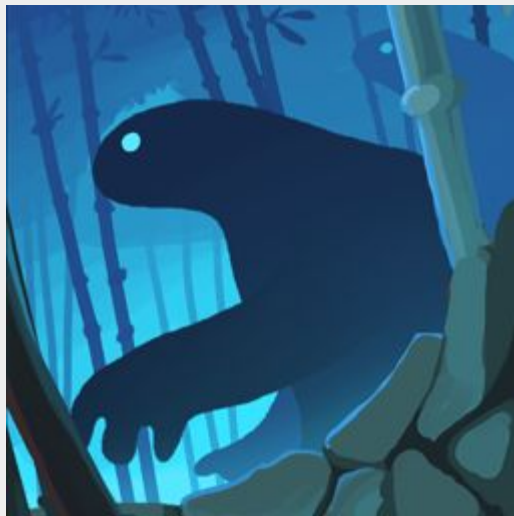
"IT'S NOT STEALING IF IT BELONGED TO US ONCE RIGHT? ORCS JUST LIKE TO HOLD A GRUDGE!" SHE FINALLY ACKNOWLEDGES AS YOU BOTH TREK DEEPER INTO THE MAZE.

CLUTCHING YOUR STAFF, YOU FOLLOW HER LEAD. TRYING NOT TO DISTURB THE COBWEBS AND DUST, YOU COME TO A FORK IN THE PATH...

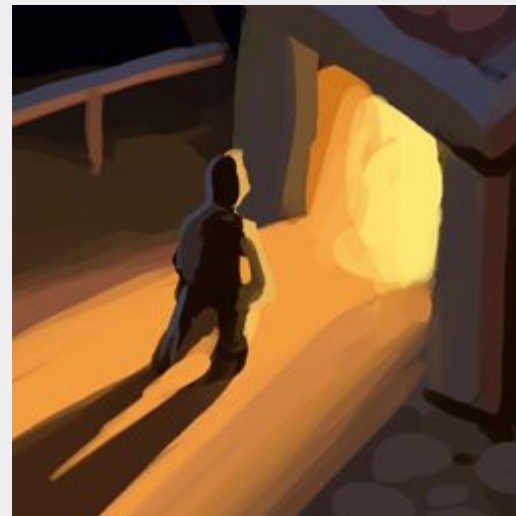




Prison Ward



Scale Walls



Mine Shaft

SCENARIO 3 ACTION 1:

IT LOOKS LIKE THERE IS A HALLWAY FILLED WITH CELLS AND CHAMBERS TO OUR LEFT. WE CAN GO ABOVE GROUND AND DEAL WITH WHAT STALKS ON TOP OF THE WALLS. OR IT SOUNDS LIKE THERE IS ACTIVITY BELOW IN A FIRE LIT MINE SHAFT...



SCALE WALLS

YOUR COMPANION BEGINS TO SLOWLY CLIMB THE JAGGED STONE WALLS.

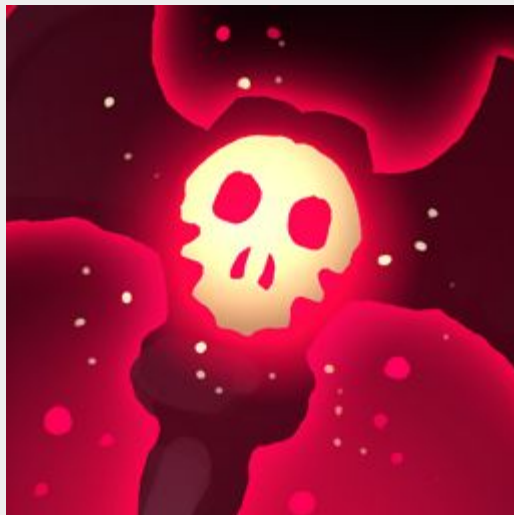
"I PREFER NOT BEING TRAPPED IN A CAGE." SHE EXPLAINS AS YOU BOTH START ASCENDING. *"JUST DON'T MAKE ANY LOUD NOISES."*

THE TOP OF THE RAMPARTS ARE COVERED IN OVERGROWN VINES. EVEN THOUGH DAY IS BREAKING, THE CANOPY ABOVE BLOCKS OUT MOST OF THE LIGHT. CAUTIOUSLY MAKING YOUR WAY THROUGH THE OVERGROWTH, YOU CAN'T SHAKE THE FEELING THAT SOMETHING IS WATCHING.

"NOT MUCH FARTHER, AND WE WILL FIND MY VILLAGE." SHE WHISPERS. SUDDENLY YOU HEAR A TWIG SNAP AND THE CAW OF SOME BIRDS FLY OFF IN THE DISTANCE...



Poison Weapons



Draining Aura



Stealth Mode

SCENARIO 3 ACTION 2:

YOUR COMPANION COMPLETELY HALTS, AND YOU GET THE FEELING THAT YOU SHOULD BE GETTING PREPARED...

STEALTH MODE

YOU BOTH SCURRY TO EDGE OF THE WALL AND INTO THE PROTECTION OF THE OVERGROWTH SHADOWS

YOU CAN HEAR A MASSIVE THUD WITH EVERY STEP THE CREATURE MAKES. IT MUST BE HUGE, BUT VERY SLOW. THE GROUND BEGINS TO RUMBLE AND THE LEAVES ABOVE THRASH ABOUT. WHATEVER IS OUT THERE IS ON ALERT AND SEARCHING FOR SOMETHING.

PEEKING ABOVE THE STONE YOU FINALLY SEE WHAT APPEARS TO BE A LARGE MOVING TREE. COULD IT BE ONE OF THE FABLED TREANTS OF THE FOREST?

YOUR COMPANION'S EYES REACH YOURS FOR A MOMENT AND YOU BOTH NOD IN AGREEMENT...



Forest Treant Ulmild Sonoris





Critical Shot



Inferno



Flame Arrows

SCENARIO 3 ACTION 3:

READYING HER BOW, YOU CAN SENSE THE ELF IS WAITING FOR YOUR DECISION. LET HER TAKE THE LEAD WITH AN AIMED CRITICAL SHOT? I COULD USE MY NEW ELEMENTALIST POWERS TO ENGULF THE CREATURE IN AN INFERNO. OR WE CAN WORK TOGETHER AND I CAN ENCHANT HER ARROWS WITH A MAGICAL FLAME.



FLAME ARROWS

INSTINCTIVELY, THE TWO OF YOU SYNC YOUR FOCUS
AND A MAGICAL FLAMING ARROW IS RELEASED
TOWARDS THE TREANT

SILENTLY STRIKING THE TARGET IN THE UPPER BRANCHES.
THE CREATURE LOOKS VISIBLY CONFUSED AS THE LEAVES
CATCH FIRE. "*I THINK THAT IS JUST GOING TO PISS IT OFF.*"
SAYS YOUR ALLY AS YOU BOTH LOOK FOR ANOTHER SOLUTION.

THEN THE FLOOR BENEATH YOU BEGINS TO CRUMBLE. A LOW
PITCHED ROAR EMANATES FROM THE TREANT. ROOTS FROM
BELOW THE WALL HAVE BREACHED THE FOUNDATION.

YOU DON'T HAVE TIME TO THINK AS YOU FEEL THE
SENSATION OF FALLING...



Stone Form



Graceful Fall



Control Nature

SCENARIO 3 ACTION 4:

A STONE FORM MAY PREVENT DAMAGE FROM THE FALL, BUT LEAVES YOU VULNERABLE. ELVES NATURALLY HAVE FASTER REFLEXES AND WITH SOME HELP OF A WIND SPELL, YOU MAY BE ABLE TO LESSEN THE IMPACT. OR, YOU CAN SENSE YOUR POWER TO CONTROL THE ELEMENTS WANT TO CONSUME YOU...

CONTROL NATURE

IT FEELS AS IF THE VERY ELEMENTS ARE RIPPING YOU APART. YOUR MIND DRIFTS OFF INTO A SERENE LIGHT...

AS IF TO BE GENTLY PLACED BY A BENEVOLENT FORCE, THE ELF ROGUE LANDS GENTLY ON THE FOREST FLOOR. TURNING TO THE CARNAGE, SHE HAS TO SHIELD HER EYES FROM THE HEAT.

THE MAGES BODY IS CONSUMED IN STONE AND FLAMES NOW. SHE WATCHES IN HORROR AS IT MERCILESSLY INCINERATES THE ANCIENT TREANT.

YOU MUST PUT A STOP TO THIS, BEFORE THE WHOLE FOREST IS CONSUMED...





Flee Forest



Enchanted Arrow



Bestial Aid

SCENARIO 3 ACTION 5:

HUMES ALWAYS HAD TROUBLE CONTROLLING THEIR OWN MANA, YET ALONE THOSE OF THE ELEMENTS. I CAN JUST FLEE THE FOREST AND LET NATURE TAKE ITS COURSE. I CAN TRY TO PUT A STOP TO THIS MYSELF, AND SHOOT AN ENCHANTED ARROW AT THE ATRONACH. OR I CAN CALL FOR BEASTIAL AID...



ENCHANTED ARROW

CALLING TO YOUR ANCESTORS FOR SPIRITUAL GUIDANCE, YOU RELEASE A MAGICAL ARROW TOWARDS THE RAMPAGING ATRONACH

IN A BURST OF THUNDER AND WIND, THE ARROW STRIKES THE TARGET. YOU GET THRUSTED TO THE FLOOR NEARLY INSTANTANEOUSLY AS THE ENERGY IS RELEASED. A SUDDEN BURST OF MANA RIPPLES THROUGH THE AREA.

ONLY THE SOUNDS OF THE CANOPY BURNING CAN BE HEARD AS YOUR EYES BEGIN TO FOCUS. THE SWIRLING STORM CLOUDS ABOVE ARE DISSIPATING AND THE AREA IS CALM. TURNING TO THE DIRECTION OF YOUR ALLY, YOU NOTICE HIS BODY LAYING ON THE FOREST FLOOR.

THAT'S WHEN YOU HEAR A HIGH PITCHED HORN CALL...

ENCLAVE OF THE SHATTERED MOON

BEFORE THE AGE OF WAR, THE ELEMENTS WERE NOT AT ODDS WITH OUR PEOPLE. THESE HUMES BROUGHT THIS DEVASTATION UPON THEMSELVES...

YOU SIMPLY KNOW YOUR SISTERS WON'T STAND FOR THIS MAGE. ESPECIALLY ONE WITH SUCH RECKLESS JUDGEMENT. HOWEVER, YOU SENSE THAT THIS BEING WILL HAVE SOME VALUE IN YOUR FUTURE.

"HE CAN NOT BE ALLOWED TO STAY HERE. NOT FOR THE DEATH AND DECAY HE HAS BROUGHT TO OUR LAND." THE ENCLAVE WHISPERS. "OTHER HUMES WILL NATURALLY SEEK THIS POWER. HE WILL BRING THE WAR DIRECTLY TO OUR DOORS. YOU MUST TAKE HIM TO HIS PEOPLE."

