

1.02 – Something Isn't Right

Roleplaying Opportunity

Plot Points

- There's something wrong with the Eladrin
- The Eladrin and Elves were sincere in seeking peace. They do not know who killed the ambassador. Things are about to take an ugly turn.
- The PCs should probably take the river.

Have the PCs make a DC 10 Perception Check and read the following:

As you look for shelter, you notice a tumbledown shrine that would make an excellent hiding place. You could even post a watch atop the broken wall. You cautiously approach the ruins, but are met with a sharp, "halt!" Inside are three Elves that have the look of hardened soldiers and two of what you can only assume are Eladrin. Oddly, each of the Eladrin is surrounded by a swarm of motes of light that orbit about them.

A DC 10 Arcana check reveals that there is something distinctly unnatural about these motes, as though they were tiny scars upon the world. Lady Isolia's corona is brighter and more agitated than Alaum's. If asked about these motes the Eladrin will become upset and demand that the party leave immediately.

Lady Isolia will permit *some* conversation, but it should be polite and to the point. She will not allow the PC's to pepper her with questions or speak to her in anything but a highly respectful tone. She will pen a quick letter if the PC's request one. The Elves will not speak

You leave the chapel surprised to have met an Eladrin, though the encounter leaves you with more new questions than it answered. The rosy glow of fire tints the clouds that hang low over Atriar. In the distance, you can hear shouting and the clang of metal on metal.

Have them make a DC 10 Intelligence or Wisdom check.

Staying on foot is a bad idea; the patrols will just run you down. You haven't seen any horses, so stealing mounts is probably out. As your frustration rises, it occurs to you that you could use the river. It wouldn't take that long to slap together a makeshift raft and you couldn't be tracked while you were on the water.

Try to get them to take the river. If they are particularly resistant to this idea, you can change the order of the level one encounters and adapt the dialogue to fit. An easy suggestion is to move 1.08 – The Pointy End to be the first combat encounter, having the NPC's express a desire to get on the river following the attack (the wagons are pulled by slow-moving oxen, so mounts aren't an issue). If you do this, 1.11 – Oh, Snap! can be moved in between 1.07 and 1.09.

Lady Isolia Cathenne

Female Eladrin

Description: Lady Isolia was included with the diplomatic mission as military attaché. She is currently looking to get away from Atriar as quickly and quietly as possible so she can report to her superiors. She does not know who assassinated the ambassador, but assumes it was a Human or one of their allies.

Passive Insight: 13, Passive Perception: 15

Keywords: frustrated, precise, dangerous

Possible Dialogue: "We had hoped to make an end of this. Tell your leaders that we were sincere. We are sincere even now, though I have no idea whether or not the council will permit another attempt. Tell them that it would be best if those responsible for this crime were turned over to our justice."

"I will let you go, but know this; the time for diplomacy is fast coming to an end. Soon desperation will set in and both our peoples will face annihilation. Leave, now. I grow tired of doing the right thing."

"Travel quickly. Do not stop for rest. Fight only if you must."

"It is not my job to educate the ignorant, or to dispel the propaganda of your princes. I daresay that truth hardly matters now. Those who began the war are likely nothing more than brittle bone and a spray of ash."

Alaum Jeherin

Male Eladrin

Description: Alaum is Lady Isolia's assistant. He is far more patient than she is, though he has no particular love for Humans.

Passive Insight: 15, **Passive Perception:** 14

Keywords: racist, brusque, curt

Possible Dialogue: "You cannot expect creatures such as these to be capable of much. Perhaps a missive might be sent with them instead of trusting their feeble memories and incomplete understanding."

GM's Notes

Obviously, the players are going to be confused by the whirling motes that surround the Eladrin. That's a good thing. You're trying to plant the seeds of a great mystery that will only be revealed later (the second half of sixth level, if you want to read ahead).

You're also trying to set the mood: Humans are **not** in charge.