

VEL5-03

The Forgotten

A One-Round D&D® LIVING GREYHAWK™

Veluna Regional Adventure

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In the Iron Wood lies a forgotten tie to Veluna's past. Veluna's past may be the key to her future. A Veluna regional adventure for character levels 1 to 10. (APLs 2-8)

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at veluna_poc@thejohnsons.cc for LIVING GREYHAWK campaign questions email rpgahq@wizards.com

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table DM (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier

adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in Veluna. Characters native to Veluna pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

About 450 years ago, a small group of adventurers went to Mitrik, looking to depose the corrupted Canon Herion and his regime. Along with some retainers and men-at-arms, the core of the group consisted of Gaspar Noleson, a Raoan paladin of great faith and valor; Tallin Creen, a Raoan cleric rising fast through the ranks of the clergy; and Selanior Moonshadow, a powerful (if flighty) elven wizard from the Ironwood. The goal of the expedition was none other than overthrowing the corrupt Canon and returning the leadership of Veluna to Raoan hands. (The paladin and bishop represented a rebellious faction within the church that opposed Herion's "reforms", it is this faction that grew into the modern day Church of Rao. Moonshadow went along because he thought it would be fun.)

It seemed that fate had a different story planned, however, for when the small band arrived at Herion's private chapel, the owner was gone. Herion and his followers had left recently, abandoning the locale for destinations unknown. Moreso than failing their mission, it was what had been left behind that was most disturbing to the adventurers, though.

Lying in a pile before the defaced Raoan altar were Herion's Raoan vestments, a ripped and burned Raoan text, and the shattered pieces of his holy symbol. Not only had the Canon forsaken Rao completely for the evil Nerull, they deduced that he had, in fact, performed a ritual to become a lich.

The group returned to Whitehale with their theory and the evidence. After using the artifacts to confirm that Herion had indeed become a lich, the Church attempted to use them to *scry* on the Canon. The attempt met with failure, and the Church redoubled its efforts to depose the corrupted leader of Veluna. The adventurers were to be dispatched once again, along with many others, to try and find the creature that was once Herion in a conflict that would erupt into a civil war amongst the opposing Raoan factions.

Since the pieces of the holy symbol were not of use in scrying on Herion, nor as magical objects, Noleson, Creen and Moonshadow were allowed to keep them as tokens of the small role they had played thus far in the fight against Herion. Noleson had asked for the boon, wanting to keep a piece of the symbol as a reminder of the power of faith, and what losing that faith could lead to. Creen didn't particularly want the piece, but gratefully accepted it lest he seem ungrateful to those in position to promote him. Moonshadow accepted the relic as the token of thanks it was meant to be, placed it in a nice case, and promptly forgot about it.

Eventually the rebellion was successful, and Rao was returned to his place as the patron of the leaders of Veluna. Herion's power base was crushed, his armies dispersed, his followers defeated, and he was thought destroyed as well. As is now well known, that was not the case. Herion has recently returned to Veluna and brought an army with him, intent on reclaiming his position at the head of the nation.

What is not so well known, however, is that a small group of adventurers, following up on a divinely planted clue, have recently recovered one of the pieces of Herion's holy symbol. The portents and research seem to indicate that the reconstituted pieces might have some important role to play in the ultimate resolution of the Herion problem, and so the Church has been researching the whereabouts of the other two pieces.

Adventure Summary

The adventure begins with the PCs being hired by a representative of the Church. Research into the history of the piece of Herion's holy symbol (part of which was found in **VEL4-09**) has revealed that Selanior Moonshadow may have had one of the pieces. Moonshadow had been active in the College of the Arcane until retiring to the Ironwood hundreds of years ago. Over the intervening years, the College had gradually lost contact with him, and attempts to *scry* or communicate had no success, so they assumed he had died, forgetting about him. The Church wants the adventurers to go see if he might still be alive, if so to make contact with him, and (whether he is alive or not) to bring back his piece of Herion's broken holy symbol. The PCs can get some basic information from the Church and the College, and then set off for the Ironwood.

In the Ironwood, they might have some trouble with the trackless forest, but meet some elven scouts who can direct them to the Village of Bowedge. In the village, they can gather more information about the eccentric old wizard – the villagers have many stories and theories about the reclusive old elf and the “tower” he may or may not live in.

When the PCs get to the tower itself is when their adventure really begins. To start with, the tower is actually a massive old tree, and to access it at all, they must first negotiate an overgrown, unruly hedge maze infested by some territorial vermin. Then, after gaining entry to the tower itself, they must deal with many illusions, guardians and traps. Should they negotiate the perils and oddities of the tower, they will find the wizard's familiar and, eventually, find Selanior Moonshadow (and his apprentice), though they will discover that Moonshadow is unable to help them.

The party will, however, be able to get the familiar to remember the old relic, and he recalls it is in a storage vault that he hasn't actually been into in decades. He allows them to search for the relic, but, unfortunately for the party, is unaware that the vault has “spawned” a guardian of its own... Once the PCs have defeated this strange magical construct and retrieved the piece, they can return it to Mitrik and the Church.

VELUNA NOTE TO DMS: Any PC or NPC that attempts to cast *scry*, *divination*, or *commune* in this adventure will find their attempt blocked. They will feel great pressure on their minds and take 2d6 non-lethal damage. None of the NPCs will talk about this effect, and will dodge any questions asked regarding this effect.

Introduction: In the Beginning

If there are any PCs that have played **VEL4-09** *Shattered Faith* at the table, give them **Player's Handout #1** and then proceed with the following. If no PCs played that adventure, no one gets a handout, but you still start here.

Tannenbaum's Chalice is abuzz with talk tonight. Stories and rumors swirl about the common room like leaves in the autumn wind:

“The war is won – the Thornward Garrison has liberated Fals Keep and marches on Mitrik!”

“The war is lost – Sir Arden Landis himself, the flower of Velunan chivalry, was captured and taken to the hells of Baator, and the Shield and Sword of Rao were taken with him!”

“The Plar of Grayington tried to have his own father assassinated, but heroes rescued him and now he sits in Veluna City, plotting his revenge.”

“No, the True Canon eliminated an impostor who was impersonating his father and fomenting rebellion in Grayington.”

While two young maids giggle on over whispered rumors of noble indiscretions in Falsridge, young clerks listen raptly to the tales of a dwarf who claims to have been at the siege of Fals Keep. Some yarns are met with cheers, some with derisive laughter. Most have obviously been passed through many a mouth before reaching this room, but there are some that seem to be given voice for the first time. These are the ones that are the most interesting, for they ring a bit truer than the others. Yet a clergyman sitting at the table next to you lifts his eyes from the book on his table and dismisses all the talk as uninformed rumor-mongering and the fiction of braggarts – merely fodder for idle minds.

“Like them or not, Pater, they are entertaining,” says the friendly brown-eyed beauty of a waitress passing between the tables. She seems accustomed to the gruff priest's complaining. “Every possible tale seems to have found its voice nowadays – and of course, every voice has its tale. For instance,” she says, as she places your drinks on the table, “These folks have the air of adventure about them – what strange events might have brought them to the Chalice?”

The PCs are encouraged to tell a tale of their exploits as a way of introducing themselves to each other (if

necessary), and to help get into character. The waitress and the priest will cajole them if necessary. When they have finished, the gruff priest addresses them. (The exact text may need to be modified depending on the tales told...)

If any PCs were given **Player's Handout #1**:

After the stories are concluded, the priest at the next table rises and approaches. "So, you are (insert name(s) of PC(s) that received the note and identified themselves in their stories)? I am Deacon Turmis. I assume you are here because of the Bishop's summons?"

Assuming the PCs say yes....

"Good. Good. Glad you decided to come." As you answer, he looks around, and motions for the waitress to bring a round of drinks.

If not all PCs received **Player's Handout #1**, he will ask where "the others are", saying that the Bishop implied there were half a dozen in the group he had dealt with before. Use this opportunity to nudge the PCs that received the note into recruiting the others (they should do it after Turmis leaves).

When the drinks arrive, he continues. "While this place may be good enough for many pursuits, the business of the Church is best conducted elsewhere. If you are interested in the... errand, meet me at the Cathedral tomorrow, won't you?" He pays for the drinks and rises to go. "Until then."

The PCs have the rest of the evening to spend as they wish. When they are done, go to **Encounter 1**.

If no PCs were given **Player's Handout #1**:

If there is an elf, or a PC identifies themselves as a member of the College of the Arcane, then he will address the proposal to that PC. He would prefer to send an elf or College member (or better yet, an elven College member!) to deal with an elven wizard, for obvious reasons, but does not see it as vital.

After the stories are concluded, the priest at the next table rises and motions for the waitress. "Interesting tales all – travelers, are you? Familiar with the trails and paths of the Vale?" As you answer, he orders a round of drinks for the lot of you. "As it happens, I may have need for some such as you to undertake a minor errand for the Church – assuming you are honorable men, and the tales you have told are true, that is."

Assuming that the PCs do not rebuff him or rescind their stories and abandon the conversation, he will continue.

If they do rebuff him, then he will wish them good night and leave, and the adventure is over for them.

"I am Deacon Turmis, a Priest of Rao and assistant to Bishop Morlov of the College of the Divine. The Bishop and I have... an errand that needs run. Will you meet me tomorrow at the Church of Rao? It would be a more appropriate place to have this particular discussion."

Whether or not the PCs accept the offer, he will pay for the round he ordered and wish them good night, and leave. If they accept, proceed to **Encounter 1**. If they decline, the adventure is over.

Encounter 1: In the Meeting

The next day, you make your way to the Church of Rao's main cathedral here in Veluna City, and are greeted by an acolyte. The office he leads you to is well appointed, but could in no way be considered plush or showy. Books line one wall, and a painting of Rao hangs across from the window that overlooks the cathedral courtyard. Soon, Deacon Turmis joins you and motions for you to find seats where you can, and sits behind the desk after pouring some drinks for everyone. When everyone is seated and ready, he begins.

"Thank you for coming to hear my offer. My superior and I have a matter of fair import that needs be addressed, and since it seems that many of our usual contacts are rather busy with the war effort, perhaps you would be willing to help. Besides, it really shouldn't be all that dangerous or anything – we just need someone to go find something that belonged to a wizard with whom we have lost contact over the years."

"Specifically, Selanior Moonshadow. He was a member of the College of the Arcane, but has been... out of contact for decades. It seems he retired to a tower in the Ironwood and gradually dropped out of communication with the College many many years ago – so they eventually forgot about him, assuming he was dead."

"Anyway, our investigations into this item we seek led us to believe he most likely did have possession of the item, and mentioned this tower in the Ironwood, but no magic has been able to locate this tower. Finding that interesting, we did some more research and, while we had no further luck with the tower, we found some indications that he might still be alive."

"This is where you come in. You see, the Guild of Messages and Missives doesn't exactly service the Ironwood regularly. Between the rather isolationist attitudes of its few inhabitants, the stories of ghosts and the rumors of lycanthropes, I suppose I can understand their reluctance. Nevertheless, we need someone to go there and talk to the locals – find out if this Moonshadow lives, and if he does, convince him to allow the restoration of this certain trinket to the Church. If he is dead, well, then just see if you can find the tower, retrieve the piece and bring it back."

"Either way, you are to return the item to Bishop Morlov in Mitrik, or to myself here in Veluna City. Do you think you could do this for us?"

If the party asks, they will be reassured that they will be compensated for their efforts. Assuming the party accepts the mission, Turmis will fill them in a bit more. How much depends on whether any PCs received **Player's Handout #1** (i.e. played **VEL4-09 Shattered Faith**):

- If any PC did, the party is told they are going after the second part of Herion's shattered holy symbol. They are given a sealed note for Moonshadow from Bishop Morlov requesting the return of the piece.
- If no PC received **Player's Handout #1**, the party is given a sealed note and is instructed to deliver it intact to Moonshadow. (The note describes the piece of the holy symbol without naming what it is, and has an official request from Morlov.) Turmis can describe the thing the party is to bring back as "part of an amulet – gold and silver, with some etchings on the front. No bigger than the palm of your hand. It is probably best if you don't know more than that – what you don't know can't hurt you, right?"

At this point, the PCs should ask questions and discuss the particulars. Turmis will ask if they have any questions, and will provide the following information should they have any. The DM should try to work it in conversationally and not just read the points as written. Note that much of this information is key to the feel and mood of the adventure and region, so make sure the PCs get it.

1. The Ironwood is referred to in more than its fair share of strange rumors and stories, but he discounts most of them. Besides, anything as horrible as has been attributed to it would most likely be deep in the forest, and Bowedge is barely a day's travel in.
2. It is true that those that make their homes in the Ironwood are not the most social of people, but they are not the bloodthirsty barbarians some make them

out to be. Whether they are citizens of Veluna may be up to some debate, but they are certainly not enemies of the Church or state. Just be mindful of their traditions and culture, and you shouldn't have any trouble.

3. Bowedge is a small enclave of elves just about a day's travel into the Ironwood. Selanior Moonshadow was raised there and returned there when he tired of adventuring. While there isn't a road that leads there, Turmis can give the PCs some general directions, landmarks to look for, and some advice on finding and following deer runs and elven hunting trails.
4. Moonshadow would be very old (576 years) by this time. The College of the Arcane does not know why he stopped communicating regularly with them, although the records seem to indicate he was a rather flighty, unpredictable person. They did not investigate too much, as adventuring mages go missing all the time. He was a dabbler in many types of magic and was a well-respected member of the College at the time.
5. This mission is of a potentially sensitive nature, and while the Church does not think that any enemies have reason to suspect this project's existence, caution and discretion are suggested. Time is, of course, of the essence.

If the PCs played **VEL4-09 Shattered Faith**, OR if they have any members of the Churches of Rao, Cuthbert, or Heironeous; Knights of Salvation or Whitehale; Mitrik Temple Guard; College of the Arcane or Divine in their number, Turmis will also divulge the following information:

6. Moonshadow was an adventuring companion of Archbishop Tallin Creen and the Margrave Gaspar Noleson, a paladin of great renown some 450 years ago. On one particular adventure, they found pieces of what they believed to be the broken holy symbol of Canon Herion. At the time, no one thought they were important, but recent events have changed that belief. It is one of these pieces that the party is being asked to find.

Encounter 2: In the Ironwood

The Ironwood is an ancient forest, still mostly untouched by human hands. Unlike most old forests, there is ample underbrush in the shade of the canopy,

and the few paths that lead into the woods soon fade away, lost in the foliage. It is obvious few outsiders have traveled this deep into the forest, and you definitely feel out of place in this realm. Adding to the difficulty of finding your way is a light mist that hangs in the air – not enough to blind you, but it does limit how far you can see. Nevertheless, over the hours of travel, you are able to pick out a subtle sign here and there to keep your bearings.

As you push on, you are struck by the size of the largest trees, towering over oaks and roanwoods that are as big as you have seen anywhere. Even the smaller trees seem healthy and robust, though you would think they would struggle in the shade of their larger kin. Though there is most certainly abundant game in woods such as these, you see few signs of animals other than squirrels. The only sounds you hear other than your own footfalls, are the occasional mournful hoot of an owl and the rustle of leaves. It is not surprising that this forest has generated many tales of hauntings, for as you travel deeper into the wood, you feel as if the trees themselves watch you.

The players may roll Spot and Listen checks. There is nothing of importance here, just the feeling. If anyone rolls a particularly high Spot check (DC 13 + APL), tell them they catch some movement out of the corner of their eye, and, when they turn, spot a deer jumping away over a large fallen log. Should someone roll a particularly high Listen check (DC 13 + APL), tell them they hear a “crack” – like a stick snapping – over a ridge to the left. Should the party investigate either of these distractions, feel free to play with them for a bit, but the only thing that will come of it is to apply a –2 modifier to the upcoming Survival check against getting lost. (If they take a long time investigating, increase the penalty to –4.)

Have one player, designated by the group roll a Survival check (DC 15). For this check, the other players may “aid another” by making a DC 10 Survival check. (Remember to apply the penalty from above, –2 or –4, for following up the distractions to the “aid another” rolls.) However, if they fail the “aid another” check by 5 or more, apply a –2 penalty to the leader’s check, as their “help” was actually more confusing than helpful.

Whether they chase after either distraction or not, get lost, or continue as they were directed, continue with the following text.

Continuing further into the ancient forest, the shadows grow deeper. You still see no signs of inhabitation, but signs of animal life are occasionally visible. The air hangs heavy with the scent of wet

loam. Mist clings to the trees and fills the ravines, hiding whatever lies in their beds. The trees grow even larger the further you walk, and there are times when you find yourselves climbing over what you think are fallen logs, only to realize they are vines and roots of truly massive plants.

After passing a copse of ipp trees, you come to a small pond. Surrounded by willows and moss-hung oak, it is full of reeds and buzzes with the monotonous drone of lazy insects. Small splashes break the silence as frogs leap into the safety of the water at your approach. In any other place, the tranquility of the scene might compel you to sit and relax, but here it is eerily hypnotic. You feel a bit uneasy – as if the forest itself is waiting to see what you might do next.

The players may again roll Spot and Listen checks. As before, there is nothing of importance here, just forest noises and potential paranoia. As before, if anyone rolls a particularly high Spot check (DC 13 + APL), tell them they again catch some movement out of the corner of their eye, but this time can only make out a sapling swaying without any wind, perhaps there was a shadow... Should someone roll a particularly high Listen check (DC 13 + APL), tell them they hear a rustle in the leaves above them and to the right. Should the party investigate either of these distractions, feel free to play with them for a bit, but the only thing that will come of it is to apply a –2 modifier to the upcoming Survival check against getting lost. (If they take a long time investigating, increase the penalty to –4.)

Again, have one player, designated by the group, roll another Survival check (DC 15). As before, the other players may “aid another” by making a DC 10 Survival check. (Remember to apply the penalty from above, –2 or –4, for following up the distractions to the “aid another” rolls.) However, if they fail the “aid another” check by 5 or more, apply a –2 penalty to the leader’s check, as their “help” was actually more confusing than helpful.

If the party successfully navigates both Survival checks without getting lost, they have made their way safely to a small settlement of elves. Go to **Encounter 3**.

If they failed either one of the Survival checks, they have gotten themselves very lost and possibly in a spot of trouble, continue on with this encounter.

You press on, deeper into the forest. Eventually, you crest a small rise and come into somewhat of a clearing where a truly massive tree once stood. A huge rotted stump, nearly thirty feet across, sits among some normal sized trees. There is no sign of the rest of the long deceased tree, and mushrooms grow all over the dark stump. The foliage seems to

grow thicker and more verdant in this area, and there is a rich smell of damp vegetation. The ever-present mist lies still, belying no movement within the hollow. The few forest noises you have been noticing thus far have ceased, with not even the wind whistling through the leaves. The loam beneath your feet is thick and moist, seemingly muting your footsteps so they do not disturb the heavy, almost sacred silence.

The players may once again roll Spot and Listen checks. Unlike before, there is an elven patrol in the area. As before, if anyone rolls a high enough Spot check (DC 20), tell them they again catch some movement out of the corner of their eye, but this time think they see a flash of white across the clearing. Should someone roll a high enough Listen check (DC 15), tell them they think they hear a low growl from somewhere in the center of the glade. If the party sees or hears something and insists on preparing for potential combat as the ranger speaks, the elven druid will cast an *entangle* spell. Whatever the results of the Spot and Listen checks, an elven scout will address them as follows (in accented common):

The reverent silence is broken by a man's voice coming from behind the large stump. "Stop where you are and touch not your weapons. Move only your mouth in answer to our questions and you will not be harmed." As you pause, a wolf-headed figure with fur as gray as the mist rises from the shadows at the side of the stump, an arrow nocked in his downward-pointed bow, "Who are you, and why do you trespass on hallowed ground?"

A Spot check (DC 14) reveals that the wolf's head is only a headdress, the fur a cloak, and that the speaker is an elf, not a wolf-man. His name is Larethin, and he, his druidic friend, Wintergale, and their patrol have been watching the party discretely for a short time, deciding to stop them here before they get to a sacred grove a short distance away. They will not let the PCs pass further along their current route for that reason. The elves can, however, be persuaded to show the PCs the way to Bowedge, provided they answer some questions and can convince the patrol of their peaceful intentions.

One member of the party may make a Diplomacy check as they answer the questions put to them. (If many try to answer or "aid another", Larethin will tell them to be quiet and let their "leader" speak.) If there are no elves or druids in the party, Larethin starts the encounter at "unfriendly" and needs to be taken to "friendly" or better before he accepts that the PCs are not enemies of the Ironwood and offers to take them to Bowedge. This requires a DC 25 Diplomacy check, or (more likely) two successive DC 15 checks. If there is an elf or druid in the

party, he starts at "indifferent", and only one DC 15 check is necessary. Remember that Diplomacy takes a minute to perform, so the PC leader will have to answer some questions before making the roll.

Some of Larethin's questions and/or comments (some assume certain information being mentioned):

- Who are you?
- Why did you come to these woods?
- Why do you approach the sacred grove?
- Who sent you?
- Why do you seek Bowedge?
- Why do you seek Selanior Moonshadow?

For the most part, the PCs' specific answers do not matter. The DM is encouraged to ad lib the elves' conversation with the PCs. The elves have no direct knowledge of Moonshadow, but absolutely recognize his name and respect it. They know he lived around the village of Bowedge, but do not know if he currently lives or not.

However, if the PCs mention they are on a mission for the Church of Rao (especially if they have also said they are seeking Moonshadow), the elves will visibly tense up a bit (no effect on the Diplomacy DC). If they pursue this reaction, the PCs can get a bit of information: The elves of the Ironwood have been a bit suspicious of the Church's motives in this area ever since a certain faction of the Church (coincidentally led by Moonshadow's adventuring companion Tallin Green) pushed for the "settling" of the Ironwood. Part of the reason Moonshadow retired here was, in fact, to prevent that from happening.

This encounter is not meant to be a combat. The elves will not attack first, warning PCs that seem intent on attacking or casting spells not to do so. If the party stands and talks, they should easily be able to diffuse the situation. As long as the PCs are not foolish enough to say they are here to eliminate the elves, hunt for sport, or cut down lots of trees, all will be fine. Should the PCs say something stupid and attack the elves, they will insist on their surrender. Should the PCs resist, the elves will attack (see below). (Should the PCs press the attack and kill elves, all bets are off...)

After gaining assurances from the PCs that they mean no harm, Larethin and his men will gladly lead the party to Bowedge.

Larethin and his party take you over a hillock and through a particularly rough patch of briars. They

lead you to a small creek, which they instruct you to follow. "It will lead you to Bowedge," Larethin says, "travel well, my friends." The scouts salute briefly and then fade back into the forest like ghosts.

If fighting does break out, the elves will attempt to subdue and capture if possible. The clearing is 100' across, and the scouts are arranged around it, with Wintergale in the center back. Larethin and his wolf are next to the tree stump, about 60' away from where the party arrives. If and when the PCs are captured, tattooed with a special mark, and left outside the Ironwood, where they recover and may return to "civilization". The adventure is over for them, as the elf scouts will not let them back into the Ironwood.

All APLs (EL 13)

♣**Larethin:** Male wood elf Rgr6/Sct4; hp 70; see Appendix 1

♣**Wolf (Larethin's Companion):** hp 32; see Appendix 1

♣**Wintergale:** Male wood elf Drd8/NatWar2; hp 73; see Appendix 1

♣**Wolf (Wintergale's Companion):** hp 48; see Appendix 1

♣**Elven Scouts (4):** Male wood elf Rgr2/Sct4; hp 48 each; see Appendix 1

Encounter 3: In the Village

Finally, the forest seems to grow a bit less eerie. The canopy allows more evening sunlight through to the forest floor. You begin to hear songbirds and catch sight of some small animals. The mist disappears and the foliage is less dense, making the travel easier. Soon enough, you begin to hear a lilting melody. The dulcet tones of a flute and lyre float along through the air. Up ahead, you can make out a few small structures through the trees. Figures move about them, and you can hear someone singing in elvish. As you approach, two sentries rise up from within a thicket and request your intent.

If Larethin and his patrol directed the party here, the elves have received word of the party's approach via animal messenger. If not, the elves are still expecting them, due to a message sent magically from Bishop Morlov and his associates at the College of the Divine, though their exact arrival time was not known. Either way, the elves are wary of the outsiders, but not

unfriendly, and it should be a simple matter for the PCs to assure the sentries that they come in peace. Once this is accomplished, one of the elves will lead them into the "town" proper.

Bowedge is not like many human settlements you have seen. The homes are spread out, not lined up next to each other along a road, and they also blend in with the landscape, giving the appearance that they grew here rather than were built. Adding to this impression are a number of bungalows in the limbs of the trees themselves, complete with swaying walkways connecting the different homes. All the structures you see are both beautiful and simple at the same time.

The one exception to the simplicity of the buildings is a large, delicately decorated edifice under the spread of a huge oak tree. The entire structure is covered with floral, animal and spiritual designs; carved, etched and painted. Predominant is a beatific elven figure over the entryway, arms outstretched in welcome. Your guide notices your interest and explains the structure serves many purposes for the village, including feast hall. He also indicates that is where you are to be billeted, and also where the elder will later come to meet you.

The escort leads you into the feast hall and bids you sit. Food and drink are brought to you, and a bard enters and begins to sing. His tunes are pretty, his lyrics lovely or bawdy, depending on your taste. The taste of the food is wonderful, and the elven wine is smooth in your throat. Other elves gather around you, eager to hear some news from "the outside". The bard pauses to listen as well, hoping to get some new tales for his repertoire.

The PCs may exchange small talk with the elves. The common folk of the village have some information the adventurers might find useful, and the bard has lots of information, some of which is very wrong.

Villagers

- Selanior Moonshadow was a great and powerful wizard that protected the forest along with the druids.
- He lived in a giant tree about an hour or two south of here. His tree is magical and protected by great magics – some say it is haunted.
- He hasn't been seen in town for many many years. Some suppose he might still be alive, but no one really knows.

♣**Erinell;** Village Bard: Male Wood elf; Brd3.

- Everything the villagers can tell the PCs, plus...
- Moonshadow was so old, he was among the group that recovered the Crook of Rao.
- He had close ties to the fey, and there are still regular fey parties out at his grove. There is even a gateway to the faerie realms somewhere in the tree.
- He was a friendly enough sort, but those that drew his ire were rarely seen ever again.
- He dealt with dragons regularly – all colors and types.
- If you go there, beware the ghosts, the fey, and the hedge – it's alive!
- The bard told stories to another group that was asking questions about him a couple of months ago. A couple of humans – average looking, adventurer types. They said they were looking for Moonshadow to see if he would craft something for them. He doesn't know if they found him or not. They didn't come back through here.
- Feel free to elaborate and ad-lib with any and all of these stories. Erinell does.

After a pleasant hour spent drinking, talking and eating, your attention is drawn to the rear of the festhall, where some dark green curtains part, and in steps a beautiful elven maiden clad in white flowing robes and holding a cat. She smiles primly and holds the curtains open for an elderly elf whose prime has clearly passed him by. Still, the old man holds himself proudly as he slowly makes his way towards your table. He wears beautiful robes of leaves and silky fabric, lined with silver. There is a gold and emerald circlet on his head and he leans on a simple oaken staff. The maiden retires back whence she came, and the other elves in the room bow their heads respectfully as the elder approaches, then take their leave. Clearly, this is a man of great import.

Gandalyn is a very old elf (406 years), and the years are showing, but he holds himself well. Every other elf will defer to him, and the PCs should show the proper respect.

The old elf approaches where you are seated and raises a hand in greeting. "Salutations visitors. Welcome to Bowedge, our humble village in the woods. I am Gandalyn, the speaker for our community. I am told you have come seeking Selanior Moonshadow, hero of the Ironwood. Before I may divulge anything, I must ask what business you have with him?"

As long as the PCs are respectful and honest, things will go well. Gandalyn will answer any questions the PCs have, but will not reveal anything about the interior of the tree. He will not like that the PCs might need to break into the tree but, having done some divinations of his own, understands it is probably necessary. He will stress to the party that should Moonshadow not be there, and should they need to explore the house, that they should be respectful of the mage's property.

☛ **Gandalyn;** Village Elder; Male Wood elf; Wiz5/Drd5/MysTh8.

- Can repeat everything the villagers can tell the PCs, plus...
- Moonshadow has always been reclusive, always "eccentric" (some would say senile – Gandalyn mentions this possibility, but does not think it is the case). He hasn't seen or heard from him in decades (23 years). He cannot get any straight answers about the wizard's current status using magic, but suspects that the wizard is off on one of his "expeditions" – it is possible that the wizard is dead, but he does not want to think that way.
- Everybody in this part of the Ironwood shows Moonshadow's legacy great respect, and if anything untoward were to happen to his home, those who perpetrated the deed would not go unpunished. He asks for the PCs' pledge to respect the elves' wishes.
- His tree is a magnificent one that used to be under the protection of a powerful druid. Moonbow did a great favor for the druid, and in thanks was given the tree to make his home.
- He believes the favor had something to do with a conflict the elves of the Ironwood had with the Church hundreds of years ago. (Years before his time.) The Church wanted to increase the logging of the forest, and according to legend, Moonshadow and the druid helped stop the plan.
- After that, Moonshadow stopped associating with his traveling companions of the time. Neither the paladin nor the Bishop – ever saw them around here again. Moonshadow still adventured, just not with them. Tensions over the logging plan, Gandalyn suspects.
- There were others asking about him two months ago. Adventurer types, but they seemed a bit shady to him, so he didn't tell them anything. He hasn't seen or heard from them since.

Gandalyn will finish the conversation by giving the PCs directions to the tree. An escort can be arranged if the

party desires, but he or she will return to the village as soon as the party is seen safely to the glen. After speaking with the elder, the PCs are welcome to rest for the night. They are safe and will be well fed in the morning.

Encounter 4: In the Wizard's Glen

You follow the path for a short distance, looking for the large rock. Upon finding it, you turn west and follow an intermittent line of holly bushes, as you were instructed. Soon enough, just as the directions said, the dense foliage breaks as you come to the edge of a large circular depression about as deep as an ogre is tall. Within this depression is one of the most magnificent trees you have ever seen.

The huge tree's trunk is at least 40 feet in diameter, and soars upwards hundreds of feet. Its own boughs begin to branch out over 30 feet above the floor of the forest and form a sheltering canopy over the entire clearing. The leaves are a splendid array of colors, ranging from the darkest of greens to the brightest of golds. Its bark has a silvery sheen to it, and looks almost soft to the touch. Wherever the sunlight is able to pierce the canopy, the tree shimmers and gleams like colored glass.

The remainder of the depression is clear of any other trees, as if they were keeping their distance from this monarch of the forest. The only growth in the depression is the knee-high grass and an unkempt mass of thick briars surrounding the base of the tree. The tangle of thorns is easily fifteen feet high and spreads 60 feet out from the trunk. From where you stand, you see no visible gap in the hedge, let alone any sign of where the entrance to the tree might be.

The depression is 180' wide, which leaves a ten foot space between the edge of the depression and the thornbushes. If the PCs circle the depression, have them roll Spot checks. If they descend into the depression to circle the wall of thorns, have them roll both Spot and Search checks. PCs that succeed at the Spot check (DC 15 if outside the depression, DC 20 if in the depression) notice a hut in the woods:

As you make your way around, you notice a small hut off to the side of the depression. A simple wood and thatch structure, it is nearly covered with ivy and blends in well with the surrounding foliage.

If the PCs investigate the hut, go to **Encounter 4A**.

PCs that are up close to the thorns and succeed at a DC 15 Search check find the entrance to the hedge maze:

About a third of the way around the edge of the thorny mass, you find a gap in the branches wide enough that a human could squeeze through without getting caught by too many of the large thorns. Peeking in, you see that a narrow passage leads off in both directions from this opening. Apparently, this was once a hedge maze.

If the PCs enter the maze, go to **Encounter 4B**.

Encounter 4A: In the Hut

Upon closer inspection, the small hut almost looks more like something that grew in this spot rather than being built here. Many of the structural columns and beams are actually live trees and vines, still flowering in the wall of the shack. There is an obvious opening, but no door – only hanging leaves and vines. No light comes from inside, but you do hear some movement, and also someone singing quietly.

The only person in the hut is Eldereth Yellowleaf, a very old druid who maintains the area. He is currently puttering around his house, repairing a leak. He is very old (383 years) and is also very dirty (especially for an elf). His hair is unkempt and has some leaves stuck in it, he is missing some teeth, his clothes are filthy, old and very well worn. Despite his appearance, however, he is very spry and energetic.

He is not, however, very observant, and will not notice the party's approach unless they try to be noticed or they open the "door" to the hut. If they stand outside, watch and listen, they will get to see him spackle about 27 holes in his roof with mud, and will also get to hear almost as many verses of his gleeful rendition of "The Old Gray Stag Went A-Bounding", complete with the occasional jig (feel free to ad lib....).

♣ **Eldereth Yellowleaf:** Male Wood elf; Drd9.

When he does notice the PCs, it will go something like this:

"OH! Visitors!" the old elf smiles broadly and brushes his scraggly gray hair back from his face (leaving a smear of greenish-brown mud from his right temple to over his ear). He puts down the mud-pot he was holding and steps forward, reaching out his hands in

greeting. They are still pretty filthy, but he doesn't seem to mind.

(Yes, he will try to hug the PCs in greeting.)

"We didn't hear you come up. Welcome to our little grove. Nice, isn't it? OH!! So sorry. Where is my mind? It's been a long time since we dealt wit' outsiders. They call me Eldereth."

Eldereth is a very happy, friendly guy, and will gladly tell his stories to anyone who is willing to listen. Sometimes they even relate to what he was asked about. The "we" he refers to is himself and his companion, Hoot, an owl currently sleeping in a nearby tree.

Here is some of the information that he can give the PCs, organized by possible questions. His answers are written in his general speaking style, though the exact words might need to be changed, depending on the exact question being answered:

What do you do here?

"I live here. I'm a druid. We take care of the forest and those that dwell in it. Surprised you don't know that. Anyway, I watch over this part of the woods, especially Selanior's beautiful tree."

Do you work for Selanior?

"Nah – he's nice and all, though a bit odd. But no matter – I work for the trees and the bushes and all the fuzzy little animals..."

What do you know of Selanior Moonshadow?

"He's a great and powerful wizard – a hero to us all. My daddy let him have this tree back – oh, three, four hunderd years ago, 'cause o' what he did for the forest. 'Course, bein' a great wizard and all, he was always gone alot – that's why I stayed around – just to keep an eye on things for him. Haven't seen him for ages though. No worry – I'm sure he'll be back sometime."

Don't you care if he's dead or not?

"Nah. Well, I mean, no – I hope he's not dead! But if something did happen, and he's passed on to the Arborean forests, then I'm sure he's happy. And I'm happy here tending to the forest. That's the cycle of life. Ever'body's got to go sometime."

Do you know how to get into the tree?

"Well, you go in through the hedge and in the door of course! Oh – I s'pose you'd be needin' the key then. I've got one here somewhere... Haven't gone in there in ages, myself. Not my place, don't you know. Had dinner there a few times, though. Nice plates."

What's up with the briars – don't you tend them?

"What's wrong wit' em? I think they look nice. They sure is healthy. Sure, they's got some bugs, but I just think of 'em as guard dogs... just with lots more legs. Hee hee hee."

May we go in to look around?

"Well, it's prob'ly not my place to say, but since you're here and he's not... I suppose it'd be all right if you don't touch nothin' you shouldn't. You seem honest enough – not like some of the 'churchies' what came around here all them years ago."

What happened with "the churchies"? / How did he "save the forest"?

"Son, all the Ironwood had troubles with the Church back then. Stories say they were gettin' all grabby - had a push on to lumber some of this beautiful forest. Can you imagine? One of his own so-called buddies involved, even – trying to convince him to allow the carnage. Bah!! Selanior didn't give in though. Part of why he's a hero in these parts."

Were you here then?

"Nah, I just heard it from my pappy."

Was that "buddy" Bishop Green?

"Yes it was. Why? You know him or something? I thought he went missing years ago.... I thought I heard that anyway. Heard he tried gettin' pushy wit' the wrong people. Served him right if you ask me."

Has anyone been here lately?

"Not really. Folks used to come by every once in a while, to ask questions or have him do somethin' or other, but that hasn't happened fer a while. Last time was probably a month or so ago.... a couple of humans lookin' to get some spell cast or somethin'. Saw 'em pokin' around the hedge, never talked to 'em though."

Do you know anything about this thing we're looking for?

"Nope."

Eldereth will not follow the PCs, saying he has too much work to do on the hut as an excuse, but will send along Hoot to watch them if they insist. Hoot is vastly superior to your average owl, but will only observe the PCs, not participating in any combat.

Encounter 4B: In the Maze

Slipping through the small opening, your garments catch a bit on the long, blood-red thorns. Once inside the maze, there is still enough space between the hedge walls to walk without snagging. The thick foliage shuts out most of the sunlight, leaving the tunnel of thorns in a murky shadow. Though no breeze can be felt, you hear a slight rustle, as if the briars are moving... reaching for you... closing in...

See **DM Map #1** in Appendix 3.

The walls of the hedge maze are very similar those created by a *wall of thorns* spell, except that tiny or smaller creatures may pass through without taking damage. Any other creatures attempting (or forced) to pass through the wall take damage equal to 20 minus their Armor Class (not counting Dexterity or dodge bonuses). Unlike the spell, these walls are living plants, and are susceptible to plant affecting magic.

Note that there is only a small amount of light that filters down into the maze. Unless the party provides its own light source, the PCs will be operating in “shadowy illumination”. This means that all creatures within the maze effectively have concealment (20% miss chance) against anyone without darkvision or low-light vision.

As if just finding the way through the maze was not difficult enough, the unruly shrubbery has been infested by vermin. These critters will attack anything invading their nest (location “1” on the map). PCs should get a Listen check (against the centipede’s Move Silently check) to avoid getting surprised by the nasty little creatures.

APL 2 (EL 2 – includes +1 for terrain advantage)

🐛 **Monstrous Centipedes, Tiny (6):** hp 1 each; see *Monster Manual* page 286.

APL 4 (EL 3 – includes +1 for terrain advantage)

🐛 **Monstrous Centipedes, Tiny (6):** hp 1 each; see *Monster Manual* page 286.

🐛 **Monstrous Centipedes, Small (2):** hp 3 each; see *Monster Manual* page 286.

APL 6 (EL 5 – includes +1 for terrain advantage)

🐛 **Centipede Swarm:** hp 45; see *Monster Manual* page 238.

APL 8 (EL 7 – includes +1 for terrain advantage)

🐛 **Centipede Swarms (2):** hp 45 each; see *Monster Manual* page 238.

When the centipedes have been squished and the maze has been navigated, the party will find a door carved into the base of the tree (location “2” on the map). It is bound with iron and has the name Selanior Moonshadow inscribed on it. The door is locked. The PCs may have a key from Eldereth.

🔒 **Thick Wooden Door:** 2 in. thick; hardness 5; hp 20; AC 5; Break DC 25; locked (Open Lock DC 20).

Encounter 5: In the Tower

General Notes

Selanior’s residence has been “grown” inside a living tree – not carved. They rooms and passages appear to be natural occurrences within the wood. See **DM Map #2** in Appendix 3.

There are five “floors”, though the rooms are not necessarily stacked directly atop of each other, and a spiral ramp running along the perimeter of the tree connects these “floors”. Rooms 5A – 5D are on the first floor, 5F – 5G are on the second, and 5H, 5I and 5J each take up their own floor (3rd, 4th and 5th respectively).

The hallway (5E) is continuous from the Living Area (5B) through to the Lab (5J), but appears to stop at each floor’s landing, the passage “blocked” by illusory walls.

Unless noted otherwise:

- Ceilings are seven feet high.
- All walls, floors and ceilings are wood and at least three feet thick.
- There is no ambient light or windows to the outside.
- All furniture is made of wood and has few tool marks.
- The wood of the tree radiates moderate abjuration magic – it has Fire and Acid Resistance 5 and hardness 8.
- Whenever the party enters any room have them roll Spot checks (DC 18 – normal spot for invisible moving creature is DC 20 but these are kicking up dust). Those that make the Spot check notice out of the corner of their eye a small flash of gray. If they stand still and watch for a bit, they will see a tiny dust-colored shape skitter from behind one piece of furniture to another, into or out of the room, behind a door, etc. These “creatures” are permanent unseen

servants (formed roughly in the shape of small rabbits) which keep the house clean: “dust bunnies”. Anyone who can see invisible will be able to make out the shape of bunny-like creature with a cloud of dust about it. It seems to be at constant war with the dust surrounding its form.

Room 5A In the Foyer

Opening the door reveals a small room with another door across from you.

The second door is locked and trapped. Normally, this trap would slow thieves down a bit and Selanior would come and deal with them. He is incapable of doing so right now.

🔒 **Thick Wooden Door:** 2 in. thick; hardness 5; hp 20; AC 5; Break DC 25; locked (Open Lock DC 20).

🔮 **Stinking cloud trap:** CR 4; magic device; touch trigger (disable device/opening door); automatic reset (2 minutes); spell effect (stinking cloud, 14th level wizard, Fortitude save [DC 15] negates; Search (DC 28); Disable Device (DC 28).

Note that this trap has no EL. It cannot deal direct damage to anyone, and will wear off before affecting any combat (unless of course, the PCs foolishly decide to run off and attack something while nauseous...), therefore it does not provide a “challenge” worthy of experience.

Room 5B In the Living Area

You enter a large room in the heart of the tree. The main room is approximately 30 feet across at the widest point and about 20 feet deep. The back wall of this room seems to be natural wood with a curtain dividing this space off from another possible room.

The interior of the tree is spacious and the room looks to be of natural origin. There is no sign of carving or working of the wood, rather it seems to be a naturally formed cavity – or it was shaped by very subtle means.

In the room to your left, you see a medium-sized table with four chairs arranged around it. On the table are two silver candlesticks that shed light with a soft glow, and four settings of fine silver plates and cutlery. To the right are three overstuffed chairs arranged around a low table. Against the wall is a large fireplace that is seemingly made of wood, though it does not burn as a fire blazes in the hearth. Covering the right half of the floor is a fine carpet of greens and blues.

Along the wall, further to the right, is a brown tapestry with abstract designs. It is tied to one side, revealing a passageway that slopes up and to the left.

This is the reception area, sitting room and dining area for Selanior. He is not one for guests, so the seating is limited. The area off to the right is a sitting area. Next to one of the chairs is a book entitled, *The Gnomes of the Kron Hills*. It is a short history of the gnomes of the area and provides a description of their society and culture.

If the party investigates the dining set, they discover a fine silver set of dinnerware, cutlery and candlesticks all bearing a similar swirl pattern. They will also immediately notice that the candles give off no heat, only light. They are enchanted with a *continual light* spell and give off light appropriate to a candle, approx. 5ft of good light, 10ft for low light vision. While the party may certainly use these for light if they need them, it would be bad form to steal them... especially from a powerful wizard.

If the party looks at the curtain on the back wall, read the following:

As you look at the curtain, you see the image of a bounty of fruits, grains, and vegetables spilling forth from a cornucopia.

This tapestry covers the entrance to the kitchen.

If the party searches the sitting area, they will discover that the “blazing fire” in the hearth is merely an illusion, providing only ambience, not heat nor smoke. A Search check (DC 20) will find a secret door underneath the large floor rug. This secret door opens to reveal a small iron door. This is Selanior’s original treasure cache. The iron door is trapped with a *bestow curse* spell.

ALL APLs (EL 2 – reduced due to lack of real threat)

🔮 **Bestow Curse trap:** CR 4; magic device; spell trigger (condition - passing through door); automatic reset (2 minutes); spell effect (*bestow curse*: hands become as sticky as kuo-toa adhesive (requires DC 20 Strength check to remove item from “sticky fingers”), 14th level cleric, Will save [DC 18] negates; Search (DC 28); Disable Device (DC 28).

If anyone succumbs to this curse, the DM will need to be aware of what items (or creatures) come in contact with their hands. Anything that does will be stuck fast until removed by a Strength check (another PC will have to help – the DM can have that PC make a Reflex save [DC 14] to avoid getting stuck to the PC’s hands).

If the party disarms or discharges the trap, they can enter the treasure vault. The vault is 10ft deep and 20'X20'. The vault has long since been emptied of valuables by Selanior, there is nothing left here but some empty crates, a few boxes of old clothes, some simple furniture and dust.

Room 5C In the Kitchen

As you push past the curtain-partition, you immediately recognize it as a kitchen area, as evidenced by the assortment of metal pots and pans, cooking utensils, and variously sized earthenware containers. Dominating the center of the room is a smooth, red and black mottled stone. The stone is cube shaped, roughly 3ft wide by 3 ft deep. In the corner is a stone basin with a stone lid attached to chain pulley.

A large curtain divides off the right side of this space.

There is no fire or fireplace in this room. In fact, there is no fire anywhere in the tree tower. The stone block in the center of the room functions as a cooking stone. If any metal object is placed upon the stone, it will be begin to heat up [as *heat metal* spell]. Selanior uses the block to cook his food in metal pots or pans. If the party places a metal item of their own on the stone (for example, a metal weapon), it too will trigger the *heat metal* effect.

Examining the stone basin will reveal that the lid is connected to a chain, which runs through a pulley. Pulling on the chain will raise the lid, revealing the wizard's method of garbage disposal – a gray ooze. It looks like a murky puddle of water at the bottom of the basin (about two and a half feet down). A DC 15 Spot check will allow the PCs to recognize that there is something wrong with the “puddle of water”.

☛**Gray Ooze:** hp 34; see *Monster Manual* page 202.

This should not be an encounter, as all the party has to do is let go of the chain and the lid will close, trapping the ooze. The gray ooze is used to having garbage fed to it, and will not attack – unless the party reaches into the basin to search for something, since it is a little peckish of late.

Room 5D In the Pantry

This is obviously the pantry. Shelves are full of various foodstuffs, spices, etc.

If the party searches, they will also find several bottles of fine elven wine. (See note above about candlesticks, although drinking the wine is hard to use with the intent of returning it...)

Room 5E In the Hallway

This ramp functions as a staircase as it slopes upward into the tree. The wood is smooth – as if it has seen many people walking over it and wearing it down, or a perhaps a few people walking over it for many many years.

As you travel upward, you make what you guess is about half a circuit of the circumference of the tree before the passage opens onto a small landing, approximately 10 feet by 15 feet. Rich tapestries depicting arboreal scenes curtain off the two back corners of the landing. The one the left shows a group of centaurs at rest around a natural spring. The tapestry on the right shows an elven family with the father sitting in chair looking down on his two children playing at his feet, while the mother looks on.

The hallway actually continues upward here, but the passage is covered by an *illusory wall*. Anyone interacting with it will have their hand (or whatever) go right through it. Feel free to have someone lean on it and fall right through if the party has explored Rooms A – D and are getting frustrated at trying to find other places to go.

If/when the PCs continue up the ramp, go to Room 5H. The two rooms here are 5F (the left) and 5G (the right).

Room 5F In the Left Guest Room

After parting the curtain, you see a large bed covered with a rich green quilt, a finely decorated chest at the foot of the bed, a small stand with an earthenware pitcher, and wash basin to the right. Above the head of the bed is an empty wall sconce.

This is a guest room. There is currently nothing in the chest, it is for a guest's clothes. The pitcher holds cool, fresh water. In the stand itself are several green towels.

Room 5G In the Right Guest Room

After parting the curtain, you see a large bed covered with a rich green quilt, a finely decorated chest at the foot of the bed, a small stand with an earthenware pitcher, and wash basin to the right. Above the head of the bed is an empty wall sconce.

This room is identically furnished to the one on the left, however, searching the room reveals that it is currently being used. The pitcher is half full and there is some water in the basin. A slightly soiled towel is lying to the side of the basin. There is some clothing in the chest – a pair of breeches, tunic and socks. The quality of the clothing is very rough, homespun. There is also a spell

book with *read magic*, *detect magic* and *light* inscribed in it, along with many confusing notes and diagrams. A Knowledge (arcana) or Spellcraft check (DC 11) will tell a reader that the notes are wrong, and whoever wrote them is probably not a very good mage. These items belong to Lorien, Selanior's apprentice.

Room 5H In the Master's Chambers

The ramp behind the illusionary wall winds upwards, making another partial circuit of the tree. Soon there is yet another landing, this time with a tapestry covering a single opening. This curtain is very finely decorated with the grinning face of a large silver dragon. Behind the dragon's face, an enormous chamber filled with piles of treasure covers the rest of the curtain.

Presuming the party opens the curtain, woven into its fabric is a small needle that has a chance of pricking any PC that passes through the curtain. For each PC entering the room (unless it is specifically stated that one PC is holding the curtain for the others), roll 1d6. Whichever PC gets the first "1" gets pricked. This needle is treated with pseudo-dragon poison.

ALL APLs (EL2)

☛ **Poison Needle:** CR 2; mechanical; touch trigger; repair reset; Atk +14 melee (1 plus poison, needle) poison (Pseudodragon poison, DC 14 Fortitude save resists, sleep 1 min/sleep 1d3 hours); Search DC 22; Disable Device DC 17.

Just as before, the hallway continues behind an *illusory wall*.

Have the first person to enter the room make a Spot check (DC 15) and a Listen check (DC 12). A success will notice movement out of the corner of their eye - a small shape darting into a window and disappearing (Spot) or the rapid flapping of batlike wings (Listen). This time, rather than dust bunnies, it is Selanior's pseudodragon familiar, S'Karr, and some of his family. S'Karr's family has evacuated the room via the doggie door in the illusory painting (see below). They will not return for the rest of the adventure. In case of trouble, they flee to the top of the tree, and will wait there until S'Karr comes to fetch them.

In the absence of supervision, they have claimed the master's chambers as their own, and tend to lounge about napping most of the time.

☛ **S'Karr:** Tiny Dragon; hp 45; see Appendix 1

S'Karr will activate his *ring of invisibility*, while the others will quickly exit through an opening in the wall to

the outside world. Think of it as a doggie door for the familiars. The opening is covered with an illusion to make it look like a window outside the tree. This particular view shows an expanse of treetops as if one were soaring above a vast forest. Also, if the party moves around the room, the perspective shifts slightly, as if one's position over the forest had also moved. (It should be easy for the PCs to tell that it is not a "real" window, as they know they can't be this high off the ground, and, if it is night now, the window still shows daytime...) The image is illusory but will not disappear if the party interacts with it. The opening is only large enough for the pseudodragons to enter/exit (about one foot across). If Hoot is with the party when the pseudodragons scatter, he will return down the hall and wait near the guest rooms. (The companion and the pseudodragons don't get along too well...)

S'Karr will remain in the room (moving to hide atop the armoire) and observe the party's actions. He will not attack, but will watch carefully to see if they have or do anything they shouldn't.

The room behind the curtain is a large circle, twenty-five feet in diameter. Unlike the other rooms, this one has a window, along with many beautiful pieces of art. The window has a beautiful view of the sun shining on the tops of the trees outside. A very large bed dominates the room, with another pitcher and basin stand, an armoire, a high chest with an inlaid box on it, a pair of comfortable looking chairs, and a miniature version of the large bed completing the furnishings. The bigger bed is a mess. All the bedding and covers seem to have been piled up in the center, forming a mound.

There are other, similar piles around the room. In one corner there is a pile of cloaks and other soft clothing. At the foot of the bed there are several stuffed pillows. Atop the armoire is a pillow from the bed. Strangely enough, none of the drawers are open and nothing else seems to be out of place.

When the PCs search the room:

The high chest contains various well-made clothes for small, slight humanoid. The inlaid box contains simple jewelry. The armoire is empty, the contents now probably forming the various piles around the room. The pitcher is empty.

If the party investigates the piles in particular, they will see impressions in the bedding, pillows or clothes. A successful Search check (DC 15) reveals the impressions to be of small, reptilian forms.

Note that when S'Karr is immobile, he can “take ten” for a Hide check of 70 (due to his ring), so he shouldn't be found. However, if someone searches the armoire, S'Karr will fly away to another perch, allowing the PCs another Spot (DC 20) or Listen (DC 10) check to notice “something” moving.

If the party correctly determines that there are occupants here, and try to interact with the pseudodragons without violence, their male leader will respond to the gesture. If the PCs seem oblivious to hints that someone is in the room with them, he will eventually “speak” with someone unless they are acting threateningly.

The pseudodragon will select whom to “speak” with based on the following order 1) an elf, 2) a wizard-type, 3) highest charisma or 4) very well dressed. Remember that pseudodragons speak telepathically, so only one person at a time may “hear” him (although he can make some animal-like noises if he wishes).

“Who are you and what are you doing in my caretaker's tower? I will have him smite you if you intend us any harm, or him too.”

If the party answers his question reasonably and takes no violent action, he will answer their questions. The pseudo-dragon is a little haughty. He considers this HIS tree tower and he just keeps the dottering old wizard around to provide food and occasional distractions. He is actually worried about Selanior (both because of the accident and because he recognized the signs of senility in him before then), but will not immediately let the party know this for fear they will be violent or take advantage of the situation.

Who are you?

“Why I am S'Karr, of course.”

Who is your caretaker?

“My caretaker is Selanior Moonbow, Wizard Extraordinaire, of course. Though lately he has been rather slack in providing for us as we are accustomed.”

Is Selanior here?

“Umm... (his eyes dart upward briefly) yes and no.”

Is he alive?

“Oh yes. I am sure he's alive. He's just... indisposed.”

We need to see Selanior.

“He is... unable to see visitors right now. Perhaps I can help you – what was your business again?”

If the party explains their mission:

“Hmm... I think I remember the piece. I'm sure it wouldn't be missed. Yes, I will grant you your request... Oh – wait. No, I'm afraid it's inaccessible. It's in the vault, and the caretaker has the key.”

At some point (like when the party asks why he can't get the key, or pushes for a straight answer to other questions) S'Karr will tell them what happened to the wizard.

“Well, as I said, he is a bit... indisposed. You see, many many moons ago, my caretaker was partaking of some rather ambitious magical experiments. The problem was that... well, let's just say he doesn't quite have the mind he used to. Anyway, things happened and he's... umm... stuck. Upstairs in the lab. I tried pulling him out, but it's like he's not really there... Hard to explain, really. I must say, it has been very inconvenient with him frozen like that; we've had to go hunting for our own food. Yes, very inconvenient. Though it has been nice not having to share the bed...”

How do we unfreeze Selanior?

“I'm not positive. I tried some different things, but nothing seemed to work. Still, if you want to try, you might start with looking in the library. Selanior had been doing a lot of research there. Perhaps I should have tried harder to stop the experiment.”

S'Karr has thought about the problem (he tried but couldn't make enough sense of the senile wizard's magical notes), but hadn't been able to come up with a solution before getting distracted by other things. The party will need to investigate the library and the lab. If they search the library, they should be able to deduce the various methods of breaking the spell. S'Karr neglects to mention the librarians, as they only help when he or his master is there.

Where is the lab?

“Just follow the ramp upwards, you can't miss it. You can find me here in case you run into something you can't understand.”

With that, S'Karr gently settles back onto the pile of covers on the bed. He stretches for a few moments and then curls into a ball, ready to return to his nap.

If the party wishes, they can make a Sense Motive (DC 12). If successful, they get the impression he has bored of the conversation and is dismissing them. He has no intention of following the party unless they admit they need his help, and even then, only if they have a specific reason (like assisting with the research on how to release the wizards) and he knows that he can actually help. He

would hate to be asked, come to help and not be able to fix the situation – that would just be embarrassing.

Room 5I In the Library

After yet another partial circuit of the tree, you reach another landing at the top of the circular ramp. Here, a hanging curtain showing a scholar hunched over a pile of books with a candle burning in the background covers a doorway.

As at previous points, an *illusory wall* covers the continuation of the ramp. If the PCs look behind the curtain...

Shoving aside the curtain, you see a room whose walls are covered floor to ceiling with books. In the center of the room are two chairs, pulled up to a strangely shaped table. On the table are numerous loose sheets of parchment. A bright light shines from the center of the ceiling, directly over the table.

This room is the library. Rather than on shelves, the books rest in furrows in the wooden walls. The table is actually part of the tree itself, as it emerges from the floor, curves gracefully to form a flat surface, and then bends once again into the floor. The “table” cannot be moved in any way. It is part of the tree itself.

What is not readily apparent is that the library has its own permanent librarian(s) as well. Selanior has bound an air elemental (or two) here to assist when he does research, as well as protect the books from thieves. The elemental(s) will attack anyone not accompanied by Selanior, Lorien or S’Karr. The mage also commanded that it/they not use the whirlwind power, so as not to damage any books.

APL 2 (EL 3)

✦ **Medium Air Elemental:** hp 30; see *Monster Manual* page 96.

APL 4 (EL 5)

✦ **Medium Air Elementals (2):** hp 30 each; see *Monster Manual* page 96

APL 6 (EL 7)

✦ **Large Air Elementals (2):** hp 66 each; see *Monster Manual* page 96.

APL 8 (EL 9)

✦ **Advanced Large Air Elementals (2):** hp 107 each; see Appendix 1

Piled on the table are various parchments, covered in messy notes and diagrams in common and another language (Sylvan). (In case no one in the party can read

Sylvan, S’Karr can help.) Although most anyone could read the majority of the scribbling, in order to discern the nature of the writings (even if someone can read both common and sylvan), a Knowledge (arcana) or Spellcraft check is required. Success at DC 12 means that the reader knows these parchments deal with temporal spell research.

If the PCs are researching in the library *with the specific purpose* of how to disrupt the spell that has Selanior and Lorien trapped, have those that can roll Knowledge (arcana) and/or Spellcraft checks (DC varies, see Room 5J) with a +4 circumstance bonus for using these notes and the books. If the party brings the notes from the lab to study as well (or vice versa), add another +2 bonus. (These modifiers are listed again in Room 5J.)

The remainder of the books in the library cover a wide range of knowledge, both arcane and mundane. Selanior has an exclusive collection of historical tomes relating to this region of the Flanaess as well as research texts on arcane matters. If the PCs take the time (hours) to peruse enough books, it will become apparent that Selanior himself has penned some of the historical texts in the first person.

Room 5J In the Lab

The sloping ramp that you have been following ever upwards within the great tree tower ends at another curtain. This partition depicts a gnome surrounded by various glass tubes, beakers and other alchemical apparatus. He seems to be sniffing the contents of one particular vial, and has a contented look upon his face.

Presuming the party opens the curtain, woven into its fabric is a small needle that has a chance of pricking a PC that passes through the curtain. For each PC entering the room (unless it is specifically stated that one PC is holding the curtain for the others), roll 1d6. Whichever PC gets the first “1” gets pricked. This needle is treated with pseudo-dragon poison.

ALL APLs (EL 2)

✦ **Poison Needle Trap:** CR 2; mechanical; touch trigger; repair reset; Atk +14 melee (1 plus poison, needle) poison (Pseudodragon poison, DC 14 Fortitude save resists, sleep 1 min/sleep 1d3 hours); Search DC 22; Disable Device DC 17.

This room is clearly a laboratory. It is well lit from a light in the center of the ceiling, and filled with more gracefully formed tables that are part of the tree, each covered with papers and both alchemical and magical equipment. The main focus of the room, however,

must be the two figures in the center. One figure is that of a young, almost boyish elf. He wears a simple tunic and apron, and is holding a scroll. The other figure is an ancient elven male, white haired and somewhat fragile looking. He wears green robes with red sigils on the hems, and holds an amber rod. A broken hourglass lies at his feet. His expression is pained and worried. The two are absolutely still.

The two are standing inside an engraved warding circle. The expression on the wizard's face is similar to that of a schoolboy that has forgotten his lines for the school play. Lorien, on the other hand, has a look of blissful ignorance.

The old wizard had been experimenting with temporal magics and something went wrong. He forgot his place in the incantation and repeated himself, causing the spell to misfire, and the two are now "trapped" in a time-stopped loop.

If any PCs attempt to touch or otherwise interact with the wizard or his apprentice, they will find that they can pass right through them as if they were not there. The only way to be able to interact with them is to disrupt the spell (see below).

Among the items on the table are many alchemical items, as well as a few unrecognizable ones, along with various components and strange apparati. There is no acid, but there are substances that a trained individual could use to create acid, but they would require heat. These substances can come in handy depending on the research below and the abilities of the party.

The papers on the table are some research notes about what the two were doing. (Selanior and his apprentice were working on a spell involving temporal stasis.) These notes can come in handy if the PCs research in the library.

Rescuing the two elves

There are actually quite a few ways that PCs could disrupt the spell and get the hapless arcanists out of their predicament. If the PCs cannot come up with any of these on their own, they can do research for a Knowledge (arcana) or Spellcraft check (see below). If they do not come up with the idea to research by themselves, S'Karr will suggest it.

The following table shows what solution a Knowledge (arcana) check will reveal to the PCs at varied DCs. A high enough roll will reveal the lower results as well. PCs may receive a +2 circumstance bonus for using the notes found in the lab and/or a separate (but stackable) +4 circumstance bonus for using the notes and books in the library. If the party can convince S'Karr to assist, he can

"aid another" for a +2 bonus. (Note also that the effect is a Transmutation effect, so a transmuter specialist will receive a +2 bonus to his roll, while a specialist with Transmutation as a prohibited school will receive a -5 penalty.)

A PC can make this check only once. If they try without aid, they can't reroll even if they later consult the notes or the library. However, if they fail a certain DC then later check the notes or the library and the bonus from those allows them to attain a specific DC, they can gain the results of that DC (i.e. they don't get a reroll just because they use the library or the notes, but they can add the bonuses to a previously rolled check).

Knowledge (arcana) check result:

DC 16: *dispel magic* or similar spells may undo the temporal effect.

- PCs will not know that the caster level check will be DC 29, but can tell it will be very high.

DC 22: Break the circle. Doing this will require acid and/or breaking the wood, etc (why S'Karr couldn't do it). The PCs have the following options to do so, though the research will not specify them – they should figure them out themselves.

- They could use weapons (50 hit points to break entirely, the hardness of the floor in this room is 10). Bludgeoning or piercing weapons will do only half damage to the floor.
- They could make potent enough acid from stuff in lab (Craft Alchemy DC 15)
- They could use the gray ooze (they can use the earthenware vessels in the kitchen to "gather" some of it)

DC 28: Undo the spell by re-casting it with the verbal and somatic components reversed.

- the procedure for this can be gleaned from the notes and books, performing the ritual correctly will require a Spellcraft check (to make the correct adjustments – DC APL+10) AND a caster level check (similar to reading a scroll of a level higher than one could normally cast – DC 19). Failure on the caster level check will require a DC 5 Wisdom check to avoid a mishap (see *Dungeon Master's Guide*, page 238).

Any of the above methods will free the pair, the disruption of the spell accompanied by a loud "pop". (At the sound of this "pop", S'Karr will come flying up the ramp at top speed, arriving in two rounds.)

However, there will also be a serious energy backlash into the pair at the center of the field. Both will be knocked unconscious, and will be out for quite some time (6 hours). Even if they recover before the PCs leave, they will be unable to answer the party's questions - Selanior because the backlash will have put him into a disjunctive stupor, unable to function beyond shuffling around and mumbling nonsense, Lorien because he is a beginning apprentice. Selanior's condition can only be reversed with a *heal*, *miracle* or *wish*, and even then he will require some rest and recovery time. There are no NPCs in Bowedge with access to these spells.

If the party asks S'Karr about the vault or trinket at this time, he will question their authority to retrieve the item. If they show him the letter he will reply:

"Why yes. This seems in order. This item should be stored in the vault. [S'Karr's eyes take on a rheumy glaze] Ah yes, the vault... full of beautiful things... soft things... magical things... oh um, where was I? Oh yes, the vault. I'm sure you'll find what you seek in there somewhere."

S'Karr reaches into his caretaker's robes and pulls out a chain with a few small keys hanging on it. He asks you to remove the chain from Selanior's neck and place it on his. He stares at the keys for some time, then eventually settles on a black iron key, which he holds in one tiny talon.

"Come with me. I can take you to the vault. What you seek is inside, though I cannot say exactly where. I seem to remember it being in an ebon box, however. If you see anything that interests you while rummaging around in there, let me know – as thanks for releasing the old fool, I'm sure I could spare some things."

S'Karr will allow each PC to choose 1 item from the vault as a reward (see **Encounter 6**).

If asked about the wizard and Lorien, he will reply...

He glances at the semi-conscious forms of the two wizards. "They'll be fine for now. They aren't going anywhere."

S'Karr knows of no traps or guardians the party needs worry about in the vault. (There weren't any when he was last in there.)

You return to the master bedroom. Mounted on the wall among other pieces of art, S'Karr finds a pattern of five smooth metallic discs mounted on the wall arranged in a pentagon formation, each touching two others. They are made of five different metals – brass, bronze, copper, gold, and silver. He places the key up to the silver disc and pushes slightly. A portion of the wall before you shimmers and weaves, then disappears completely, leaving a portal with glimmering edges. Looking through, you see an alcove with an iron door with a large dial on the front. S'Karr asks that you close your eyes while he opens the lock.

Remember that he is very smart, doesn't necessarily fully trust the PCs, and has *telepathy*, so feel free to make sure the party does not try to sneak a peek and get the combination.

Soon, S'Karr says that the vault is unlocked and backs away, leaving it to you to open the heavy iron door.

"Please leave any spatial anomalies you carry outside the vault, and when you're inside, be careful what you touch. I don't remember all of what he has in there – some things might be less than pleasant. I must return to Selanior's side – I'm sure he'll want to know I'm okay when he wakes." With this the little dragon flies back up the ramp, leaving you to your search.

The little dragon's warning about "spatial anomalies" is very pertinent – make sure the PCs get the hint. This vault is a nondimensional space in and of itself, and any nondimensional spaces taken inside will be very bad. A dimensional rift will occur and the nondimensional space will be sucked into the rift and lost forever (along with its contents). Similarly, conjuration/ summoning spells will not function within the vault.

As you swing open the door, you see torches burst to life within the chamber beyond. In the flickering light, you see a large room full of an eclectic accumulation of things that a long-lived adventurer might accumulate. Boxes, crates, bags, quivers, barrels, coffers, sacks, and urns abound, as do loose items like ropes, staves, shields, cloth, spears and statuary. The clutter is fairly neatly stacked and piled – though it is impossible to tell if there is any sort of system to the stacking. The item you seek could be anywhere in there.

The vault itself is 50 ft. by 70 ft. with 20 ft. ceilings. See **DM Map #3** in Appendix 3.

Unfortunately for the party, the ambient magical energy of the vault has spontaneously animated some of the odds

Encounter 6: In the Vault

and ends stored here into a sentient construct known as a raggamoffyn.

As you step into the area, some of the items lying about rise up of their own accord, twirling as if on a whirlwind. Small boxes, strips of cloth, coins, daggers, hats – the jumbles of bits and pieces and items advance towards you with jerks and bounces.

APL 2 (EL 3)

✦ **Common Raggamoffyn:** hp 42; see Appendix 1.

APL 4 (EL 6)

✦ **Common Raggamoffyn:** hp 42; see Appendix 1.

✦ **Guttersnipe Raggamoffyn:** hp 80; see Appendix 1.

APL 6 (EL 8)

✦ **Common Raggamoffyn (2):** hp 42 each; see Appendix 1.

✦ **Guttersnipe Raggamoffyn (2):** hp 80 each; see Appendix 1.

APL 8 (EL 10)

✦ **Advanced Guttersnipe Raggamoffyns (2):** hp 95 each; see Appendix 1.

✦ **Advanced Shrapnyl Raggamoffyn:** hp 135; see Appendix 1.

If at any time the PCs flee and shut the vault door, the raggamoffyns will not pursue. The party could, in fact, shut the vault and find someone else to take care of the creatures. If they do this, however, they will not receive any experience for this encounter.

Once the raggamoffyn(s) are taken care of, the party has plenty of time to search the vault. If anyone casts a *detect magic*, they will find many many minor magical items – the spell will be of little help. If they cast *detect good*, however, there are only a couple things that actually radiate good, and the piece they seek is one of them. This will seriously cut down the amount of time they will need to spend looking. Whatever method they use, they will eventually find a small ebon box inlaid with a silver image of the Great Cathedral at Mitrik:

Within the box sits a piece of a silver and gold amulet; about one-third of what was originally a six-inch disk with triangular pieces sticking out from the rounded edge. Fine carvings can be made out on the face, which was apparently crafted to represent a calm male face. Though it appears in no way special and radiates no magic, you know that this is the relic you sought.

NOTE:

When the party exits the vault, S'Karr will be very grateful for all their help, including clearing the vault of the Raggamoffyns. In gratitude he will give them a selection of items from the vault.

Treasure:

APL 2: L: 0 gp; C: 0 gp; M: *spellbook* (87 gp per character), *Badge of Valor* (83 gp per character), *Elixir of Fire Breath* (92 gp per character), *Elixir of Swimming* (21 gp per character), *Leafweave Leather Armor* (63 gp per character), *Quaal's Feather Token: Anchor* (4 gp per character), *Quaal's Feather Token: Whip* (41 gp per character), *Universal Solvent* (4 gp per character)

APL 4: L: 0 gp; C: 0 gp; M: *spellbook* (93 gp per character), *Badge of Valor* (83 gp per character), *Dust of Tracelessness* (21 gp per character), *Elixir of Fire Breath* (92 gp per character), *Elixir of Swimming* (21 gp per character), *Fochluchan Bandore* (158 gp per character), *Leafweave Leather Armor* (63 gp per character), *Quaal's Feather Token: Anchor* (4 gp per character), *Quaal's Feather Token: Whip* (41 gp per character), *Universal Solvent* (4 gp per character)

APL 6: L: 0 gp; C: 0 gp; M: *spellbook* (102 gp per character), *Badge of Valor* (83 gp per character), *Dust of Tracelessness* (21 gp per character), *Elixir of Fire Breath* (92 gp per character), *Elixir of Swimming* (21 gp per character), *Elixir of Truth* (42 gp per character), *Fochluchan Bandore* (158 gp per character), *Leafweave Leather Armor* (63 gp per character), *Quaal's Feather Token: Anchor* (4 gp per character), *Quaal's Feather Token: Whip* (41 gp per character), *Ring of Feather Falling* (184 gp per character), *Universal Solvent* (4 gp per character)

APL 8: L: 0 gp; C: 0 gp; M: *spellbook* (112 gp per character), *Badge of Valor* (83 gp per character), *Dust of Tracelessness* (21 gp per character), *Elixir of Fire Breath* (92 gp per character), *Elixir of Swimming* (21 gp per character), *Elixir of Truth* (42 gp per character), *Fochluchan Bandore* (158 gp per character), *Javelin of Lightning* (125 gp per character), *Leafweave Leather Armor* (63 gp per character), *Quaal's Feather Token: Anchor* (4 gp per character), *Quaal's Feather Token: Whip* (41 gp per character), *Ring of Feather Falling* (184 gp per character), *Rope of Climbing* (250 gp per character), *Universal Solvent* (4 gp per character)

Conclusion: In the End

After recovering the relic, you are invited to stay overnight in the tree. You meet S'Karr's family and get some welcome rest. In the morning, S'Karr's demeanor is less cavalier than the day before. He informs you that last night, Selanior regained consciousness, but all is not well. He is in some sort of stupor, unable to speak except in an incoherent babble. If prompted, he can sit up, stand, even shuffle around, but seems incapable of independent action. The familiar can tell that it is more than just shock or confusion – his master needs serious help.

"I think I need to get him to Mitrik. I have some connections there that might be able to fix this. If you would like to come, it could save you all that walking."

Assuming the PCs agree...

He leads you and the mumbling Selanior back once again to the master bedroom, to the decorative disks on the wall. This time, he touches a gold key to the gold disk and the wall again shimmers. This time, you see a small alcove with an engraved circle on the floor. "Step in," says the dragon, "we'll be right behind you."

Assuming the PCs do so...

After a brief blink of disorientation, you find yourself in the courtyard of the College of the Arcane. Your arrival causes quite a stir at first, but you and the little dragon are able to quickly explain the situation. As Selanior is led off to the College's infirmary, S'Karr thanks you once again for your assistance, then flies after the frail form of his friend.

A short walk across the College's common later, you find yourself at the College of the Divine, and are soon awaiting the arrival of Bishop Morlov in an office very similar to the one in which you started this escapade. Looking out the window, you see that a light rain falls on Mitrik, and you are able to see Herion's forces outside the city walls. Luckily, you do not have long to dwell on either the weather or the siege, as the Bishop soon enters, apologizing for his late arrival.

"Forgive my tardiness – I was detailed in another meeting." He hurriedly sits, places the papers he carries into a drawer, places his hands on the desktop, and cuts right to the point. "So, I understand your trip was a success? Do you have the item then?"

At this point, the DM will have to ad lib what Morlov's part of the conversation is like. He is a terse, focused man and is really only concerned about the recovery of the piece. The party's adventures, Moonshadow's well

being, or the attitudes of the residents of the Ironwood are of little importance to him right now, and he will barely listen to any small talk. When the PCs turn over the piece, he will be hard pressed to take his eyes from it, answering questions distractedly at best before recovering his composure a bit.

If the PCs do not know already, they may ask what is special about this broken piece of jewelry. If they do, he will inform them that it is believed to be a piece of Herion's own holy symbol (see item #6, page 7), which some higher up in the Church believe somehow holds the means to Herion's defeat. He will also suggest to them that word not be spread of this project, as Herion would certainly stop it if he heard about it.

At the end of the meeting, he will thank them again, give the PCs Letters of Commendation and a sack of coin, and then thank them for their assistance before begging their leave. (If any PCs are concerned about getting out of Mitrik, he can arrange for use of a *teleport circle* to go to Veluna City.)

Official critical events results: Any player interested in downloading an official summary of events of this mod that reflects the critical events of the first run of this event should be given the following password. The DM should give this password to the players at the conclusion of play. They can then download the critical summary and use the password to open the file:

Password: remembered

The End

Experience Point Summary

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

NOTE: There is a small surplus xp cushion in this adventure, due to a number of encounters (traps) that can easily be missed entirely. The "total possible experience" is still in force, and PCs cannot receive more than that.

Encounter 4B In the Maze

Defeat the centipedes.

APL 2	60 xp;
APL 4	90 xp;
APL 6	150 xp;
APL 8	210 xp.

Encounter Five (Room 5B) In the Living Area

Avoid, disable or survive the trap.

APL 2	60 xp;
APL 4	60 xp;
APL 6	60 xp;
APL 8	60 xp.

Encounter Five (Room 5H) In the Master's Chambers

Avoid, disable or survive the trap.

APL 2	60 xp;
APL 4	60 xp;
APL 6	60 xp;
APL 8	60 xp.

Encounter Five (Room 5I) In the Library

Defeat the elementals.

APL 2	90 xp;
APL 4	150 xp;
APL 6	210 xp;
APL 8	270 xp.

Encounter Five (Room 5J) In the Lab

Avoid, disable or survive the trap.

APL 2	60 xp;
APL 4	60 xp;
APL 6	60 xp;
APL 8	60 xp.

Encounter Six In the Vault

Defeat the raggamoffyns.

APL 2	90 xp;
APL 4	180 xp;
APL 6	240 xp;
APL 8	300 xp.

Story Award

Rescuing the wizard from the spell.

APL 2	90 xp;
APL 4	135 xp;
APL 6	180 xp;

APL 8 225 xp

Total possible experience:

APL 2	450 xp;
APL 4	675 xp;
APL 6	900 xp;
APL 8	1125 xp

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the

adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 6

Reward from S'Karr for freeing Selanior

APL 2: L: 0 gp; C: 0 gp; M: *spellbook* (87 gp per character), *Badge of Valor* (83 gp per character), *Elixir of Fire Breath* (92 gp per character), *Elixir of Swimming* (21 gp per character), *Leafweave Leather Armor* (63 gp per character), *Quaal's Feather Token: Anchor* (4 gp per character), *Quaal's Feather Token: Whip* (41 gp per character), *Universal Solvent* (4 gp per character)

APL 4: L: 0 gp; C: 0 gp; M: *spellbook* (93 gp per character), *Badge of Valor* (83 gp per character), *Dust of Tracelessness* (21 gp per character), *Elixir of Fire Breath* (92 gp per character), *Elixir of Swimming* (21 gp per character), *Fochluchan Bandore* (158 gp per character), *Leafweave Leather Armor* (63 gp per character), *Quaal's Feather Token: Anchor* (4 gp per character), *Quaal's Feather Token: Whip* (41 gp per character), *Universal Solvent* (4 gp per character)

APL 6: L: 0 gp; C: 0 gp; M: *spellbook* (102 gp per character), *Badge of Valor* (83 gp per character), *Dust of Tracelessness* (21 gp per character), *Elixir of Fire Breath* (92 gp per character), *Elixir of Swimming* (21 gp per character), *Elixir of Truth* (42 gp per character), *Fochluchan Bandore* (158 gp per character), *Leafweave Leather Armor* (63 gp per character), *Quaal's Feather Token: Anchor* (4 gp per character), *Quaal's Feather Token: Whip* (41 gp per character), *Ring of Feather Falling* (184 gp per character), *Universal Solvent* (4 gp per character)

APL 8: L: 0 gp; C: 0 gp; M: *spellbook* (112 gp per character), *Badge of Valor* (83 gp per character), *Dust of Tracelessness* (21 gp per character), *Elixir of Fire Breath* (92 gp per character), *Elixir of Swimming* (21 gp per character), *Elixir of Truth* (42 gp per character), *Fochluchan Bandore* (158 gp per character), *Javelin of Lightning* (125 gp per character), *Leafweave Leather Armor* (63 gp per character), *Quaal's Feather Token: Anchor* (4 gp per character), *Quaal's Feather Token: Whip* (41 gp per character), *Ring of Feather Falling* (184 gp per character), *Rope of Climbing* (250 gp per character), *Universal Solvent* (4 gp per character)

Conclusion

Reward from Church for recovering relic (coin)

APL 2: L: 0 gp; C: 50 gp; M: 0 gp.

APL 4: L: 0 gp; C: 70 gp; M: 0 gp.

APL 6: L: 0 gp; C: 85 gp; M: 0 gp.

APL 8: L: 0 gp; C: 100 gp; M: 0 gp.

Total Possible Treasure

APL 2: 450 gp

APL 4: 650 gp

APL 6: 900 gp

APL 8: 1,300 gp

Appendix I: NPCs

All APLs Encounter 2

Larethin: Male Wood elf Rgr6/Sct4*: CR 10; HD 6d8+4d8+10; hp 70; Init +5; Spd 40 ft; AC 20 (touch 15, flat-footed 16) [+4 Dex, +5 armor, +1 deflection]; Base Atk +9; Grp +11; Atk +14 ranged (1d8+1d6+3, composite longbow, non-lethal) or +12 melee (1d6+2, shortsword); Full Atk +12/+12/+7 ranged (1d8+1d6+3, longbow nonlethal) or +12/+7 melee (1d6+2, shortsword); SA Favored Enemy (orc +4, human +2), Skirmish (+1d6, +1AC); SQ Wild Empathy (+6), Trapfinding, Battle Fortitude (+1), Uncanny Dodge, Fast movement (+10), Trackless Step, Endurance; AL N; SV Fort +9; Ref +14; Will +4; Str 14, Dex 18, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Handle Animal +5, Hide +21, Knowledge (geography) +5, Knowledge (nature) +7, Listen +15, Move Silently +16, Search +8, Spot +15, Survival +13; Dodge, Manyshot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Track.

Possessions: cloak of elvenkind, +1 chain shirt, +1 merciful mighty composite longbow (str 14), ring of protection +1, vest of resistance +1, masterwork short sword.

Spells Prepared: (1; base DC = 10 + Spell Level): 1st – animal messenger.

Skirmish (Ex): As long as the scout moves at least 10' during his turn, he deals an extra 1d6 damage with any attack made that turn, and he also gains a +1 competence bonus to his Armor Class.

Battle Fortitude (Ex): The scout gains a +1 competence bonus on Fortitude saves and Initiative rolls. This is already factored in to the stat block.

* see Appendix 2: New Rules Items

Wolf (Larethin's companion): CR 2; Medium Animal; HD 4d8+8; hp 32; Init +3; Spd 50 ft; AC 17 (touch 13, flat-footed 14 [+3 Dex, +4 natural]; Base Atk +3; Grp +5; Atk +6 melee (1d6+2, bite); Full Atk +6 melee (1d6+2, bite); SA Trip; SQ Low-light vision, scent, evasion, link, share spells, [pass without trace]; AL N; SV Fort +6; Ref +7; Will +4; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +3, Listen +4, Move Silently +3, Spot +4, Survival +1; Iron Will, Track, Weapon Focus (bite)

Wintergale: Male Wood elf Drd10: CR 10; HD 10d8+10; hp 71; Init +7; Spd 30 ft; AC 19 (touch 14, flat-footed 16) [+3 Dex, +5 armor, +1 deflection]; Base Atk +7; Grp +6; Atk +7 melee (1d6, quarterstaff); Full Atk +7/+2 melee (1d6, quarterstaff); SA Wild shape (4/day, large); SQ Low-light vision, Immune to sleep, +2 resistance to Enchantment effects, Nature Sense, Wild Empathy (+10), Woodland Stride, Trackless Step, Resist Nature's Lure, Venom Immunity; AL N; SV Fort +10; Ref +8; Will +11; Str 11, Dex 16, Con 14, Int 14, Wis 16, Cha 10.

Skills and Feats: Concentration +14, Handle Animal +10, Knowledge (nature) +15, Knowledge (the planes) +3, Listen +13, Spot +13, Survival +1; Improved Initiative, Natural Spell, Skill Focus (Concentration), Track.

Possessions: +2 hide armor, +1 ring of protection, +2 periapt of wisdom, +2 cloak of resistance

Spells Prepared: (6/5/5/4/3/2; base DC=13 + Spell Level): 0 – cure minor wounds (x2), detect magic, detect poison, flare (x2); 1st – entangle, faerie fire, obscuring mist, ~~pass without trace~~, speak with animals (x2); 2nd – barkskin (x2), briar web*, chill metal, cloudburst; 3rd – cure moderate wounds, dominate animal, mass lesser vigor*, spikes*; 4th – ~~chain of eyes*~~, cure serious wounds, dispel magic; 5th – baleful polymorph, wall of thorns.

* see Appendix 2: New Rules Items

Wolf (Wintergale's companion): CR 3; Medium Animal; HD 8d8+16; hp 55; Init +3; Spd 50 ft; AC 22 (touch 14, flat-footed 18 [+4 Dex, +8 natural]; Base Atk +6; Grp +10; Atk +10 melee (1d6+3, bite); Full Atk +10 melee (1d6+3, bite); SA Trip; SQ Low-light vision, scent, evasion, link, share spells, devotion, multiattack [pass without trace]; AL N; SV Fort +7; Ref +9; Will +5; Str 16, Dex 18, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +6, Listen +4, Move Silently +6, Spot +4, Survival +3; Iron Will, Stealthy, Track, Weapon Focus (bite)

Elf Scouts: Male Wood elf Rgr2/Sct4*: CR 6; HD 2d8+4d8+12; hp 48; Init +4; Spd 40 ft; AC 18 (touch 14, flat-footed 15) [+3 Dex, +4 armor, +1 deflection]; Base Atk +5; Grp +7; Atk +9 ranged (1d8+3, longbow) or +8 melee (1d6+2, shortsword); Full Atk +7/+7 ranged (1d8+3, longbow) or +8 melee (1d6+2, shortsword); SA Favored Enemy +2 (orc), Skirmish (+1d6, +1AC); SQ Wild Empathy (+1), Trapfinding, Battle Fortitude (+1), Uncanny Dodge, Fast movement (+10), Trackless Step;

AL N; SV Fort +7; Ref +10; Will +1; Str 14, Dex 16, Con 14, Int 8, Wis 10, Cha 9.

Skills and Feats: Hide +12, Knowledge (geography) +4, Knowledge (nature) +6, Listen +11, Move Silently +12, Spot +11, Survival +7; Dodge, Mobility, Point Blank Shot, Rapid Shot, Shot on the Run, Track.

Possessions: +1 studded leather armor, +1 ring of protection, +1 mighty composite longbow (str 14), potion of cure moderate wounds (x2), masterwork short sword.

Skirmish (Ex): As long as the scout moves at least 10' during his turn, he deals an extra 1d6 damage with any attack made that turn, and he also gains a +1 competence bonus to his Armor Class.

Battle Fortitude (Ex): The scout gains a +1 competence bonus on Fortitude saves and Initiative rolls. This is already factored in to the stat block.

* see Appendix 2: New Rules Items

Encounter 5

Room 5H

S'Karr (Selanior's Familiar): CR 1; Tiny Dragon; HD 2d12+2; hp 45; Init +2; Spd 15, fly 60 ft; AC 27 (touch 14, flat-footed 25 [+2 Size, +2 Dex, +13 natural]; Base Atk +9; Grp +1; Atk +11 melee (1d3-2 plus poison, sting); Full Atk +11/+6 melee (1d3-2 plus poison, sting) and +6 melee (1, bite); SA Poison; SQ Blindsight 60', Darkvision 60', Empathic Link, Immunity to sleep and paralysis, Improved Evasion, Low-light Vision, SR 23, Telepathy 60'; AL NG; SV Fort +8; Ref +9; Will +15; Str 6, Dex 15, Con 13, Int 14, Wis 12, Cha 10.

Skills and Feats: Concentration +22, Craft (Woodworking +6, Decipher Script +15, Diplomacy +2, Hide +20 (+24 in forest areas), Knowledge (arcane) +17, Knowledge (arch&eng) +7, Knowledge (dungeoneering) +7, Knowledge (geography) +8, Knowledge (history) +10, Knowledge (local [VTF - MetaReg2]) +10, Knowledge (nature) +8, Knowledge (planes) +17, Listen +7, Search +8, Sense Motive +7, Spellcraft +20, Spot +7, Survival +1 (+3 following tracks); Weapon Finesse

Equipment: necklace of invisibility

APL 2

Encounter Six

Raggamoffyn, Common*: CR 3; Medium Construct; HD 3d10+20; hp 43; Init +2; Spd 30, fly 30 ft; AC 17 (touch 12, flat-footed 15 [+2 Dex, +5 natural]; Base Atk +2; Grp +4; Atk +4 melee (1d6+3, slam); Full Atk +4 melee (1d6+3, slam); SA Control Host, Improved Grab, Suffocate, Wrap; SQ Construct Traits; AL N; SV Fort +1; Ref +3; Will +3; Str 14, Dex 15, Con -, Int 10, Wis 15, Cha 17.

Skills and Feats: Hide +10, Move Silently +10; Dodge, Stealthy

* see Appendix 2: New Rules Items

APL 4

Encounter Six

Raggamoffyn, Common*: CR 3; Medium Construct; HD 3d10+20; hp 43; Init +2; Spd 30, fly 30 ft; AC 17 (touch 12, flat-footed 15 [+2 Dex, +5 natural]; Base Atk +2; Grp +4; Atk +4 melee (1d6+3, slam); Full Atk +4 melee (1d6+3, slam); SA Control Host, Improved Grab, Suffocate, Wrap; SQ Construct Traits; AL N; SV Fort +1; Ref +3; Will +3; Str 14, Dex 15, Con -, Int 10, Wis 15, Cha 17.

Skills and Feats: Hide +10, Move Silently +10; Dodge, Stealthy

* see Appendix 2: New Rules Items

Raggamoffyn, Guttersnipe*: CR 5; Medium Construct; HD 8d10+20; hp 80; Init +1; Spd 20, fly 20 ft; AC 21 (touch 11, flat-footed 20 [+1 Dex, +10 natural]; Base Atk +6; Grp +7; Atk +7 melee (1d6+1, slam); Full Atk +7 melee (1d6+1, slam); SA Control Host, *glitterdust*, Improved Grab, Wrap; SQ Construct Traits, Immunities; AL N; SV Fort +2; Ref +3; Will +5; Str 13, Dex 13, Con -, Int 10, Wis 16, Cha 17.

Skills and Feats: Hide +14, Move Silently +14; Dodge, Mobility, Stealthy

* see Appendix 2: New Rules Items

APL 6

Encounter Six

Raggamoffyn, Common* (2): CR 3; Medium Construct; HD 3d10+20; hp 43 each; Init +2; Spd 30, fly 30 ft; AC 17 (touch 12, flat-footed 15 [+2 Dex, +5 natural]; Base Atk +2; Grp +4; Atk +4 melee (1d6+3, slam); Full Atk +4 melee (1d6+3, slam); SA Control Host, Improved Grab, Suffocate, Wrap; SQ Construct Traits; AL N; SV Fort +1; Ref +3; Will +3; Str 14, Dex 15, Con -, Int 10, Wis 15, Cha 17.

Skills and Feats: Hide +10, Move Silently +10; Dodge, Stealthy

* see Appendix 2: New Rules Items

Raggamoffyn, Guttersnipe (2)*: CR 5; Medium Construct; HD 8d10+20; hp 80 each; Init +1; Spd 20, fly 20 ft; AC 21 (touch 11, flat-footed 20 [+1 Dex, +10 natural]; Base Atk +6; Grp +7; Atk +7 melee (1d6+1, slam); Full Atk +7 melee (1d6+1, slam); SA Control Host, *glitterdust*, Improved Grab, Wrap; SQ Construct Traits, Immunities; AL N; SV Fort +2; Ref +3; Will +5; Str 13, Dex 13, Con -, Int 10, Wis 16, Cha 17.

Skills and Feats: Hide +14, Move Silently +14; Dodge, Mobility, Stealthy

* see Appendix 2: New Rules Items

APL 8

Encounter 5

Room 5I

Advanced Air Elemental (2): CR 7; Large Elemental; HD 13d8+24; hp 107 each; Init +11; Spd fly 100 ft; AC 20 (touch 16, flat-footed 13 [-1 Size, +7 Dex, +4 natural]; Base Atk +9; Grp +15; Atk +15 melee (2d6+2, slam); Full Attack +15 melee (2d6+2, 2 slams); SA Air mastery; SQ DR 5/-, Darkvision 60', Elemental traits; AL N; SV Fort +7; Ref +15; Will +4; Str 14, Dex 25, Con 16, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +8, Spot +8; Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility, Spring Attack, Weapon Finesse

Encounter Six

Raggamoffyn, Advanced Guttersnipe* (2): CR 6; Medium Construct; HD 10d10+20; hp 95 each; Init +5; Spd 20, fly 20 ft; AC 21 (touch 11, flat-footed 20 [+1 Dex, +10 natural]; Base Atk +7; Grp +8; Atk +8 melee (1d6+1, slam); Full Atk +8 melee (1d6+1, slam); SA Control Host, *glitterdust*, Improved Grab, Wrap; SQ Construct Traits, Immunities; AL N; SV Fort +3; Ref +4; Will +6; Str 13, Dex 13, Con -, Int 10, Wis 16, Cha 17.

Skills and Feats: Hide +16, Move Silently +16; Dodge, Mobility, Improved Initiative, Stealthy

* see Appendix 2: New Rules Items

Raggamoffyn, Advanced Shrapnyl*: CR 8; Large Construct; HD 15d10+30; hp 142; Init +0; Spd 20, fly 10 ft; AC 24 (touch 9, flat-footed 24 [-1 Size, +15 natural]; Base Atk +11; Grp +19; Atk +14 melee (1d8+4, slam) or +14 melee (1d8+4, gore); Full Atk +14 melee (1d8+4, slam) and +14 melee (1d8+4, gore); Space/Reach 5ft by 5ft/10ft; SA Cloud of Steel, Control Host, Improved Grab, Wrap; SQ Construct Traits, Vulnerability to shatter; AL N; SV Fort +5; Ref +5; Will +9; Str 18, Dex 11, Con -, Int 10, Wis 19, Cha 17.

Skills and Feats: Hide +16, Move Silently +20; Cleave, Great Cleave, Improved Initiative, Improved Sunder, Power Attack, Stealthy

* see Appendix 2: New Rules Items

Appendix 2: New Rules Items

Raggamoffyn as presented in *Monster Manual II*

	Common Raggamoffyn Medium-Size Construct	Guttersnipe Medium-Size Construct	Shrapnyl Large Construct
Hit Dice:	3d10 (16hp)	8d10 (44hp)	12d10 (66hp)
Initiative:	+2	+1	+0
Speed:	30 ft., fly 30ft. (clumsy)	20 ft., fly 20 ft. (clumsy)	20 ft., fly 10ft. (clumsy)
AC:	17 (+2 Dex, +5 Natural), touch 12, flat-footed 15	21 (+1 Dex, +10 Natural), touch 11, flat-footed 20	24 (-1 size, +15 Natural), touch 9, flat-footed 24
Attacks:	Slam +4 melee	Slam +7 melee	Slam +12 melee, or gore +12 melee
Damage:	Slam 1d6+3	Slam 1d6+1	Slam 1d8+4, gore 1d8+4 5 ft. by 5 ft./10 ft.
Face/Reach:	5 ft. by 5 ft./5ft.	5 ft. by 5 ft./5ft.	Cloud of Steel, control host, improved grab, wrap
Sp. Attacks:	Control host, improved grab, suffocate, wrap	Control host, <i>glitterdust</i> , improved grab, wrap	Construct traits, vulnerability to <i>shatter</i>
Sp. Qualities:	Construct traits	Construct traits, immunities	Fort +4, Ref +4, Will +8
Saves:	Fort +1, Ref +3, Will +3	Fort +2, Ref +3, Will +5	Str 18, Dex 11, Con –, Int
Abilities:	Str 14, Dex 15, Con –, Int 10, Wis 15, Cha 17	Str 13, Dex 13, Con –, Int 10, Wis 16, Cha 17	10, Wis 19, Cha 17
Climate/Terrain:	Any	Any	Any
Organization:	Solitary, pair, or gang (3-4)	Solitary, pair, or gang (3-4)	Solitary or pair
CR:	3	5	7
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	4 HD (Medium-size); 5-9 HD (Large)	9-16 HD (Medium-size); 17-24 HD (Large)	13-18 HD (Large); 19-36 HD (Huge)

Raggamoffyns are mysterious constructs composed of animated scraps and bits of cloth, metal, or other refuse from civilized societies—particularly those where magic is common. Raggamoffyns tend to cluster together, operating as much in secret as possible, taking control of selected hosts to further their agendas.

Unlike other constructs, a raggamoffyn is not the result of any deliberate act of creation. Rather, it is formed when leftover magical energy interacts with inanimate objects. The exact process is not well understood, but it always results in one of four types of raggamoffyns.

A raggamoffyn appears as an animated, ragtag assortment of odds and ends, roughly humanoid in shape. The four types differ both in the kinds of refuse that form their bodies and the powers they possess.

Combat

Above all, a raggamoffyn seeks to acquire a host that it can dominate. The creatures refrain from harming potential hosts as long as possible, so they work quickly by rushing in with touch attacks. A foe that is successfully dominated is wrapped by the raggamoffyn, which then uses its host to defend itself and other raggamoffyns. Raggamoffyns unleash their full melee attack capabilities against foes that are resistant to their mind controlling powers, fearing rightfully that an escaped foe will warn others of the raggamoffyn's existence.

Control Host (Su): A raggamoffyn can attempt to take control of any creature it has wrapped (see below). This ability functions like the *dominate monster* spell (caster level 18th; save DC varies; see individual descriptions). As a free action, the monster may relinquish control over its host by physically and mentally disengaging itself from the latter's body. Use the captured one template (see the appendix) for a creature under the control of a raggamoffyn.

Improved Grab (Ex): If a raggamoffyn hits an opponent that is its own size or smaller with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus varies; see individual descriptions). If it gets a hold, it can attempt to wrap (see below) in the next round. Alternatively, the raggamoffyn has the option to conduct the grapple normally, or simply use its appendage to hold the opponent (-20 penalty on grapple check, but the raggamoffyn is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals slam damage.

Wrap (Ex): With a successful grapple check, a raggamoffyn can wrap itself around any foe it has already grabbed with another successful grapple check. The monster forms a skintight layer around the wrapped creature, covering it from head to toe but leaving enough space for the creature to breathe through its mouth and nose. Attacks on such a target deal half their damage to the monster and half to the wrapped creature. An affected creature can extract itself by making a successful grapple check. Once it has wrapped a creature, the raggamoffyn can attempt to control it on its next action.

Construct Traits: A raggamoffyn is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A raggamoffyn has darkvision (60-foot range).

Common Raggamoffyn

Scholars theorize that common raggamoffyns form from enchanted gloves, robes, hats, and other magical clothing that was lost or discarded by its owners. They are usually found near cemeteries and places where magical battles have recently transpired.

A common raggamoffyn looks like a suit of mismatched clothing with no wearer. The clothing appears to be in good repair, and it would probably still be usable if it could be separated from the construct.

Combat

A common raggamoffyn directs its host creature in combat. It suffocates the host when it has either lost control over the creature or has no further use of it.

Control Host (Su): The common raggamoffyn's control host ability has a Will save DC of 14.

Improved Grab (Ex): A common raggamoffyn's grapple bonus is +4.

Suffocate (Ex): A common raggamoffyn can asphyxiate a wrapped creature by drawing the air from its lungs. This attack automatically deals 1d4 points of damage per round.

Guttersnipe

Guttersnipes are most prevalent around settlements of dwarves, gnomes, and Halflings. They form from worn-out and discarded adventuring and construction gear.

A guttersnipe appears as a whirling mound of frayed rope, worn leather pieces, strings, belts, and swatches of cloth. Within this mass of material is a core made of small gems, bits of glass, and glitter.

Combat

Guttersnipes are content to lie in wait for suitable hosts. They save their glitterdust ability to dazzle foes when they need to escape.

Control Host (Su): The guttersnipe's control host ability has a Will save DC of 17.

Glitterdust (Sp): Once per day, a guttersnipe can use *glitterdust* (caster level 5th; save DC 15).

Improved Grab (Ex): A guttersnipe's grapple bonus is +7.

Immunities (Ex): Guttersnipes are immune to spell effects that produce light or darkness.

Shrapnyl

Shrapnyls are the only raggamoffyns made entirely of metal. They lurk near battlegrounds as well as forges.

A shrapnyl consists of bits of metal in every size. Its appearance can vary greatly—one might consist of swords, shields, and cooking gear, while another could contain a helm, coins, chains and keys.

Combat

Shrapnyls are the most aggressive of the raggamoffyns. They do not hesitate to use their cloud of steel attack when faced with an overwhelming situation.

Cloud of Steel (Ex): Once per day, a shrapnyl can explode into a deadly cloud of flying, sharp debris. Every creature within a 10-foot spread centered on the shrapnyl takes 4d10 points of damage (Reflex DC16 half). This attack instantly frees a creature wrapped by the shrapnyl from its control, and the wrapped creature takes no damage from that cloud of steel.

Control Host (Su): The shrapnyl's control host ability has a Will save DC of 19.

Improved Grab (Ex): A shrapnyl's grapple bonus is +17.

Vulnerability to *shatter*: The *shatter* spell deals 3d6 points of damage to a shrapnyl.

Briar Web as presented in *Complete Divine*

Transmutation

Level: Cleric 3, Druid 2, Ranger 2

Components: V, S, DF

Casting Time: 1 Standard Action

Range: Medium (100 ft. + 10 ft./level)

Target: Plants in a 20-ft. radius spread

Duration: 1 minute/level

Saving Throw: Reflex negates

Spell Resistance: No

This spell causes grasses, weeds, bushes, and even trees to grow thorns and then wrap and twist around creatures in or entering the area. Creatures that make their save against this spell are unaffected other than having to move at half speed within the area of affect. If a creature fails its initial saving throw, it has three options: stay perfectly still, attempt to break free from the thorns, or continue to act normally. A creature that fails its save but stands perfectly still is entangled (-2 attack, -4 Dexterity), but experiences no other effect and takes no damage. Anyone entangled in this way loses the entangled condition if they leave the area of the spell. Each round in which a creature remains in the area, it may spend a full round action extricating themselves from the thorns. Doing so allows for a new saving throw. If successful, the creature is unaffected by the thorns except it may only move at half speed in the area of the spell. Successfully breaking free in this way is the only thing a character can do that does not cause thorn damage to the character. A failed attempt to break free deals the normal 2d6 thorn piercing damage. Those that attempt actions (such as attack, cast a spell with a somatic component, or move) take 2d6 points of piercing damage from the thorns. A creature that tries to cast a spell must also make a Concentration check (DC 15 + spell level + damage taken) or lose the spell. The plants provide cover. A creature 5 feet away has cover. Creatures separated by 20 or more feet of briar *webs* have total cover.

Spikes as presented in *Complete Divine*

Transmutation

Level: Cleric 3, Druid 3

Components: V, S, M

Casting Time: 1 Standard Action

Range: Touch

Target: Wooden weapon touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

As *brambles*, except that the affected weapon gains a +2 enhancement bonus on its attacks, and its threat range is doubled.

Vigor, Mass Lesser as presented in *Complete Divine*

Conjuration (Healing)

Level: Cleric 3, Druid 3

Components: V, S

Casting Time: 1 Standard Action

Range: 20 ft.

Target: One creature/two levels, no two of which can be more than 30 ft apart.

Duration: 10 rounds + 1 round/level (Max 25 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You invoke healing energy over a group of creatures, granting each the fast healing ability for the duration of the spell. Each subject heals 1 hit point per round of such damage until the spell ends and is automatically stabilized if he or she begins dying from hit point loss during that time. Mass lesser vigor does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple vigor spells do not stack; only the highest-level effect applies. Applying a second vigor spell of equal level extends the first spell's duration by the full duration of the second spell.

Chain of Eyes as presented in *Complete Divine*

Divination

Level: Cleric 3, Druid 4

Components: V, S

Casting Time: 1 Standard Action

Range: 20 ft.

Target: Touch.

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

You can use a creature's vision instead of your own. While this spell gives you no control over the creature, each time it comes into physical contact with another living being, you can choose to transfer your sensor to the new creature. In this way your sensor can infiltrate a closely guarded area. During your turn in a round, you can use a free action to switch from seeing through the current creature's eyes to seeing normally or back again.

Scout as presented in *Complete Adventurer*

Class Features

All of the following are class features of the scout.

Weapon and Armor Proficiency: Scouts are proficient with all simple weapons, plus the handaxe, throwing axe, short sword, and shortbow. Scouts are proficient with light armor, but not with shields.

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defenses. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st.

At 3rd level, a scout gains a +1 competence bonus to armor class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and last until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd.

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

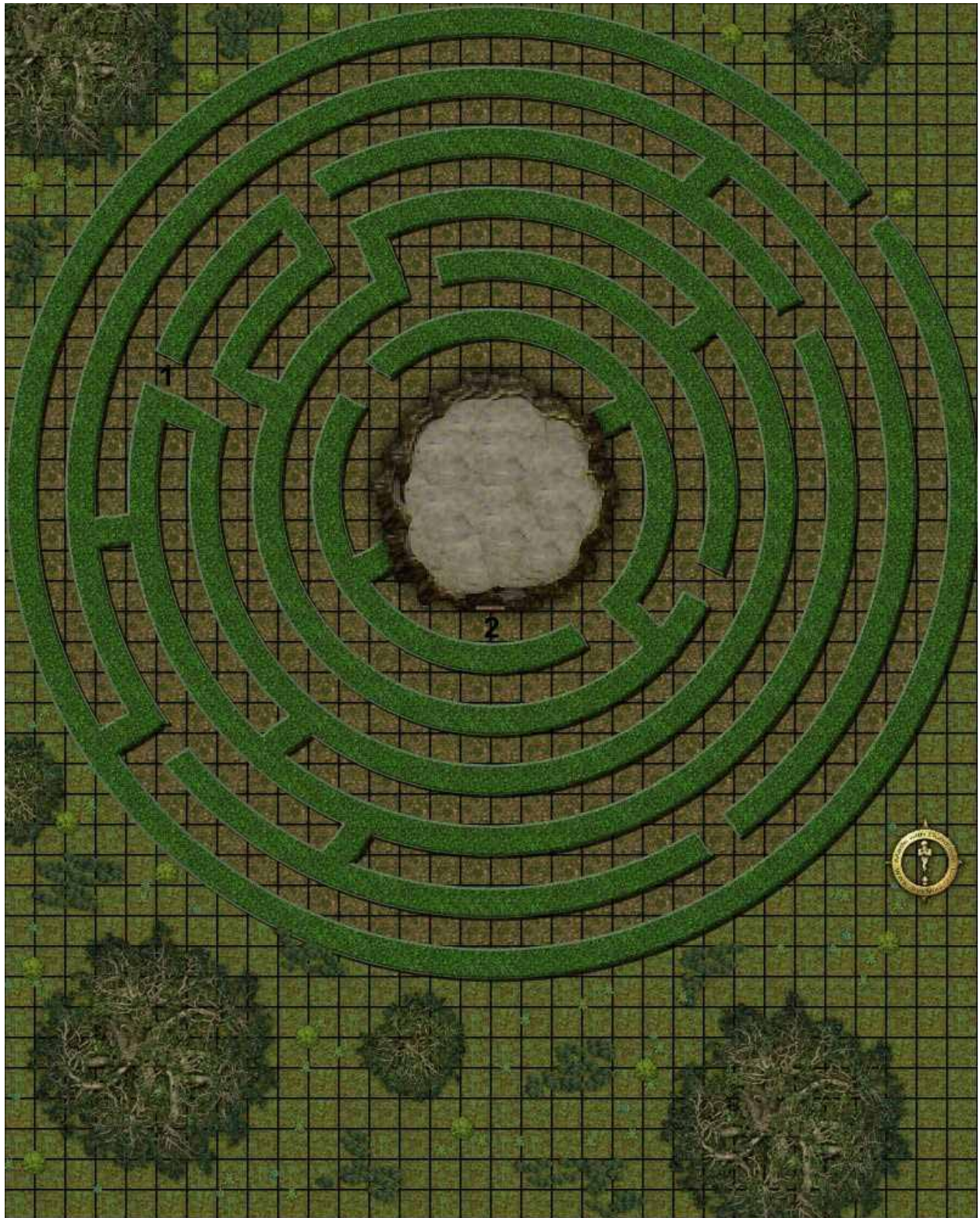
Battle Fortitude (Ex): The scout gains a +1 competence bonus on Fortitude saves and Initiative rolls. This is already factored in to the stat block.

Fast Movement (Ex): Starting at 3rd level a scout gains a +10 foot enhancement bonus to her base land speed. At 11th level, this bonus increases to +20 feet. See the monk class feature.

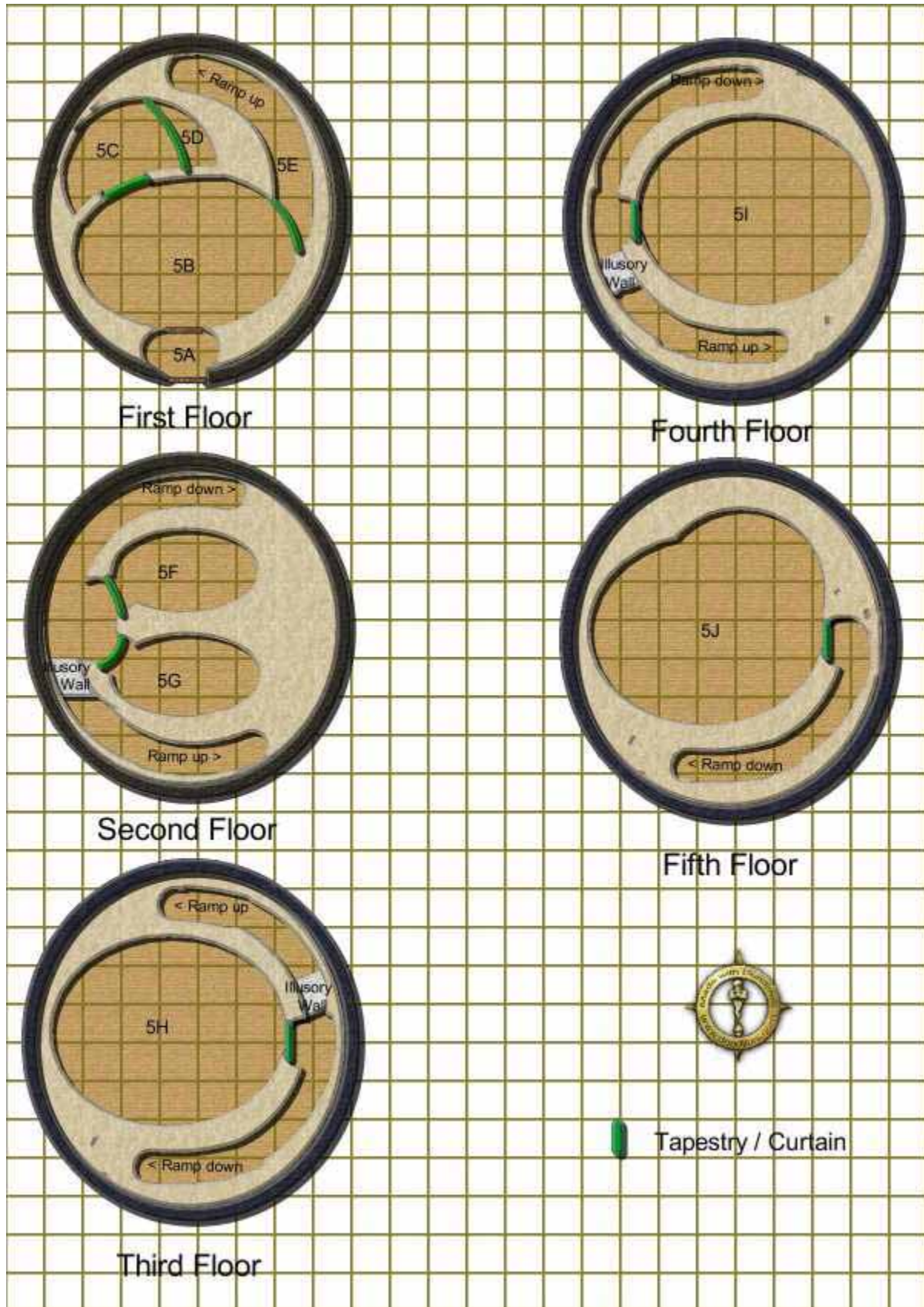
Flawless Stride (Ex): Starting at 6th level, a scout can move through any sort of terrain that slows movement (such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. This ability does not let her move more quickly through terrain that requires a Climb or Skill check, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Appendix 3: Maps

DM Map #1: The Hedge Maze



DM Map #2: The Tower



A detailed miniature wargaming board, likely for Warhammer 40,000, featuring a grid of 10x10 squares. The board is covered with various terrain pieces, including wooden crates, barrels, and stacks of ammunition. There are also several small, dark, irregular shapes scattered across the board, possibly representing debris or small structures. The board is framed by a thick, dark border. At the bottom left, there is a small circular logo with a stylized figure inside, surrounded by the text "A BLOOD WARRIOR PRODUCTION".

Player's Handout #1

Regarding a certain research and reclamation project you have recently undertaken on my behalf, I call for your assistance once again. Meet my associate, Deacon Turmis, at Tannenbaum's Chalice, apparently a popular establishment with your type in Veluna City, as soon as you can. Do not tarry, if he has not heard from you by the full moon, he will assume you are not interested, and I will find another to help. Do not disappoint me.

Bishop Morlov

College of the Divine