

DAVE ARNESON'S
BLACKMOOR[™]
ADVENTURE

THE
**REDWOOD
SCAR**



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DAVE ARNESON'S BLACKMOOR™

THE REDWOOD SCAR

An Introductory Blackmoor Adventure for 4–6 Characters of 2nd–4th Level

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Introduction

The Redwood Scar is an adventure for *Dave Arneson's Blackmoor* designed for four to six player characters (PCs) of 2nd through 4th level. The action takes place in the Redwoods and involves the PCs stopping an insidious evil from perverting the forest. While the characters can be of any race and class, a druid, ranger and/or a Cumasti elf are particularly appropriate. See the "Scaling Information" section to tailor this adventure for larger or smaller groups and/or those of higher or lower level.

Boxed text should be paraphrased or read aloud to the players.

Adventure Background

A little over three weeks ago, a Scar formed in a peaceful wooded area known as Cicatri Vale. Cicatri Vale, and its closest neighboring town of Cicatri Down, are situated in the southeastern corner of the Redwoods. The Scar, a mass of evil, rose to the surface and wrought havoc on the local wildlife.

The druid of Cicatri Vale, Elannel M'Lachel, discovered the Scar's existence and attempted to destroy it, but the semi-sentient Scar recognized the druid as its enemy. It bled depraved and maddening dreams into the druid's sleep. The dreams were vivid, grotesque, and carried the Scar's cursed magic in their images. In little time, the Scar corrupted Elannel and warped him into a hideous undead creature shot through with thorns and brambles: a scar lich. With its new ally, the Scar began to spread its taint through Cicatri Vale. It poisoned the vale's animals and plants, twisting them into macabre copies with malicious intent — and that intent is focused on the village of Cicatri Down.

For weeks, the evil force trapped the villagers within their own homes; they do not dare to leave for fear of falling to the Scar's influence. Every able-bodied elven man and woman set out into the vale to combat the Scar. None returned.

Now, nearly three weeks since the Scar's first appearance, the player characters travel on the Elf Road through the southern Redwoods. A red-smeared body in the road shatters the forest's idyllic scenery.

A Spreading Stain

The Scar's control is contained within Cicatri Vale for the moment. If the Scar is left unchecked, its influence extends and its boundaries expand until the evil that plagues Cicatri Down consumes the entire Redwood Forest. For each month the Scar grows, the range of its power doubles. It currently affects a 1-1/2 mile radius from its lair in the Scar Cave (see Chapter Three: The Scarred Grove). In four months it will overrun Ringlo Hall. In six months it will have full control over the Redwoods. The townsfolk and other NPCs the player characters meet impress upon them the urgency of the situation and the importance of defeating the vale's growing evil.

Scaling Information

The Redwood Scar is designed for 4–6 characters of 2nd–4th level, but it can be modified for parties of different sizes or levels. Consider adapting the adventure as follows:

Three or fewer characters: Lower the encounter levels of the encounters by removing one or more creatures from them, or provide the party with an NPC ally (such as either of the Pharenseth brothers, Ralvoerm Sambyrne, or Mniar Cicidad).

More than six characters of 5th level or higher: Increase the encounter levels by adding additional creatures or advancing their Hit Dice or level. Vallin Tefferti should be about equal in level to the average party level, and Elranell M'Lachel should be one or two levels higher.

Getting the PCs Involved

You may wish to use one of the following hooks to involve the player characters in the adventure's plot:

- PCs that completed the "Ties That Bind" adventure in *Dave Arneson's Blackmoor* are escorting the stolen shipment of gemstones from Jackport to Blackmoor along the Elf Road. During their travels they come across the still form of Janek Phelouise (see Encounter 1, below).
- The Elf Road is a highly traveled route that leads from the western lands of the Kingdom of Blackmoor to the eastern shore regions. Many merchant caravans use this route because of its well-maintained road, beautiful scenery, and the relative peace of the Redwoods. The PCs accompany such a caravan as guardians and come upon Janek Phelouise.
- Looking for adventure, the characters head inland, toward the Stormkiller Mountains and away from the inhabited rim region of the Kingdom of Blackmoor. The easiest way to reach the remote mountain range is to take the Elf Road into the Redwoods and turn south, as the Cumasti keep their woods fairly safe. While traveling along the Elf Road, the player characters discover Janek.

Death and Healing

If a dead, dying, or unconscious character is left in the Scar's area of influence, the Scar claims him as a scarborn (see Appendix 1: New Creatures) after 24 hours. If the Scar is destroyed, the curse lifts and in a week the scarborn return to their normal, dead selves.

Characters can return to Cicatri Down for healing at the temple of Faunus, the shrine of Dealth, or the temple of Ordana. They can also rest and heal their wounds at the Cicatri Inn. Cicatri Down is a fully functioning village (albeit with more than its share of problems) that can serve as a base of operations for a young adventuring group.

Encounter Notes

The Redwood Scar utilizes three kinds of encounters: random, timed, and keyed.

Random encounters represent unexpected happenings and appear in each chapter of the adventure. Each description includes a frequency indicator (how often you should check for an encounter), frequency modifiers (special circumstances that increase or decrease the chances), and a random encounter table. The table includes the average encounter level (EL), the motivation of any creatures involved in the encounter, and the pertinent game mechanic information. Characters can make Sense Motive checks (opposed by the creatures' Bluff checks) to determine

what motivates the creature(s) involved in the encounter. Listen, Spot, and other checks may be appropriate, at your discretion. The random encounter section appears at the beginning of each chapter.

Timed encounters take place at specific times and follow each other in sequence. They appear as a series of encounters in each chapter. Each timed encounter entry includes a time indicator (when the encounter occurs) and an encounter level. Unless the characters work especially quickly, these encounters take place at the times indicated. Feel free to adjust the encounter times to suit your own campaign.

The Redwood Scar Encounter Table

Location	Page	Type	Encounter	EL
CD-1-I	6	R	Janeke Phelouise	—
CD-2-1	6	C	4 scarborn Cumasti	2
CD-2-2	7	C	4 scarborn Cumasti	2
CD-2-3	7	C	4 scarborn Cumasti	2
CD-3	8	R	Cumasti villagers	—
CD-D1	20	C	3 skeleton half-fiends	3
CD-D3	22	C	Allip	3
CD-D4	22	C	2 skeleton half-fiends	2
CD-D5	22	C	Medium animated statue, varies 4 skeleton half-fiends	
CD-D6	22	T	Inflict light wounds trap	2
CD-D6	23	C	Yeth hound	3
CD-D7	23	R	Lastrin Tefferti	—
CD-D8	24	C	Vallin Tefferti, homunculus	5
CV-1	29	C	4 diseased light horses	3
CV-2	29	C	6 diseased badgers	3
CV-3	29	C	2 Large animated trees	5
CV-A-A	32	T	Camouflaged Pit Trap	2
CV-A-B	32	C	4 Small splinters	2
CV-A-C	32	T	Hail of needles	3
CV-A-D	33	C	2 Medium splinters	4
CV-A-E	33	T	Poisoned stake trap	3
CV-A-F	34	C/R	Large wood elemental	6
CV-B	35	C	6 scarborn Cumasti	3
CV-C	35	R	Missing child	—
CV-D	35	C	4 scarborn Cumasti	2
SG-1	37	C	6 Tiny splinters	3
SG-2	37	T	Spiked pit trap	4
SG-3	37	C	Diseased viper swarm	3
SG-4	38	C	Huge animated tree	5
SG-5	38	C	2 scarborn Cumasti	1
SG-6	38	C	3 Diseased wolves	3
SG-7	39	C	Elrannel M'Lachel	6
SG-8b	41	C	2 diseased bat swarms	4
SG-8d	42	C	2 diseased black bears	4
SG-8e	42	C	9 giant fire beetles	3
SG-8-F	42	C	Redwood Scar	—

Keyed encounters occur in particular places, as indicated on the accompanying maps. Each keyed encounter includes an EL and any special details about the area.

Encounter Table

Listed on **The Redwood Scar Encounter Table** are all of the encounters the characters may face in *The Redwood Scar*.

Location: The encounter's location, listed as chapter, encounter number, and location. CD indicates Chapter 1: Cicatri Down, CV Chapter 2: Cicatri Vale, and SG Chapter 3: The Scarred Grove. For example, the second entry down, CD-2-1, indicates that the encounter takes place in Chapter 1: Cicatri Down, in the second encounter, and the creatures are encountered first within this encounter.

Chapter One: Cicatri Down

Random Encounters

Cicatri Down is a peaceful village. Nevertheless, random encounters have a chance of occurring after Encounter 2 — Attack at Night. Refer to **Table 1-1: Random Encounters** to calculate the encounters.

Frequency: Check for a random encounter every hour from the time the sun sets until the sun rises (roughly from 8pm until 6am). Roll d%; a result of 10 or less indicates a random encounter.

Random Encounter Distance: All creature encounters begin roughly 60 feet from the PCs.

Table 1-1 Random Encounters

Roll	Encounter
1	1d4 Villagers (EL —) Motivation: The villagers are returning home from the Cicatri Inn. They have been drinking heavily and are scared of everything that moves.
2	1d4 Scarborn Cumasti (EL 1) Motivation: These undead have returned to claim more villagers for the Scar. They attempt to drag off lone villagers and player characters. <i>Scarborn Cumasti</i> : hp 6 each. See Appendix 1: New Creatures.
3	Diseased Bat Swarm (EL 2) Motivation: Bats are common nocturnal hunters in the Redwoods. The Scar has corrupted these bats, and they hunt for the warm blood of any creature they can catch. <i>Diseased Bat Swarm</i> : hp 7. See Appendix 1: New Creatures.
4	Tiilra Is'Lada (EL —) Motivation: Tiilra is exploring the village to discover if any scarborn remain in town. She is willing to walk and chat with the PCs as long as she does not go near the tree line. <i>Tiilra Is'Lada</i> : hp 28. See Appendix 3: Notable Character.
5-6	1d6 Tiny Splinters (EL 2) Motivation: The splinters try to infiltrate the town and act as the Scar's eyes. They attack any creature that comes within 60 feet of them. <i>Tiny Splinters</i> : hp 2 each. See Appendix 1: New Creatures.



Map 1: Cicatri Down

Timed Encounters

Encounter 1 — The Dying Guard

Time: Day 1; 5pm–8pm

As the player characters travel down the Elf Road, they come across a startling sight.

Travel along the Elf Road is quick and easy going. The road is in good repair and the scenery is majestic. Tall trees flank the road. Their branches arch over it and intertwine, giving the road a cathedral feel. Twilight bathes the land, and the sun sets, orange and flaming, in the west.

Allow the characters a DC 15 Listen or Survival check to notice that the forest's natural sounds are strangely silent, then continue with the following:

You round a bend and are greeted by the startling sight of a bloody body lying facedown in the road.

This body is the barely living form of Janek Phelouise, a guard from the small Cumasti village of Cicatri Down. A DC 15 Heal check allows a character to determine that he is still alive, but barely. A second, DC 20 Heal check reveals that he has a strange debilitating disease that drains his life.

If the PCs investigate or interact with Janek, continue with the following.

The elf's eyes flutter open for a brief moment, staring in horror at the crossing branches above him. His mouth works soundlessly for a moment as his gaze drifts down to your face. He takes a moment to swallow down air before he attempts to speak again.

"My village," he coughs out, blood trickling from the corners of his mouth. "My village is in danger. Help them. The Scar. Killing us all. Tell them... I tried."

His voice trails away as he begins to sob. The sobs quickly turn into wracking coughs that send his body into convulsions. Blood foams and spills from his nose and mouth. With a weak hand, he points to a small side road that leads north, off of the Elf Road.

"The priests," he gasps, "they can aid me. Give me final peace." His eyes turn back to the trees above him. "My wife... my daughter... lay me to rest in the flames of Fiumarra," he whispers as his eyes close and his breathing goes silent.

A DC 10 Heal check verifies that Janek is dead. If the player characters attempted to use magical healing on Janek during his rambling, his wounds did close, but the magical disease continued to devour his life. *Detect magic* reveals the faint auras

of necromancy, transmutation, and enchantment radiating from Janek. A DC 15 Knowledge (religion) check reveals that Fiumarra is the elven goddess of fire.

A DC 13 Spot check allows the characters to discover Janek's broken elven longblade at the side of the road. A DC 15 Search or Survival check shows that Janek walked to this spot and collapsed here. It appears that he came from the small road to the north that he indicated.

The small road leads two miles away from the Elf Road to the small Cumasti village of Cicatri Down. Characters may bring Janek's body to his family (**Location 14** on the Cicatri Down map) or to one of the temples (**Locations 5** and **6**). Allow the characters time to explore and talk to the villagers in town before proceeding to Encounter 2 — Attack at Night. See "Cicatri Down," pg. 9, for more information on Cicatri Down.

Encounter 2 — Attack at Night

Time: Day 2; 1am

By this time the PCs should have had a chance to interact with Cicatri Down's townfolk and buy some supplies. Unless they post a watch, this encounter begins while they sleep.

A chorus of screams shatters the night's silence. Bright orange and yellow light fills the night sky, as if something burns. The clash of steel and cries of the dying echo from the streets. Cicatri Down must be under attack!

The scarborn of Cicatri Vale have come to collect Janek's corpse before the elves cremate it. They interrupt the ceremony and spill the oil and torches, setting fire to the grain field in the village's eastern portion. The townsfolk raise the alarm and try to form a bucket brigade from the pond to the growing conflagration, but twelve scarborn attack them.

The scarborn roam the streets in three groups. Two of these groups wander through the village, slaying every villager they come across. The third group attacks the bucket brigade.

If the player characters come to the town's aid, they find the groups of scarborn as follows, in whatever order you deem appropriate. Allow the characters Listen checks to recognize the sounds of battle; the base DC is 0, modified for distance and intervening structures as normal.

Group 1 (EL 2)

The first group of scarborn attacks a few stalwart defenders in the square north of the shrine of Death (**Location 11**).

Four elves, dressed in leather armor and wielding bloody swords, surround a group of elven women and children who brandish rakes, pitchforks, and shovels. Two villagers lie on the ground, blood spilling from long slashes across their chests.

The armored elves are scarborn. They were once guards from **Location 10**, but the Scar took them during their initial investigation in Cicatri Vale.

The scarborn's instincts tell them that anyone carrying real weaponry is more of a threat than women and children with pitchforks. They turn to attack the characters if they enter the square.

Scarborn Cumasti (4): hp 10, 8 (x2), 4; see Appendix 1: New Creatures.

If the PCs defeat the scarborn, the villagers tell them that these elves were once guards in Cicatri Down. They disappeared over three weeks ago when they went to investigate the happenings in Cicatri Vale.

The two villagers on the ground are severely wounded, but still alive (0 hp each).

Group 2 (EL 2)

The second group of scarborn engages the village steward, Gaseriel Meth'Loma, in the crossroads to the northwest of **Location 4**. The steward is badly wounded and losing blood quickly.

A single elven woman attempts to hold off a group of four armed and armored elves. Several gashes in the elves' tunics show where the woman has landed blows, but the wounds do not bleed. The lady, however, loses blood from numerous slashes, large and small, across her body.

Scarborn Cumasti (4): hp 7, 5, 4, 2; see Appendix 1: New Creatures.

If the characters arrive on the scene but do not aid Gaseriel, she eventually triumphs. However, she remembers that the PCs did not help her and feels angry and bitter toward them.

If the characters help Gaseriel, she tells them that the creatures came from the woods to the west and that two other groups attack the town. She knows that they interrupted the prepared materials for Janek's funeral pyre. She also knows that they started the fire in the field.

Group 3 (EL 2)

The third group of scarborn battles nearly two dozen villagers as they attempt to douse the fires in the grain field. The villagers are preoccupied with the bucket brigade, scared, and unarmed, making them easy pickings. If no one comes to their aid, they all fall to the scarborn and the flames spread to the houses on the village's east side.

A long bucket brigade stretches from the pond, across the road, and into a flaming field of grain. The villagers frantically pass slopping buckets down the line and throw the water over the rapidly growing fire that licks toward the village.

Among the townsfolk are four armed and armored elves that hack at those in the bucket brigade!

None of the villagers has yet fallen to the scarborn, as the creatures do not concentrate on individuals but slash indiscriminately throughout the line. Many townsfolk are dangerously close to death; most of them hold their places only by sheer force of will.

Scarborn Cumasti (4): hp 12, 10, 7, 5; see Appendix 1: New Creatures.





If the characters defeat the scarborn, the villagers desperately ask them to help them put out the fire.

Extinguishing the flames requires nearly an hour's worth of continuous work carrying buckets, throwing water on the fire, and clearing away vegetation so the fire does not spread any further. If the PCs take on this task, they risk smoke inhalation. Each character must make a Fortitude save every 10 minutes (DC 15, +1 per previous check) or spend 1 round choking and coughing. A character who fails two consecutive saves takes 1d3 points of nonlethal damage.

Encounter 3 — Help!

Time: Day 2; 5am

If the PCs do not have time or inclination to speak with Gaseriel Meth'Loma immediately after the scarborn attack, a few hours later she leads a group of villagers to find them. Her intent is to ultimately obtain the service of the PCs to rid Cicatri Down of its apparent curse.

When the villagers find the PCs, read the following text aloud:

A group of tired elves approaches you. Their leader, an aged elven woman, smiles, causing a network of thin wrinkles to spread from her mouth. Fresh, stained bandages cover her scarred face and arms. "You appear to be blessed by the gods," she says. "We humbly ask you to aid our small town."

"We seem to be cursed. A little more than three weeks ago, we discovered that the woods to the west of our village were becoming a dreadful place. The druid of Cicatri Vale has gone missing, and many of our best warriors have become those... things we battled last night." She hangs her head in sadness, wiping a tear from her dirt-streaked face. "As the duly appointed steward of Cicatri Down, I, Gaseriel Meth'Loma, request that you journey into Cicatri Vale and lift the curse from our village. Will you aid us?"

If the PCs agree to help Cicatri Down, Gaseriel and the townsfolk smile in thanks and urge them to make haste. The characters are free to wander around town to resupply and gather information. Some of the townsfolk are willing to help them, depending on how much aid the PCs lent during the scarborn attack. Use **Table 1-2: Character Action Resolution** to determine what the village gives the characters.

When the PCs are ready to head into Cicatri Vale, proceed to Chapter 2.



Table 1–2 Character Action Resolution

Character Action	Result
Returned Janek's body	The Phelouise family gives the party Janek's +1 heavy darkwood shield
Defeated one scarborn group	The village offers 25 gp to each character who agrees to aid the village
Defeated two scarborn groups	The village offers 50 gp to each character who agrees to aid the village
Defeated three scarborn groups	The village offers 100 gp to each character who agrees to aid the village
Healed or provided assistance to wounded villagers	Tiilra Is'Lada of the Cicatri Inn offers the PCs free room and board for the adventure's duration
Healed or provided assistance to Gaseriel	Gaseriel goes to Darshee Cladeth, of Cladeth's Weaponry, and vouches for the characters so that they may purchase weapons and ammunition from the shop
Helped put out the fire in the grain field	Schillan Fayr of the Temple of Ordana provides each character a <i>potion of cure light wounds</i> , free of charge. He also goes to Darshee Cladeth and vouches for the characters

Cicatri Down

Cicatri Down is a pleasant village two miles north of the Elf Road. Few travelers find their way to this remote village; only those who know of its existence come here regularly.

Cicatri Down's primary source of income is the thriving darkwood forest to the west. Menander Ithamis, Lord of the Eastern Realms, sends a patrol of Cumasti royal knights every three months to safeguard shipments of darkwood from Cicatri Down to Ringlo Hall. The latest shipment of darkwood is not scheduled to leave for another two months, so the villagers look to any passersby to aid them against the Scar. Lord Ithamis looks kindly upon the PCs if they aid the village and safeguard one of his nation's precious resources.

Scattered throughout this section are listings describing side plots. These are tasks supplemental to the PCs' primary mission, but the characters may wish to undertake them anyway. Feel free to modify the side plots or add your own as the needs of the adventure dictate.

The following keyed locations can be found on **Map 1: Cicatri Down**. Though only these areas are described below, they are not the only places the PCs can explore and gain information. You may wish to add additional side plots, colorful NPCs, and unique circumstances to aid your players in discovering the wonders of a Cumasti village in the Redwoods.

Location entries for the village of Cicatri Down are formatted as follows. If any of the following entries are absent from a location, assume that the missing information does not apply to the location.

Establishment Number/Name:

This gives the map reference number and name of the location.

Type: The establishment's type, such as inn, shop, or temple.

Proprietor/Owner: An abbreviated statistics block giving the proprietor or owner's name, gender, race, class, and level. NPC names listed here in italics have complete statistics, personalities, and additional information in Appendix 3: Notable Characters.

Description: A brief physical description of the structure and atmosphere of the location. Additional NPCs (minor clergy members, shop apprentices, barmaids, and the like) are also listed in this section.

Cicatri Down

Cicatri Down (village):

Conventional (town steward); AL NG; 200 gp limit; Assets 4,500 gp; Population 450; Isolated (450 Cumasti elves).

Authority Figures: Steward Gaseriel Meth'Loma (female Cumasti elf ranger 4).

Important Characters:

Athlymn Pharenseth (male Cumasti elf wizard 3); Darshee Cladeth (female Cumasti elf expert 3); Ethiel Pharenseth (male Cumasti elf fighter 3); Ildrothil Phelouise (male Cumasti elf commoner 3); Mniar Cicia (male Cumasti elf cleric (Death) 2); Ralvoerm Sambyrne (male Cumasti elf rogue 1); Rulaerie Camli (female Cumasti elf cleric (Faunus) 5); Schillan Fayr (male Cumasti elf cleric (Ordana) 3); Tiilra Is'Lada (female Cumasti elf expert 5).

Militia: 4 male and female Cumasti elf warrior 1 (normally the militia numbers fifteen).

Notes: Even though the town is normally able to pull together assets close to 4,500 gold pieces in value, since the troubles with the Scar the town has exhausted most of its resources in its defense.



Goods and Services: A list of goods and services available at the location, such as drinks, adventuring gear, meals, healing services, and weaponry. An item marked with an asterisk (*) appears in Appendix 2: New Items.

Rumors and Information: The PCs can ask Cicatri Down's populace about the area. This section provides the information available at the location and any skill checks involved with gaining it.

Other Notes: Pertinent information that does not fall into the other categories.

1. Cicatri Inn

Type: Inn

Proprietor: *Tiilra Is'Lada*, female Cumasti elf expert 5

Description: The Cicatri Inn is usually the first building visitors see. This two-story structure is made entirely of wood and stained with dark green paint created from ground darkwood leaves. Simple, brown-stained wooden shutters frame the inn's windows. Two chimneys poke out of the thatched roof. A small sign above the windowed front door reads, "Welcome to the Cicatri Inn," in both Elven and Common.

The first floor of the spacious inn holds five rooms: the entrance foyer, kitchen, common room, office, and proprietor's chambers. The floor is paneled with tightly fitted wood planks; a thin coat of beeswax covers the planks and gives the floor a warm glow in sunlight and lamplight. The walls are papered, strange in the Cumasti's eastern realms, with lavender and rose stripes.

The entrance foyer has a simple counter, from which the proprietor does her business. Sturdy doors lead off to the left and right of the foyer and a sweeping archway to the counter's right

allows guests to venture deeper into the inn. The left door leads to the kitchen where the inn's staff prepares meals and drinks. The right door, which always remains locked (Open Lock DC 30), leads to the inn's office. Another door leads out of the office and into the proprietor's personal chambers. The archway beside the counter leads to the stairs to the second floor and to the common room. The common room buzzes with activity, often hosting a few older villagers playing Krep'ha, a mistress of studies schooling some of the younger children, or a dreamy-eyed couple gazing through the large plate glass window that overlooks the small garden behind the inn.

The second floor boasts over a dozen rooms. Adorned much like the first floor, this floor has six private rooms, four two-bed rooms, two six-bed rooms, and a private banquet room. Each room has embroidered curtains and a chest full of quilts, blankets, and sheets. The solid beds are made of wood frames with feather mattresses. Each room also has a small dresser, standing mirror, washbasin, and pitcher. A simple painting depicting a forested landscape adorns the wall above the bed.

The proprietor, *Tiilra Is'Lada*, employs ten full-time staff members.

Deulshemmi, *Iathlyss*, and *Shiil* (chamber maids): female Cumasti elf commoner 1; CR –; hp 2; AL NG.

Alymn, *Thiireran*, *Fflann*, and *Erphar* (kitchen staff): male Cumasti elf commoner 1; CR –; hp 3; AL NG.

Shera (bar maid): female Cumasti elf commoner 1; CR –; hp 4; AL NG.

Thaolone (entertainer): female Cumasti elf expert 2; CR –; hp 7; AL NG; Perform (singing) +6.

Eliss (bartender): male Cumasti elf warrior 2; CR 1; hp 12;

Attack +5 melee (1d8+1, masterwork elven longblade); AL NG.

Goods and Services: The following goods and services are available as listed on **Table 1-3: Cicatri Inn Goods and Services**

Table 1-3: Cicatri Inn Goods and Service

Type	Description	Cost
Drink	Mug of ale	4 cp
Drink	Glass of red wine	2 sp
Drink	Glass of white wine	3 sp
Drink	Glass of black wine	5 sp
Drink	Green tea	2 cp
Meal	Morning meal	1 sp
Meal	Afternoon meal	3 sp
Meal	Evening meal	5 sp
Meal	Bread and cheese platter	2 sp
Meal	Meat and bread platter	3 sp
Meal	Candied fruit and cheese platter	3 sp
Meal	Sugar cakes and candied fruit platter	5 sp
Service	Private room with bath	2 gp/day
Service	Two-bed room	5 sp/day
Service	Six-bed room	2 sp/day



Cicatri Inn Side Plot: Krep'ha Challenge

Sitting by the window is an elf with white hair and a wrinkled face. A board game is laid out on the table in front of him. He appears to be concentrating on it, even though it looks like none of the pieces have moved from their original places.

If the characters approach the elf, Faerlin Handyl (see Appendix 3: Notable Characters), to ask for information, he replies that he will tell them what he knows if one of them can beat him in a game of *krep'ha*.

The board game *krep'ha* (**kĕp'ī'ă**) finds its roots in the ancient elven courts, before they split to become the Cumasti and the Westryn. Kings and princes played the game to decide the fate of important treaties, make political decisions, and to settle tensions without resorting to violence. Since then, the game has grown in popularity with the common folk and has even traveled to some human and dwarven establishments, where some of the brightest people in the North match wits over it.

Krep'ha is a game of strategy and cunning. Two players manipulate the events on the game board with rolls of three four-sided dice called niowyn (**nĕ•ō•wĭn**) and by casting *accu* (**ăk•kū**) magic.

For game purposes, the *Krep'ha* players make Wisdom checks against each other to discover the game's outcome. The first player to win three straight checks wins the game. Faerlin gains a +2 competence bonus on his checks, making his total bonus +7.

If Faerlin wins a game, he compliments his opponent and offers one of the following pieces of information. If he loses, he shakes hands warmly with the victor and tells him all he knows.

Rumors and Information:

- "Three weeks ago, a group of woodsmen did not return to the village from their foray into the Cicatri Vale." (True; anyone in the inn knows this information.)
- "Elrannel M'Lachel, the druid of Cicatri Vale, is angry at the temple of Faunus. He thinks they disregard the vale's natural resources. He has promised that he will destroy anyone who enters the vale to cut the darkwood." (Gather Information DC 15; False; Eliss, Shera, and Thaolone believe this rumor to be true.)
- "A great evil has slain Elrannel the druid." (Gather Information DC 15; True; Tiilra learned this from Gaseriel Meth'Loma.)
- "Traveling at night is nearly impossible. Everyone who has attempted to leave Cicatri Down has been slain before reaching the Elf Road." (Gather Information DC 15; True; anyone in the inn knows this information.)
- "Strange noises come from the Dancing Dove Tavern at nights." (True; anyone at the inn knows this information.)

Other Notes: Tiilra is secretly an agent of the court of Ringlo Hall and keeps a small cache of items for any of her fellow agents who come through. If the characters complete at least two of the side plots (see the side plots scattered throughout this section) and prove themselves honest friends of the elven race, Tiilra approaches them with a quiet offer of assistance. She gives them two *cloaks of elvenkind* and two pairs of *boots of elvenkind*.

- "No one has heard from the druid of Cicatri Vale in a little more than three weeks." (True.)
- "Two weeks ago, our chief steward sent a patrol into the vale to discover the location of a group of missing woodsmen. They never returned." (True.)
- "After the first patrol disappeared, many villagers and guards banded together to search the Vale for their missing neighbors on their own. None of these groups have returned." (True.)
- "Only the young, old, and sick remain in the village. All able-bodied men are missing. The last few guards that could be rounded up went for help two days ago; only the Phelouise boy turned up." (True; the Phelouise boy is the dying guard the PCs found on the road.)
- "As if we didn't have enough problems, I hear that something moves within the old Dancing Dove Tavern. The owner left under odd circumstances over a year ago and hasn't been back since." (True.)

Faerlin has no other information, but he continues playing against the characters if they are willing. If a player defeats Faerlin three games in a row, the old elf concedes the PC's superior gaming skills and bestows upon him the prized weapon of his youth: a *+1 elven longblade*.

Table 1-4: Pharenseth's Adventure Goods and Services

Type	Description	Cost
Armor	Breastplate	200 gp
Armor	Chain shirt	100 gp
Armor	Chain shirt, masterwork (three available)	350 gp
Armor	Chainmail	150 gp
Armor	Elven chainmail (one suit available)	4,150 gp
Armor	Scale mail	50 gp
Gear	Brass bell	1 gp
Gear	Caltrops	1 gp
Gear	Chain (10 ft.)	30 gp
Gear	Crowbar	2 gp
Gear	Flint and steel	1 gp
Gear	Lock (average)	40 gp
Gear	Iron pot	5 sp
Gear	Shovel	2 gp
Service	Armor and shield repair	5 gp/point repaired
Shield	Light steel shield	9 gp
Shield	Heavy steel shield	20 gp
Shield	+1 heavy steel shield (one available)	1,190 gp
Shield	Tower shield (one available)	30 gp
Shield	Mithral heavy shield (one available)	1,020 gp

2. Pharenseth's Smithy

Type: Shop

Proprietor: *Ethiel Pharenseth*, male Cumasti elf fighter 3

Description: The Pharenseth brothers' southernmost building, the smithy, is where the retired Ethiel makes the mundane equipment the town needs. He crafts everything from plows and wood axes to tin roofs and brass doorknobs; not of much interest to adventurers, but he does keep a small stock of metal armor as well.

Rumors whisper that Ethiel holds a secret formula that makes metal items nearly impossible to break. Though the mixture is not part of his normal stock, he has been known to use it on the townfolks' plows. He would rather die than give up the formula's secret.

The establishment looks much like any other smithy in the North. A large forge dominates the building, and goods are displayed in a small shop area. The second floor, above the shop, is Ethiel's personal apartment.

Goods and Services: Adventuring goods and services are available at Pharenseth's Smithy. Ethiel also provides more mundane services (sharpening plows, repairing chains, and the like). Refer to **Table 1-4: Pharenseth's Adventure Goods and Services** for more details.

Rumors and Information:

- "Three weeks ago, a group of woodsmen did not return to the village from their foray into the Cicatri Vale." (True.)

- "Traveling at night is nearly impossible. Everyone who has attempted to leave Cicatri Down has been slain before reaching the Elf Road." (True; Ethiel tells the PCs this information in hopes that they will buy armor from him.)
- "Most of the clergy in town are insane with worry over what happened to the vale's kindly druid, Elannel M'Lachel." (Diplomacy or Intimidate DC 15; True and False; the clergy are worried, but for other reasons.)
- "My brother Athlymn and I were once a part of the elven knights that defended this region. We saw all manner of strange happenings, but this is the strangest thing I've seen. I have heard only rumors of magical manifestations like this, but I know little about them." (Diplomacy or Gather Information DC 15; True.)
- "Not only people have gone missing from the village — animals are gone, too." (True.)
- "Old Faerlin Handyl may know something about what is going on here. Rumor has it that he once worked for the Wizards' Cabal as one of their enforcers. You can find him over at the Cicatri Inn." (Diplomacy or Gather Information DC 20; True.)

3. Pharenseth's Luminary

Type: Shop

Proprietor: *Athlymn Pharenseth*, male Cumasti elf wizard 3

Description: The northernmost building in the Pharenseth compound, this edifice is the residence and shop of the retired adventuring wizard Athlymn Pharenseth. He spends a great deal of his time preparing light sources from the unique natural ingredients that he collects from the forest around Cicatri Down.

Athlymn's building looks like his brother's smithy, except that an alchemical lab replaces the forge. Athlymn keeps his scrolls and spellbooks in his personal apartment on the second floor.

Goods and Services: **Table 1-5: Pharenseth's Luminary** details goods and services are available within the Luminary.

Table 1-5: Pharenseth's Luminary

Type	Description	Cost
Gear	Alchemist's fire	20 gp/flask
Gear	Candle	5 cp/6 candles
Gear	Everburning torch	110 gp
Gear	Flint and steel	1 gp
Gear	Lantern, bullseye	12 gp
Gear	Lantern, hooded	7 gp
Gear	Lantern, pole*	8 gp
Gear	Oil	1 sp/1-pint flask
Gear	Smokestick	20 gp
Gear	Sunrod	2 gp
Gear	Tindertwig	1 gp

In addition to these trade goods, Athlymn can provide characters with arcane scrolls — for a price. Athlymn is not overly generous with his knowledge; after all, he went through many years of adventuring to gather these spells, some of which are very rare. Athlymn does not sell scrolls or spells to people he does not know. Athlymn sells spells to outsiders only if a notable citizen of Cicatri Down vouches for them. Refer to **Table 1-6: Athlymn's Scrolls** for a complete listing of available scrolls.

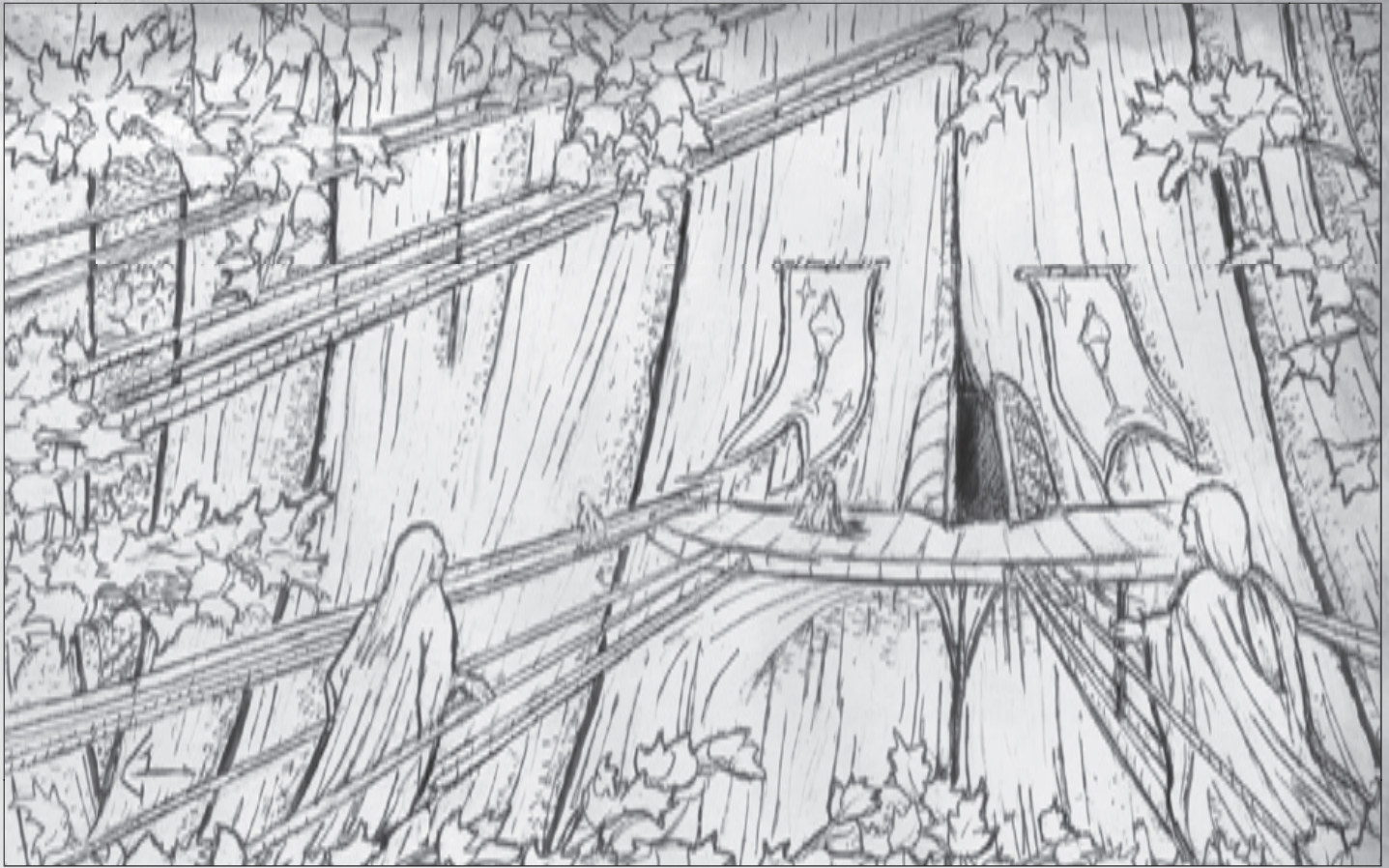


Table 1–6: Athlym’s Scrolls

Type	Description	Caster Level	Cost
Scroll	<i>Animate rope</i>	1st	25 gp
Scroll	<i>Blacklight</i> *†	3rd	450 gp
Scroll	<i>Charm person</i>	1st	25 gp
Scroll	<i>Continual flame</i>	3rd	200 gp
Scroll	<i>Coyote’s dirge</i> ‡	3rd	150 gp
Scroll	<i>Elemental ball (water)</i> *‡	3rd	450 gp
Scroll	<i>Elemental bolt (fire)</i> *‡	1st	25 gp
Scroll	<i>Expeditious retreat</i>	1st	25 gp
Scroll	<i>Hardening</i> †	3rd	900 gp
Scroll	<i>Lesser spell turning</i> *‡	3rd	600 gp
Scroll	<i>Repel undead</i> *‡	3rd	750 gp
Scroll	<i>Scorching ray</i>	3rd	150 gp
Scroll	<i>Shatter</i>	3rd	150 gp
Scroll	<i>Shield</i>	1st	25 gp
Scroll	<i>Undeath to death</i> *†	3rd	1,400 gp
Scroll	<i>Wolf’s sight</i> *‡	3rd	450 gp

* Athlymn is not of sufficient level to cast this spell normally; however, with his Improved Scribe Scroll feat (see Appendix 3) he is able to create a scroll of the spell with a caster level equal to his own.

† These are new spells detailed in Appendix 3. Athlymn only has one scroll of each of these spells available; the PCs can request additional scrolls, but Athlymn charges 50% more than their normal cost.

‡ These spells appear in *Dave Arneson’s Blackmoor*.

Rumors and Information:

- “Three weeks ago, a group of woodsmen did not return to the village from their foray into the Cicatri Vale.” (True.)
- “Not only people have gone missing from the village — animals are gone, too.” (True.)
- “Old Faerlin Handyl may know something about what is going on here. Rumor has it that he once worked for the Wizards’ Cabal as one of their enforcers. You can find him over at the Cicatri Inn.” (Diplomacy or Gather Information DC 15; True.)
- “My brother Ethiel and I once worked in this region as agents of King Menander Ithamis. We found Cicatri Down to be a very comfortable and peaceful town to retire to, and it was — until all of this occurred.” (True.)
- “The clergy of the Temple of Faunus and the old druid Elrannel have quite a long history. It is said that some time ago they helped each other rid this area of a powerful sorcerer that could taint the land and summon up hordes of serpents from thin air. Could be that the old sorcerer came back to unleash his wrath on them both.” (True and False; the temple and the druid did work together to destroy the sorcerer, but he was not nearly as powerful as the rumors say.)
- “From what I hear, the terrible walking horrors we faced the other night are afflicted with some kind of strange undeath that can affect animals and other beasts as well as elves.” (False; only humanoids and monstrous humanoids can become scarborn, but the Scar creates many diseased animals.)

4. Treeroot Guild Hall

Type: Municipal Building

Proprietor: *Steward Gaseriel Meth'Loma*, female Cumasti elf ranger 4

Description: The Treeroot Guild Hall is a strange building. Crafted from four living oak trees, rope walkways connect the outer buildings to the central building. Attempting to spot the guildhall from the ground is a difficult task (Spot DC 20) since the trees camouflage it so well.

When the town is in need, or during grand festivals, the guildhall opens its doors to welcome all. During festivals, magic drifting lights wander the trees, giving the area a supernaturally comfortable feeling.

Rumors and Information:

- “Nearly every able-bodied warrior in Cicatri Down has fallen against this encroaching evil.” (True.)
- “All of these problems began three weeks ago when we lost communication with our Cicatri Vale druid ally, Elrannel M'Lachel.” (True.) Gaseriel also knows some of the background story (see the “Adventure Background” section, above), but she does not know about the Scar, the druid's dreams, or Elrannel becoming a scar lich.

Side Plot: The Dancing Dove

The PCs may hear some disturbing rumors about the Dancing Dove Tavern. If they ask the townsfolk about it directly, the villagers shuffle their feet uncomfortably. “Yes, something is wrong down there. It would be nice if someone looked into it. Ah... maybe you should talk to Gaseriel.” If the PCs ask Gaseriel about the Dancing Dove, read or paraphrase the following text:

Gaseriel sighs. “We have already asked so much of you; I hate to ask anything more. But since you bring it up, yes, something odd is happening below the Dancing Dove. It would be a great relief to us if you looked into it.”

“Two years ago, an elf named Lastrin Tefferti converted his house into the Dancing Dove Tavern. He built it in honor of his wife, who had recently died. Her nickname was the Dancing Dove. Everything was fine, for a while — well, as fine as it could be, I guess; Lastrin was pretty shaken up. But he grew distant from us and from his friends. We tried to help him, but he loved his wife very much and grieved for her. He worked constantly to take his mind off his loss — cleaning the tavern and preparing the storage areas and so on.”

“About a month after the tavern opened, Lastrin started to go mad. There's no nicer way of saying it. It started off fairly subtle, but intensified quickly. We heard him charging around inside the tavern. He shouted. He threw things and smashed tables, shattered windows. We tried to talk to him, to help him, especially the priests, but Lastrin was incoherent. He drove us away. I went to see him once, and I'll never forget his face — deep circles under his eyes, his clothes torn, hair askew, long scratch marks from his own nails down his face and arms, his eyes wild.” Gaseriel shudders. “Frightening. He soon boarded up the doors and windows, and we couldn't get in to see him.”

“Then he was quiet, for maybe a day. We didn't hear anything from within, and we all thought that maybe he had killed himself — and though we would grieve for him, perhaps it would have been best. His wife's death obviously affected him much more deeply than we thought.”

“But then he showed up again. He looked much better; a few townsfolk saw him walking toward the forest in the late afternoon. He said he had to overcome his anger and grief from his wife's passing; he knew his actions probably scared us, but he was over it. He said he was going to visit some relatives in another town to recuperate, and he'd open up the tavern again when he returned. We were all a bit mystified, but if Lastrin was himself again we were overjoyed.” She shrugs. “But we haven't seen him since. The Dancing Dove's been abandoned for more than a year.”

“Well, we wondered what happened to Lastrin, and if we should do something with the Dove, but it belonged to him and we didn't know if he was still alive or not. It's been an unpleasant reminder of that strange time, but nothing more — until recently. About a week ago strange noises started coming from the Dove, especially at night. Something, maybe several somethings, moving around. Maybe trying to get out.”

“We have so many problems. But I fear that whatever's down there, whatever drove poor Lastrin to madness, stirs again. If you would investigate it and put our fears to rest, we would all sleep better at nights.”

If the PCs wish to investigate the Dancing Dove, proceed to the “Side Adventure: The Horror Beneath the Dove” section on page 19.

5. Temple of Ordana

Type: Temple

Proprietor: *Schillan Fayr*, male Cumasti elf cleric (Ordana) 3

Description: The Temple of Ordana is a combination of a large stepped pyramid and a covered, columned area with no walls.

Only Schillan Fayr, an unpleasant young priest, remains to tend to the temple and the citizens of Cicatri Down. Over the last few weeks the rest of the clergy struck into the vale to combat the growing evil and have not returned.

Goods and Services: **Table 1-7: Temple of Ordana Goods and Services** details items and services available at the Temple of Ordana.

Table 1-7: Temple of Ordana Goods and Services

Service	Description	Cost
Service	0-level cleric spell	25 gp
Service	1st-level cleric spell	50 gp

Rumors and Information:

- “Several of the children in town are missing, but I still hope for them.” (True.)
- “One of the missing children is Mniar Cicidad’s daughter, Jothee.” (True.)
- “I am the last of my order here in Cicatri Down. The rest were killed or have gone missing in their attempts to rid the vale of the evil shadow cast over it.” (True.)
- “Though this temple is not allied with the druid of the vale, we have seen the benefit of having such a personage protect our citizens in the wild places that surround us. We hold no malice against him; however, if we discover that he is the source of this dark time, I will make sure that he pays with his life.” (True; Schillan is very angry with the situation and focuses that anger against Elrannel.)
- “I have heard rumors that Elrannel has the ability to command plant creatures like a dark priest commands undead.” (True.)
- “I made a single foray into the vale a week ago and discovered one of my order in the deadly clutches of a normal tree. It had wrapped its branches around him and squeezed him until there was none of life’s spark left within him.” (True.)

Side Plot: Save the Children

As the characters speak with the curt Schillan Fayr, he does little to hide his anger and frustration. These feelings are not directed at the PCs, but at his current moral dilemma: to enter the vale to combat the evil or to stay in town to protect and minister to Cicatri Down’s good folk.

While his attempts at politeness are half-hearted and clumsy, as a devote follower of Ordana, Schillan Fayr feels that his role is to be a protector. While the Ordana’s clergy generally seek peaceful solutions, Schillan Fayr is less hesitant than others to raise arms to deal with problems.

Throughout the years, Schillan Fayr has grown strongly attached to many of the Cumasti children. He feels like an older brother to them and sees it as his duty to protect them whenever possible. Thus, the disappearances of several of these children and of the other members of his order place a huge burden upon him. He does not fear for himself, but rather for those he strives to protect. His courage led him to stray into the vale a week ago, but when he saw the horrors there he regained his senses and fled back to town. However, the ongoing and increasing disappearances inspire within him an intense desire to return to the vale to vent his frustrations on whatever monstrosities he encounters.

If any of the PCs show concern for the children, Schillan Fayr asks them if they will search for the lost children and the missing members of his clergy. While he is certain that several of them are lost forever, having already seen one priest fall victim to the vale’s dark forces, he still hopes that some can be saved.

Schillan Fayr eyes you for a moment. “You show concern for the children,” he says gruffly. “I am pleased to see there is still a ray of light within all the darkness and shadows that loom over us. The vale has grown into a dark place within the last few weeks.”

“And, yes, I will admit that the disappearance of the children and those of my order angers me. But as a member of the clergy of the Mother of Elves, I have a duty to care and protect the people that remain within Cicatri Down. However, I also desire the return of the children and those of my order, as does the Mother of Elves.”

“You look like a group that could find the lost children and the missing members of my order. I know that some are lost forever, but I hold hope that you will be able to save the others and return them to Cicatri Down. I can heal you before you depart, if you need it. If you are a true protector of the good world, you will go and save the young ones and their protectors.”

If the PCs promise to do their best to rescue the children and the missing Ordana clergy, Schillan offers aid and healing before they depart and whenever they return.

If the PCs successfully return all five missing children, including Jothee Cicidad, Schillan Fayr thanks them curtly and then gives them his prized +1 *elven longblade* in gratitude.

If the characters destroy the Redwood Scar and return all five missing children to Cicatri Down, Schillan Fayr may ask the characters to go to the temple of Ordana in Ringlo Hall to report what happened in the vale to the clergy there. Since he is the last remaining priest of Ordana in Cicatri Down, Schillan Fayr feels a sense of duty to its people and does not leave them. Instead, he hopes the PCs can ensure that the church sends other members of his faith to Cicatri Down to aid him in running the temple. (These possible adventures are not included within this volume, so feel free to develop them as you desire.)

6. Temple of Faunus

Type: Temple

Proprietor: *Rulaerie Camli*, female Cumasti elf cleric (Faunus) 5

Description: The oddly shaped temple of Faunus, elven god of nature, sits in Cicatri Down’s heart. Though not the most important religion in Cicatri Down, the clergy of Faunus and the townsfolk have a long history.

Goods and Services: **Table 1-8: Temple of Faunus Goods and Services** details the items and services that are available at the temple of Faunus.

Table 1-8: Temple of Faunus Goods and Services

Type	Description	Cost
Gear	Potion of cure light wounds	50 gp
Gear	Potion of hide from animals	50 gp
Gear	Potion of magic fang	50 gp
Service	0-level cleric spell	25 gp
Service	1st-level cleric spell	50 gp
Service	2nd-level cleric spell	100 gp
Service	3rd-level cleric spell	150 gp
Shield	Darkwood buckler	235 gp

Side Plot: The Tome of Serpents

The clergy of Faunus are highly agitated when the characters arrive at their doorstep. Rulaerie Camli approaches an elf, half-elf, or charismatic human with an additional mission.

“We are very concerned with the events of the last few weeks. If the druid truly has died or gone insane, then we are all at risk.

“For more than one hundred years the clergy of this temple and the druid of Cicatri Vale have shared a secret. In the last century, a terrible sorcerer of great power came to our small community with a hideous book. This book is called the Tome of Serpents. We fought against the sorcerer and finally defeated him and his army of deadly vipers. However, we were frightened of the tome and could divine no way of destroying it, so we gave it to the care and keeping of the druid of Cicatri Vale. He created a maze of hedges and thorns, while we fashioned a series of divine keys, and we hid the tome and keys away in this maze.

“If the druid is now against us, we could be in grave danger and the power of the Tome of Serpents could return to destroy us now that we are weakened. We will reward you if you go to the hedge maze in the vale and retrieve this book for us. Will you go?”

The hedge maze Rulaerie refers to is **Location A** on the Cicatri Vale map. She knows the rough location of the hedge maze and can give the PCs enough information to reach the area.

If the characters agree to go, Rulaerie gives them a small stone carved with an elven rune. This stone is the first *divine key* and radiates strong transmutation magic. This key also has a secondary power, which Rulaerie does not know about: it acts as a special divine focus that increases the potency of divine transmutation spells (see Appendix 2: New Items).

Rulaerie knows that a number of additional keys are hidden in the hedge maze, though she does not know how many. The keys must be placed in a pedestal in the maze; once they are placed in the correct order, the pedestal will open to reveal the *Tome of Serpents*. Rulaerie does not know the order — that information is lost to the years.

If the characters recover the *Tome of Serpents*, the temple of Faunus provides them with three *potions of cure light wounds* and free spellcasting services until the Scar is destroyed and the curse lifted from Cicatri Vale. After that, if the characters return to this area, the temple casts spells for them at half the normal cost.

If the characters recover the *Tome of Serpents* in less than 24 hours and they destroy the Scar, their prowess impresses Rulaerie. He asks that they take the *Tome of Serpents* with them on their journeys, since the book is too powerful to keep near the weakened town. If the PCs take more than 24 hours to recover the *Tome of Serpents*, Rulaerie retains it and hopes to discover a way to destroy it.

7. Dancing Dove Tavern

Type: Abandoned building

Description: This two-story wooden building looks like it was once beautiful. Crumbling lion statues flank the entrance, and fading carvings along the doorjamb depict flying doves. However, boards are nailed across the door and windows, the chimney is partially collapsed, and the establishment’s sign — a board reading “The Dancing Dove” with several carved doves flitting among the letters — hangs crooked from a single rusted chain. See the “Side Plot: The Dancing Dove” side plots, pg. 13, and the “Side Adventure: The Horror Beneath the Dove” section on pg. 19 for more information on the Dancing Dove and the dark that stirs beneath it.

8. Sambyrne’s Goods

Type: Shop

Proprietor: *Ralvoerm Sambyrne*, male Cumasti elf rogue 1

Description: Sambyrne’s Goods is a sprawling, one-story, whitewashed fieldstone-and-wood building filled to bursting with all types of trade goods.

Goods and Services: **Table 1-9: Sambyrne’s Goods** lists the goods and services are available at Sambyrne’s Goods.

Table 1-9: Sambyrne’s Goods

Type	Description	Cost
Armor	Chain shirt	100 gp
Armor	Hide armor	15 gp
Armor	Leather armor	10 gp
Armor	Studded leather armor	25 gp
Gear	Backpack	2 gp
Gear	Bedroll	1 sp
Gear	Blanket, winter	5 sp
Gear	Candle	1 sp/10 candles
Gear	Case, map or scroll (leather)	1 sp
Gear	Flint and steel	1 gp
Gear	Ink	8 gp/1 oz. vial
Gear	Inkpen	1 sp
Gear	Mirror, small silver	25 gp
Gear	Mirror, small steel	10 gp
Gear	Pouch, belt	1 gp
Gear	Rope, hempen	1 gp/50 ft.
Gear	Rope, silk	10 gp/50 ft.
Gear	Sack	1 sp
Gear	Tent	10 gp
Gear	Waterskin	1 gp
Shield	Buckler	15 gp
Shield	Light steel shield	9 gp
Shield	Light wooden shield	3 gp

Rumors and Information:

- “The clergy are all nervous about the evil stuff going on in the woods. Some say that it has something to do with that old wizard they killed.” (True.)

- “I hear tell that the new priest over at the shrine of Dealth is kind of a shady character. Keeps to himself a lot and is usually pretty miserable.” (True.)
- “Darshee Cladeth is a pretty woman with a strong arm and a tight lip about her. But if you pour a few drinks down her gullet, she begins to sing like a songbird.” (True.)
- “Those evil tidings out in the vale have been a long time coming. The old druid, Elrannel, has been coming in here for the last few months complaining that his brain is all fogged up and that he isn’t able to sleep well. Must be his old age finally settled in.” (True and False; Elrannel was feeling unwell, but his malaise had nothing to do with age.)
- “We make most of our living around here by foresting the darkwood out in the vale. Elrannel didn’t mind so much, as long as we only logged where he said we could and replanted afterward.” (True.)
- “Elrannel’s little grove is a strange place to visit. I have heard that he has unicorns and owlbears that play dice games by the side of a silver pond.” (False.)
- “There is one place in the vale that no one is allowed to go near. It’s across the river, directly north from the darkwood grove. More than once, Elrannel or a priest of Faunus has come stomping out of the woods with some too-inquisitive unconscious forester under his arms.” (False; the area was safe before the Redwood Scar appeared.)
- “I think some of those elf-things from the forest have got into the Dancing Dove Tavern. I hear them moving around in there at nights.” (True and False; creatures do stir in the tavern, but they are not scarborn.)

9. Cladeth’s Weaponry

Type: Shop

Proprietor: *Darshee Cladeth*, female Cumasti elf expert 3

Description: Two fir trees grow at the front corners of Cladeth’s shop, and the original architects incorporated the trees into the building’s construction. They spread their boughs over the building, and a scattering of pine needles lies across the entrance. The modest shop is a sturdy structure of pinewood; the smell of the forest is unmistakable here.

The front room serves as Darshee’s business. A counter stretches across the far end, and swords, spears, daggers, and arrows hang on the walls. Darshee usually works in the covered, open forge area in the back, and a large bell sits on the counter. A sign near the bells reads “Ring for Service” in Cumasti. Upstairs are two small rooms that serve as Darshee’s living quarters.

Goods and Services: Buying weaponry from Darshee is not as simple as walking in and placing money on the counter. Darshee does not sell to people she does not know. She sells weapons to the PCs only if a notable citizen vouches for them.

Table 1-10: Cladeth’s Weaponry lists the goods and services are available at Cladeth’s Weaponry.

10. Guard House/Jail

Type: Municipal Building

Proprietor: Amrin Deltoin, male Cumasti elf warrior 1

Description: The guardhouse and jail have been almost totally abandoned since the troubles began in Cicatri Vale. The stone structure is locked up tight and only Gaseriel Meth’Loma, Darshee Cladeth, and Amrin Deltoin have the keys to get inside.

Table 1-10: Cladeth’s Weaponry

Type	Description	Cost
Ammunition	Arrows	1 gp/20 arrows
Ammunition	Arrows, alchemical silver	45 gp/20 arrows
Ammunition	Arrows, darkwood	80 gp/10 arrows
Ammunition	Bolts	1 gp/10 bolts
Ammunition	Bolts, alchemical silver	25 gp/10 bolts
Ammunition	Bolts, darkwood	70 gp/10 bolts
Ammunition	Bullets	1 sp/10 bullets
Ammunition	Bullets, alchemical silver	20 gp/10 bullets
Gear	Whetstone	2 cp
Service	Masterwork quality weapons	Weapon + 300 gp
Service	Sharpening	1 cp
Service	Weapon repair	1 gp/hit point repaired
Weapon	Crossbow, light	35 gp
Weapon	Dagger	2 gp
Weapon	Elven longblade†	100 gp
Weapon	Longbow	75 gp
Weapon	Longspear	5 gp
Weapon	Longspear, darkwood	400 gp
Weapon	Longsword	15 gp
Weapon	Mace, heavy	12 gp
Weapon	Mace, light	5 gp
Weapon	Quarterstaff, darkwood	640 gp
Weapon	Shortbow	30 gp
Weapon	Short sword	10 gp
Weapon	Sickle	6 gp
Weapon	Spear	2 gp
Weapon	Spear, darkwood	375 gp

† This weapon appears in *Dave Arneson’s Blackmoor*.

Side Plot: Missing Guards

If the PCs investigate the jail, Amrin, a scrawny young elf, tells the characters of the patrols that disappeared in the vale. Some of the guards have turned up dead or have returned as scarborn. Yet some are still missing; they were last seen southwest of town.

Amrin offers to officially sanction the characters’ activities (essentially making them town guards and citizens of Cicatri Down) if they agree to investigate the missing patrols. He rewards them with 300 gp if they discover useful information about the elves’ fate.

11. Shrine of Dealth

Type: Temple

Proprietor: *Mniar Cicidad*, male Cumasti elf cleric (Dealth) 2

Description: The shrine of Dealth is a stone building large enough to hold up to forty worshippers. The shrine's modest trappings make it appear as if few people come here to worship. The shrine's clergy have no offices, and the shrine has no doors. Symbols of Dealth, elven god of mischief and magic, are embroidered into the cotton tapestries that hang on the walls.

Goods and Services: Table 1-11: Shrine of Dealth Goods and Services details all items and services are available at the shrine of Dealth.

Table 1-11: Shrine of Dealth Goods and Services

Type	Description	Cost
Armor	+1 slick leather armor (one suit available)	4,920 gp
Armor	+1 shadow leather armor (one suit available)	4,920 gp
Armor	+1 silent moves leather armor (one suit available)	4,920 gp
Gear	Potion of jump	50 gp
Gear	Potion of remove fear	50 gp
Service	0-level cleric spell	10 gp
Service	1st-level cleric spell	20 gp

12. Stable

Type: Stable

Proprietor: Yance Greene, male Cumasti elf commoner 1

Description: A huge barn of smooth red poles, with an attached corral behind it, gives this stable a unique appearance. For all the tracks and ruts outside the large double doors, the inside is strangely lacking in horses and carriages.

Goods and Services: Table 1-12: Stable Goods and Services details all items and services that are available at the stable.

Table 1-12: Stable Goods and Services

Type	Description	Cost
Gear	Riding saddle	10 gp
Gear	Saddlebags	4 gp
Service	Stabling (1 night)	1 cp

Rumors and Information:

- "Two nights ago, all the horses just up and left the stable, except those three over there. It was the strangest thing I ever saw." (True.)
- "These are peculiar times. I heard that the clergy at the temple of Faunus are in a big tizzy over some human wizard that they and the druid of the vale defeated some time back. I think that they know he's come back to punish us all for their 'good deed' of deposing him." (True and False; the priests are worried, but they do not believe the old sorcerer has returned.)
- "About a year and a half ago the owner of the Dancing Dove Tavern left town on an extended vacation. We haven't seen him since, and now people hear noises in that tavern at nights. Something unnatural is down there, and it scares me." (True.)

13. Cicidadia Family

Type: Personal Residence

Owner: Mniar Cicidadia, male Cumasti elf cleric (Dealth) 2

Description: This one-story, modest wood house sits on the northern edge of Cicatri Down. Many of the neighbors either fled or were carried off by the evil creatures in Cicatri Vale. Only Mniar Cicidadia remains.

Side Plot: The Lost Child

The morning after the scarborn attack, Mniar searches out the characters and tells them a terrible story.

A frantic young elf approaches you. "I witnessed your bravery last night and I hoped you could help me," he says. "My daughter, Jothee, went to go look for her cat last night when the attacks started. I have searched all over the town and have not been able to find her. I am frightened that she may have gone, alone, into Cicatri Vale. Can you please find her and return her to me?"

The elf sits down heavily on the ground and begins to weep into dirt-covered hands.

Mniar is desperate to find his daughter. He doesn't have much to offer, but can heal the PCs for free if they agree to bring his daughter home.

14. Phelouise Family

Type: Personal Residence

Owner: Ildrothil Phelouise, male Cumasti elf commoner 3

Description: Crafted in a beautiful two-story L-shaped design, the Phelouise family home is a welcome and comfortable sight. With a thatched roof and plenty of clean windows, this whitewashed flagstone-and-wood building looks like it would be equally comfortable in a large city as it does here on this small village's eastern outskirts.

Along with Ildrothil Phelouise, a few other family members live within the home. Janek's widow and children live here, as does Ildrothil's wife.

If the PCs returned Janek's body for burial, Ildrothil offers to let them to stay in his home, free of charge, for as long as they stay in Cicatri Down.

Side Plot: Walking Dead

After Event 2 — Attack at Night, Ildrothil Phelouise, the father of the dead guard Janek, approaches the PCs and relates the following tale:

"Friends, you know that I grieve for my son. Yet when you returned his mortal remains, I knew that his soul rested easy. I do not think I will ever have the words to thank you enough for returning my Janek's body to us. Your loyalty to one you had only just met is a quality that I am proud to say Janek also possessed.

"It is because of these similar moral qualities that I approach you now. I bring sorrowful tidings. When those abominations of nature attacked our village, Janek's body went missing.

"I have searched as far into the vale as I dare, but I am afraid that I do not have the courage to travel into its darkened depths. Could you find his body and return it to us again so that we may rightly dispose of him? I do not want my son to carry whatever curse has befallen those other poor souls.

"I have little to offer in the way of a reward, other than my appreciation and respect."

A few scarborn carried Janek's corpse to a clearing in Cicatri Vale so that they could feed on it. However, once they arrived at the clearing, Janek rose as a scarborn and the others quickly lost interest in devouring him.

Janek now wanders the clearing (**Location D** on the Cicatri Vale map) looking for live prey on which to feed.

Janek's father, Ildrothil, is sincere with what he can offer as a reward. If the characters are successful, he vouches for them to all of the shopkeepers. If the PCs eliminate the Redwood Scar, Ildrothil offers to go to the Treeroot Guildhall and adopt them into his family.

Side Adventure: The Horror Beneath the Dove

"The Horror Beneath the Dove" is a short side adventure in *The Redwood Scar*. Its relation to the Scar can be altered or removed, and thus you can use it easily on its own in another context. It concerns the dark history of the Dancing Dove Tavern's missing owner and the things that now stir in the abandoned building's depths.

Adventure Background

The Dancing Dove Tavern has been abandoned for about a year and a half — a fact that any of Cicatri Down's townsfolk can tell the PCs. Its owner, Lastrin Tefferti, closed the tavern temporarily to take an extended vacation in another elven settlement elsewhere in the Redwoods. He did not say where he was going or when he would return, but the citizens expected him to be gone a couple months at most. Since he has not returned, Cicatri Down's people think that he is never coming back — either because he died or for some other, subtler reason. Whatever the case, the Dancing Dove Tavern is an empty building. The townsfolk think it ugly and would like to renovate it or give it to a new proprietor, but because Lastrin legally owns it they have been loath to do so. No one knows where Lastrin went — he had few friends, and did not tell even them — and so the Dancing Dove remains abandoned.

None know the truth.

Three years ago, Lastrin's wife, Saria, died from a sudden illness. Saria had been a gifted dancer and performed regularly at the Cicatri Inn and other venues around the Redwoods, earning her the nickname of the Dancing Dove. When she died, Lastrin was heartbroken, but he converted their house into the Dancing Dove Tavern in her honor. He spent a great deal of money on architects and woodcarvers to make the tavern a work of art and a fitting tribute to his departed wife. The workers were successful, and the Dancing Dove, with its inviting façade and as the only true tavern in Cicatri Down, began turning a profit immediately.

Yet Lastrin's heart was not in it. He tried to remain friendly to his customers, but he felt his wife's loss too keenly. He grew distant from the other townsfolk and ignored his friends. Hoping to take his mind off his grief, he kept himself busy, brewing wine and beer in the tavern, cleaning the dishes, mugs, floors and tables repeatedly, and cleaning out his basement. During this latter task, Lastrin discovered a series of old runes carved into his basement's stones. They were small and covered with grime, so he was not surprised that he had not noticed them before, but when he cleaned the walls they stood out clearly. Curious, Lastrin followed the lines of runes and discovered that they converged at a secret door.

Lastrin was shocked. He had never expected that such a door existed. He inherited the building from his father and had no idea where the land came from originally. Yet the runes resembled elven script, so Lastrin did not suspect anything malign. The thought of some secret in his house excited him, and for the first time Saria was far from his mind.

Opening the secret door took some work. Mortar filled the seams, as if someone had sealed it against intruders. Lastrin secured a pick and shovel and went to work, responding to the townsfolk's questions by saying, "Just expanding the basement — I've got a lot of barrels to put down there!" Lastrin seemed energetic and almost happy for the first time in many months, so none questioned him.

Late one night, after several days of hard work in his off hours, Lastrin broke open the door. Within was something far different from what he imagined: not a simple vault or extra room, but a tunnel, well carved and lined with smooth gray bricks, leading into darkness. Lastrin lit a torch and headed in.

The forgotten area was more extensive than Lastrin anticipated. Corridors branched away, and corners and dark archways loomed from the shadows. Runes, so close to elven script that he could make out a few nonsense words when he cared to stop, caught the light of his torch from walls and portals. Lastrin saw stone sarcophagi, heaps of bones, and shapeless statues standing bleak and unmoving. His feeling of dread grew, but he could not help himself from moving farther into the darkness. He had nothing left to live for anyway, so why return to the surface?

Finally Lastrin emerged into a large circular chamber. Three shallow steps led to a dais, on which was a single coffin carved from glinting black stone. Lastrin ascended the steps and read the single word inscribed on the lid: "Tefferti." His own surname.

Lastrin dropped his torch in shock and barely managed to snatch it up before it died. The casket must contain one of his ancestors — perhaps the same elf who created this subterranean mausoleum. A mad compulsion overcame Lastrin, and he reached for the casket's lid with shaking hands.

The stone slab slid easily. Lastrin pushed it aside and gazed into the coffin's darkness. His flickering torchlight played off an elven skeleton, lying bare in the deep casket, its burial clothes long since fallen into dust. The bones bore one ornament — a marble-sized, glinting stone nestled in the skull's right eye socket.

Lastrin reached out and plucked the stone. It was not grave robbing, he reasoned — it was a lost family heirloom. His mind spinning with all that he had discovered, Lastrin moved swiftly from the catacombs. He did not notice that his ancestor's skull also bore sharpened teeth and a crown of small, bony lumps — like tiny, inchoate horns.

Lastrin shut the secret door behind him and moved up into his personal quarters on the second floor. He turned up an oil lamp and examined the black gem in more detail. It was vaguely oblong, and had dozens, maybe hundreds of facets. It caught the light strangely, sparkling with the hint of colors. Lastrin thought it very beautiful, and he slept with it on his nightstand.

That incident began a short and troubled time for Lastrin Tefferti. The jewel he pulled from the dead was a *summoning stone*, a cursed item that perverts minds and calls fiends from dark planes.

Lastrin's dreams were the first to go, and his thoughts soon after. He withdrew even farther into himself, hovering on the brink of madness. His mind was filled with images of blood, of snapping bones and sizzling flesh. Yet part of Lastrin's strength remained, and he battled against these magic-sprung nightmares. He could not rid himself of the *summoning stone*, but he shouted and raged against the visions clouding his mind. He closed the tavern and staggered around its common room, yelling his defiance, fighting a battle that none but he could know. He threw cups across the room and smashed tables and chairs, flung them through windows. The townsfolk thought him gone truly mad, and they whispered that they should try to help him or ease his passing into the afterlife. Several priests went to see Lastrin, but he raged at them and drove them away; at Rulaerie Camli he flung one of his few coherent screams: "You cannot help me! I must fight my blood myself!" In a few hours of lucidity, Lastrin boarded up the doors and windows of the Dancing Dove.

After nearly a week of ever-darkening madness, Lastrin again went down to the catacombs where his pain had begun. Some dim shred of his mind recognized that these corridors were related to his fall. Clutching the black gem tight in his fist, he staggered downstairs to gasp at his ancestor's bones and, perhaps, to replace the *summoning stone* and end this torment. He careened through the black halls without light, remembering the way with his own memories — or those of someone else.

Lastrin reached the main chamber and stood in darkness before the casket. He held the jewel forward in a quaking hand. His fist hovered above the casket for a long time, his face twitching, his thoughts fighting the evil that surged within himself. Finally, he lost. Lastrin screamed and smashed the *summoning stone* into his eye. Blood spouted forth, and from it rose a demon.

The fiend slew Lastrin with contemptible ease. The demon was cunning; it had observed Cumasti Down in Lastrin's memories and did not believe the town was worth exposing itself. It adopted Lastrin's form and emerged from the tavern. No one saw it leave the building, but a few townsfolk saw it as it walked toward the Elf Road. It smiled at them. "Sorry I've been acting oddly lately. I was feeling some anger from my wife's death, and I had to vent it. I know it was frightening, but I'm okay now. I'm going to visit some family in another town for a while, to help me recover. I'll reopen the tavern when I return." It touched its hand to its brow and disappeared into the woods.

Since Lastrin's death, the Dancing Dove and the horrors beneath it have remained quiescent. However, the *summoning stone* remains, and the Scar's recent emergence interacts strangely with its infernal energies. The ancient dead beneath the Dove, the demon-worshippers and their victims, have awoken. They have not yet battered down the door from the basement, but the townsfolk

report hearing strange noises from the building, especially at night. They look fearfully at each other and hope that Lastrin's legacy does not bode ill for them.

Adventure Synopsis

"The Horror Beneath the Dove" is a short dungeon crawl with a dark edge. The PCs learn that something is not right beneath the abandoned tavern, explore its secret tunnels, and slay its monsters.

Getting the PCs Involved

Cumasti Down's townsfolk know little about the truth of Lastrin's departure. It is a taboo subject, and they do not speak of it to strangers. If the PCs ask about the Dancing Dove, the villagers shrug uncomfortably and mutter that the owner left some time ago to visit extended family and has not returned. When pressed, they refer the PCs to Gaseriel. See the "Side Plot: The Dancing Dove", pg. 13, for more details.

The Dancing Dove

The Dove's doors and windows are boarded over. The PCs must break them down to enter.

Boarded Doors and Windows: 1 in. thick; hardness 5; 5 hp; Break DC 10.

Refer to the map on pg. 21 for locations within the Dancing Dove. The second floor holds nothing of interest save Lastrin's personal quarters, all of which are a jumble of tipped furniture and broken items.

D1. Common Room (EL 3)

This large room was once well furnished. Now, tables and chairs lie smashed on the ground. Broken bottles, mugs, and glass shards are scattered among them and crunch underfoot. Stains on the floorboards mark where some liquid spilled many months ago. A long bar, cracked and chipped, stretches along the far wall. To its right stands a sturdy wooden door. The door suddenly shudders from an impact on its other side.

The debris in this room makes for difficult maneuvering; creatures can only move at half speed and take a -2 circumstance penalty on Balance checks. The door is thick wood and padlocked on the other side. The stairs beyond it lead down to **Area D2** and up to the second floor.

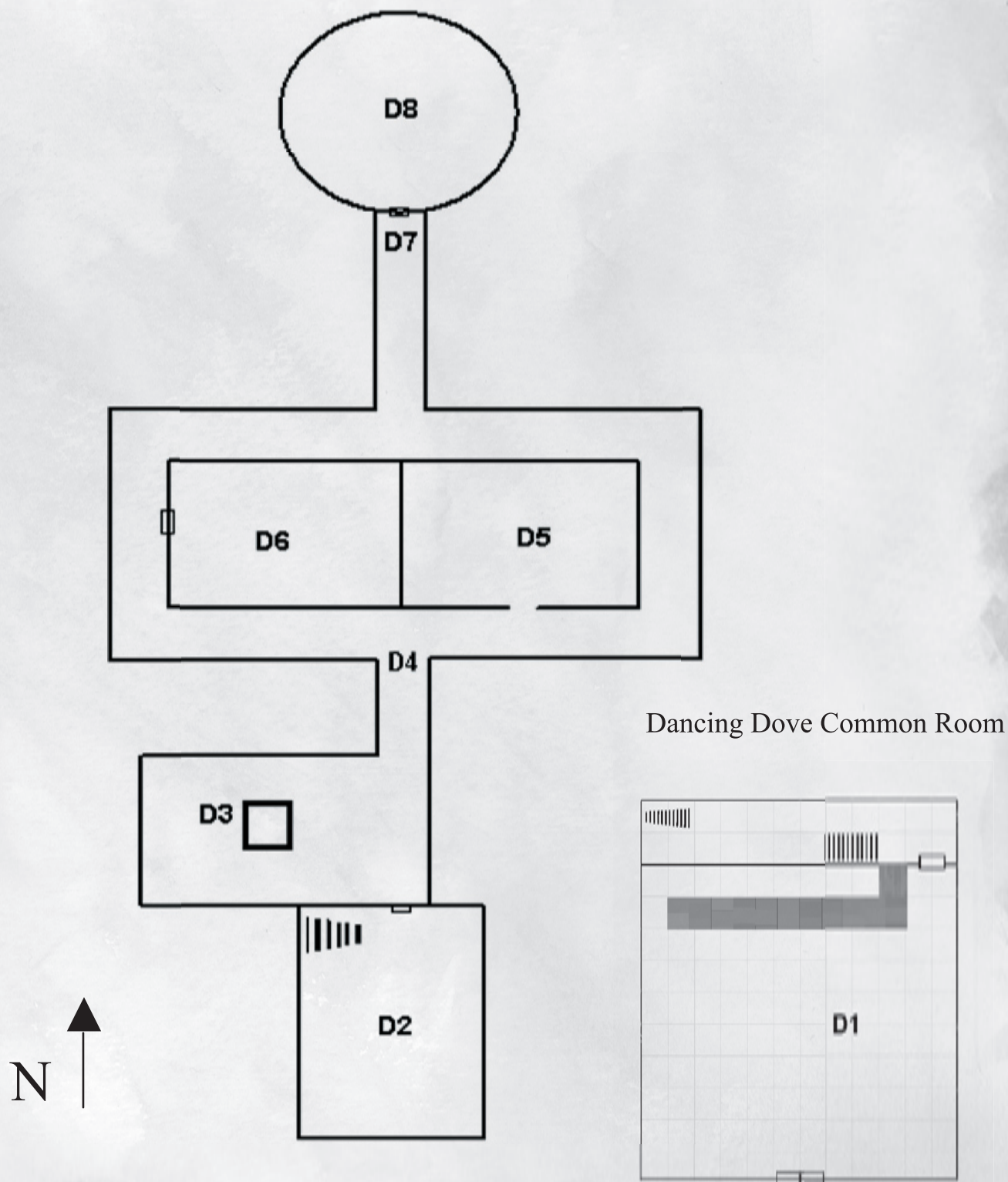
Strong Wooden Door: 2 in. thick; hardness 5; 20 hp; Break DC 23.

Creatures: The creatures on the door's other side are the remains of the ancient demon-worshippers' victims, animated by the Redwood Scar's distant energy and quickened by the infernal *summoning stone*. They sense the PCs on the other side and try their best to smash down the door to come to grips with living creatures (Strength check +3).

Skeleton Half-Fiends (3): hp 6 each. See Appendix 1: New Creatures.

Map 2: The Horror Beneath the Dove

Dancing Dove Dungeon



Treasure: Searching the area behind the bar (DC 18 Search check) turns up Lastrin's large, dust-covered moneybox. It is steel, and the key is long since gone.

Steel Money Box: 1 in. thick; hardness 10; 25 hp; Break DC 28; Open Lock DC 25.

Inside the box are 334 gp, 549 sp, and 891 cp.

D2. Basement

Broken barrels and toppled wine racks cover the floor of this large basement. Shattered wine bottles and shards of glass are everywhere. At the far end a stone door, once set flush with the wall, gapes wide, revealing naught but dancing shadows beyond.

A DC 15 Search check allows a character to discover a line of tiny runes on the walls, which encircles the basement and outlines the door. The runes are a strange perversion of Elven and Abyssal and are difficult to read. A DC 25 Decipher Script check reveals their meaning: "Praise to Volketh. We further your cause and bask in your glory. We give beating blood to your name. We give the innocent. We give the unworthy. We give ourselves." The runes repeat this litany over and over.

Dungeon Features

When the PCs enter the corridor beyond the secret door, they enter the dungeon proper. The area is lightless, and the ceilings are 8 feet high. The walls, floors, and ceilings are of smooth gray brick that reflects light as if polished. Brass candleholders jut from the walls, but they have not seen use for a long time. The archways are pointed at their apexes and inscribed with runes that repeat the same prayers as those in **Area D2**.

Smooth Stone Walls: 3 ft. thick (at least); hardness 8; 540 hp*; Break DC 50; Climb DC 25.

* per 10-foot-by-10-foot section.

D3. Ossuary (EL 3)

This square room holds a 10-foot-wide pit in its center. The pit is filled with bones; it is impossible to tell how deep it is.

Though the bones look ominous, they are inanimate and nonthreatening. Some of the skeletons in this room did come to life, but none remain here. The pit is actually quite shallow — it is 5 feet deep.

Creature: If the PCs spend more than two rounds here, an allip rises out of the bones and attacks, chuckling madly.

Allip: hp 26. See the *MM*, Chapter 1: Monsters A to Z, "Allip."

Treasure: PCs rooting around in the bone pit may (DC 20 Search check) find a number of items that once belonged to the victims: 35 gp, 13 sp, a silver brooch set with turquoises (50 gp), and a gold ring set with a flower of amethysts with a blue topaz in the center (450 gp).

D4. Haunted Corridor (EL 2)

Two horrid, winged skeletons, the runes on their bones glowing the color of blood, loom out of the shadows.

Creatures: The skeletons wandered from their lair and confront the PCs here.

Skeleton Half-Fiends (2): hp 6. See Appendix 1: New Creatures.

D5. Acolytes' Resting Place (EL varies)

Two sarcophagi stand against the left and right walls of this room. On the ceiling is a mosaic depicting a hellish landscape of twisted rocks protruding from black sludge. Humanoid figures stand on rocky pinnacles, wielding whips and scythes. In the room's center stands a lumpy, vaguely humanoid sculpture. It turns its featureless head in your direction.

This room holds the lesser acolytes that once sacrificed victims to the black powers. The statue protects them and attacks any intruders not bearing Tefferti blood. Yet the acolytes do not need protection anymore. As the PCs battle the statue, the animated bones in the sarcophagi batter and scratch at their restraints.

Creatures: After the first round of combat, each of the skeleton half-fiends in the sarcophagi makes a DC 16 Strength check (each has a +3 Strength bonus). If one succeeds, it pushes aside the lid and emerges to do battle.

Medium Animated Object (Statue): hp 31. See the *MM*, Chapter 1: Monsters A to Z, "Animated Object." The statue has hardness 8.

Skeleton Half-Fiends (4): hp 6 each. See Appendix 1: New Creatures.

Treasure: Each of the skeletons wears a gold amulet depicting a jawless skull in black onyx (75 gp each).

D6. Locked Outsider (EL varies)

The door to this room is closed. Read or paraphrase the following when the PCs approach it.

The door on the wall is heavy gray stone. A large circle is inscribed on it, and lines and glyphs radiate outward.

A DC 15 Knowledge (arcana) check allows a character to recognize the symbols as runes of warding, meant to keep something in — not keep people out.

The door is heavy and reinforced with *arcane lock* (3rd-level caster). It is also trapped.

Stone Door: 2 ft. thick; hardness 8; 30 hp; Break DC 38.

Trap: Attempting to force the door causes the offending character's flesh to wither.

Inflict Light Wounds Trap: CR 2; magic device; touch trigger; automatic reset; spell effect (*inflict light wounds*, 1st-level cleric, 1d8+1, DC 11 Will save half damage); Search DC 26; Disable Device DC 26.

Touching one of the amulets from the skeletons in **Area D5** to the door disarms the trap and causes the door to swing open.

The room seems darker than it should. A design is etched on the floor, but it is difficult to discern because gray smoke roils within the room. The smoke emanates from the floor and fills the area. You can dimly see an alcove in the center of each wall; the alcoves hold statues of various misbegotten creatures.

A shadow flits through the smoke about eight feet above the floor. A horrible sound, like the baying of some demonic dog, shakes your bones.

During a particularly gruesome rite, the ancient demon worshippers managed to call forth a yeth hound. They locked it in this room and sealed it in with magic sigils, hoping to use it against their enemies when the time came. It has been here for centuries and is eager to again taste mortal flesh.

The smoke in the room provides concealment (20% miss chance) to creatures within 5 feet of each other. Creatures farther away have total concealment (50% miss chance and the attacker must guess at the defender's location).

The carvings on the floor are related to the lower planes; a DC 15 Knowledge (the planes) check reveals this.

The statues in the room's alcoves depict various evil outsiders. DC 15 Knowledge (the planes) checks allow a character to recognize a barghest (north), a xill (east), and a hezrou demon (south).

Creature: The yeth hound bays, hoping to send the foolish interlopers fleeing in panic. It tries to trip any characters that remain and, if it can, flies after the panicked creatures, harrying them as they run.

Yeth Hound: hp 19. See the *MM*, Chapter 1: Monsters A to Z.

Treasure: The acolytes occasionally tossed a sacrifice or one of their own number in here so the yeth hound could devour it. The remains of one such victim lies in a corner; among the bones and rags the PCs can find (DC 18 Search check) three rings: one plain gold (100 gp), one plain silver (10 gp), and one plain copper. The copper ring is a *ring of protection +1*.

D7. Death's Door

The hallway terminates in a single wooden door. A skeleton hangs on the door, pinned to it by an enormous black blade shoved through its ribcage. Shreds of cloth hang from its dirty bones. Its hands limply clutch the sword's blade, as if trying to pull free. Its feet hang a couple feet above the floor, and its head droops forward.

If the PCs approach to within 10 feet of the skeleton, continue with the following:

As you close with the skeleton, your light glints off something — a gem, perhaps? — embedded in its right eye socket. Suddenly its head snaps up.

"Strangers," comes a cracked voice, though the jaw does not move. The black jewel of its eye glints strangely. "You have come to a cursed place. I am Lastrin Tefferti. Leave this place, now! Oh, do not look into my eye!"

The skeleton is indeed the remains of Lastrin Tefferti. The fiend he released pinned him to the door with its sword and, in a final act of malice, forced Lastrin's consciousness to remain sealed in the mortal world. The dead elf knows only torment as he hangs impotently in darkness and remembers, with the clarity of the dead, the horrors he unleashed. The last few weeks have been especially difficult, as the dead ancients awoke and began moving their horrible, demonic skeletons through the tunnels.

Lastrin is not dangerous — indeed, aside from his head, he cannot move his body at all. He can, however, answer the PCs' questions. He urges them repeatedly to leave the dungeon — he is terrified that they will take the *summoning stone* from his skull and release more evil into the world. He warns them of its dangers and turns his head away. If the PCs remain, and if they convince him that they are capable and strong-willed, he answers their questions and, if they wish, divulges his entire story (see the "Adventure Background" section, above).

Lastrin believes that the only way to silence the *summoning stone* is to place it back in the skull of his ancestor. He also believes that doing so is difficult, as the stone takes control of its bearer and drives him to madness and self-destruction. If the PCs reach for the stone, Lastrin becomes frantic, warning them away and explaining again how evil and subversive it is. The characters might impress him with their bravery and strength, and Lastrin was under the stone's sway for several days before he attempted to return it, so the PCs may be able to calm him down. Even if they do not, there is little he can do to prevent them from taking the stone.

Lastrin has an inkling that the sword embedded in his ribs is the only reason he remains in the world. If the PCs make to remove the blade, Lastrin asks them not to — he sees himself as the only thing capable of warning other interlopers about the *summoning stone*. If the PCs convince him that they can handle the stone (or if they return after destroying it), he gratefully allows them to take the sword. He even requests it, if they emerge victorious from **Area D8**. As the PCs pull the sword from Lastrin's ribs, he breathes one last sigh and his bones slide gently to the ground.

Treasure: The sword, a black-bladed weapon with a bone handle, is a +1 *greatsword*, but it bestows one negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded.

The gem in Lastrin's eye is the *summoning stone*. It is dormant, for now.

D8. The Master's Room (EL 5)

This large room is circular. Tattered draperies hang on its walls and empty candelabras jut from tarnished brass fittings. In the room's center three shallow steps ascend to a large dais, maybe 15 feet across. In the middle of the dais is a large casket lying on its back, its smooth black stone glinting in your light. The casket is open, and its edges are smoothed and sunken, as if melted in some intense fire.

Standing near the casket is a humanoid skeleton, its body draped in black tatters. Heat emanates from it, and a cloud of ash and soot writhes around it as if alive. It stares at you, and points of orange light brighten in its eye sockets. It raises a black sword in its right hand and gestures behind it with its left. A tiny, misshapen skeletal creature leaps from the casket as the sword begins to glow red-hot.

This fiery creature is Lastrin's ancestor, Vallin Tefferti. The Scar's energies have roused Vallin from his slumber, which has been uneasy since Lastrin removed the *summoning stone*. Vallin had a pendant for fire spells, and a great inferno ignited in his casket several days ago, returning Vallin to life as a strange undead creature with fiery power — a blackbones. He has draped himself with the shreds of tapestries that hung from the walls.

The smaller creature is Vallin's homunculus, which Lastrin did not notice when he was here earlier. Vallin's flaming resurrection roused his servant as well. Though the homunculus is skeletal in appearance, it is a construct that Vallin created from the bones of his sacrifices.

Creatures: Vallin attacks with spells until the PCs close to melee range, at which point he strikes with his sword (another item Lastrin overlooked in his first visit). The homunculus attempts to interpose itself between its master and attackers.

Vallin Tefferti: hp 30. See Appendix 1: New Creatures.

Homunculus: hp 11. See the *MM*, Chapter 1: Monsters A to Z, "Homunculus."

Note that Vallin is immune to almost all forms of attacks and damage. The PCs have only one way to defeat him: the *summoning stone*.

A PC must succeed on a touch attack (ranged or melee) to hit Vallin with the stone. However, the stone senses its bearer's intent, and before a PC can attempt to touch the stone to Vallin he must succeed a Will save (DC 15 +1 per previous check). If the check fails, the stone overwhelms the character's consciousness, filling his thoughts with visions of flame and cracking bones and stunning him for one round.

If the stone strikes Vallin, he shrieks and explodes in a giant fireball (as described in Appendix 1). The conflagration consumes the *summoning stone* as well, and the homunculus falls to pieces as its master immolates.

Treasure: After Vallin's destruction, nothing remains in this room save Vallin's sword, which clangs to the ground. The sword is a *blackflame longsword*; see Appendix 2: New Items for details.

Development: With the *summoning stone* destroyed, all remaining undead and constructs in the dungeon fall apart or become inert.

Conclusion

If the PCs destroy Vallin and the *summoning stone*, Lastrin praises them and thanks them profusely. He asks to be put to his final rest.

If the PCs relate their story to Gaseriel or any of the other townsfolk, they are horrified at the truth but listen with awe and excitement as the characters tell of their exploits. The citizens are suitably impressed and toast the PCs, offering to buy them drinks in the Cicatri Inn. If the PCs tell Gaseriel their story, read or paraphrase the following:

Gaseriel's eyes are wide as you finish your tale, and she sits back, a small smile twitching on her lips. "My friends, you have done this town a bigger service than I realized. Poor Lastrin. I am glad that he rests easily now, thanks to your efforts. And let me say thank you on behalf of Cicatri Down. There was much evil in that place, and it took an equal amount of good to overcome." She sighs. "If only that were our only worry. You must be tired, and you have earned a rest. I hate to prevail on you further, but my town is still in danger. There is still much to be done. And I know that you are the heroes who will do it. Thank you." She smiles.

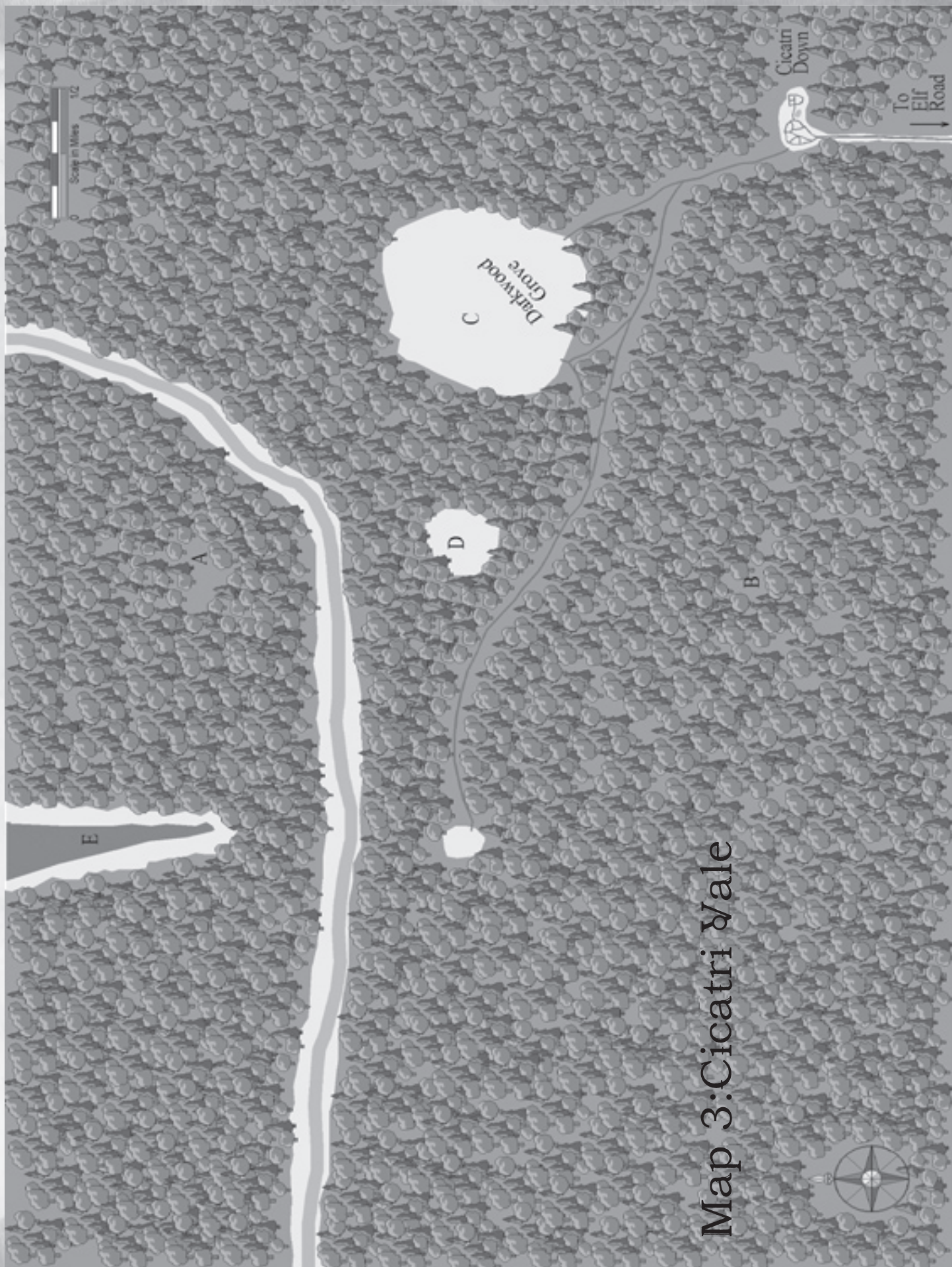
The PCs have triumphed over Vallin and the *summoning stone*, but what of the fiend that slew Lastrin? Is it still at large, perhaps disguised in a city somewhere, perverting laws and citizens to its whim? These questions are left for you to develop or ignore as you so choose.

Chapter Two: Cicatri Vale

Cicatri Vale covers roughly 120 square miles of the western Redwoods. The area is known for its massive darkwood groves and peaceful meadows. Tinkling brooks and large clearings play host to a variety of animals and to the occasional Cumasti family picnic. Tales say that the animals of Cicatri Vale are so tame and trusting that hunters need no bows to capture their quarry; they just walk up to an animal and ask it if it wishes to become a meal. However, that was before the Redwood Scar's appearance.

Now the vale is a place of mystery and horror. It locks its local inhabitants away from the rest of the world, turning Cicatri Down into an island in a sea of terror. The animals are diseased and warped mockeries of what they once were, just steps away from undead abominations. Restless souls ensnared by the Scar wander the crooked vale in search of blood and flesh to feed both their insatiable appetite and the Scar's malicious designs.

Though nearly the entire vale feels the Scar's taint, only the area within 1-1/2 miles from the Scar is directly under its control. A wild empathy check (DC 12 when entering the vale or DC 15 when entering the Scar-influenced area) proves to druids, rangers, and woks that the area is infested by an evil presence that grows stronger the deeper they penetrate.



Map 3:Cicatri Vale



The Scar's presence twists nature in the many ways. The following special rules apply to the Scar-influenced area of the vale.

Scar-Influenced Cicatri Vale Physical Traits

- *Warped Plant Life:* The Redwood Scar's foul touch warps trees, shrubs, and other plants. The vegetation is leafless, thorny, twisted, and gnarled.
- *Warped Animal Life:* Naturally occurring animals and magical beasts are undead or diseased (see Appendix 1). Undead creatures are either skeletons or zombies (50% chance of either).

Scar-Influenced Cicatri Vale Energy Trait

- *Negative-Dominant:* The Redwood Scar sucks the very essence and life out of every living thing in its area of influence. Living creatures take 1d6 points of damage per hour spent within the area (DC 14 Fortitude save for half). At -10 hit points or fewer, they blacken and rise as scarborn in 24 hours. Diseased creatures are immune to this effect. The *death ward* spell protects a creature from this damage.

Scar-Influenced Cicatri Vale Alignment Traits

- *Mildly Chaos-Aligned:* All non-chaotic creatures within the influenced area take a -2 circumstance penalty on all Charisma-based checks.
- *Mildly Evil-Aligned:* All non-evil creatures within the influenced area take a -2 circumstance penalty on all Charisma-based checks.

A creature that is both non-evil and non-chaotic takes a -4 circumstance penalty to all Charisma-based checks.

Scar-Influenced Cicatri Vale Magic Traits

- *Tainted:* Animals, elementals, magical beasts, plant creatures, and vermin (including familiars, animal companions, and paladins' special mounts) try to avoid the influenced area, as if the area is covered with a *repulsion* spell that affects only these creatures. A DC 14 Will save allows a creature to overcome this effect.
- *Impeded Magic:* Druid, ranger, and woken spells are more difficult to cast in the influenced area, as are spells from the Animal, Earth, and Plant domains and any spell-like abilities that duplicate these spell effects. To cast such a spell, the caster must make a Spellcraft check (DC 10 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally. Scar-controlled or created creatures (such as splinters) are immune to this effect.

All spells and spell-like abilities with the summon descriptor are very difficult to cast in the influenced area. To cast a summoning spell, the caster must make a Spellcraft check (DC 15 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally. This effect applies even to Scar-controlled or created creatures.

Casters attempting to cast a spell that falls into both of the above categories (such as a druid casting *summon nature's ally I*) must make two separate Spellcraft checks to cast the spell. If either of these checks fail, the spell is lost. If both checks succeed, the spell functions normally.

The Redwood Scar's influence grows by 360 feet per day (a little more than 2/3 of a mile per tenday) in all directions, centered on the Scarred Grove (see Chapter 3). At this rate, Cicatri Down will be within the borders of the Scar's influence within two tendays, and the Scar will envelope Ringlo Hall, the Cumasti capital, in four months. Refer to **Map 3: Cicatri Vale** for the location of the Scar's influence (the radius shown is as of the day after the scarborn attack on Cicatri Down).

Searching the Vale

Searching Cicatri Vale is a difficult task. The ominous and shifting shadows make the mind play tricks, and the PCs see things that are not there. The dead foliage and debris on the ground make sneaking through the area risky. The shadowy nature of the vale does, however, offer many places to hide.

Creatures in the vale gain a +2 circumstance bonus on all Hide checks, but take a -2 circumstance penalty on all Move Silently, Search, and Spot checks.

Random Encounters

Cicatri Vale is a dangerous place.

Frequency: Check for a random encounter every hour. Roll d%; a result of 10 or less indicates a random encounter.

Frequency Modifiers: The following situations affect the chance for a random encounter. The modifiers are cumulative.

- The player characters are in combat: +5%
- The player characters are loud or arguing: +5%

- The player characters are in the Scar-influenced area: +10%
- The player characters completed a timed encounter less than an hour ago: -5%
 - Within two hours of dawn: +5%
 - Within two hours of dusk: +5%

Random Encounter Table: Roll on the following table (Table 2-1: Encounter Types) to determine which table to use for the random encounter. Roll 1d4 on Table 2-1: Encounter Types if the PCs are not in the Scar-influenced area; roll 1d8 if they are.

Table 2-1: Encounter Types

1d4 or 1d8	Encounter Type
1-2	Creature Encounter (roll on Table 2-2: Creature Encounters)
3-4	Cicatri Down Citizen Encounter (roll on Table 2-3: Cicatri Down Citizen Encounters)
5-6	Scar Encounter (roll on Table 2-4: Scar Encounters)
7-8	Manifestation Encounter (roll on Table 2-5: Manifestation Encounters)

Creature Encounters

All creature encounters begin roughly 60 feet from the player characters.

Table 2-2: Creature Encounters

1d6	Encounter
1	1d6 Small Viper Zombies (EL 2) Motivation: These zombies wish to cause as much damage to the living as they can. <i>Small Viper Zombies</i> : hp 16 each. See Appendix 1: New Creatures.
2	1d4 Scarborn (EL 2) Motivation: These creatures search for more villagers to claim for the Scar. They attempt to subdue and drag off any villager or character they find. <i>Scarborn</i> : hp 6 each. See Appendix 1: New Creatures.
3	Diseased Bat Swarm (EL 2) Motivation: Bats are common nocturnal hunters in the Redwoods. The Scar has corrupted these bats, and they hunt for the warm blood of any creature they can catch. <i>Diseased Bat Swarm</i> : hp 7. See Appendix 1: New Creatures.
4	1d3 Wolf Skeletons (EL 1) Motivation: Only the evil need to cause death and destruction to the living motivates these skeletons. <i>Wolf Skeleton</i> : hp 13. See the MM, Chapter 1: Monsters A to Z, "Skeleton."
5	1d2 Medium Splinters (EL 2) Motivation: The splinters move toward Cicatri Down, hoping to infiltrate the town and act as the Scar's eyes. They attack any creature that comes within 60 feet of them. <i>Medium Splinters</i> : hp 9 each. See Appendix 1: New Creatures.

6 1d6 Diseased Wolves (EL 3)

Motivation: These wolves are under the Scar's influence. They hunt for fresh meat in the vale. *Diseased Wolves*: hp 9 each. See Appendix 1: New Creatures.

Cicatri Down Citizen Encounters

Some of the inhabitants of Cicatri Down search Cicatri Vale. The encounters begin roughly 60 feet from the player characters. If the PCs are in need of immediate aid, you may use one of the encounters on Table 2-3: Cicatri Down Citizen Encounters to bring them back to Cicatri Down for rest and healing.

Table 2-3: Cicatri Down Citizen Encounters

1d10	Encounter
1-2	Ethiel Pharenseth Motivation: Ethiel decided that he could not sit idly by any longer. He came into the vale to see what he could do to help. He is severely wounded (4 hp) and has lost his bearings.
3-4	Mniar Cidia Motivation: Mniar is determined to find his daughter before the evil presence in the vale claims her.
5-6	Schillan Fayr Motivation: Schillan finally takes action and searches the vale for the missing children and priests of Ordana. He is angry and is looking to do battle with any evil creatures that the vale offers him. He knows in his heart that the rest of his clergy are dead, but he is unwilling to accept it. He still holds hope that the children are alive and that he can save them.
7-8	Gaseriel Meth'Loma Motivation: Gaseriel is out exploring the vale to discover if any scarborn remain near town. She is willing to walk and chat with the characters. The PCs' recent bravery has inspired her to dig deep into her own reserves.
9-10	1d6 Villagers Motivation: These villagers have banded together and entered the forest to search for their missing friends and family.

Scar Encounters

Scar encounters result from the Redwood Scar and Elrannel M'Lachel (the scar lich) manipulating the physical environment. Through Elrannel, the forest manifests many traps and brings trees to life to defend the Scarred Grove from intruders.

If the PCs destroy Elrannel, the Scar does not have sufficient power to create these physical manifestations alone. Re-roll on Table 2-1: Scar Encounters.

Creature encounters begin roughly 60 feet from the player characters.

Table 2–4: Scar Encounters

Id10	Encounter
1	Large Animated Tree (EL 3) Large Animated Object (Tree): hp 52. See the <i>MM</i> , Chapter 1: Monsters A to Z, “Animated Object.” The animated tree has hardness 10 and can trample Small or smaller creatures, dealing 1d8+4 damage (DC 15).
2	Hail of Thorns (EL 3) Hail of Thorns Trap: CR 3; mechanical; location trigger; automatic reset; Atk +20 ranged (2d4); Search DC 22; Disable Device DC 22.
3	Tripping Branches (EL 2) Tripping Branches Trap: CR 2; mechanical; location trigger; automatic reset; multiple traps (tripping and melee attack); Atk +15 melee touch (trip), +15 melee (2d4+2); Search DC 15; Disable Device DC 18.
4	Spiked Pit Trap (EL 2) Spiked Pit Trap: CR 2; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 15.
5	Wide-Mouth Spiked Pit Trap (EL 4) Wide-Mouth Spiked Pit Trap: CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 25.
6	Sharpened Branch Trap (EL 4) Sharpened Branch Trap: CR 4; mechanical; location trigger; automatic reset; Atk +20 melee (2d4+8/x4); Search DC 21; Disable Device DC 23.
7	Poisoned Thorn Trap (EL 4) Poisoned Thorn Trap: CR 4; mechanical; location trigger; automatic reset; Atk +15 ranged (1d4+4 plus poison); multiple targets (1 thorn per target in a 10-ft.-by-10-ft. area); poison (Scar venom, DC 10 Fortitude save resists, 1d2 Dex/1d2 Dex); Search DC 21; Disable Device DC 28.
8	Stake Trap (EL 1) Stake Trap: CR 1; mechanical; proximity trigger; automatic reset; Atk +10 ranged (1d6/x3); Search DC 20; Disable Device DC 20.
9	Swinging Log Trap (EL 1) Swinging Log Trap: CR 1; mechanical; touch trigger; automatic reset; Atk +5 melee (4d6, log); Search DC 20; Disable Device DC 20.
10	Camouflaged Pit Trap (EL 1) Camouflaged Pit Trap: CR 1; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20.

Manifestation Encounters

Manifestation encounters are magic effects that the Scar generates within its area of influence. All manifestation encounters are spell-like abilities that are not governed by the influenced area’s magical traits (see page 26).

For spell-like effects with a single target, randomly select a target character. All other spell-like effects affect all characters within the area of effect at the same time. If the spell-like effect creates or summons something, it appears 10 feet from the PCs.

Table 2–5: Manifestation Encounters

Id8	Encounter
1	Entangle (EL 2) Entangle Trap: CR 2; magic device; proximity trigger; automatic reset; spell effect (<i>entangle</i> , 1st-level druid, DC 11 Reflex save partial (see spell text)); Search DC 26; Disable Device DC 26.
2	Detect Thoughts (EL 3) Detect Thoughts Trap: CR 3; magic device; proximity trigger; automatic reset; spell effect (<i>detect thoughts</i> , 3rd-level wizard, DC 12 Will save negates); if the Will save fails, increase all random encounter checks by +10% (cumulative); Search DC 27; Disable Device DC 27.
3	Spike Growth (EL 4) Spike Growth Trap: CR 4; magic device; proximity trigger; automatic reset; spell effect (<i>spike growth</i> , 5th-level druid, DC 13 Reflex save partial); Search DC 28; Disable Device DC 28.
4	Summon Swarm (EL 3) Summon Swarm Trap: CR 3; magic device; proximity trigger; automatic reset; spell effect (<i>summon swarm</i> , 3rd-level wizard); Search DC 27; Disable Device DC 27.
5	Inflict Light Wounds (EL 2) Inflict Light Wounds Trap: CR 2; magic device; touch trigger; automatic reset; spell effect (<i>inflict light wounds</i> , 1st-level cleric, 1d8+1, DC 11 Will save half damage); Search DC 26; Disable Device DC 26.
6	Wall of Thorns (EL 6) Wall of Thorns Trap: CR 6; magic device; proximity trigger; automatic reset; spell effect (<i>wall of thorns</i> , 9th-level druid); Search DC 31; Disable Device DC 31. (See also information for passing hedgerows in the <i>DMG</i> , Chapter 3: Adventures, “Wilderness Adventures,” <i>Marsh Terrain</i> .)
7	Snare (EL 4) See spell description in the <i>PHB</i> , Chapter 11: Spells.
8	Ghoul Touch (EL 3) Ghoul Touch Trap: CR 3; magic device; touch trigger; automatic reset; spell effect (<i>ghoul touch</i> , 3rd-level wizard, DC 13 Fortitude save negates); Search DC 27; Disable Device DC 27.

Timed Encounters

While searching the vale, the characters have the opportunity of coming across many timed encounters. Use the encounters that you feel are appropriate.

Note that the PCs are not safe from the timed encounters while they are in the hedge maze. These encounters occur even if the PCs are in the maze; the Scar provides the creatures with unnatural guidance.

Encounter 1 — Diseased Horses (EL 3)

Time: Midnight, any day after the scarborn attack on the town

The sound of hooves clopping slowly against the ground, accompanied by a chorus of chuffing, alerts you to the presence of horses nearby.

Four diseased light horses from Cumasti Down have picked up the PCs' scent. The horses do not allow anyone to touch them and charge the closest character as soon as they get within 60 feet. Allow the PCs Listen checks (opposed by the horses' Move Silently checks) to avoid surprise.

Diseased Light Horses (4): hp 19, 14, 13, 9; see Appendix 1: New Creatures.

Encounter 2 — Diseased Badgers (EL 3)

Time: 3am, any day after Encounter 1

Six hideously disfigured badgers charge you from their hiding place in the foliage of the forest floor.

These six badgers are under Elrannel's direct command. He has directed them to ambush intruders by hiding in the foliage and then charging into them when their prey get close enough. Allow the PCs Spot checks (opposed by the badgers' Hide checks) to avoid surprise.

Diseased Badgers (6): hp 7 (x4), 4, 2; see Appendix 1: New Creatures.

Encounter 3 — Animated Trees (EL 5)

Time: 6am, any day after Encounter 2

Elrannel uses his Scar-enhanced powers to animate two large trees to attack the characters.

These trees do not retreat from combat and fight until destroyed. The animated trees do not chase characters that leave the vale; however, if either of the trees survives when the PCs reenter the vale, the player characters have to deal with them again.

Large Animated Objects (Trees) (2): hp 52 each. See the MM, Chapter 1: Monsters A to Z, "Animated Object." The animated trees have hardness 10 and can trample Small or smaller creatures, dealing 1d8+4 damage (DC 15).



Cicatri Vale Locations

Location A — Hedge Maze

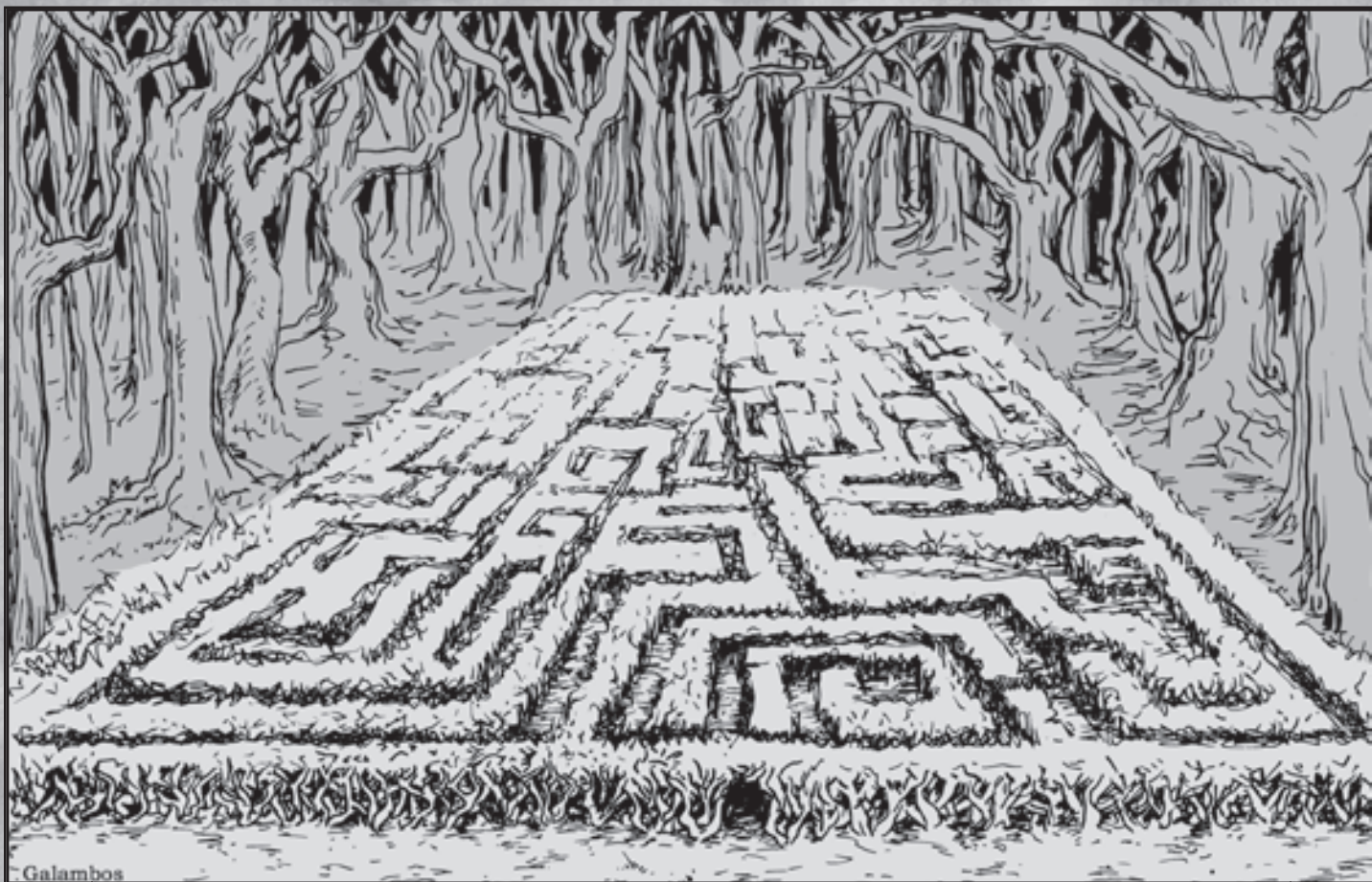
Elrannel M'Lachel and the priests of the Temple of Faunus constructed this great hedge maze 113 summers ago to safeguard a powerful spellbook from falling again into wrong hands. This grimoire is called the *Tome of Serpents*.

An evil human sorcerer bent on destroying the Cumasti elves created and used the *Tome of Serpents*. With the Elrannel's aid, the priests of Faunus finally overcame the swarms of poisonous snakes and evil magic and wrested the book from his control. Elrannel carefully erected the maze of briars and thorns while the priests created the *divine keys* and the final resting place for the *Tome of Serpents*.

Now the Redwood Scar has twisted and perverted the hedge maze, and it is even more dangerous than it once was. Like the Scar-influenced area of Cicatri Vale, the hedge maze has a few unique properties that affect the characters as they explore it. These traits replace those described above. Aside from the warped plant life physical trait, the traits are permanent features of the maze and remain even after the Redwood Scar and Elrannel are destroyed.

Hedge Maze Physical Traits

- **Warped Plant Life:** The Redwood Scar's foul touch warps the trees, shrubs, and other plants. The vegetation is leafless, thorny, twisted, and gnarled.
- **Reaching Vegetation:** Though the vegetation is not fully animate, it seems to reach out for characters in the tight paths of the hedge maze. Each PC must make a DC 12 Balance check every 10 minutes within the hedge maze. If this check fails, the



character plunges into the thorny brush and must make a DC 12 Reflex save to avoid taking 1d4 points of piercing damage. A running character takes a –5 circumstance penalty to her Balance check. In combat, the PCs must attempt the Balance checks each round. The maze's denizens do not have to make these checks, as the vegetation does not attempt to trip them.

Hedge Maze Alignment Trait

- *Mildly Chaos-Aligned:* All non-chaotic creatures within the hedge maze take a –2 circumstance penalty on all Charisma-based checks.

Hedge Maze Magic Traits

- *Impeded Magic:* All spells and spell-like abilities that use or duplicate spell effects that deal with plants (such as *Speak with Plants* or *Anti-Plant Shield*), and all those with the fire descriptor, are more difficult to cast in the hedge maze. To cast such a spell, the caster must make a Spellcraft check (DC 10 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally. Plant creatures (such as splinters) are immune to this effect.
- *Prohibited Abilities:* The trackless step and woodland stride class features do not function within the hedge maze.

The characters may enter the hedge maze at Rulaerie Camli's request (see the *Tome of Serpents* side plot in Chapter 1, pg. 15). If they do, they already have the *divine transmutation key* in their possession. If they do not have this key, they need to get it from Rulaerie before they can claim the *Tome of Serpents*.

The characters may make DC 15 Knowledge (religion) or bardic knowledge checks as they approach the maze. A successful check allows the character to recognize that a tangle of branches near the maze's entrance is in the shape of the holy symbol of the elven deity Faunus.

The area is covered with tracks of all sizes and types of creatures.

Hedge Maze Random Encounters

While the PCs are in the hedge maze, replace Cicatri Vale's random encounter rules with the following.

Frequency: Check for a random encounter every 30 minutes. Roll d%; a result of 10 or less indicates a random encounter.

Frequency Modifiers: The following situations increase the chance for a random encounter. The modifiers are cumulative.

- The player characters are in combat: +5%
- The player characters are loud or arguing: +5%
- It is night: +10%
- Within two hours of dawn: +5%
- Within two hours of dusk: +5%

Random Encounter Table: Creature encounters begin roughly 60 feet from the player characters.

Map 4: The Hedge Maze

1 square = 5 feet

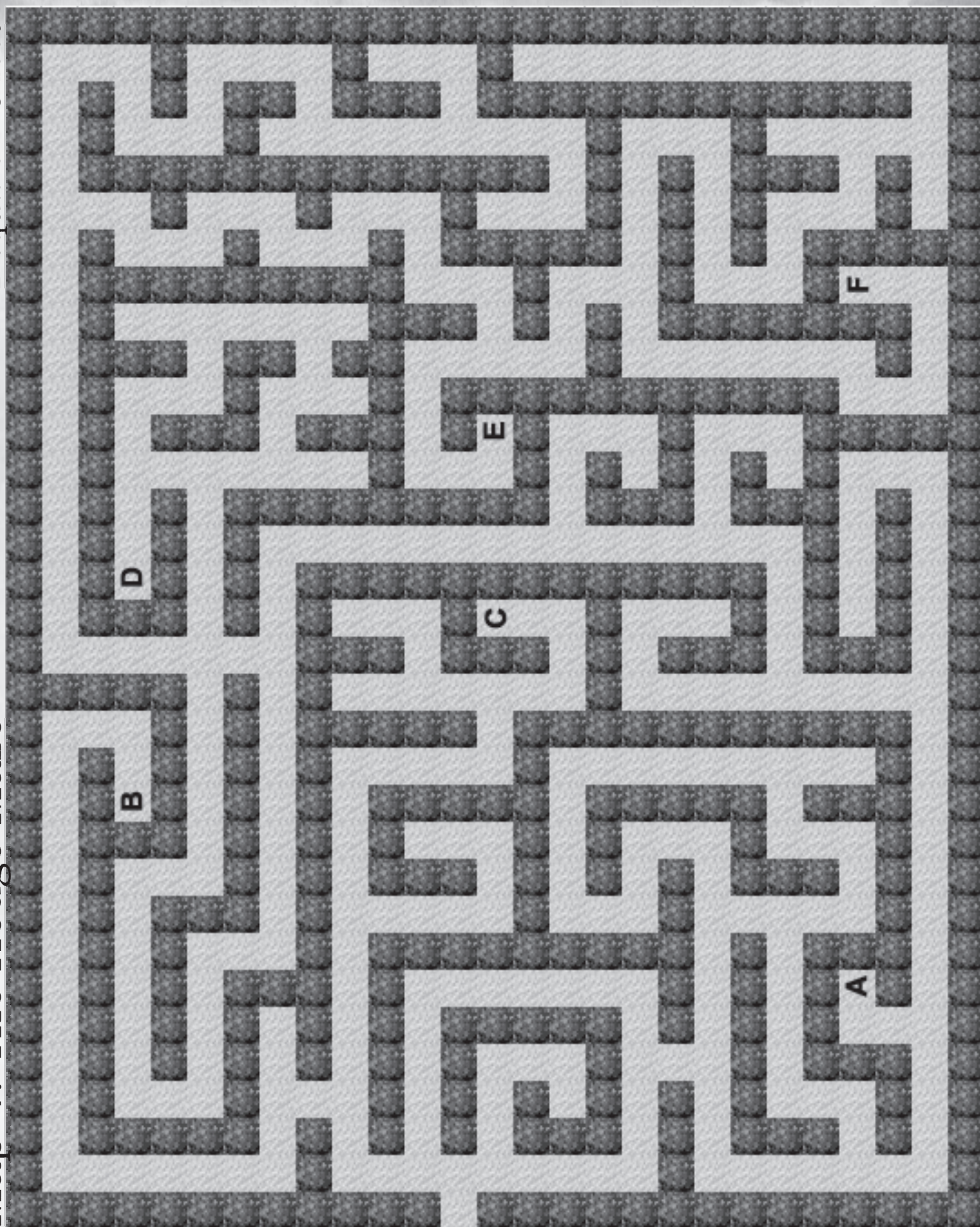


Table 2–6: Random Encounters

Id6 Encounter

- 1 **Scarborn Centaur (EL 4)**
Motivation: This wretched centaur is a recent casualty of the Scar's growth and influence. Under Elrannel's command, the centaur searches the hedge maze for the *Tome of Serpents*. *Scarborn Centaur*: hp 52. See Appendix 1: New Creatures.
- 2 **Large Wood Elemental (EL 6)**
Motivation: Summoned as a secret guardian during the hedge maze's construction, the Redwood Scar's taint drives this creature mad with pain. Large Wood Elemental: hp 68. See Dave Arneson's *Blackmoor*, Chapter 8: Monsters in *Blackmoor*, "Elemental." The elemental is immune to the hedge maze's area traits. It also has occasional moments of lucidity, which are more likely to occur in combat. Each round, the elemental can attempt a DC 13 Will save. If the save succeeds, the creature shakes off its madness for one round and can converse with the PCs (probably telling them to run before it kills them). If the PCs find a way to remove its insanity (even temporarily), it helps them battle the Scar as much as it can. The elemental cannot leave the maze.
- 3 **Assassin Vine (EL 3)**
Motivation: The Scar's slow mutation of the area's vegetation has caused a once-beautiful ivy trellis to become an assassin vine. *Assassin Vine*: hp 30. See the *MM*, Chapter 1: Monsters A to Z, "Assassin Vine."
- 4 **Id3 Animated Saplings (EL 2)**
Motivation: These animated trees search for the *Tome of Serpents* at Elrannel's command. Small Animated Objects (Trees): hp 15. See the *MM*, Chapter 1: Monsters A to Z, "Animated Object." The animated saplings have hardness 5.
- 5 **2d4 Tiny Splinters (EL 3)**
Motivation: These splinters search for the *divine keys* to unlock and retrieve the *Tome of Serpents* for Elrannel. *Tiny Splinters*: hp 2 each. See Appendix 1: New Creatures.
- 6 **Diseased Blink Dog (EL 2)**
Motivation: This blink dog was once a part of a pack that lived in Cicatri Vale. It has since come into the hedge maze in search of food. *Diseased Blink Dog*: hp 14. See Appendix 1: New Creatures.

The Divine Keys

A number of *divine keys* are scattered throughout the hedge maze, and the PCs must acquire them all if they are to discover the *Tome of Serpents*. Each key resembles a smooth stone with a rune carved into its surface and floats 5 feet above the ground. Each key is related to one of the schools of magic. A DC 13 Knowledge (arcana) check allows a character to recognize the rune on the key as the symbol of the school of magic to which the key is connected (the *divine divination key*, for example, carries the symbol of the school of divination). The PCs may have already acquired the *divine transmutation key* from Rulaerie Camli, but they must secure the others.

A magic field, a safety measure implemented by Elrannel and the priests of Faunus, protects each key. Each magic field is related to the same school of magic as the key it protects. Each field radiates faint enchantment magic and strong magic of the school to which it is tied (the *divine divination key's* field radiates strong divination magic, for example). The strong aura weakens and fades as the appropriate spells are cast into the field (see below).

To lower a magic field, the PCs must cast a total of three spell levels of the appropriate school into the field. (For example, to free the *divine divination key* the PCs must cast three levels of divination spells into the field.) The spells' energy drains into the field. After the field absorbs three of the appropriate spell levels, the key floats slowly to the ground as the field flickers and fades with an audible pop. Give the players the provided Player Handout for the key they acquire.

The *divine keys* are described in Appendix 2: New Items.

Hedge Maze Keyed Encounters

A. Divine Divination Key (EL 2)

A small stone, glowing with blue light, floats at chest level. An indiscernible rune is carved into its smooth surface.

This is the *divine divination key*.

Trap: The key floats above a camouflaged pit trap.

Camouflaged Pit Trap: CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 24; Disable Device DC 19.

See "The Divine Keys," above, for information on how the PCs can acquire the *divine divination key*.

B. Divine Illusion Key (EL 2)

Four small, sticklike creatures jump and reach for a stone that floats 5 feet above the ground and glows with a pale radiance. They do not seem to be able to reach the object.

Pieces of a crossbow mechanism lie on the ground, broken and torn apart, mixed with what appear to be the corpses of two of the little stick monsters.

The sticklike creatures are splinters in Elrannel M'Lachel's service. He sent them here to discover and retrieve the *Tome of Serpents*, but the relatively unintelligent plant creatures do not understand the workings of magic and futilely attempt to grab the *divine illusion key*. The ancient crossbow trap that protected the key killed the two creatures that lie on the ground. Infuriated, the rest of the splinters tore the trap from the maze wall and smashed it to bits on the ground.

Creatures: The splinters are so engrossed with the task at hand that they take a –2 circumstance penalty on Listen and Spot checks.

Tiny Splinters (4): hp 3 (x2), 1 (x2); see Appendix 1: New Creatures.

D. Divine Conjunction Key (EL 4)

Two man-sized stick men seem to be conversing quietly while staring at a glowing stone that hangs 5 feet in the air between them. They rub their woody chins and gaze at the floating stone in contemplation. Occasionally one reaches out a hand and attempts to take the stone from the air, but it does not move.

Unlike their tiny brethren in **Area B**, these splinters attempt to think of a way to bypass the magic field that surrounds the *divine conjunction key*. They realize some magic holds the stone aloft and are close to figuring out what they need: a spellcaster.

Creatures: Due to their preoccupation, each splinter takes a –4 penalty to Listen and Spot checks. They fight viciously when they sense intruders and attempt to keep one enemy spellcaster alive so that they can force the character to remove the key's magic field.

Medium Splinters (2): hp 12, 8; see Appendix 1: New Creatures.

See "The Divine Keys," above, for information on how the PCs can acquire the *divine conjunction key*.

E. Divine Evocation Key (EL 3)

A glowing stone hovers in the air. On all sides, gnarled wooden stakes protrude diagonally from the hedge walls like a siege fortification, aimed at the stone.

Trap: Touching the key causes one of the stakes to shoot into the offending character. One stake fires each time a living creature touches the key.

Poisoned Stake Trap: CR 3; mechanical; touch trigger (*alarm*); automatic reset; Atk +12 ranged (1d8/x3 plus poison, stake); poison (equivalent to Large monstrous scorpion venom, DC 14 Fortitude save resists, 1d4 Con/1d4 Con); Search DC 23; Disable Device DC 23.

See "The Divine Keys," above, for information on how the PCs can acquire the *divine evocation key*.

F. Tome of Serpents (EL varies)

The path stops abruptly at a wall of thorns and thistles. The only strange feature about this dead-end is a wooden plaque embedded in it. The foot-high, three-foot-wide darkwood plaque has lines, circles, and other geometric shapes engraved into its surface.

The wood plaque is the lock mechanism that keeps the *Tome of Serpents* out of evil hands. Give the players Player Handout 1: Tome of Serpents Lock. Refer to GM's Handout 1: Tome of Serpents Lock Solution for the puzzle lock's solution.

Trap: The plaque already holds three *divine keys* — those of the enchantment, necromancy, and universal schools. The PCs may place the remaining keys into the lock. Use the following pieces of information to arbitrate this puzzle:



See "The Divine Keys," above, for information on how the PCs can acquire the *divine illusion key*.

C. Divine Abjuration Key (EL 3)

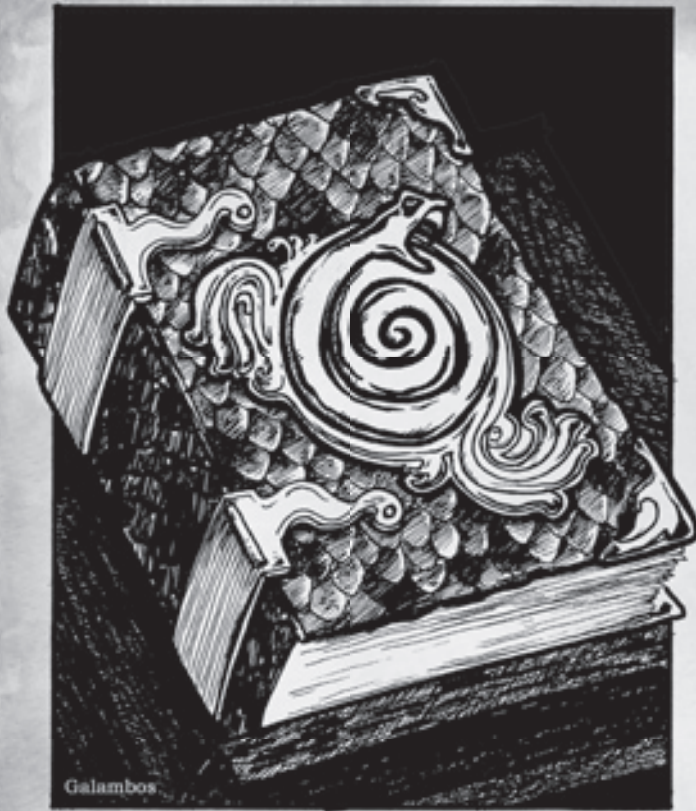
As you round the corner leading to a dead end in the maze you see a floating stone that hovers 5 feet above the ground seemingly on its own power.

The *divine abjuration key* appears unguarded. Touching the key causes a hail of needles to streak from the underbrush.

Trap: The needles in the trap were once poisoned, but the poison has long since dried up and become ineffective. A DC 22 Craft (alchemy) or Knowledge (nature) check allows a character to discover that the poison used on the needles was a naturally occurring plant-based neurotoxin that rendered the wounded creature unconscious in just a few seconds. A further DC 15 Knowledge (history), Knowledge (local), or bardic knowledge check indicates that Cumasti druids and rangers used this kind of poison over a century ago to defend their borders from encroaching orcs from the Stormkiller Mountains, but the toxin has fallen out of use in favor more permanent methods.

Hail of Needles: CR 3; mechanical; proximity trigger (*alarm*); manual reset; Atk +20 ranged (2d4); Search DC 22; Disable Device DC 22.

See "The Divine Keys," above, for information on how the PCs can acquire the *divine abjuration key*.



- **Transmutation Key:** *Animate Plants* Trap; magic device; touch trigger; automatic reset; spell effect (*animate plants*, 13th-level druid, animates a Small section of the brush that attacks the violator); Search DC 32; Disable Device DC 32.
- If the PCs place a key in its correct location, it loses its magic properties and cannot be removed.
- If the players have difficulty with the lock, you may wish to secretly make a DC 15 Knowledge (arcana) check for each character. Those that succeed realize that what the plaque's pattern looks remarkably similar to the schools of magic opposition diagram that spellcasters learn in their early studies.
- *Detect magic* reveals strong auras of each type of key in the lock. As the characters add other keys, they lose their magic auras and the plaque gains a strong aura of the corresponding school.
- If the PCs place the keys in the correct locations, award them experience points as if they overcame a CR 5 encounter. If they need help, give them half as much.

When all the keys are in the lock, read or paraphrase the following.

The plaque melts and fades into the air. In its place is a shallow depression, in which rests a thick book covered in black snakeskin. On the book's cover, embossed in silver, is the emblem of a coiled serpent.

- The three *divine keys* that are already in place cannot be removed.
- If the PCs place a key in an incorrect location, it triggers a trap. The exact trap depends on the specific key that the characters place incorrectly, as described below.
- **Abjuration Key:** *Glyph of Warding* Trap; magic device; touch trigger; automatic reset; spell effect (*glyph of warding*, 5th-level cleric, 2d8 sonic, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.
- **Conjuration Key:** *Summon Monster* Trap; magic device; touch trigger; automatic reset; spell effect (*summon monster II*, 3rd-level cleric, summons a celestial riding dog that attacks the violator); Search DC 27; Disable Device DC 27.
- **Divination Key:** *Summon Monster* and *True Strike* Trap; magic device; touch trigger; automatic reset; spell effects (*summon monster I*, 1st-level cleric, summons a celestial badger with *true strike* that attacks the violator); Search DC 26; Disable Device DC 26.
- **Evocation Key:** *Burning Hands* Trap; magic device; touch trigger; automatic reset; spell effect (*burning hands*, 1st-level wizard, 1d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.
- **Illusion Key:** *Color Spray* Trap; magic device; touch trigger; automatic reset; spell effect (*color spray*, 1st-level wizard, knocked unconscious, blinded, and/or stunned, DC 11 Will save negates); Search DC 26; Disable Device DC 26.

The book is the *Tome of Serpents*. See Appendix 2: New Items for more information about it.

Creature: As the PCs take the book, a wood elemental staggers around the bend behind them. This elemental protects the hedge maze, but the Scar's proximity has driven it to madness — though it fights the evil's influence and has bouts of clarity. (This is the same elemental that appears in the random encounter table, above; if the PCs have already destroyed the elemental, it does not appear.)

A crashing and thudding resounds behind you, and a large humanoid rounds the corner. Its massive legs and arms resemble thick tree trunks, and a beard of leaves adorns its craggy face. It reels unsteadily, turning its head back and forth. "Friends," the thing rumbles in barely discernible Common. Its voice sounds like great limbs swaying and creaking in a storm. "Time is short. The Cicatri Vale taints this maze of hedges, and it clouds my mind as well. I may... I may attack... if I do, I am not myself...."

As described in the random encounter table, the elemental must succeed a DC 13 Will save each round to remain lucid. If it fails such a save, it attacks and continues doing so until it succeeds.

The PCs can ask questions of the elemental, and it answers as best as it can. It can tell them the rough location of the Scar, how long the Scar has been active, and the hedge maze's history. It agrees that the *Tome of Serpents* is no longer safe in the maze and applauds the PCs' efforts.

Wood Elemental: hp 68. See *Dave Arneson's Blackmoor*, Chapter 8: Monsters in Blackmoor, "Elemental."

Location B — Missing Guards (EL 3)

Many of the missing Cumasti guards are dead. The undead that roam the vale devoured some of them, and the others have become scarborn. Five of the latter wander in **Location B** on **Map 3: Cicatri Vale**. They attack as soon as they notice intruders. (See the Missing Guards side plot in Chapter 1, pg. 18).

Scarborn Cumasti (6): hp 6 each; see Appendix 1: New Creatures.

Location C — Missing Child

Jothee Cicidadia hides in a tree at **Location C** on **Map 3: Cicatri Vale**. She came out to look for her cat the night of the scarborn attack, discovered that the poor creature was diseased, and the cat chased her to this tree. The diseased cat has left, but the young girl has seen many former villagers pass beneath the tree and does not believe it is safe to come down. (See the “Side Plot: Save the Children” and “Side Plot: The Lost Child” side plots in Chapter 1, pgs. 14 and 18.)

The PCs must drag Jothee down bodily or use Bluff, Diplomacy, and/or Intimidate checks to convince her that they are very much alive and that they will not feed her to the monsters in the vale. Use your judgment to determine whether the characters successfully convince her to come down.

Mniar Cicidadia, Jothee’s father, and Schillan Fayr are very grateful to the characters if they save the little girl and return her safely home.

Location D — Scarborn Clearing (EL 3)

Location D marks a clearing in the vale. This clearing is the hunting ground for four scarborn Cumasti (including Janek Phelouise; see the “Side Plot: The Walking Dead” side plot in Chapter 1, pg. 18). As soon as the characters enter the clearing, the scarborn attack.

Scarborn Cumasti (4): 10, 8, 6, 4; see Appendix 1: New Creatures.

Location E — The Scarred Grove

Location E identifies the position of the Scarred Grove. The Scarred Grove is described fully in Chapter 3.

Chapter Three: The Scarred Grove

The characters, by now, can feel the Redwood Scar’s taint. The Scarred Grove and Scar Cave (see below) are the central seats of the Scar’s maleficent influence and power. While the PCs remain in the Scarred Grove, they are under the following heightened Scar-influenced effects. These traits supercede those found in Chapter 2.

Scarred Grove Physical Traits

- *Warped Plant Life:* The Redwood Scar’s foul touch warps the trees, shrubs, and other plants. The vegetation here is leafless, thorny, twisted, and gnarled.
- *Warped Animal Life:* Naturally occurring animals and magical beasts are undead or diseased (see Appendix 1). Undead creatures are either skeletons or zombies (50% chance of either).

Scarred Grove Energy Trait

- *Negative-Dominant:* The Scarred Grove sucks the very essence and life out of every living thing in its area of influence. Living creatures take 1d6 points of damage per hour spent within the area (DC 16 Fortitude save for half). At –10 hit points or fewer, they blacken and rise as scarborn in 24 hours. Diseased creatures are immune to this effect. The *death ward* spell protects a creature from this damage.

Scarred Grove Alignment Traits

- *Mildly Chaos-Aligned:* All non-chaotic creatures within the influenced area take a –3 circumstance penalty on all Charisma-based checks.
- *Mildly Evil-Aligned (Evil):* All non-evil creatures within the influenced area take a –3 circumstance penalty on all Charisma-based checks.

Creatures that are both non-evil and non-chaotic take a –6 circumstance penalty on all Charisma-based checks.

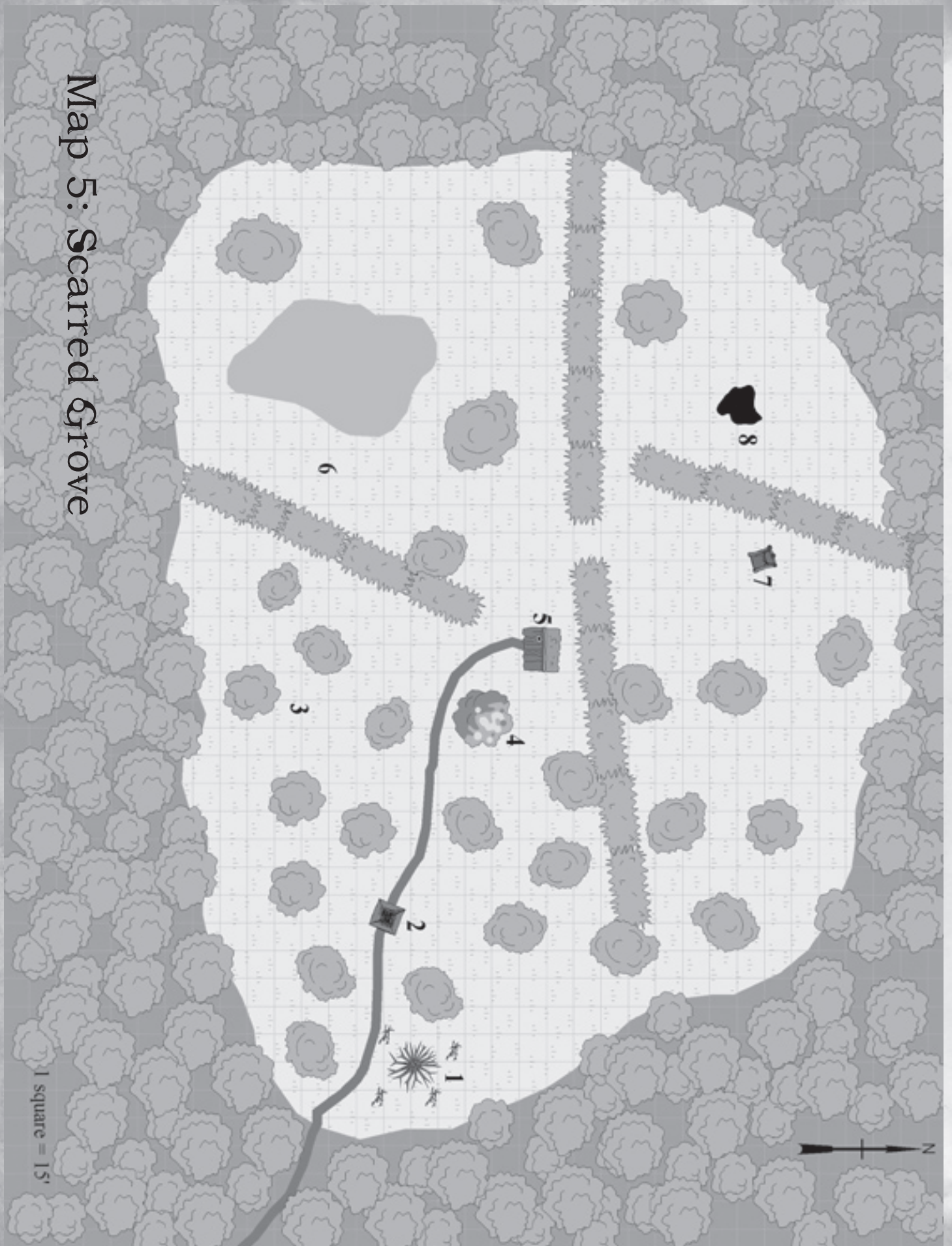
Scarred Grove Magic Traits

- *Ambient Desecration:* Every undead creature in the influenced area gains a +1 profane bonus on attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into the influenced area gains +1 hit point per Hit Die.
- *Tainted:* Animals, elementals, magical beasts, plant creatures, and vermin (including familiars, animal companions, and paladins’ special mounts) try to avoid the influenced area, as if the area is covered with a *repulsion* spell that affects only these creatures. A DC 16 Will save allows a creature to overcome this effect.
- *Impeded Magic:* Druid, ranger, and woker spells are more difficult to cast in the influenced area, as are spells from the Animal, Earth, and Plant domains and any spell-like abilities that duplicate these spell effects. To cast one of these types of spells, the caster must make a Spellcraft check (DC 15 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally. Scar-controlled or created creatures (such as splinters) are immune to this effect.

All spells and spell-like abilities with the summon descriptor are very difficult to cast in the influenced area. To cast a summoning spell, the caster must make a Spellcraft check (DC 20 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally. This effect applies even to Scar-controlled or created creatures.

Casters attempting to cast a spell that falls into both of the above categories (such as a druid casting *summon nature’s ally I*) must make two separate Spellcraft checks to cast the spell. If either of these checks fail, the spell is lost. If both checks succeed, the spell functions normally.

Map 5: Scarred Grove



Random Encounters

Use the random encounter tables from Chapter 2.

Optional Encounter (EL varies)

If the PCs have suffered a few casualties, you may wish to spring a horrific surprise on them. As the characters enter the Scarred Grove, the PCs meet their fallen allies. If the PCs have lost animal companions or familiars, these creatures attack as well.

Dead player characters return as scarborn and dead animal companions and familiars as diseased variants (see Appendix 1: New Creatures).

Scarred Grove Locations

Location 1 — Splinter Tree (EL 3)

Along the path that enters the scarred grove is a large oak tree that appears to be afflicted with some disfiguring blight. When the characters come within 20 feet of the tree, read or paraphrase the following.

A once beautiful old oak tree stands on the right side of the path. Most of its leaves have fallen, giving the tree a skeletal look. Sticks and fallen branches litter the ground around it. A stiff wind stirs the leaves and the twigs seem to dance.

Some of the twigs and branches beneath the old oak tree are actually six Tiny splinters ready to ambush any prey that passes by. A DC 15 Knowledge (nature) check reveals that some of the downed branches are not from the oak tree. A DC 18 Survival check allows a character with the Track feat to discover many strange little tracks (those of splinters) that cross the path and lead to the oak.

When the PCs approach within 10 feet of the tree, the splinters leap out of the rotting vegetation and attack. The PCs may attempt Listen checks, opposed by the splinters' Move Silently checks, to avoid surprise.

Tiny Splinters (6): hp 4, 3 (x3), 2 (x3); see Appendix 1: New Creatures.

Location 2 — Pit (EL 4)

A hidden, spiked pit in the middle of the grove's only true path is one of the few remaining defenses that Elrannel laid for unsuspecting poachers and defilers.

Spiked Pit Trap: CR 4; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20.

Location 3 — Vipers (EL 3)

A swarm of diseased vipers takes up residence in this portion of the grove. When Elrannel was still alive he brought this swarm here so they would not bother woodsmen from Cicatri Down. Since the Redwood Scar's appearance, however, these vipers feed on any living thing that comes within 40 feet of them.



When the PCs enter this area, allow them DC 13 Knowledge (nature) or Survival checks to notice the signs that a large number of poisonous serpents infest the area. If the characters pass within 40 feet of the diseased viper swarm, the snakes attack.

Diseased Viper Swarm: hp 15; see Appendix 1: New Creatures.

Location 4 — Attacking Tree (EL 5)

A huge pine tree stands at this location, animated and ready to defend its master's territory. It is a physical manifestation of the Redwood Scar's power, directed through Elrannel. The tree attacks as the PCs pass by; allow each character a DC 18 Spot check to avoid surprise.

A huge tree suddenly lifts its roots out of the soil and swings its branches down into your comrades!

On the first round the tree slams into the characters as they walk past. On the second round it attempts to trample a prone character or a character who is Small or smaller (including familiars and animal companions).



The animated tree attacks until it or Elrannel is destroyed.

Huge Animated Object (Tree): hp 84. See the *MM*, Chapter 1: Monsters A to Z, “Animated Object.” The animated tree has hardness 10 and can trample Medium or smaller creatures, dealing 2d6+7 points of damage (DC 19).

Location 5 — Old Hut

A ramshackle wooden hut stands in a small clearing. The structure seems out of place in the wilderness, and it tilts on its wooden frame. Two elven warriors stand guard on either side of the door.

The single constructed building in the grove is the Elrannel’s old hut. The druid built this hut many years ago for visitors who were not used to the rigors of living under the stars and off of the land, though he has had few overnight guests in the last decade.

Creatures: Two scarborn Cumasti guard the hut’s entrance. They attack if the PCs take any aggressive actions or remain in the clearing for more than one round.

Scarborn Cumasti (2): hp 7 each. See Appendix 1: New Creatures.

Since the Redwood Scar took possession of the grove, the old hut has fallen into disrepair. The simple, one-room structure sags on its foundation, the roof leaks, and the floor has remained unswept for some time. A simple, crooked wooden cot with a moldy straw mattress is the only furnishing in the hut.

Inside the old hut are four young Cumasti children, two boys and two girls, who have been kidnapped from Cicatri Down. (See the “Side Plot: Save the Children” listing in Chapter 1, pg. 14). They all bear minor cuts and scrapes and huddle together in fear. They squeal in terror when a creature enters the hut, thinking that the scarborn Cumasti return for them. A DC 15 Diplomacy check, with a bonus for skillful roleplaying, quiets them.

After the children calm down, they nervously relate the fearful story of how they were taken from Cicatri Down during the scarborn’s recent attack on the town. While being dragged through the forest, they witnessed many of the horrors that now plague the vale, including scarborn Cumasti and several types of diseased animals. Their kidnappers took them immediately to this small hut and have guarded them since. The children have been too fearful to even think about escape and do not know why they remain alive.

The PCs may ask about Jothee Cicidad. The children know her from town but have not seen her since the attacks.

If the PCs have yet to destroy the Redwood Scar, they must determine what to do with the four children. Possible solutions include returning them to town, leaving them here, or taking them along as the PCs continue their adventure. The children are unable to fight. They, of course, would prefer the first option, but a Bluff, Diplomacy, or Intimidate check persuades them to stay here (DC 10) or continue the adventure with the PCs (DC 20).

Treasure: Characters searching the hut may (DC 12 Search check) find a sack in the dirt under the cot. The sack contains Elrannel’s wealth and treasure, which amounts to 323 gp and a gold music box worth 1,000 gp.

Location 6 — Diseased Animals (EL 3)

Read or paraphrase the following when the characters approach to within 90 feet of this location:

A small duck pond stands stagnant. It looks brackish and is overlaid with a layer of scum. Many decomposing animals lie on the shore, bloated unnaturally and buzzing with angry clouds of corpse flies.

Three patchy, gray-furred creatures begin to move along the eastern shore. As they rise, you can see that they were once proud and beautiful wolves; now they drip yellow ichor from red sores in their thinning coats.

They lick their slack jaws with yellowed tongues as they lope awkwardly toward you.

Creatures: These three wolves were once the grove’s guardians. They learned to protect the grove from all invaders and continue to fulfill their duties even now. The wolves are fearless and attack without thought or remorse. They are in terrible pain. They are sick and angry and wish to harm everything that they come across. Their minds are filled with rage and hatred and they seek the solace of death, but only at the hands of creatures strong enough to defeat them.

Diseased Wolves (3): hp 10, 9, 8; see Appendix 1: New Creatures.

Location 7 — Thorn Throne (EL 6)

The emaciated body of a male elf, dressed in a torn and dirty brown druid's robe, sits on a throne made of sticks, thorns, vines, stumps, and animal bones. The trees around him are barren and menacing, and their branches pierce his flesh. Thorns and spindly vines erupt from his skin. He has no eyes, and his head is tipped back with his mouth hanging open as if letting out silent, hideous gouts of laughter and pain.

A raven perches on the throne's back and clutches an eyeball in its beak. It looks at you with malice before releasing a muffled caw and flying away to the west.

The wretched elf is the druid Elrannel M'Lachel. Though he appears very dead and horribly tortured, he is in a state of undeath and has become a scar lich (see Appendix 1). He is the focal point for the Redwood Scar's malice. Through Elrannel the Scar channels its terrible power and exacts revenge on the elven peoples of Blackmoor.

Creature: Elrannel controls the plants and trees around him with his animate growth ability. As soon as the characters close within 60 feet of his position, or if they attack him with missile weapons or spells, he animates tree limbs and thorns to attack the party. He casts spells to defend himself and assist his animated minions.

Elrannel M'Lachel: hp 41; see Appendix 1: New Creatures. A thick, woody tendrill leads from Elrannel to **Location 8**.

Location 8 — Scar Cave

Finding the Scar Cave's entrance is not a difficult task. Any character can follow the thick tendrill from Location 7 to Location 8 easily (DC 10 Search or Survival check). The tendrill plunges down a gaping, 20-foot-diameter hole in the ground; the hole opens into a shaft that drops 80 feet into the cave proper. The tendrill burrows into the shaft's side. Climbing the shaft's walls requires DC 15 Climb checks.

Unlike other areas in this adventure, random encounters do not occur in the Scar Cave.

Corridors are roughly 10 feet in diameter and are made of unworked stone. Chambers are made from the same unworked stone and vary in height from 20 to 80 feet.

Unworked Stone Walls: 5 ft. thick; hardness 8; 900 hp*; Break DC 65; Climb DC 20.

* per 10-foot-by-10-foot section.

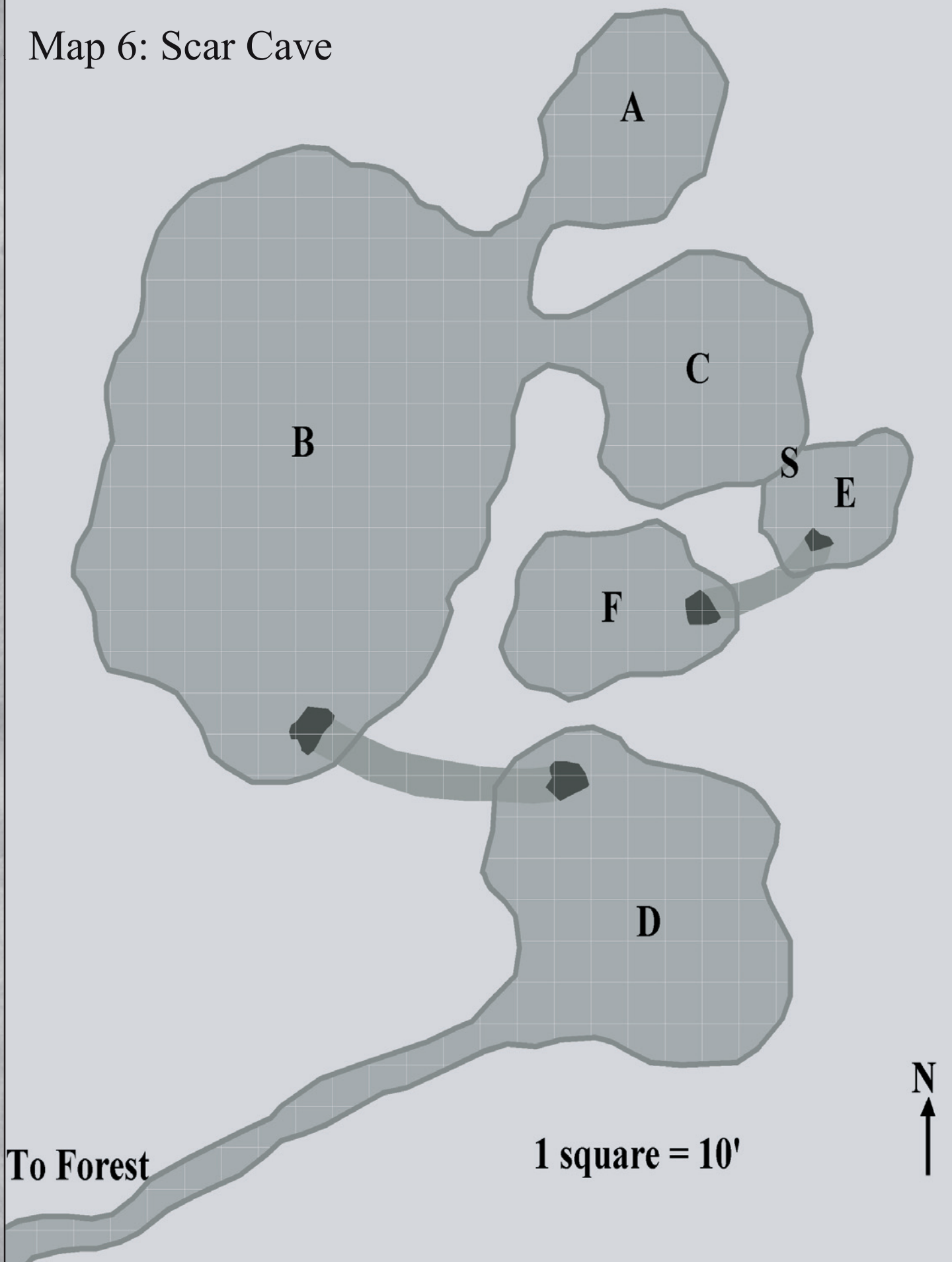
8a. Cave Entrance

The floor of this chamber is littered with dead leaves and animal bones. A musty odor of freshly turned earth and rotting meat is overwhelming.

Characters in this room must succeed a DC 10 Fortitude save each round or become nauseated. A natural corridor slopes down to the southwest.



Map 6: Scar Cave





8b. Diseased Bat Swarm (EL 4)

This chamber is a large and natural. The walls and floors are irregular, and the floor is covered with bits of rock and discolored stains. The ceiling shifts and moves; you catch the glint of a tiny black eye.

Two bat swarms reside in this natural cavern. Since the Scar's appearance, these normally harmless bats have become swarms of diseased animals that carry contagion and death on furred wings.

Creatures: The bats rest, but uneasily. The PCs must make DC 15 Move Silently checks to avoid rousing the swarms.

The bat swarms attack until the characters manage to exit through the hole in the southern portion of the cavern or move to **Area 8c**. After 5 rounds the bat swarms fly out of the Scar Cave by way of **Area 8a**.

Diseased Bat Swarms (2): 14, 9; see Appendix 1: New Creatures.

8c. Dead End

Read or paraphrase the following when the characters enter this room through the short tunnel from **Area 8b**.

It appears that this chamber has recently seen a cave-in. Leaning against the east wall of this 60-foot diameter cavern is a pile of fallen rocks, dirt, and debris that looks much younger than the rest of the chamber.

The fire beetle that laid its eggs in **Area 8e** caused this cave in. The chamber holds nothing of value, but a DC 17 Search check reveals a small crawl space behind the rubble that leads to **Area 8e**.

Clearing enough of the debris so a Medium creature can crawl through takes 15 minutes of work. The opening does not accommodate a creature larger than Medium. (DC 30 Escape Artist skill check)

8d. Bears' Den (EL 4)

Two large bears stalk this cavern. Their pelts were once black but are now discolored from the nauseous liquid oozing from sores in their patchwork skin. They move around the body of a third, smaller bear that lies dead in the cavern's center. The bears show their brown teeth and growl as you enter.

Two entrances provide access to this cave: the tunnel in the floor from **Area 8b** and the long corridor that leads out into the forest nearly a half mile to the west of the druid's grove (not pictured on the map).

Creatures: These two black bears are the mother and father of the long-dead cub they circle. Even though they have no special feelings toward the corpse, the bears continue the vigil they held over the cub while it was alive.

The bears' keen sense of smell alerts them immediately to intruders. The bears attack as soon as they sense the PCs. They fight to the death.

Diseased Black Bears (2): hp 19, 17; see Appendix 1: New Creatures.

8e. Beetle Nest (EL 3)

This small chamber is cramped and its walls discolored from mineral deposits. A clutch of large beetles, each a foot high and two feet long, surrounds the body of another beetle. Wet crunches come from the beetles as they feed.

A few months ago, a fire beetle crawled into this cavern, laid its eggs, and died. Now the young have hatched and consume their mother's body. When the characters enter from **Area C** via the collapsed crawlway, they see the beetles' glowing red glands immediately.

Creatures: The beetles have a voracious appetite for flesh. They attack relentlessly, though the PCs can escape through the naturally camouflaged chimney-tunnel in the chamber's ceiling (DC 15 Search or Spot check to notice).

The beetles have no treasure and are not diseased creatures.

Giant Fire Beetles (9): hp 4 each; see the *MM*, Chapter 3: Vermin.

8f. The Scar

When the characters emerge from the hole in the ceiling, read or paraphrase the following:

In the northwest corner of this roughly oblong room is a great leathery mass of mottled black, pink, and gray. It beats like some massive, alien heart. The mound makes this chamber look like it bears a festering scar. The stench of decomposing vegetation mingles with the sickly sweet odor of rotting meat.

The mass quivers and shakes terribly, almost as if it is alive and can sense your presence. The terrible feeling of dread that you have had since entering this cave has increased tenfold.

This alien heart is the Redwood Scar and the source of all the problems in the area. It is a malign force of tainted magical energy that surged into the area on the currents of an ancient and powerful curse to break the elves' will and ultimately destroy them. Though the Scar does not pose an immediate threat to the characters (and thus has no Challenge Rating), if left unchecked it continues grow in power until it holds influence over Cicatri Vale and, eventually, the rest of the Redwood.

The use of any detection abilities or spells reveals this entity to be a evil creature. The Redwood Scar is a unique creature whose origins are unknown and cannot be discerned by use of any Knowledge skill. This is the first instance of such a creature in history. A Bardic Knowledge check (DC 30) will reveal vague intimations of undead plotting to conquer the living regions of Blackmoor. This creature's existence is in line with that plan.

Any paladins or beings of lawful alignment will quickly understand that this being is evil and must be destroyed. Druids and rangers will recognize that this is no natural creature.

Creature: The Scar needs to be destroyed.

The Redwood Scar: hp 70. See Appendix 1: New Creatures.

If the PCs destroy the Scar, they save Cicatri Down and the Redwoods. Award them experience points as they overcame a CR 6 encounter.

Conclusion

Before proceeding to the conclusion, resolve the Scar's death throes ability. Once you have calculated all damage, and before assigning the damage to the characters, read or paraphrase the following:

With your final stroke, the Redwood Scar shudders, causing the entire chamber to quiver in a spasm of pain, and then explodes in a black wave of disgusting taint.

Almost as soon as the black wave passes through you, a cleaner, white wave implodes into the Scar, and it collapses in on itself. It is as if a hole in the universe has suddenly opened in front of you and is trying unsuccessfully to suck you in.

Tendrils of black smoke flow past you from the walls, floor, and ceiling, building speed as they swirl and dance toward the vortex.

"You have done well, strangers," comes a calm voice from a ghostly elven face above the void. "You have freed me, my grove, the vale, and the rest of the Redwoods from a fate even worse than death itself.

"Thank you," are its parting words as the apparition is sucked into the vortex, which closes with a clap of thunder. An ever-quickenning ring of green energy explodes out in every direction.

With the Scar's destruction, Cicatri Vale begins to revert back to normal over the next 24 hours. The vale's traits dissipate first, allowing the vegetation and animals to slowly revitalize themselves. Within 4 hours, the splinters, diseased animals, and animated trees of the vale revert to what they were. Between 4 and 12 hours after the Scar's final moments, the skeletons and zombies fall to pieces and are absorbed by the vale, leaving only their equipment and flowering bushes to mark where they fell. Before 24 hours pass, the last vestiges of the Scar's touch fade and leave no trace. The scarborn citizens of Cicatri Down revert to their normal (dead) selves.

The End?

Appendix 1: New Creatures

Many new and exciting creatures can be found within the confines of the great Redwoods. Many are included here. Items marked with an asterisk (*) appear in *Dave Arneson's Blackmoor*.

Blackbones

"Blackbones" is a template that can be added to any humanoid creature with an affinity for fire magic who completes the transformation ritual described below (this creature is hereafter referred to as the "base creature"). The creature's type changes to "undead" and it gains the subtype "fire." It retains all statistics and special abilities as in life except as noted below.

A character wishing to become a blackbones must be a spellcaster capable of casting at least four spells with the Fire descriptor or dealing with fire. The character must prepare four rubies (worth 1,000 gp each) by casting one of the four spells pm each gem ten times (for a total of forty spells). The rubies must then soak for a month in a tub of flammable oil. At the end of this time, the character must immerse himself in the oil and cast a Fire spell to ignite it. Once the flames burn out, the character's charred skeleton rises up as a blackbones.

Size: As base creature.

Hit Dice: Change to d12, and adjust hit points for ability score modifications.

Initiative: As base creature.

Speed: As base creature.

AC: A blackbones has a natural armor of +4, replacing any natural armor it had in life.

Attacks: As base creature.

Damage: As base creature.

Space/Reach: As base creature.

Special Attacks: A blackbones retains the special attacks that it had in life and also gains the ones listed below.

Ash Cloud (Su): The blackbones is constantly shrouded in a cloud of ash and soot. Living, breathing creatures within a 5-foot radius must succeed at a Fortitude save each round (DC 15, +1 per previous check) or begin coughing and choking. A character who chokes for two consecutive rounds takes 1d6 points of nonlethal damage. Characters within the blackbones' cloud, including the blackbones itself, have concealment (20% miss chance).

Fiery Touch (Su): At will, any metal object touched by the blackbones is affected as if by a heat metal spell, caster level 7th. Enchanted items and items worn or carried by another creature receive Will save to avoid the effect. The DC to resist this ability is 10 + the blackbones' HD + the blackbones' Wisdom modifier.

Spells: The blackbones can cast any spells it knew in life.

Special Qualities: A blackbones retains all special qualities and gains the undead type and fire subtype. In addition, the blackbones gains the special qualities listed below.

Command Undead (Su): All blackbones are capable of Rebuking Undead as an evil cleric of a level equal to the blackbones' Hit Dice, with one potent difference: a blackbones can Command Undead on any roll that results in a successful Rebuke or Command. This power is usable a total of three plus the creature's Charisma bonus times per day. This enhanced ability replaces any other ability to Rebuke Undead, but bonuses from the

Extra Turning feat still apply. A blackbones may Command up to three times its Hit Dice in undead before having to release already-controlled undead to command new minions.

Damage Reduction (Su): A blackbones gains damage reduction 5/magic.

Fiery Death (Su): When brought to 0 hit points, the blackbones explodes in a blast equivalent to a fireball, dealing 1d6 points of fire damage per Hit Die of the blackbones to all creatures within 20 feet (DC 15 Reflex save half; maximum 10d6 damage). The save DC is Charisma-based.

Sense Heat (Ex): A blackbones is able to sense any source of heat warmer than the surrounding room temperature within 30 feet. This ability allows the blackbones to "see" warm-blooded creatures in utter darkness, even if they are invisible.

Turn Resistance (Ex): When resolving a Turn, Rebuke, Command, or Bolster attempt, add +4 to the blackbones' Hit Dice total.

Saves: As base creature, adjusted for ability score modifications.

Abilities: A blackbones gains +2 Intelligence, +2 Wisdom, and +2 Charisma but has no Constitution score.

Skills: As base creature, adjusted for ability score modifications.

Feats: As base creature.

Climate/Terrain: Any land and underground

Organization: Solitary, pair, troop (1–2 plus 3–5 wights and 15–20 ghouls), horde (1–2 plus 8–10 wights, 25–30 ghouls, 2–6 ghosts, and 2–6 shadows), or legion (1–4 plus 15–20 wights, 30–45 ghouls, 10–15 ghosts, 1–2 wraiths, 8–10 shadows, 10–20 orcs, 2–6 ogres, and 12–22 Medium skeletons)

Challenge Rating: As base creature +2

Treasure: As base creature

Alignment: Any evil

Advancement: By character class (as base creature)

Blackbones as Characters

Blackbones retain the same favored class as they did in life. Any class abilities are retained in undeath.

Sample Blackbones

Vallin Tefferti

3rd-Level Cumasti Sorcerer Blackbones

Medium Undead (Fire)

Hit Dice: 3d12 (19 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +1/+1

Attack: +3 melee (1d8+1/19–20 plus 2d4+1 fire, longsword)

Full Attack: +3 melee (1d8+1/19–20 plus 2d4+1 fire, longsword)

Space/Reach: 5 ft./5 ft.

Special Attacks: Ash cloud, fiery touch, spells

Special Qualities: Darkvision 60 ft., command undead, damage reduction 5/magic, fiery death, sense heat, *summoning stone* power, turn resistance +4, undead traits

Saves: Fort +1, Ref +3, Will +6

Abilities: Str 11, Dex 14, Con —, Int 14, Wis 16, Cha 19

Skills: Concentration +6, Knowledge (the planes) +8, Spellcraft +8

Feats: Elemental Spell Focus (fire)*, Weapon Focus (longsword)

Environment: Temperate marshes and underground

Organization: Unique

Challenge Rating: 5

Treasure: *Blackflame longblade*

Alignment: Neutral evil

Advancement: By character class

Level Adjustment: —

Vallin was an evil sorcerer many centuries ago. He was given new life by the energies of the Scar, the *summoning stone*, and his own uneasy, smoldering dreams.

Combat

Vallis prefers to fight with his spells and special abilities, but strikes with his *blackflame longsword*, augmented with his *heat metal* ability, if pressed into melee.

Ash Cloud (Su): Vallin is constantly shrouded in a cloud of ash and soot. Living, breathing creatures within a 5-foot radius must succeed a Fortitude save each round (DC 15, +1 per previous check) or begin coughing and choking. A character who chokes for two consecutive rounds takes 1d6 points of nonlethal damage. Characters within the ash cloud, including Vallin, have concealment (20% miss chance).

Fiery Touch (Su): At will, any metal object Vallin touches is affected as if by a *heat metal* spell, caster level 7th. Enchanted items and items worn or carried by another creature receive a DC 14 Will save to avoid the effect. The save DC is Wisdom-based.

Spells: Vallin is a 3rd-level sorcerer.

Sorcerer Spells Known (6/6; caster level 3; save DC 14 + spell level): 0—*breeze**, *elemental globe (fire)**, *flare*, *resistance*, *touch of fatigue*; 1st—*burning hands*†, *elemental bolt (fire)**, *lesser elemental orb (fire)**.

† Due to Vallis' Elemental Spell Focus feat, the DC for this spell is 15 + spell level.

*New spells found in Dave Arneson's Blackmoor.

Command Undead (Su): Vallin can rebuke undead as an evil 3rd-level cleric, with one potent difference: Vallin can command undead on any roll that results in a successful rebuke or command. He can use this ability 7/day. Vallin may command up to 9 Hit Dice of undead at a time.

Fiery Death (Su): When brought to 0 hit points, Vallin explodes in a fiery blast equivalent to a *fireball*, dealing 3d6 points of fire damage to all creatures within 20 feet (DC 15 Reflex save half). The save DC is Charisma-based.

Sense Heat (Ex): Vallin can sense any source of heat warmer than the surrounding room temperature within 30 feet. This ability allows Vallin to "see" warm-blooded creatures even if they are invisible or have concealment.

Summoning Stone Power: Vallin's normal statistics are presented here so that you may use him or a similar being in a different adventure. In this adventure, weapons deal no damage to him and he is immune to all hostile magic. Touching him with the *summoning stone* destroys him instantly. See the "Side Adventure: The Horror Beneath the Dove" section, pg. 19, for more information on Vallin and the *summoning stone*.

Diseased Animal

A diseased animal is an animal or magical beast infected by a Scar's twisted and tainted touch. They become mockeries of evil intention that roam the Scar's territory, spreading death and contagion in their wake.

Sample Diseased Animals

These diseased animals all appear in *The Redwood Scar*. The first example uses a badger as the base creature, the second a bat swarm, the third a black bear, the fourth a blink dog, the fifth a light horse, the sixth a viper swarm (see below), and the seventh a wolf.

Diseased Badger

Small Animal

Hit Dice: 1d8 (4 hp)

Initiative: +3

Speed: 30 ft. (6 squares), burrow 10 ft.

Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12

Base Attack/Grapple: +0/–5

Attack: Claw +4 melee (1d2–1)

Full Attack: 2 claws +4 melee (1d2–1) and bite –1 melee (1d4–1 plus disease)

Space/Reach: 5 ft./5 ft.

Special Attacks: Create spawn, disease, rage

Special Qualities: Low-light vision, scent

Saves: Fort +2, Ref +5, Will +1

Abilities: Str 8, Dex 17, Con 11, Int 2, Wis 12, Cha 6

Skills: Escape Artist +7, Listen +3, Spot +3

Feats: Track^B, Weapon Finesse

Environment: Temperate forests

Organization: Solitary, pair, or pack (3–10)

Challenge Rating: 1/2

Alignment: Always chaotic evil

Advancement: 2 HD (Small)

Level Adjustment: —

A diseased badger is a furry animal with a squat, powerful body. Its strong forelimbs are armed with long, cracked claws for digging. Its pelt hangs in mangy tufts, revealing red sores that weep a yellow film.

An adult diseased badger is 2 to 3 feet long and weighs 25 to 35 pounds.

Combat

Diseased badgers attack with their sharp claws and teeth. Diseased badgers are even meaner than normal.

Create Spawn (Su): If a diseased badger's disease reduces a humanoid or monstrous humanoid's Constitution to 0 or lower, if the victim had 4 Hit Dice or fewer, 24 hours later it rises as a scarborn. The Scar that created the diseased badger controls the spawn.

Disease (Ex): Scar plague — bite, Fortitude DC 10, incubation period 1d6 hours, damage 2d6 Con. The save DC is Constitution-based.

Rage (Ex): A diseased badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntarily.

Skills: A diseased badger has a +4 racial bonus on Escape Artist checks.

Diseased Bat Swarm

Diminutive Animal (Swarm)

Hit Dice: 3d8-6 (7 hp)

Initiative: +2

Speed: 5 ft. (1 square), fly 40 ft. (good)

Armor Class: 16 (+4 size, +2 Dex), touch 14, flat-footed 12

Base Attack/Grapple: +2/-

Attack: Swarm (1d6 plus disease)

Full Attack: Swarm (1d6 plus disease)

Space/Reach: 10 ft./0 ft.

Special Attacks: Create spawn, disease, distraction, wounding

Special Qualities: Blindsense 20 ft., half damage from slashing and piercing, low-light vision, swarm traits

Saves: Fort +1, Ref +7, Will +3

Abilities: Str 3, Dex 15, Con 6, Int 2, Wis 14, Cha 4

Skills: Listen +11, Spot +11

Feats: Alertness, Lightning Reflexes

Environment: Temperate deserts

Organization: Solitary, pair, or pack (3-10)

Challenge Rating: 2

Treasure: None

Alignment: Always chaotic evil

Advancement: None

Level Adjustment: —

A diseased bat swarm is nocturnal, and is never found aboveground in daylight.

Combat

A diseased bat swarm seeks to surround and attack any warm-blooded prey it encounters. The swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

The diseased bats are scared. They feel the sickness within them, and it drives them mad with pain.

Create Spawn (Su): If a diseased bat swarm's disease reduces a humanoid or monstrous humanoid's Constitution to 0 or lower, if the victim had 4 Hit Dice or fewer, 24 hours later it rises as a scarborn. The Scar that created the diseased bat swarm controls the spawn.

Disease (Ex): Scar plague — swarm, Fortitude DC 9, incubation period 1d6 hours, damage 2d6 Con. The save DC is Constitution-based.

Distraction (Ex): Any living creature that begins its turn with a swarm in its space must succeed on a DC 9 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Wounding (Ex): Any living creature damaged by a diseased bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.

Blindsense (Ex): A diseased bat swarm notices and locates creatures within 20 feet. Opponents still have total concealment against the bat swarm (but swarm attacks ignore concealment).

Skills: A diseased bat swarm has a +4 racial bonus on Listen and Spot checks. These bonuses are lost if its blindsense is negated.

Diseased Black Bear

Medium Animal

Hit Dice: 3d8 (13 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 13 (+1 Dex, +2 natural), touch 11, flat-footed 12

Base Attack/Grapple: +2/+6

Attack: Claw +6 melee (1d4+4)

Full Attack: 2 claws +6 melee (1d4+4) and bite +1 melee (1d6+2 plus disease)

Space/Reach: 5 ft./5 ft.

Special Attacks: Create spawn, disease

Special Qualities: Low-light vision, scent

Saves: Fort +3, Ref +4, Will +2

Abilities: Str 19, Dex 13, Con 11, Int 2, Wis 12, Cha 6

Skills: Climb +4, Listen +4, Spot +4, Swim +8

Feats: Endurance, Run

Environment: Temperate forests

Organization: Solitary, pair, or pack (3-10)

Challenge Rating: 2

Alignment: Always chaotic evil

Advancement: 4-5 HD (Medium)

Level Adjustment: —

Diseased black bears can be pure black, blond, or cinnamon in color and are rarely more than 5 feet long. Their pelt shows holes and scrapes, and their teeth and eyes are yellow.

Combat

Diseased black bears rip prey with their claws and teeth. Pain and anger infuse them. The sickness that runs through their once magnificent bodies creates an evil hatred of all things living and good, causing them to attack anything that comes near.

Create Spawn (Su): If a diseased black bear's disease reduces a humanoid or monstrous humanoid's Constitution to 0 or lower, if the victim had 4 Hit Dice or fewer, 24 hours later it rises as a scarborn. The Scar that created the diseased black bear controls the spawn.

Disease (Ex): Scar plague — bite, Fortitude DC 11, incubation period 1d6 hours, damage 2d6 Con. The save DC is Constitution-based.

Skills: A diseased black bear has a +4 racial bonus on Swim checks.

Diseased Blink Dog

Medium Magical Beast

Hit Dice: 4d10-8 (14 hp)

Initiative: +3

Speed: 40 ft. (8 squares)

Armor Class: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13

Base Attack/Grapple: +4/+4

Attack: Bite +4 melee (1d6 plus disease)

Full Attack: Bite +4 melee (1d6 plus disease)

Space/Reach: 5 ft./5 ft.

Special Attacks: Create spawn, disease

Special Qualities: Blink, darkvision 60 ft., dimension door, low-light vision, scent

Saves: Fort +2, Ref +7, Will +4

Abilities: Str 10, Dex 17, Con 6, Int 10, Wis 13, Cha 11

Skills: Hide +3, Listen +5, Sense Motive +3, Spot +5, Survival +4

Feats: Iron Will, Run, Track^B

Environment: Temperate plains

Organization: Solitary, pair, or pack (3–10)

Challenge Rating: 2

Treasure: None

Alignment: Always chaotic evil

Advancement: 5–7 HD (Medium); 8–12 HD (Large)

Level Adjustment: +2 (cohort)

A diseased blink dog is an intelligent canine that has a limited teleportation ability.

Blink dogs have their own language, a mixture of barks, yaps, whines, and growls that can transmit complex information. Diseased blink dogs rarely speak.

Combat

Diseased blink dogs hunt in packs, teleporting in a seemingly random fashion until they surround their prey, allowing some of them to take advantage of flanking. Their sickness makes them hunger for humanoid flesh.

Create Spawn (Su): If a diseased blink dog's disease reduces a humanoid or monstrous humanoid's Constitution to 0 or lower, if the victim had 4 Hit Dice or fewer, 24 hours later it rises as a scarborn. The Scar that created the diseased blink dog controls the spawn.

Disease (Ex): Scar plague — bite, Fortitude DC 10, incubation period 1d6 hours, damage 2d6 Con. The save DC is Constitution-based.

Blink (Su): A diseased blink dog can use *blink* as the spell (caster level 8th), and can evoke or end the effect as a free action.

Dimension Door (Su): A diseased blink dog can teleport, as *dimension door* (caster level 8th), once per round as a free action. The ability affects only the diseased blink dog, which never appears within a solid object and can act immediately after teleporting.

Diseased Viper Swarm

Tiny Animal (Swarm)

Hit Dice: 6d8–12 (15 hp)

Initiative: +3

Speed: 15 ft., climb 15 ft., swim 15 ft.

Armor Class: 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14

Base Attack/Grapple: +4/—

Attack: Swarm (2d6 plus disease and poison)

Full Attack: Swarm (2d6 plus disease and poison)

Space/Reach: 10 ft./0 ft.

Special Attacks: Create spawn, disease, poison

Special Qualities: Half damage from slashing and piercing, scent, swarm traits

Saves: Fort +3, Ref +8, Will +3

Abilities: Str 4, Dex 17, Con 7, Int 1, Wis 12, Cha 2

Skills: Balance +12, Climb +12, Hide +16, Listen +8, Spot +8, Swim +4

Feats: Ability Focus (poison), Alertness, Weapon Finesse

Environment: Temperate marshes and underground

Organization: Solitary, pair, or pack (3–10)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: None

Level Adjustment: —

A diseased viper swarm is a slithering and tangled mass of venomous serpents that attacks and devours any creature foolish enough to stand in its way.

Combat

Diseased viper swarms are rare and deadly foes. They attack by swarming around an intruder and biting it, injecting the creature with venom. A perverted lust overcomes these creatures, and they hunger for living flesh. Their minds race with the terrible emotions of countless animals that fell victim to their horrific feasts.

Create Spawn (Su): If a diseased viper swarm's disease reduces a humanoid or monstrous humanoid's Constitution to 0 or lower, if the victim had 4 Hit Dice or fewer, 24 hours later it rises as a scarborn. The Scar that created the diseased viper swarm controls the spawn.

Disease (Ex): Scar plague — swarm, Fortitude DC 11, incubation period 1d6 hours, damage 2d6 Con. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d6. The save DC is Constitution-based.

Skills: Diseased viper swarms have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A diseased viper swarm can always choose to take 10 on a Climb check, even if rushed or threatened. Diseased viper swarms use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A diseased viper swarm has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Diseased Wolf

Medium Animal

Hit Dice: 2d8 (9 hp)

Initiative: +2

Speed: 50 ft. (10 squares)

Armor Class: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12

Base Attack/Grapple: +1/+2

Attack: Bite +3 melee (1d6+1 plus disease)

Full Attack: Bite +3 melee (1d6+1 plus disease)

Space/Reach: 5 ft./5 ft.

Special Attacks: Trip

Special Qualities: Low-light vision, scent

Saves: Fort +3, Ref +5, Will +1

Abilities: Str 13, Dex 15, Con 11, Int 2, Wis 12, Cha 6

Skills: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*

Feats: Track^B, Weapon Focus (bite)

Environment: Temperate forests

Organization: Solitary, pair, or pack (3–10)

Challenge Rating: 1

Advancement: 3 HD (Medium); 4–6 HD (Large)

Level Adjustment: —

Diseased wolves hunt singly or in small groups. Little remains of their pack mentality.

Combat

The illness compels diseased wolves to attack anything they find in an instinctual need to kill — whether it is their target or themselves.

Create Spawn(Su): If a diseased wolf's disease reduces a humanoid or monstrous humanoid's Constitution to 0 or lower, if the victim had 4 Hit Dice or fewer, 24 hours later it rises as a scarborn. The Scar that created the diseased wolf controls the spawn.

Disease (Ex): Scar plague — bite, Fortitude DC 11, incubation period 1d6 hours, damage 2d6 Con. The save DC is Constitution-based.

Trip (Ex): A diseased wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the diseased wolf.

Skills: *Diseased wolves have a +4 racial bonus on Survival checks when tracking by scent.

Creating a Diseased Animal

“Diseased” is an acquired template that can be added to any animal or magical beast (referred to hereafter as the base creature).

A diseased animal uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type and size are unchanged.

Full Attack: The diseased animal gains a bite attack as a secondary attack if it didn't have one already. The bite attack becomes a natural secondary attack. Swarms do not gain bite attacks.

Damage: All diseased animals (except swarms) have bite attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the diseased animal's size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6

Special Attacks: A diseased animal retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 diseased animal's HD + diseased animal's Con modifier.

Create Spawn(Su): If a diseased animal's disease reduces a humanoid or monstrous humanoid's Constitution to 0 or lower, if the victim had 4 Hit Dice or fewer, 24 hours later it rises as a scarborn. The Scar that created the diseased animal controls the spawn.

Disease(Ex): Scar plague — bite, Fortitude DC 10 + 1/2 diseased animal's HD + diseased animal's Con modifier, incubation period 1d6 hours, damage 2d6 Con. Swarms deliver the disease with their swarm attacks.

Abilities: A diseased animal has a –4 racial penalty to Constitution. All other ability scores are as the base creature.

Environment: Any, usually same as the base creature.

Organization: Solitary, pair, or pack (3–10)

Challenge Rating: Same as the base creature.

Treasure: None.

Alignment: Always chaotic evil.

Advancement: Same as the base creature.

Level Adjustment: Same as the base creature.

The Redwood Scar

Large Construct

Hit Dice: 4d10+30 (70 hp)

Initiative: +0

Speed: 0 ft. (cannot move)

Armor Class: 14 (–1 size, –5 Dex, +10 natural), touch 4, flat-footed 14

Base Attack/Grapple: —

Attack: —

Full Attack: —

Space/Reach: —

Special Attacks: —

Special Qualities: Construct traits, create spawn, darkvision 60 ft., death throes, hardness 10, immunity to magic, low-light vision

Saves: Fort +1, Ref +1, Will –4

Abilities: Str 0, Dex 0, Con –, Int 3, Wis 1, Cha 20

Skills: —

Feats: —

Environment: The Redwoods

Organization: Unique

Challenge Rating: —

Treasure: None

Alignment: Always neutral evil

Advancement: —

Level Adjustment: —

The source of the Redwoods' evil, the Scar is a strange pulsating, woody, fleshy mass. Its origins are mysterious, but its intent malign. It poses little threat on its own, but its influence spreads far.

Combat: The Redwood Scar cannot fight.

Control Spawn: The Scar's influence directs the actions of all diseased animals and scarborn that it or its minions create.

Death Throes (Ex): When slain, the Redwood Scar turns to stone and shatters in an explosion that deals 2d6 points of slashing damage to everything within 20 feet (DC 17 Reflex half). The save DC is Charisma-based.

Hardness (Ex): The Redwood Scar's leathery skin has a hardness of 10.

Immunity to Magic(Ex): The Redwood Scar is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the Scar, as noted below.

- A *move earth* spell deals 3d12 points of damage to it.
- A *disintegrate* spell deals 1d12 points of damage to it.
- An *earthquake* spell cast directly at the Scar deals 5d10 points of damage to it.

The Redwood Scar gets no saving throw against these effects.

Any attack against the Scar that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the Scar to exceed its full normal hit points, it gains any excess as temporary hit points. For example, if the Redwood Scar is hit by a black dragon's breath weapon, it heals 7 hit points if the total damage is 22 points. The Redwood Scar gets no saving throw against magical attacks that deal acid damage.

Malign Influence: The land around the Scar feels its dark taint in several ways. See the Scar-Influenced traits in Chapter 2 and Chapter 3. In addition, animals in the surrounding areas die, become diseased, or rise as undead within 24 hours of the Scar's appearance.

Scar Lich

A scar lich is a vile undead being that has fallen to the depraved and twisted dreams that pervade a forest while a Scar forms. Scar liches are normally druids with an attachment to the area in which the Scar takes hold; no scar lich becomes one intentionally.

After the creature becomes a scar lich, vines, thorns, tree limbs, and other vegetation burrow into its skin and give it a direct connection to the Scar's territory. The scar lich cannot move under its own power, though rumors say that some very powerful scar liches can affect the vegetation that pierces their flesh to such a degree that they appear to move and walk as they did in life.

A scar lich maintains a direct connection with the Scar that created it. This connection takes the form of a long, thick tendril or vine, like a terrible umbilical cord, that leads from the scar lich to the location where the Scar forms (the tendril has AC 9, 45 hp, and hardness 10). If the tendril or the Scar is destroyed, the scar lich is destroyed as well.

Sample Scar Lich

This example uses a 5th-level Cumasti druid as the base creature.

Elrannel M'Lachel, 5th-Level Scar Lich (Cumasti Druid)

Medium Undead (Augmented Humanoid)

Hit Dice: 5d12 (33 hp)

Initiative: +2

Speed: 0 ft. (cannot move)

Armor Class: 17 (–5 Dex, +8 natural armor, +4 deflection), touch 9, flat-footed 17

Base Attack/Grapple: +3/–

Attack: +6/+6 ranged (1d4 plus poison, thorns)

Full Attack: +6/+6 ranged (1d4 plus poison, thorns)

Space/Reach: 5 ft./5 ft.

Special Attacks: Animate growth, fear aura, spells.

Special Qualities: Animate trees, damage reduction 5/bludgeoning and magic, immunity to cold, electricity, polymorph, and mind-affecting spells, mind spells, nature sense, resist nature's lure, spontaneous casting (*summon nature's ally* spells), tainted sight, trackless step, turn resistance +4, undead traits, weaknesses (darkwood), wild empathy, wild shape 1/day, woodland stride

Saves: Fort +4, Ref –, Will +7

Abilities: Str –, Dex –, Con –, Int 14, Wis 16, Cha 18.

Skills: Craft (alchemy) +6, Diplomacy +8, Knowledge (nature) +10, Listen +9, Profession (herbalist) +11, Search +9, Sense Motive +7, Spellcraft +10, Spot +9, Survival +11

Feats: Plant Control, Plant Defiance, Silent Spell, Still Spell.

Environment: Cicatri Vale

Organization: Solitary

Challenge Rating: 6

Treasure: Standard coins; double goods; double items

Alignment: Neutral evil

Advancement: By character class

Level Adjustment: +2

Once a fierce protector of Cicatri Vale, Elrannel is now its fiercest defiler.

Combat

Animate Growth: Elrannel makes his domain in a natural area surrounded by trees, bushes, and other underbrush. His dark influence calls upon these things to defend him, and when Elrannel is in combat the trees creak and sway, bushes rustle, and vines snap. Tree branches crack from their trunks and float through the air, pummeling his foes. Poison-coated thorns streak from the bushes.

Each turn, as a free action, Elrannel can animate one tree branch (or similar object) within 120 feet. The branches attack at the Elrannel's direction. Elrannel can have five branches animated at one time. The animated tree branches are similar to clubs with the *dancing* ability. Elrannel's animated branches have the following statistics: hp 5; fly 20 ft. (perfect); AC 16; Init +2; Atk +4 (1d6+3); hardness 5.

Each turn, as a free action, Elrannel may cause poison thorns to shoot from the underbrush. He can fire two thorns every round. The thorns are treated as normal ranged weapons, save that they can fire from any direction, and thus Elrannel can direct them to avoid cover. Treat the thorns as darts with a maximum range of 60 feet and no range increment. Elrannel uses his Wisdom modifier instead of his Dexterity modifier when attacking with the thorns. The thorns are poisoned (initial damage 1 Con, secondary damage 1d2 Con, DC 16 Fort negates). The save DC is Charisma-based.

Fear Aura (Su): A dreadful aura of death and decay surrounds Elrannel. Creatures with fewer than 1 HD in a 60-foot radius that look upon Elrannel must succeed a DC 16 Will save or be affected as though by a *fear* spell caster level 5. A creature that saves successfully is immune to Elrannel's fear aura for 24 hours.

Spells: All Elrannel's spells are Silent and Still.

Typical **druid** spells prepared (5/4/3/2; caster level 5; save DC 13 + spell level): 0—*detect magic, flare, read magic, resistance, virtue*; 1st—*endure elements, entangle, faerie fire, obscuring mist*; 2nd—*flaming sphere, heat metal, summon swarm*; 3rd—*sleet storm, spike growth*.

Animate Trees(Sp): Elannel manages the tainted natural area that the Redwood Scar infests. Within this area's boundaries, Elannel can animate trees, bushes, and other vegetation as the *animate plants* spell. The range is unlimited, but Elannel must see a plant (perhaps with his tainted sight ability) to use this ability on it. At one time Elannel may control five Large or smaller animated plant, or an equivalent number of larger plants. A Huge plant counts as two Large or smaller plants, a Gargantuan plant as four, and a Colossal plant as eight.

Immunities (Ex): Elannel has immunity to cold, electricity, polymorph, and mind-affecting attacks.

Mind Spells (Ex): Elannel's Silent Spell and Still Spell feats do not cause spells use up higher-level spell slots. Elannel does not need to pray, or do anything else requiring movement, to prepare his spells.

Tainted Sight (Sp): Elannel can view the area that is under the influence of the Redwood Scar. He can use *clairaudience/clairvoyance* at will as a spell-like ability on any area that is within the Scar's territory.

New Feats

Elannel M'Lachel utilizes two new feats that help him control the plants and plant creatures that surround his grove.

Plant Control [General]

You can control plants and plant creatures.

Prerequisites: Plant Defiance, ability to cast *speak with plants*.

Benefit: You can rebuke or command plant creatures as an evil cleric rebukes undead. To command a plant, you must be able to speak with it via a *speak with plants* effect, though you may do so mentally if desired. You may use this ability a number of times per day equal to 3 + your Charisma modifier. You use your highest caster level to determine the level at which you rebuke plants.

Plant Defiance [General]

You can turn plants and plant creatures.

Prerequisite: Ability to cast *detect animals or plants*.

Benefit: You can turn (but not destroy) plant creatures as a good cleric turns undead. When determining the result of a turning attempt, treat all destruction results as normal turning. Treat immobile plant creatures as creatures unable to flee. You may use this ability a number of times per day equal to 3 + your Charisma modifier. You use your highest caster level to determine the level at which you turn plants.

Creating a Scar Lich

"Scar lich" is an acquired template that can be added to any corporeal humanoid creature (referred to hereafter as the base creature).

A scar lich has all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: The scar lich's speed is reduced to 0, since it cannot move.

Armor Class: A scar lich has a +8 natural armor bonus or the base creature's natural armor bonus, whichever is better. It also gains a deflection bonus equal to its Charisma modifier to its AC.

Attacks: A scar lich has no physical attacks, though it can direct poison thorns from the surrounding plant life (see below).

Special Attacks: A scar lich retains all the base creature's special attacks and gains those described below. Save DCs are equal to 10 + 1/2 scar lich's HD + scar lich's Charisma modifier.

Animate Growth (Su): A scar lich makes its domain in a natural area, often surrounded by trees, bushes, and other underbrush. The lich's dark influence calls upon these things to defend it, and when a scar lich is in combat the trees creak and sway, bushes rustle, and vines snap. Tree branches crack from their trunks and float through the air, pummeling the lich's foes. Poison-coated thorns streak from the bushes.

Each turn, as a free action, a scar lich can animate one tree branch (or similar object) within 120 feet. The branches attack at the lich's direction. The scar lich can have as many branches animated at one time as it has Hit Dice. The animated tree branches are similar to clubs with the *dancing* ability. They have an initiative bonus equal to the scar lich's Intelligence modifier, an attack bonus equal to the lich's Charisma modifier, and deal 1d6 points of damage +1 per point of the lich's Wisdom modifier. They have AC 12 (due to size) plus a deflection bonus equal to the lich's Charisma modifier. They have hit points equal to the scar lich's total Hit Dice, a hardness of 5, and a flight speed of 20 ft (perfect maneuverability).

Each turn, as a free action, the scar lich may cause poison thorns to shoot from the underbrush. He can fire a number of thorns equal to half his Hit Dice every round. The thorns are treated as normal ranged weapons, save that they can fire from any direction, and thus the lich can direct them to avoid cover. Treat the thorns as darts with a maximum range of 60 feet and no range increment. The scar lich uses its Wisdom modifier instead of its Dexterity modifier when attacking with the thorns. The thorns are poisoned (initial damage 1 Con, secondary damage 1d2 Con).

Fear Aura (Su): Dreadful auras of death and decay surround scar liches. Creatures with fewer than 1/4 the scar lich's HD in a 60-foot radius that look upon the scar lich must succeed on a Will save or be affected as though by a *fear* spell, caster level equal to the scar lich's HD. A creature that saves successfully is immune to that scar lich's fear aura for 24 hours.

Spells: A scar lich can cast any spells it could cast while alive, though it cannot move, physically attack, or use somatic or verbal components.

Special Qualities: A scar lich retains all the base creature's special qualities and gains those described below.

Animate Trees(Sp): Scar liches manage the tainted natural areas that a Scar infests. Within the area's boundaries, the scar lich can animate trees, bushes, and other vegetation as the *animate plants* spell. The range is unlimited, but the scar lich must see a plant (perhaps with its tainted sight ability) to use this ability on it.

At one time the scar lich may control one Large or smaller animated plant, or an equivalent number of larger plants, per Hit Dice. A Huge plant counts as two Large or smaller plants, a Gargantuan plant as four, and a Colossal plant as eight.

Damage Reduction (Ex): A scar lich's undead body is covered with vines, branches, and briars, giving the creature damage reduction 5/bludgeoning and magic.

Immunities (Ex): Scar lichs have immunity to cold, electricity, polymorph, and mind-affecting attacks.

Mind Spells (Ex): A scar lich's Silent Spell and Still Spell feats do not cause spells use up higher-level spell slots. Thus, for example, a scar lich wizard can prepare a Silent and Still *magic missile* as a 1st-level spell. Scar lichs do not need to pray, consult spellbooks or foci, or do anything that requires movement to prepare their spells.

Tainted Sight (Sp): A scar lich can view the area that is under the influence of the Scar that created it. It can use *clairaudience/clairvoyance* at will as a spell-like ability on any area that is within the Scar's territory.

Turn Resistance (Ex): A scar lich has +4 turn resistance.

Weaknesses (Ex): Scar lichs have a number of weaknesses. They have vulnerability to acid and fire (they take half again as much (+50%) damage as normal from acid and fire, regardless of whether a saving throw is allowed, or if the save is a success or failure). Additionally, a scar lich has a unique weakness chosen from the following list (though others exist as well):

- Alchemical silver
- Bone
- Darkwood
- Gold
- Platinum
- Stone

Weapons crafted from this material bypass the scar lich's damage reduction. The weakness is usually associated with a material that the scar lich used or interacted with on a regular basis while it was alive.

Abilities: Increase from the base creature as follows: Int +2, Wis +2, Cha +2. Being undead, a scar lich has no Constitution score. Additionally, scar lichs cannot move and have no Strength or Dexterity scores. A scar lich applies its Intelligence modifier to initiative checks instead of its Dexterity modifier.

Skills: A scar lich has a +4 racial bonus on Listen, Search, Sense Motive, and Spot checks. Otherwise same as the base creature.

Feats: A scar lich gains Silent Spell and Still Spell as bonus feats.

Organization: Solitary or horde (1 scar lich, plus 2–12 scarborn and 4–24 diseased animals).

Challenge Rating: Same as the base creature +1.

Treasure: Standard coins; double goods; double items.

Alignment: Any evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +2.

Scar Lich Characters

The process that creates a scar lich is terrifying and painful, driving the creature insane. Few creatures willingly accept a Scar's taint, and thus few creatures willingly accept this template.

A scar lich retains all class features it had in life.

Scarborn

Scarborn are the reanimated humanoid bodies of those who fall to diseased animals, to scarborn, or in an area controlled by a Scar. Scarborn are mindless creations of the Scar's evil curse. Twigs and sticks poke through their flesh, lending to the myth that druidic necromancers create them. They move with preternatural speed and are difficult to destroy.

Sample Scarborn

These two example scarborn appear in this adventure. The first uses a 1st-level Cumasti fighter as the base creature, the second uses a centaur.

Scarborn, 1st-Level Cumasti elf Fighter

Medium Undead

Hit Dice: 1d12 (6 hp)

Initiative: +5

Speed: 30 ft. (6 squares)

Armor Class: 16 (+1 Dex, +2 natural, +2 armor, +1 shield), touch 11, flat-footed 14

Base Attack/Grapple: +0/+0

Attack: Elven longblade +0 melee (1d8, 19-20/x2) or slam +0 melee (1d6)

Full Attack: Elven longblade +0 melee (1d8, 19-20/x2) or slam +0 melee (1d6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Create spawn

Special Qualities: Damage reduction 5/slashing, darkvision 60 ft., undead traits

Saves: Fort +0, Ref +1, Will +2

Abilities: Str 10, Dex 12, Con –, Int –, Wis 10, Cha 1

Skills: —

Feats: Improved Initiative^B

Environment: Any land and underground

Organization: Any

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral evil

Advancement: —

Level Adjustment: —

Scarborn Cumasti look frighteningly similar to the way they did in life.

Scarborn cannot speak.

Combat

Scarborn Cumasti hack with their longswords with little skill. They resort to slam attacks if disarmed.

Create Spawn (Su): If a scarborn Cumasti kills a humanoid or monstrous humanoid with 10 Hit Dice or fewer, after 24 hours the victim rises as a scarborn. The Scar that created the scarborn Cumasti controls the spawn.

Scarborn Centaur

Large Undead

Hit Dice: 8d12 (52 hp)

Initiative: +7

Speed: 50 ft. (10 squares)

Armor Class: 18 (–1 size, +3 Dex, +6 natural), touch 12, flat-footed 15

Base Attack/Grapple: +4/+12

Attack: Longsword +7 melee (2d6+6/19–20) or +7 slam melee (1d8+4) or composite longbow (+4 Str bonus) +6 ranged (2d6+4/x3)

Full Attack: Longsword +7 melee (2d6+6/19–20) and 2 hooves +2 melee (1d6+2); or slam +7 melee (1d8+4) and 2 hooves +2 melee (1d6+2); or composite longbow (+4 Str bonus) +6 ranged (2d6+4/x3)

Space/Reach: 10 ft./5 ft.

Special Attacks: Create spawn

Special Qualities: Darkvision 60 ft., damage reduction 5/slashing

Saves: Fort +2, Ref +5, Will +6

Abilities: Str 18, Dex 16, Con –, Int –, Wis 10, Cha 1

Skills: —

Feats: Improved Initiative^B

Environment: Any land and underground

Organization: Any

Challenge Rating: 4

Treasure: Standard

Alignment: Always neutral evil

Advancement: —

Level Adjustment: —

Scarborn centaurs are pale and withered, but move with unnatural speed. A scarborn centaur is as big as a heavy horse, but much taller and slightly heavier. A scarborn centaur is about 7 feet tall and weighs about 2,100 pounds.

Scarborn cannot speak.

Combat

A scarborn centaur employing a lance deals double damage when it charges, just as a rider on a mount does. Scarborn centaurs attack by charging into melee and lashing out with their weapons and hooves.

Create Spawn (Su): If a scarborn centaur kills a humanoid or monstrous humanoid with 10 Hit Dice or fewer, after 24 hours the victim rises as a scarborn. The Scar that created the scarborn centaur controls the spawn.

Creating a Scarborn

“Scarborn” is an acquired template that can be added to any corporeal humanoid or monstrous humanoid (referred to hereafter as the base creature).

Size and Type: The creature’s type changes to undead. It retains any subtypes except alignment subtypes (such as good) and subtypes that indicate kind (such as goblinoid or elf). It does not gain the augmented subtype. It uses all the base creature’s statistics and special abilities except as noted here.

Hit Dice: Drop any Hit Dice from class levels (to a minimum of 1), double the number of Hit Dice left, and raise them to d12s. If the base creature has more than 10 Hit Dice (not counting those gained with experience), it cannot become a scarborn.

Speed: If the base creature can fly, its maneuverability rating drops to clumsy.

Armor Class: Natural armor bonus increases by a number based on the scarborn’s size:

Size	AC modifier
Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+7
Colossal	+11

Base Attack: A scarborn has a base attack bonus equal to 1/2 its Hit Dice.

Attacks: A scarborn retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. A scarborn also gains a slam attack.

Damage: Natural and manufactured weapons deal damage normally. A slam attack deals damage depending on the scarborn’s size. (Use the base creature’s slam damage if it is better.)

Size	Damage Modifier
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A scarborn retains none of the base creature’s special attacks, but gains the following special attack.

Create Spawn (Su): If a scarborn kills a humanoid or monstrous humanoid with 10 Hit Dice or fewer, after 24 hours the victim rises as a scarborn. The Scar that created the scarborn controls the spawn.

Special Qualities: A scarborn loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. It gains damage reduction 5/slashing.

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Abilities: A scarborn's Dexterity increases by +2, it has no Constitution or Intelligence score, its Wisdom changes to 10, and its Charisma changes to 1.

Skills: A scarborn has no skills.

Feats: A scarborn loses all feats of the base creature and gains Improved Initiative as a bonus feat.

Environment: Any land and underground.

Organization: Any.

Challenge Rating: Depends on Hit Dice, as follows:

Hit Dice	Challenge Rating
1/2	1/4
1	1/2
2	1
4	2
6	3
8–10	4

Treasure: None (only the equipment that it had in life).

Alignment: Always neutral evil.

Advancement: —

Level Adjustment: —

Splinter

Splinters are the created, humanlike plant spawn of a Scar-infested forest. Downed tree limbs, shrubs, and other pieces of wood animate as a Scar forms within the forest. They take on chaotic and malevolent personalities and attempt to slay creatures that the Scar perceives as threatening.

Splinters are not natural creatures and have no true ecology of their own. They exist for the sole purpose of defending the Scar from intruders. They have a rudimentary intelligence, granted to them by the Scar's curse, but they cannot speak or understand any language. One rumor tells of a druid who was able to communicate with a small splinter with a *speak with plants* spell; she didn't much like what it had to say.

Combat

Splinters attack with their branchlike arms and legs, slamming themselves into their opponents until they fall. Splinters are intelligent enough to understand that fire destroys them, so they attempt to stay far away from fire sources.

Spell-like Ability (Sp): At will—*entangle* (DC 12). Caster level 1st. The save DC is Charisma-based.

Hardness (Ex): A splinter's woody body has hardness 5.

Trackless Step (Ex): A splinter leaves no trail in natural surroundings and cannot be tracked. It may choose to leave a trail if so desired.

	Splinter, Tiny	Splinter, Small	Splinter, Medium
	Tiny Plant	Small Plant	Medium Plant
Hit Dice:	1/2 d8 (2 hp)	1d8 (4 hp)	2d8 (9 hp)
Initiative:	+2	+1	+0
Speed:	20 ft.	40 ft.	60 ft.
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12	14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13	14 (+4 natural), touch 10, flat-footed 14 footed 13
Base Attack/Grapple:	+0/–11	+0/–4	+1/+3
Attack:	Slam –3 melee (1d3–3)	Slam +0 melee (1d4)	Slam +3 melee (1d6+2)
Full Attack:	Slam –3 melee (1d3–3)	Slam +0 melee (1d4)	Slam +3 melee (1d6+2)
Space/Reach:	2-1/2 ft./0 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Spell-like ability	Spell-like ability	Spell-like ability
Special Qualities:	Hardness 5, low-light vision, plant traits, trackless step, vulnerability to fire, woodland stride		
Saves:	Fort +2, Ref +2, Will +0	Fort +2, Ref +1, Will +0	Fort +3, Ref +0, Will +0
Abilities:	Str 5, Dex 14, Con 10, Int 2, Wis 10, Cha 10	Str 10, Dex 12, Con 10, Int 2, Wis 10, Cha 10	Str 15, Dex 10, Con 10, Int 2, Wis 10, Cha 10
Skills:	Hide +10*, Listen +2, Spot +3	Hide +5*, Listen +2, Spot +3	Hide +0*, Listen +3, Spot +3
Feats:	Alertness	Alertness	Alertness
Environment:	Any woodland	Any woodland	Any woodland
Organization:	Solitary, pair, grove (4-8)	Solitary, pair, grove (4-8)	Solitary, pair
Challenge Rating:	1/2	1	2
Treasure:	None	None	None
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	—	—	—
Level Adjustment:	—	—	—

Woodland Stride (Ex): Splinters may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at their normal speed, without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect them.

Skills: *Splinters have a +8 racial bonus on Hide checks in forested areas.

Skeleton Half-Fiend

1st-Level Cumasti Half-Fiend

Medium Undead

Hit Dice: 1d12 (6 hp)

Initiative: +8

Speed: 30 ft. (6 squares)

Armor Class: 19 (+4 Dex, +3 natural), touch 14, flat-footed 13

Base Attack/Grapple: +0/+1

Attack: Claw +3 melee (1d4+3)

Full Attack: 2 claws +3 melee (1d4+3) and bite -2 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: Smite good, spell-like abilities

Special Qualities: Damage reduction 5/magic and bludgeoning, immunity to cold, resistance to acid 10, electricity 10, and fire 10, spell resistance 11

Saves: Fort +0, Ref +2, Will +2

Abilities: Str 16, Dex 19, Con —, Int —, Wis 10, Cha 1

Skills: —

Feats: Improved Initiative^B

Environment: Any

Organization: Any

Challenge Rating: 1

Treasure: None

Alignment: Always neutral evil

Advancement: —

Level Adjustment: —

These creatures are black, humanoid skeletons with red, dimly glowing runes carved onto their bones. Ruddy red light emanates from the gaps in their skulls and pointed, skeletal wings extend behind them. Their claws are long and their teeth sharp.

Combat

A dark compulsion drives half-fiend skeletons, and they charge into combat. They always attempt to smite good with their first attacks. When in a group, one skeleton uses its *darkness* ability on its foes before closing.

Smite Good (Su): Once per day a skeleton half-fiend can make a normal melee attack to deal +1 damage against a good foe.

Spell-like Abilities (Sp): 3/day—*darkness*.

Viper Swarm

Tiny Animal (Swarm)

Hit Dice: 6d8 (27 hp)

Initiative: +3

Speed: 15 ft. (3 squares), climb 15 ft., swim 15 ft.

Armor Class: 17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14

Base Attack/Grapple: +4/—

Attack: Swarm (2d6 plus poison)

Full Attack: Swarm (2d6 plus poison)

Space/Reach: 10 ft./0 ft.

Special Attacks: Poison

Special Qualities: Half damage from slashing and piercing, scent, swarm traits

Saves: Fort +5, Ref +8, Will +3

Abilities: Str 4, Dex 17, Con 11, Int 1, Wis 12, Cha 2

Skills: Balance +12, Climb +12, Hide +16, Listen +8, Spot +8, Swim +4

Feats: Ability Focus (poison), Alertness, Weapon Finesse

Environment: Temperate marshes and underground

Organization: Solitary, pack (2–4 swarms), infestation (7–12 swarms)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

A viper swarm is a slithering and tangled mass of venomous serpents that attacks and devours any creature foolish enough to stand in its way.

Combat

Viper swarms are rare and deadly foes. Vipers usually come together to form swarms during mating season or in the colder fall and winter months, making them very territorial and aggressive. They attack by swarming around an intruder and biting it, injecting the creature with venom.

Poison (Ex): Injury, Fortitude DC 13, initial and secondary damage 1d6 Con. The save DC is Constitution-based.

Skills: Viper swarms have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A viper swarm can always choose to take 10 on a Climb check, even if rushed or threatened. Viper swarms use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A viper swarm has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Zombie, Small Viper

Small Undead

Hit Dice: 2d12+3 (16 hp)

Initiative: +3

Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft.

Armor Class: 17 (+1 size, +2 Dex, +4 natural), touch 13, flat-footed 15

Base Attack/Grapple: +1/-6

Attack: Bite +0 melee (1d2-1) or slam +0 melee (1d4-1)

Full Attack: Bite +0 melee (1d2-1) or slam +0 melee (1d4-1)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Damage reduction 5/slashing, single actions only

Saves: Fort +0, Ref +2, Will +3

Abilities: Str 8, Dex 15, Con —, Int —, Wis 10, Cha 1

Skills: —

Feats: Toughness^B

Environment: Any land and underground

Organization: Any

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral evil

Advancement: —

Level Adjustment: —

Zombie vipers are much more aggressive than they were when alive.

Combat

Zombie vipers attack by smashing their bodies and heads into their opponents.

Single Actions Only (Ex): Zombie vipers have poor reflexes and can perform only a single move action or attack action each round. A zombie viper can move up to its speed and attack in the same round, but only if it attempts a charge.

Appendix 2: New Items

The following new equipment and magic items appear in this adventure. Many Cumasti understand the construction and creation of these items, so they can be found in most Cumasti elf settlements and outposts.

New Equipment

Lantern, Pole: A pole lantern is quite large. It has shuttered or hinged sides and rests at the end of a 7- to 10-foot long metal-reinforced pole. It clearly illuminates a 45-foot radius and provides shadowy illumination in a 90-foot radius. It burns for 3 hours on a pint of oil. You must use two hands to carry a pole lantern.

New Magic Items

Blackflame Longsword: This +1 *longsword's* blade is blackened and mottled, as if scarred by a great fire. It deals 1 extra point of fire damage on a successful hit.

Faint evocation (if *burning hands* is used) or transmutation (if *heat metal* is used); CL 5th; Craft Arms and Armor, *burning hands* or *heat metal*; Price 3,315 gp; Cost 1,815 gp + 120 XP.

Divine Keys: *Divine keys* are specially manufactured keys with the purpose of keeping a powerful magic item locked away from others. They are typically crafted to be usable with one specific magic lock and to disintegrate after use.



Divine keys have secondary properties due to the special enchantments laid on them. They allow a divine spellcaster to increase his effective spellcasting strength in certain schools of magic.

Divine Key, Abjuration: The bearer of this magic device casts all divine spells of the abjuration school at +1 caster level.

Strong abjuration; CL 10th; Craft Wondrous Item, creator must be able to cast divine spells; Price 8,000 gp; Cost 4,000 gp + 320 XP.

Divine Key, Conjunction: The bearer of this magic device casts all divine spells of the conjunction school at +1 caster level.

Strong conjunction; CL 10th; Craft Wondrous Item, creator must be able to cast divine spells; Price 8,000 gp; Cost 4,000 gp + 320 XP.

Divine Key, Divination: The bearer of this magic device casts all divine spells of the divination school at +1 caster level.

Strong divination; CL 10th; Craft Wondrous Item, creator must be able to cast divine spells; Price 8,000 gp; Cost 4,000 gp + 320 XP.

Divine Key, Evocation: The bearer of this magic device casts all divine spells of the evocation school at +1 caster level.

Strong evocation; CL 10th; Craft Wondrous Item, creator must be able to cast divine spells; Price 8,000 gp; Cost 4,000 gp + 320 XP.

Divine Key, Illusion: The bearer of this magic device casts all divine spells of the illusion school at +1 caster level.

Strong illusion; CL 10th; Craft Wondrous Item, creator must be able to cast divine spells; Price 8,000 gp; Cost 4,000 gp + 320 XP.

Divine Key, Transmutation: The bearer of this magic device casts all divine spells of the transmutation school at +1 caster level.

Strong transmutation; CL 10th; Craft Wondrous Item, creator must be able to cast divine spells; Price 8,000 gp; Cost 4,000 gp + 320 XP.

Summoning Stone: The *summoning stone* is a plot device. It is an evil relic of some bygone age, when demon worshippers used it to call fiends from dark planes. It slowly drives its bearer mad and compels him to destroy himself.

Since the *summoning stone* is a plot device, it has no game mechanic information. See the “Side Adventure: The Horror Beneath the Dove” section, pg. 19, for more information on the *summoning stone*.

Tome of Serpents: The *Tome of Serpents* is an 11-inch-by-8-1/2-inch, 3-inch thick book covered in black snakeskin and inscribed with a silver emblem of a striking snake. The book is made from bound leather and includes well over 250 vellum pages, many of which are blank.

The *Tome of Serpents* allows the wielder to rebuke or command normal and magical snakes (vipers, constrictors, and so forth) as an evil cleric rebukes or commands undead. This is a supernatural ability that the bearer can use a number of times per day equal to 3 + her Charisma modifier. The *Tome of Serpents* must be in a character’s possession for 24 hours before she can use this ability.

The tome also contains a number of arcane and divine spells. A character can cast these spells directly from the tome as if they were scrolls scribed at their minimum caster levels. When a spell is cast in this fashion, it vanishes from the tome.

A character with the Scribe Scroll feat can scribe spells into the *Tome of Serpents* to create additional scrolls. The tome may also be used as a normal spellbook.

The following spells are found within the *Tome of Serpents*. Spells marked with an asterisk (*) appear in *Dave Arneson’s Blackmoor*. Spells marked with a double asterisk (**) appear in the “New Spells” listing.

Arcane Spells: 0—*breeze**, *puff**, *ray of dirt**, *ray of dust**, *shrapnel**; 1st—*magic dagger**, *summon viper swarm***; 2nd—*coyote’s dirge**, *dolphin’s leap**, *hawk’s eye**, *mustang’s speed**, *otter’s claw**, *raven’s glide**, *snake’s strike**, *touch of madness***; 3rd—*rage*, *wolf’s sight**; 4th—*armor of darkness***, *elemental summons I**, *lesser spell turning**, *smite undead**; 5th—*elemental summons II**, *repel undead**.

Divine Spells: 0—*create water*, *cure minor wounds*, *detect magic*, *detect poison*, *flare*, *guidance*, *know direction*, *light*, *mending*, *purify food and drink*, *read magic*, *resistance*, *virtue*; 1st—*calm animals*, *cure light wounds*, *detect snares and pits*, *entangle*, *goodberry*, *jump*, *magic fang*, *mud**, *obscuring mist*, *produce flame*, *speak with animals*, *summon nature’s ally I*; 2nd—*animal trance*, *remove madness***; 5th—*mass smite undead**.

Strong enchantment; CL 9th; Craft Wondrous Item, Improved Scribe Scroll (see below), Scribe Scroll, *dominate animal*; Price 5,000 gp + the price of the scrolls; Cost 2,500 gp + 200 XP + the cost of the scrolls.

New Spells

The *Tome of Serpents* has many foul and devious spells within its pages.

Armor Of Darkness

Abjuration [Darkness]

Level: Clr 4, Wiz 4

Components: V, S, SF/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The spell envelops the warded creature in a shroud of shadows. The shroud can, if the caster desires, conceal the wearer’s features. In any case, it grants the recipient a +3 deflection bonus to Armor Class plus an additional +1 for every four caster levels (maximum bonus +8). The subject can see through the armor as if it did not exist and is also afforded darkvision with a range of 60 feet. Finally, the subject gains a +2 bonus on saving throws against any holy, good, or light spells or effects. Undead creatures that are subjects of *armor of darkness* also gain +4 turn resistance.

Remove Madness

Abjuration

Level: Clr 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous (see text)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell functions like *break enchantment*, except that it only affects magic-induced madness, such as that produced by a *confusion* or *insanity* spell. If the subject has more Hit Dice than your caster level, you do not permanently remove the madness; instead, you suppress it for 1d6 hours.

Summon Viper Swarm

Conjuration (Summoning)

Level: Brd 2, Drd 2, Sor/Wiz 2, Wok 2

Components: V, S, M/DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One swarm of vipers

Duration: Concentration + 2 rounds

Saving Throw: None

Spell Resistance: No

You summon a swarm of vipers, which attacks all other creatures within its area. (You may summon the swarm so that it shares the area of other creatures.) If no living creatures are within its area, the viper swarm attacks or pursues the nearest creature as best it can. You have no control over the swarm’s target or direction of travel.

Arcane Material Component: A square of green cloth soaked in snake venom.

Touch Of Madness

Enchantment [Mind-Affecting]

Level: Clr 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The target's mind is clouded and it takes no action for 1 round per caster level. The dazed subject is not stunned (so attackers get no special advantage against it), but it cannot move, cast spells, use mental abilities, and so on.

Appendix 3: Notable Characters

This appendix describes the histories and motivations of a few of Cicatri Down's most notable NPCs. The player characters can use these NPCs and Cicatri Down to create a base of operations in the Redwoods or a regular stopping place on their way along the Elf Road. You can use these characters to launch new adventures or seed rumors of other events in the world.

Items marked with an asterisk (*) appear in *Dave Arneson's Blackmoor*.

Athlymn Pharenseth

Athlymn Pharenseth runs Pharenseth's Luminary in Cicatri Down. He is a middle-aged Cumasti of 353 summers with long, golden blond hair that reaches well past the middle of his back. His rich green eyes hold an intelligent and inquisitive spark. He drapes his 89-pound, 4' 9" body in costly and exotic silks from as far away as the Neath. His years of arcane study under the tutelage of both the Wizards' Cabal and the Cumasti archmages of Ringlo Hall have caused his skin to take on a metallic sheen that seems to glow with an unearthly beauty in candlelight and moonlight.

Athlymn is a well-cultured and well-mannered Cumasti, though he is a bit of a skinflint. He has an insatiable curiosity for all types of magic lore and spells. His years of Cabalist activities make him mistrustful of sorcerers and wokan.

Though he spent nearly a century in the Cabal's service, and twice that in Ringlo Hall's, Athlymn rarely speaks of these times and avoids such conversations.

Athlymn Pharenseth, male Cumasti elf wizard 3: CR 3; Medium humanoid (elf); HD 3d4+3; hp 12; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +1; Grp -1; Atk/Full Atk +1 melee (1d4-1/19-20, dagger), or +2 ranged (1d8/19-20, light crossbow); SA Spells; SQ low-light vision, Cumasti traits; SV Fort +2, Ref +2, Will +4; AL NG. Str 8, Dex 13, Con 12, Int 16, Wis 13, Cha 12.

Languages Spoken: Common, Draconic (Metallic), Elven (Cumasti), Elven (Westryn), Sylvan.

Skills and Feats: Concentration +7, Craft (alchemy) +9, Decipher Script +9, Knowledge (arcana) +9, Spellcraft +12; Improved Scribe Scroll (see New Feat), Scribe Scroll, Skill Focus (Spellcraft).

Typical Wizard Spells Prepared (4/3/2; caster level 3; save DC 13 + spell level): 0—*detect magic*, *mage hand*, *prestidigitation*, *read magic*; 1st—*charm person*, *elemental bolt (fire)**, *mage armor*; 2nd—*resist energy*, *shatter*.

Focus: 0—*air globe**, *arcane mark*, *breeze**, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *elemental globe (earth)**, *elemental globe (fire)**, *elemental globe (metal)**, *elemental globe (water)**, *elemental globe (wood)**, *flare*, *ghost*

sound, *light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *puff**, *ray of dirt**, *ray of dust**, *ray of frost*, *read magic*, *resistance*, *shrapnel**; 1st—*animate rope*, *charm person*, *elemental bolt (fire)**, *expeditious retreat*, *feather fall*, *lesser elemental orb (metal)**, *mage armor*, *magic missile*, *protection from evil*, *shield*; 2nd—*continual flame*, *coyote's dirge**, *darkness*, *flaming sphere*, *obscure object*, *resist energy*, *scorching ray*, *shatter*; 3rd—*blacklight* (see New Spells), *elemental ball (water)**, *wolf's sight**; 4th—*lesser spell turning**, *smite undead**; 5th—*repel undead*; 6th—*hardening* (see New Spells), *undeath to death* (see New Spells).

Possessions: Masterwork alchemical silver dagger, light crossbow, 20 bolts, *hand of the mage*, *eyes of minute seeing*, spell focus.

New Feat

During his time with the Wizards' Cabal, Athlymn learned an advanced technique to record powerful spells that he is not normally be able to cast onto scrolls. He uses this ability to make scrolls that he sells through his shop.

Improved Scribe Scroll [Item Creation]

You are able to inscribe higher-level spells to a scroll than you normally can.

Prerequisites: Scribe Scroll, spell focus, wizard level 3rd.

Benefit: If you have a spell in your spell focus, you may scribe it to a scroll. You do not need to prepare it first. You must have an Intelligence score of at least 10 + the spell's level in order to scribe it.

If you do not prepare a spell before scribing it, the base price of the scroll is its spell level x its caster level x 50 gp. To scribe a scroll, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price.

If you are not of a level high enough to cast the spell, it is inscribed at your maximum caster level. For example, at 3rd level you may create a scroll of *lightning bolt*. The *lightning bolt* caster level is 3, so the result is a weak bolt of lightning that deals 3d6 points of damage.

Normal: You are only able to inscribe a scroll with a spell you have prepared.

New Spells

Athlymn Pharenseth is known to have some very rare and potent arcane spells at his disposal. Some of these spells he learned while he was in the service of the Wizards' Cabal, others he learned while serving Menander Ithamis as a scribe in Ringlo Hall. You may wish to include other unusual spells in Athlymn's repertoire; he is an excellent way to introduce new spells into your campaign.

Blacklight

Evocation [Darkness]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: A 20-ft.-radius emanation centered on a creature, object, or point in space

Duration: 1 round/level (D)

Saving Throw: Will negates or none (object)

Spell Resistance: Yes or no (object)

You create an area of total darkness. The darkness is impenetrable to normal vision and darkvision, but you can see normally within the blacklit area. Creatures outside the spell's area, even you, cannot see through it.

You can cast the spell on a point in space, but the effect is stationary unless cast on a mobile object. You can cast the spell on a creature, and the effect then radiates from the creature and moves as it moves. Unattended objects and points in space do not get saving throws or benefit from spell resistance.

Blacklight counters or dispels any light spell of equal or lower level. The 3rd-level cleric spell *daylight* counters or dispels *blacklight*.

Hardening

Transmutation

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One item of a volume no greater than 10 cu. ft./level (see text)

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes (object)

This spell increases the hardness of materials. For every two caster levels, increase by 1 the hardness of the material targeted by the spell. This hardness increase improves only the material's resistance to damage. Nothing else is modified by the improvement.

Hardening does not in any way affect resistance to other forms of transformation.

This spell affects up to 10 cubic feet per level of the spellcaster.

If cast upon a metal or mineral, the volume is reduced to 1 cubic foot per level.

Undeath To Death

Necromancy

Level: Sor/Wiz 6, Clr 6

Components: V, S, M, DF

Casting Time: 1 action

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

Area: Several undead creatures within a 50-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Undeath to death snuffs out the animating forces of undead creatures, killing them instantly. The spell slays 1d4 HD worth of undead creatures per caster level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those closest to the point of origin of the burst are affected first.

Material Component: Powdered pearl worth at least 500 gp.

Darshee Cladeth

Darshee Cladeth is the owner and proprietor of Cladeth's Smithy in Cicatri Down. This 114-summers-old Cumasti came by her establishment as an inheritance when both her parents passed away some 12 years ago. Darshee has recently taken to wearing light armor over her 98-pound, 5' 3" frame at night as a precaution against creatures roaming out of the vale. She keeps her honey blond hair chin-length and tied back from her face so that her deep blue eyes can see what she is working on at her forge.

Darshee is mistrustful of outsiders and any non-Cumasti, especially now. However, those that know the young woman know that she enjoys drinking games and can be unobservant of the things going on around her. She speaks Cumasti Elven nearly all the time, only switching to Common when she speaks to outsiders that she has known for many years and that she knows that she can trust.

Darshee Cladeth, female Cumasti elf expert 3: CR 2; Medium humanoid (elf); HD 3d6; hp 17; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +2; Grp +3; Atk +5 melee (1d8+1/19–20, elven longblade*), or +4 melee (1d6+1/19–20, elven sword bow*), or +6 ranged (1d8/19–20, elven sword bow*); Full Atk +5 melee (1d8+1/19–20, elven longblade*), or +1/–3 melee (1d6+1/19–20, elven sword bow*), or +6 ranged (1d8/19–20, elven sword bow*); SQ low-light vision, Cumasti traits; SV Fort +1, Ref +4, Will +4; AL NG. Str 13, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Languages Spoken: Common, Elven (Cumasti).

Skills and Feats: Craft (alchemy) +6, Craft (armorsmithing) +6, Craft (weaponsmithing) +9, Craft (woodwork) +6, Listen +9, Swim +7; Skill Focus (Craft (weaponsmithing)), Weapon Focus (elven longblade*).

Possessions: Mithral shirt, masterwork elven longblade*, masterwork elven sword bow*, 24 arrows, *potion of cure light wounds*.

Ethiel Pharenseth

Ethiel Pharenseth is the owner of the well-respected Pharenseth's Smithy in Cicatri Down. He is large for a Cumasti: 5' 10" and 161 pounds. Ethiel is Athlymn's younger brother. At 249 summers, Ethiel has traveled the lands and joined in many of his brother's adventures, including working for the royal family at Ringlo Hall as a security agent and on the battlefield outside Coot's Watch alongside the Wizards' Cabal.

Ethiel is a tight-lipped and generous man. He speaks very little to people he does not know, except when it comes to business transactions in his shop. His heart is in his adopted community of Cicatri Down, and he attempts to keep everyone in town safe from the evils he knows lurk outside its borders. He is unwilling to enter the vale to combat the Scar's madness, however, feeling that he should be in town and ready to help the few surviving citizens.

Ethiel Pharenseth, male Cumasti elf fighter 3: CR 3; Medium humanoid (elf); HD 3d10+3; hp 25; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +3; Grp +7; Atk/Full Atk +8 melee (1d8+5/19–20, elven longblade*), or +5 ranged (1d8/x3, longbow); SQ low-light vision, Cumasti traits; SV Fort +4, Ref +3, Will +2; AL NG. Str 18, Dex 14, Con 12, Int 15, Wis 13, Cha 8.

Languages Spoken: Common, Elven (Cumasti), Gnome, Sylvan.

Skills and Feats: Craft (blacksmithing) +8, Handle Animal +5, Knowledge (local) +5, Spot +6; Combat Expertise, Combat Reflexes, Hold the Line (see New Feat), Improved Disarm.

Possessions: masterwork chain shirt, +1 elven longblade*, longbow, 20 arrows, *potion of cure light wounds*.

New Feat

Ethiel Pharenseth has trained under some of the most dedicated warriors in the entire North. While at Coot's Watch he practiced certain techniques to stop charging opponents on the battlefield. This technique saved his life more than once against the Egg of Coot's incursions, and he is willing to teach it to friends of the Cumasti.

Hold the Line [General]

You can stop charging opponents in their tracks, before they can strike you.

Prerequisites: Combat Reflexes, base attack bonus +2.

Benefit: You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Normal: You only get an attack of opportunity against a character that exits a square you threaten.

Faerlin Handyl

Faerlin Handyl is old even for a Cumasti elf: 621 summers. Faerlin has lived his long life in the service of others. Since he was a little more than 300 summers old, Faerlin has worked with the first Thonian settlers that fled to what is now Blackmoor. He was one of the first Cumasti to leave the Redwood to join the arcane warriors that protected Skelfer after his sojourn in 910.

During his service with the arcane warriors, Faerlin had a vision of his homeland. A vision where the entire Redwoods fell under the sway of an evil taint that grew like a cancer to reach its tendrils into the hearts and minds of all elves. He traveled back to the Redwoods in 938 to find that nothing was amiss in Ringlo Hall. But he could still feel the pull of evil coming from the west. He followed his senses and arrived in Cicatri Down in 944. At last, he knew where he had to be and what needed to be done.

In his vision, Faerlin saw that the one hope the elves had was that a stranger would come to battle the evil. Yet the stranger would fail if he were not cunning and intelligent. So, for 86 summers, Faerlin has waited by his game board in the Cicatri Inn for darkness to fall over his adopted home and a stranger to appear. If the stranger beats him at Krep'ha, proving herself cunning and smart, he gives the stranger a weapon to aid her in vanquishing the evil.

The townsfolk have their suspicions about this eccentric old elf, but Faerlin has never revealed his identity or his visions to anyone.

Faerlin Handyl, male Cumasti elf arcane warrior* 6: CR 6; Medium humanoid (elf); HD 6d8+12; hp 43; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +6; Grp +8; Atk +10 melee (1d8+3/19–20, elven longblade*); Full Atk +10/+5 melee (1d8+3/19–20, elven longblade*); SA spells; SQ low-

light vision, arcane armor (5%), arcane fortitude, *detect magic* (arcane), *dispel magic* 1/week, fey touched, Cumasti traits; SV Fort +9, Ref +7, Will +13; AL LN. Str 14, Dex 17, Con 14, Int 17, Wis 20, Cha 15.

Languages Spoken: Beastial, Common, Elven (Cumasti), Elf (Westryn), Goblinoid, Profectorrin.

Skills and Feats: Concentration +11, Diplomacy +11, Knowledge (arcana) +12, Spellcraft +12, Sense Motive +14; Deflect Spell*, Iron Will, Parry Arrows*, Weapon Focus (elven longblade*).

Typical Arcane Warrior Spells Prepared (2; caster level 2; save DC 13 + spell level): 1st—*alarm*, *true strike*.

Focus: 1st—*alarm*, *command*, *expeditious retreat*, *light*, *read magic*, *true strike*.

Possessions: +1 elven longblade* (which he gives to a character who can defeat him in Krep'ha; see the "Side Plot: Krep'ha Challenge" side plot in Chapter 1, pg. 11), *potion of cure moderate wounds*, *Q's feather token* (swan boat).

Gaseriel Meth'Loma

Those who have met Steward Gaseriel Meth'Loma describe her as strong, fierce, and proud. She is the law and chief administrator in Cicatri Down. She pays careful attention to the mercenaries that occasionally stop at the Cicatri Inn and has sent more than one of them to the jail for becoming rowdy or abusive from too much drink.

Gaseriel is concerned with Cicatri Vale's current state and the disappearance of so many of the townsfolk. She is desperate to find out who or what is behind all this, but she needs to remain as close to town as possible to avoid a mass panic.

Gaseriel Meth'Loma, female Cumasti elf ranger 4: CR 4; Medium humanoid (Elf); HD 4d8-4; hp 22; Init +4; Spd 30 ft.; AC 17, touch 14, flat-footed 13; Base Attack +4; Grp +6; Atk +7 melee (1d8+2/19–20, elven longblade), or +10 ranged (1d8+2/x3, composite longbow); Full Atk +7 melee (1d8+2/19–20, elven longblade*), or +10 ranged (1d8+2/x3, composite longbow) or +8/+8 ranged (1d8+2/x3, composite longbow); SA favored enemy (humanoid (goblinoid)); SQ low-light vision, wild empathy (+3), Cumasti traits; SV Fort +3, Ref +8, Will +2; AL CG. Str 15, Dex 19, Con 8, Int 11, Wis 12, Cha 9.

Languages Spoken: Common, Elven (Cumasti).

Skills and Feats: Handle Animal +6, Heal +3, Hide +11, Knowledge (geography) +7, Knowledge (nature) +7, Move Silently +16, Survival +10; Endurance, Rapid Shot, Self-Sufficient, Track, Weapon Focus (longbow).

Typical Ranger Spell Prepared (1; caster level 2; save DC 11 + spell level): 1st—*entangle*.

Possessions: Masterwork studded leather, masterwork elven longblade*, +1 composite longbow (+2), 20 adamantite arrows, *rust bag of tricks*, *boots of elvenkind*.

Mniar Cicidad

Mniar Cicidad, the sole priest of the shrine of Dealth in Cicatri Down, is one of the town's newest inhabitants. He and his daughter Jothee came here from Ringlo Hall to start a new life after his wife passed away last winter. These events, plus the recent disappearance of his daughter (see the "Side Plot: The Lost Child" listing in Chapter 1, pg. 14), have caused the normally

light-hearted and easy going priest to spiral into depression. The townsfolk whisper that he may not be able to rise out of his sadness — especially if his daughter is gone for good.

Mniar Cicidad, male Cumasti elf cleric (Dealth) 2: CR 2; Medium humanoid (Elf); HD 2d8–2; hp 12; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +3; Atk/Full Atk +3 melee (1d8+2, morningstar); SA spells, turn undead 5/day; SQ low-light vision, spontaneous casting (*cure* spells), Cumasti traits; SV Fort +2, Ref +2, Will +5; AL CG. Str 14, Dex 15, Con 9, Int 11, Wis 14, Cha 14.

Languages Spoken: Common, Elven (Cumasti).

Skills and Feats: Concentration +1, Heal +4, Knowledge (arcana) +2, Knowledge (religion) +2, Spellcraft +2; Improved Initiative.

Typical Cleric Spells Prepared (4/4; caster level 2; save DC 12 + spell level): 0—*create water, detect magic, light, read magic*; 1st—*detect undead, disguise self†, hide from undead, protection from evil*.

† Domain spell. Domains: Obscuration* (Hide and Listen are class skills), Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: Masterwork studded leather; light wooden shield; morningstar; *phylactery of faithfulness*; scrolls of *|| bless, comprehend languages, cure light wounds, detect law, doom, and summon monster I*; 3 sunrods; 2 vials of antitoxin; thunder stone.

Ralvoerm Sambyrne

The old rogue Ralvoerm Sambyrne owns and operates Sambyrne's Goods in Cicatri Down. Though most of the townsfolk know that Ralvoerm is a terrible cheat at cards and dice, they also know him to be the best source of town gossip.

Ralvoerm moved to Cicatri Down over three centuries ago. In that time he has built his business into a busy establishment and handles all of the darkwood trade agreements for the town.

Ralvoerm tells many tall tales of the glory days of his youth back in the Wurmwood. He is a fun and interesting person and enjoys talking, gambling, and drinking with friends and strangers alike. He is always ready with a kind ear for those who want to unload their problems and has a strange habit of being nearby when a secret is spoken.

Ralvoerm Sambyrne, male Cumasti elf rogue 1: CR 1; Medium humanoid (elf); HD 1d6–1; hp 5; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +0; Grp +0; Atk/Full Atk +0 melee (1d6/19–20, short sword), or +4 ranged (1d6+1/x3, shortbow); SA sneak attack +1d6; SQ low-light vision, trapfinding, Cumasti traits; SV Fort –1, Ref +5, Will +1; AL CG. Str 11, Dex 17, Con 9, Int 11, Wis 13, Cha 11.

Languages Spoken: Common, Elven (Cumasti).

Skills and Feats: Appraise +4, Bluff +4, Decipher Script +4, Diplomacy +4, Forgery +4, Gather Information +4, Knowledge (local) +4, Profession (merchant) +5; Run.

Possessions: Short sword, shortbow, 22 +1 arrows, *elixir of hiding* (x2), *potion of cure light wounds*, *Q's feather token (tree)*.

Rulaerie Camli

Though not the oldest priestess in Cicatri Down's temple of Faunus, Rulaerie Camli is the temple's leader and the *de facto* religious leader for the entire town. The 137-summers-old cleric

feels the pressure of her position. Her rich blond hair, which she wears in several long braids, shows signs of turning prematurely white. She stands a slight 4' 9" tall and weighs only 71 pounds due to a childhood illness that ravaged her body and left her smaller than other children.

Rulaerie's determination is incredible. Even though she is physically smaller than her peers, she wields a divine power of which most clergy only dream. She hates undead with unbridled passion and sometimes offers rewards to adventurers who destroy these abominations. She is Faunus' champion and the guardian of the *Tome of Serpents*. To these ends she entrusts only the worthiest souls with the task of collecting the aged book from its resting place in Cicatri Vale's hedge maze (see the "Side Plot: The Tome of Serpents" listing in Chapter 1, pg. 15).

Rulaerie Camli, female Cumasti elf cleric (Faunus) 5: CR 5; Medium humanoid (elf); HD 5d8–5; hp 21; Init +0; Spd 20 ft.; AC 16, touch 10, flat-footed 16; Base Atk +3; Grp +4; Atk/Full Atk +5 melee (1d6+1, light mace), or +4 ranged (1d8+1/x3, longbow); SA spells, turn undead 7/day; SQ low-light vision, spontaneous casting (*cure* spells), Cumasti traits; SV Fort +3, Ref +1, Will +6; AL NG. Str 12, Dex 11, Con 9, Int 11, Wis 14, Cha 13.

Languages Spoken: Common, Elven (Cumasti).

Skills and Feats: Heal +6, Knowledge (nature) +8, Spellcraft +4; Divine Vengeance (see New Feat), Extra Turning.

Typical Cleric Spells Prepared (5/5/4/2; caster level 5; save DC 12 + spell level): 0—*detect magic, detect poison, mending, purify food and drink, read magic*; 1st—*bless, charm person†, deathwatch, obscuring mist, shield of faith*; 2nd—*augury, resist energy, spiritual weapon, suggestion†*; 3rd—*dispel magic, tongues†*.

† Domain spell. Domains: Animal (*speak with animals* 1/day, Knowledge (nature) is a class skill), Esteem* (+8 Cha 1/day for 1 minute).

Possessions: Masterwork scale mail; heavy steel shield; masterwork light mace; +1 longbow; 20 masterwork darkwood arrows; *pearl of power* (1st-level spell); scrolls of *|| detect chaos, detect evil, and hide from undead*; 3 sunrods, 3 flasks of alchemist's fire.

New Feat

Rulaerie is a specially trained guardian of Faunus sent to Cicatri Down to make sure that the *Tome of Serpents* does not fall into the clutches of evil. To this end, she utilizes special training to obliterate the most hated of all creatures that roam the North: undead.

Divine Vengeance [Divine]

You have the ability to cause extra damage to undead.

Prerequisites: Ability to turn undead, Extra Turning.

Benefit: You can spend one of your turn undead attempts to add 2d6 points of sacred energy damage to all your successful melee attacks against undead until the end of your next action. This is a supernatural ability.

Schillan Fayr

The sole surviving member of the clergy in Cicatri Down's temple of Ordana, Schillan Fayr is not a pleasant elf. Standing 5 feet tall and weighing 91 pounds, Schillan does not look imposing until he dons his armor, hefts his shield, and unsheathes his exquisite longblade. Only then does his true demeanor show through.

Schillan trained at the temple of Ordana in Ringlo Hall. The priests and priestesses there discovered early in his training that Schillan has a devout heart, but his attitude and personality grates on his peers and penitents. The church sent him to Cicatri Down to learn how to deal with others on a more personable level. He has learned some, but his attempts at niceties are half-hearted and clumsy. Many of the younger Cumasti see him as a surly big brother who protects and teaches them. Schillan enjoys this role, but does not admit it, curtly stating that his position and deeds are Ordana's desire.

Schillan is infuriated with the loss of several children and the other Ordana priests from Cicatri Down. The only reason he remains in the temple instead of charging into Cicatri Vale is his sense of duty to the people he has come to know and care for.

Schillan Fayr, male Cumasti elf cleric (Ordana) 3: CR 3; Medium humanoid (Elf); HD 3d8; hp 16; Init +0; Spd 20 ft.; AC 19, touch 10, flat-footed 15; Base Atk +2; Grp +3; Attack +5 melee (1d8+3/19–20, elven longblade), or +3 ranged (1d4+2, sling); SA spells, turn undead 2/day; SQ low-light vision, spontaneous casting (*cure* spells), Cumasti traits; SV Fort +3, Ref +1, Will +5; AL NG. Str 14, Dex 10, Con 10, Int 14, Wis 15, Cha 9.

Languages Spoken: Common, Elven (Cumasti), Gnome, Sylvan.

Skills and Feats: Concentration +6, Heal +8, Knowledge (religion) +8, Spellcraft +8; Sacred Spell (see New Feat), Tower Shield Proficiency.

Typical Cleric Spells Prepared (4/4/3; caster level 3; save DC 12 + spell level): 0—*detect magic, guidance, light, read magic*; 1st—*charm person*†, *divine favor, magic weapon, shield of faith*; 2nd—*augury, detect thoughts*†, *spiritual weapon*.

† Domain spell. Domains: Nobility* (*determine lineage* DC 13), Protection (protective ward 1/day).

Possessions: Breastplate; tower shield; +1 *elven longblade*; masterwork sling; 14 sling bullets; *elixir of vision*; scrolls of *calm emotions, cure moderate wounds, death knell, detect evil, endurance, hold person, magic weapon, make whole, obscuring mist, sound burst, spiritual weapon, and summon monster II*.

New Feat

Schillan Fayr prepares for the day when his spells will truly be able to aid him against the evil beings that threaten the Cumasti way of life.

Sacred Spell [Metamagic]

Some of your spells hold the spark of divine power behind them.

Benefit: Half of the damage dealt by a sacred spell results directly from divine power and is therefore not subject to being reduced by protection from elements or similar magic. The other half of the damage dealt by the spell is as normal. A sacred spell uses up a spell slot two levels higher than the spell's actual level. Only divine spells can be cast as sacred spells.

Tiilra Is'Lada

Tiilra Is'Lada is the mysterious owner of the Cicatri Inn. Her slight 4' 7" height and thin waistline (she weighs only 75 pounds) belie her power and quickness. Her deep brown eyes are an unusual color for a citizen of Cicatri Down, which furthers rumors that she is an agent from outside the Redwoods. She keeps her dirty blonde hair trimmed short and tied back from her beautiful face. Her magic padded armor is cut to fit her form and accent her feminine curves.

Tiilra is in the employ of the *Gen'ri* (Cumasti internal security). The organization placed her in Cicatri Down to watch the portion of the Elf Road that leads to Ringlo Hall. She sends regular reports (every three to six months) via carrier pigeons that she raises and keeps on the inn's roof. Few people know her secret, and she aims to keep it that way.

Tiilra is a kind-hearted and generous woman. She is willing to turn her head from the law when she knows that breaking the rules may be the only way of furthering the cause of good. She is a gracious host and sometimes challenges regulars to knife throwing games in the Cicatri Inn's main hall.

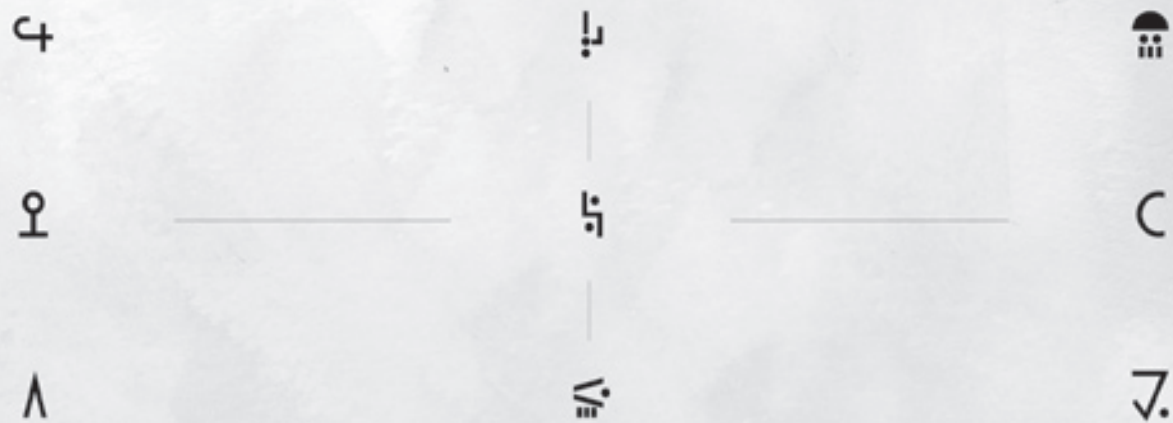
Tiilra Is'Lada, female Cumasti elf expert 5: CR 4; Medium humanoid (elf); HD 5d6+5; hp 28; Init +5; Spd 30 ft.; AC 17, touch 15, flat-footed 12; Base Atk +3; Grp +4; Atk/Full Atk +5 melee (1d4+2/19–20, dagger), or +9 ranged (1d8/19–20, light crossbow); SQ low-light vision, Cumasti traits; SV Fort +2, Ref +6, Will +6; AL NG. Str 12, Dex 20, Con 12, Int 12, Wis 11, Cha 15 (13).

Languages Spoken: Bestial, Common, Dwarven, Elven (Cumasti), Sylvan.

Skills and Feats: Balance +13, Gather Information +10, Knowledge (local) +9, Listen +12, Perform (dance) +10, Spot +12; Alertness, Iron Will.

Possessions: +1 *padded armor*; +1 *dagger*, masterwork light crossbow, 20 darkwood bolts, *cloak of charisma* (+2), 2 pairs of *boots of elvenkind* (hidden), 2 *cloaks of elvenkind* (hidden).

GM Handout 1: Tome of Serpents Puzzle Solution



Player Handout 1: Tome of Serpents Puzzle

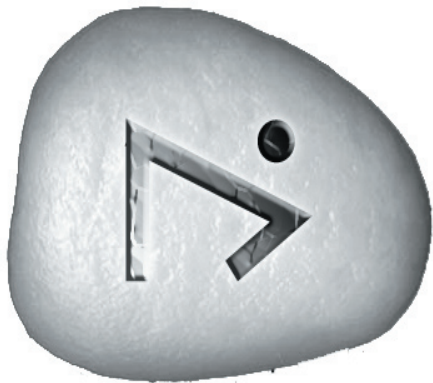


Symbol Legend

<u>Symbol</u>	<u>School</u>
♁	Abjuration
♄	Conjuration
♀	Divination
☼	Enchantment
♂	Evocation
♁	Illusion
♁	Necromancy
☿	Transmutation
⚡	Universal

Player Handout 2: Divine Keystone cutouts

Divine Abjuration Key



Divine Conjunction Key



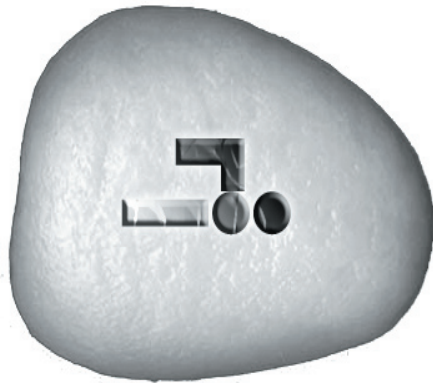
Divine Divination Key



Divine Evocation Key



Divine Illusion Key

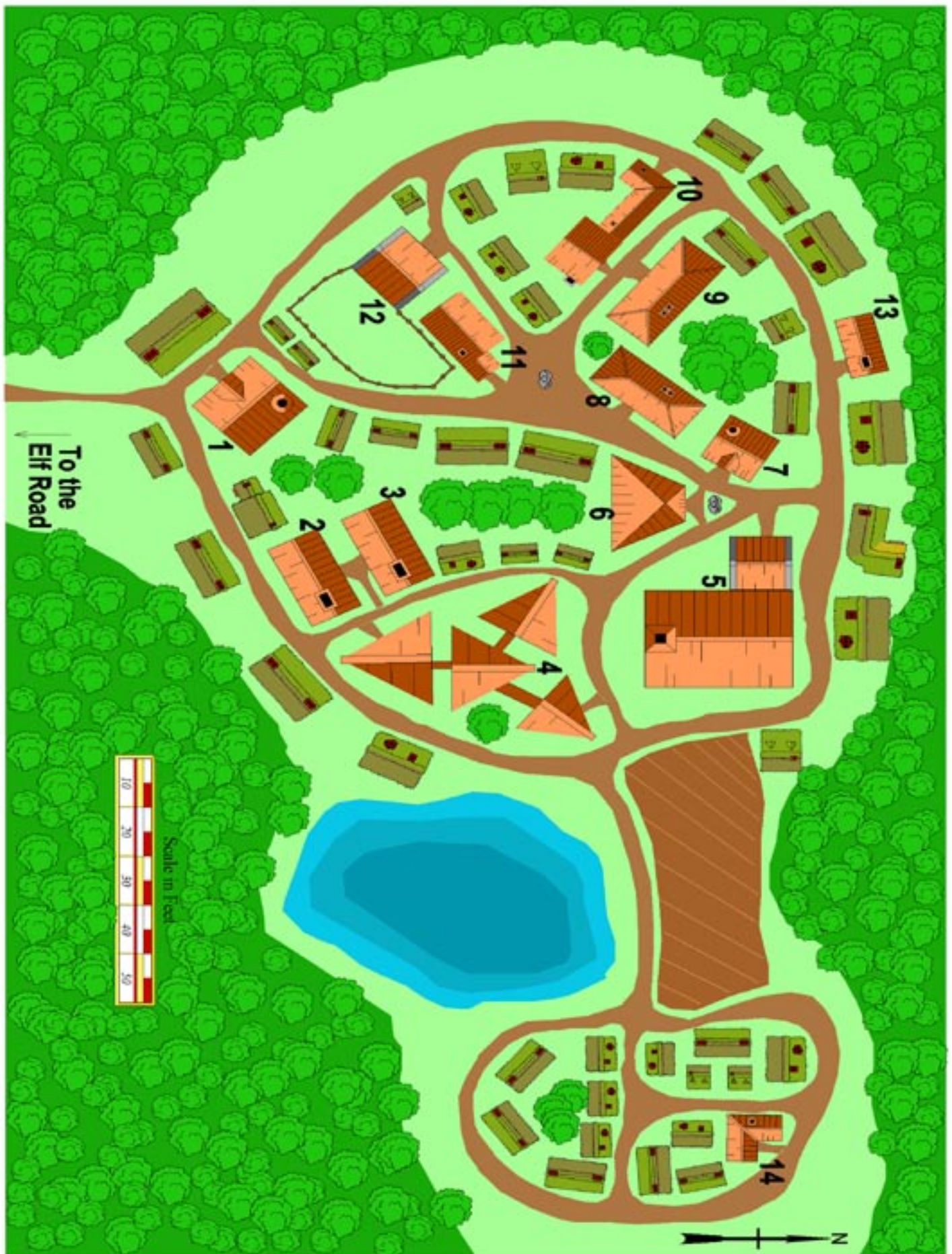


Divine Transmutation Key



Copy onto cardstock, cut out each *divine key*, and give them to the players as they find them.

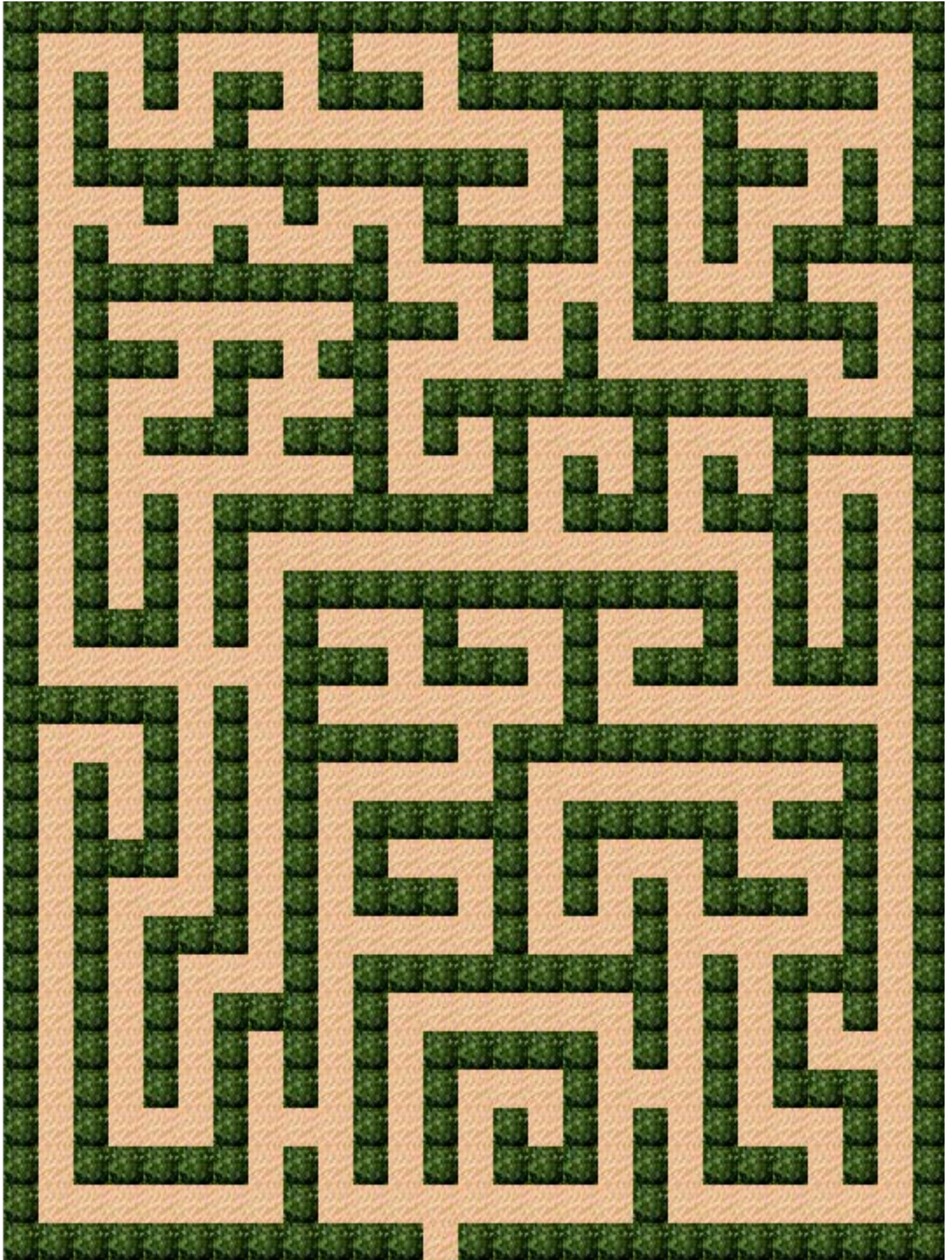
Map 1: Cicatri Down



Map 3: Cicatri Vale

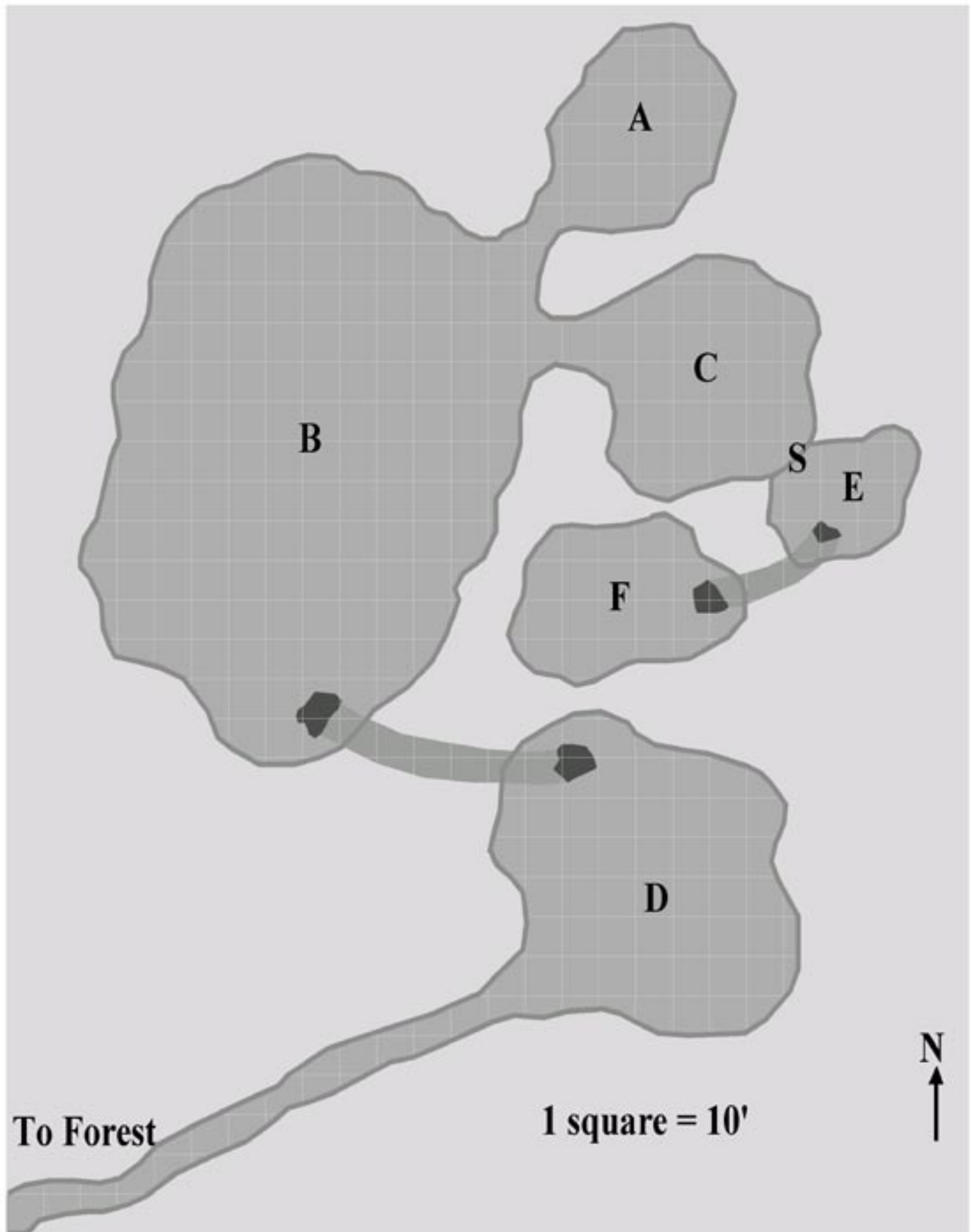


Map 4: The Hedge Maze



1 square = 15'

Map 6: Scar Cave



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