

THE SCEPTER OF YOLACHA

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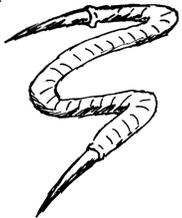
While traveling through a wooded region the characters are approached by an venerable elf named Nindrol. "I am in need of heroes. I have known these woods for a score of centuries and it's spirit is as dim as I can remember. At the heart of this shadow is a single tree, a Geldar tree, almost as ancient as I. Once great and noble it is now bent by darkness. I possess knowledge of such things and a shadow of memory reveals that I must go deep beneath the roots to find that which curses green leaf to gray. Will you aid me in this noble quest?"

1. The mass of the Geldar tree spans thirty feet across and hundreds high. It's age thick bark would be like taking axe to iron. The canopy casts an unwelcome shadow on your approach. Between the roots near the center trunk an entrance is visible.

- the tunnel descending under the tree is only 5' high and very steep at some points (70 degree slope).

2. The tunnel opens into a natural cavern (6' high). The body of an adventurer in leather armor lays partially buried in the earth. The body is punctured with more than a dozen stab wounds. A money pouch with 15 gold can be found.

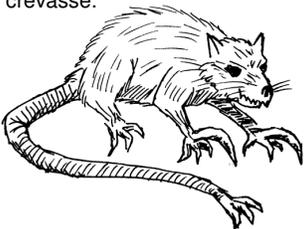
- The group can spot a saber worm slide back into the earth nearby.



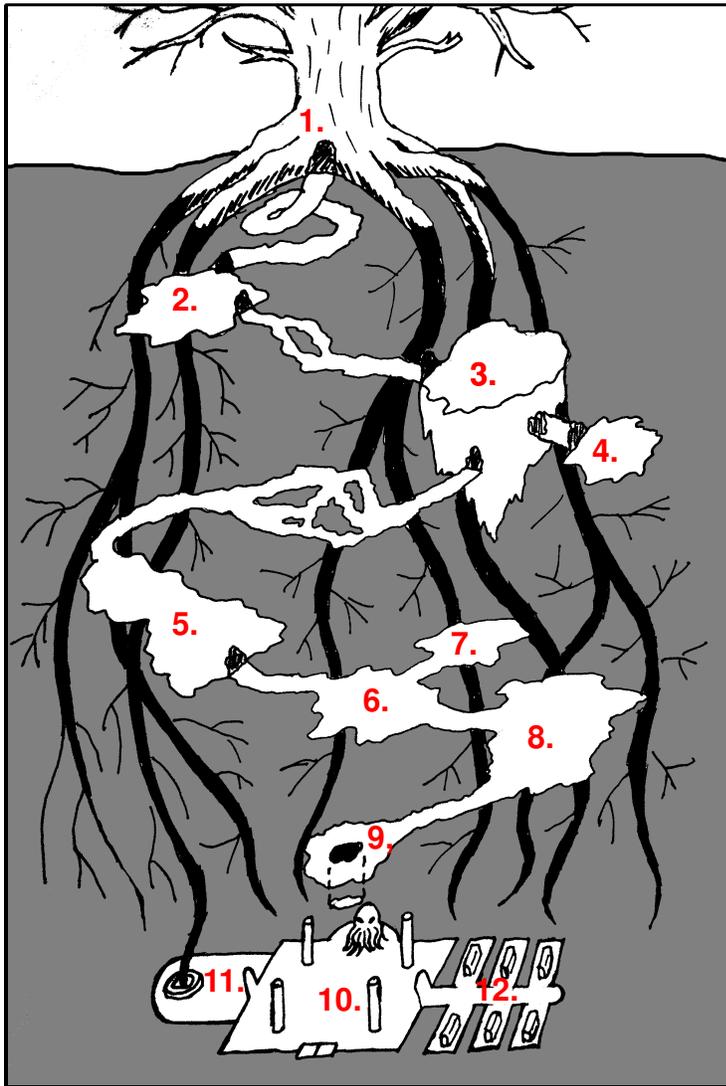
- 1d8+6 saber worms will attack, stabbing from the floor, ceiling and walls in the tunnels between area 2 and 3 and area 3 and 5. (AC 16, Hp 5, ATK +2/+4 surprise, DMG 1d4+1).

3. The tunnel opens into a large deep cavern filled from top to bottom with a spiderweb of roots. In the near darkness dog sized creatures scurry and leap across the tangled landscape.

-This area is a nest of 2d6+10 clawtail rats (AC 14, Hp 6, ATK two at +3, DMG 1d4, SA Hide). They will be very protective of area 4. Moving through the roots will require both climbing and cutting. At the bottom of the cavern is a partially eaten body inside a suit of plate armor. A fine steel broadsword lies wedged in a crevasse.



4. A bloated horse sized rat and 30 pups occupy this cave. The matron (AC 10, 25 hp) cannot move but four body guards (as above but with 10 hp) will fight to the death. Amongst the filth are 36 gold coins and Dimmer, a +2 short sword that grants +3 to hide in shadows bonus.



5. This large cavern appears empty.

- There are a dozen small pit traps concealed throughout the room. Trogres use the pits to capture rats. Anyone stumbling into one will impale their foot for 1d4+1 damage.

6. A fire pit smolders in the center of this cavern. The discarded gristle of saber worms and clawtail rats lay strewn about the ground. Two hunchback humanoids leap forward and attack.

- These are Trogres (AC 14, Hp 10 each, ATK +5, DMG 1d4+2, SA regenerate 1 hp per round).

7. A rough wooden barricade made of roots separates a small cave. Inside is Wilhelm. He and another prisoner (Kalen) were captured by the Trogres a week ago. The other prisoner was taken away by the Trogres yesterday.



8. A crude camp of three hide tents dominates this cavern. Harsh smelling incense smolders from several small fires. With growls of rage six hunchbacked Trogres scramble to the attack. Nindrol will explain, "These malignant creatures come here on some dark pilgrimage. Drawn to worship that which taints the Geldar tree with no knowledge of the true evil they serve."

A crude wooden chest holds 134 gold coins, 430 silver, a potion of healing and a flask of magic weapon oil (+2).

9. In the center of this rough hewn cave a large hole opens into the blackness below. A length of rope, secured to rock by iron spikes, disappears into the depths.

- Pulling up the rope will reveal a corpse tied to the other end (Kalen). He is bitten in numerous places and drained of blood.

10. You descend into a large chamber of ornate pillars and smooth stone. Nestled in a large alcove is a grotesque statue of some forgotten deity; a blob of entwined tentacles and deep set eyes. Before the statue is a stone altar.

11. A large well filled with a tar like ooze sits at the far end of the room. One of the main roots of the Geldar tree descends from the ceiling disappearing into the poisonous ichor. To root must be cut free to end the taint of the Geldar tree.

12. This narrow corridor is lined with three dark alcoves per side. A mummified husk crawls from the shadow glaring at you with hungry eyes. As a low hiss escapes its fanged lips it paws at the air with taloned hands.

As the characters battle with the six Guwls (AC 15, Hp 12 each, ATK two at +4, DMG 1d6, SA Blood drain, Silver or magic weapon needed), Nindrol will return to the altar and retrieve his vestments and scepter from a secret compartment. He was an acolyte of the demon Yolacha.

As they exit they will find Nindrol waiting. "I have waited lifetimes to return to Yolacha. His unholy place buried by the mountain's collapse so long ago. Through his power and the consumption of your blood I shall reclaim my place and return Yolacha to the world."

(6th level priest, AC 15, Hp 24 each, ATK +6, DMG Scepter, SA Spells)

Treasure:
1,200 gold
3,200 silver
Gems worth 500 gold
Ring of Darkvision
Bracers AC+2

Scepter of Yolacha
- +3 weapon (1d6)
- Acid Arrow (1)
- Black Tentacles (3)
- Create Guwl (3)
- 25 charges

