**Adventure Notes 3/7/2020**

**Situation**

The Arc of Theron has been cleansed and Sordad and Agape have taken their treasures and returned home to Cividi.

The PCs, having contracted a sickness from muddling about with some infected corpses, returned to Caliste’s castle and implored her to treat them. She did, using venom to burn the infection out of them. They are cured, but now owe Calistae a favor.

**Calistae’s Geas**

Calistae tells the PCs that she needs them to collect her last living son, Vaara, and bring him to her. Vaara lives in the Deep Wood with his wife, the nymph, Lida.

**Instructions**

Calistae gives the PCs a set of red-capped mushrooms. Vaara gave her these mushrooms and told her that the entrance to the Deep Wood would become clear by eating these mushrooms. She directs PCs to a secluded grove with a magnificent natural spring/pool, and instructs them to eat the redcaps.

**Guards of the Gate**

As the PCs walk along the forest trail that leads to the grove, they are accosted by three large and mean-looking satyrs wielding spears and axes made of iron wood.

They gripe and grumble at the PCs… “Turn back mortals. The Shining Grove is not made for mortal eyes. If you are lucky, you will notice nothing, and nothing will take notice of you.”

The guards won’t block the way though. If the mortals want to doom themselves to an eternity of roaming the Deep Wood, it is not the satyrs’ place to stop them. They are here as a warning – the Faerie Queen Lida is not interested in entertaining visitors, and there will be much standing in any intruder’s way.

Note: the satyrs are all named “Satyr” because saytrs must earn/be given their name by someone whom they have served.

***The third satyr will pull one of the PCs aside, trying to escape the notice of his brothers. When he does so, he will whisper that Vaara has instructed him to tell the PCs that the mushrooms are the keys, and that before they enter the Deep Wood, they need to ask about The Laws.***

**The Grove and the Gate**

A beautiful rock outcropping, with water spilling out, creating a crystal-clear pool.

There is a frog spirit here, named (Prince) Glorp. He will be generally pleasant and talkative… If asked about The Laws, he will cheerfully tell the heroes

* *The Law of Giving and Taking* – everything taken must be traded for. Every flower picked must be replaced by something from the picker.
* *The Law of Names* – In the Deep Wood, names are powerful things. Never divulge your name to anyone in the Wood unless you fully trust them.
  + Having someone’s true name in the DW allows you to summon them to you for an inspiration
* *The Bloodless Law* – The Deep Wood is enchanted such that anyone doing violence to another is punished by losing that with which they struck. The exception to this is beasts… beasts who are innocent of any motives other than survival, are immune to this law. (Iron Wood weapons are also immune, but that will not be made known to the players at this time)

Eating the mushrooms here, makes the PCs dizzy. The ground shifts and sways. The grass and vines around them begin to grow at an impossible rate, and they twist and turn and form into an archway… and a door appears.

**Mushroom Fields**

Stepping through the door, you find yourselves at a spring and pool that look exactly like the one you just left. Except, instead of being surrounded by trees, you are surrounded by a featureless, flat plain, that smells heavily of earth and damp. Patches of colorful mushrooms can be seen dotting the landscape, and in the distance, you see a lone cottage with a wisp of smoke wafting from a chimney.

*The gist of the Deep wood is a series of puzzles that call out to Alice in Wonderland in that they require the consumption of one (or more) mushrooms to create the right conditions to allow the PCs to progress.*

The first puzzle is to collect the mushrooms at all. Anyone picking the mushrooms without following the Law of Giving and Taking will feel weak, as the land takes some of their blood/life essence – they will lose 4 hit points FROM THEIR MAX. These points will not return until the PCs leave the Deep Wood, and if they return, they will lose them again.

1. Red Cap – See/materialize doors
2. Black Cap – See the invisible paths
3. Violet Cap – Shrink
4. White Cap – Grow
5. Grey Cap – See/materialize stairs
6. Pink Cap – Sleep
7. Fire Cap – Immune to fire
8. Ice Cap – Immune to Ice
9. Wart Cap – Immune to Toxin
10. Eye Cap – See and command spirits
11. Brown Cap – Return to the mushroom fields
12. ????

There are 10 of each type of mushroom in the fields. Each item left here will become a random mushroom when the PCs return here later.

Each mushroom is equal to a potion, or food ration in encumbrance. PCs will need to manage the number of mushrooms they have available to them to solve the puzzles of each region.

Eating a mushroom gives a character a chance to know what it does. A spell lore, herb lore or alchemy test vs. a DL 8 will work. As will a wit or power test DL 12.

**The Cottage**

The cottage is a large wooden cabin, with a smoking chimney. It looks cozy. The interior is simple, with a small table and chair, a bed, a fireplace, and a cupboard. There is nothing special here… except for a couple of details.

* The corners of the place are crawling with spiders
* The fire in the fireplace is caused by fire spirits in the fireplace
* A tiny, tiny door along the floor
* A normal-sized key hanging above the raging fire

*Possible Solutions:*

* *Fire Cap (1) to grab the key*
* *Eye Cap (1) to command the fire spirits in the fireplace to douse the fire*
* *Violet Cap (6) to shrink to get through the door*

**The Village**

Beyond the tiny door, you enter a faerie village with about a dozen small cottages, much like the one you’ve just come from. Fairies of various sizes and shapes go about mundane business. They will talk to outsiders, but will be very standoffish.

“If you want to reach the castle, you need to follow the Royal Road, but the Queen will try to stop you. She does not want you here, and the Wood bends to her Will.”

Things you can buy/trade for here

* Filcher Arrows – Arrows when fired will grab an item from the target, and place it in the hands of the archer. The person stolen from gets the arrow.
* Iron Wood Spear – You can use these in the Deep Wood without repercussions
* Forgetful Water – Allows you to forget one thing.

**Tree Maze**

The Royal Road comes to a dense forest of tall, powerful trees. The road narrows to a tiny twisting path that winds through the wood.

As the PCs head through the woods, they quickly lose track of the path. Any survival, or navigation will show that the trees are shifting behind the characters, obscuring the road, and funneling them deeper into the trees.

To make things even worse, figures can be seen stalking in the branches of the trees. Elven cats are smallish wild cats who leap from tree branch to tree branch and ambush their prey from above. One of them is following you from the branches, and he wears a gold key from a ribbon around his neck.

There is a hidden path here that leads to the base of a tree.

*Possible Solutions:*

* *Black Cap (1) to find the path to a door*
* *Red Cap (1) to materialize the door*
* *Filcher Arrow (1) to steal a key*
* *White Cap (1) to climb a tree and find the tower*
* *Eye Cap (1) to command the trees to make way*

**The Tower**

You are at the base of the tower. You can see a platform at the very top, but no way to get up there.

*Possible Solutions:*

* *Grey Cap (1) to materialize stairs*
* *???*

**The Chasm**

The top of the tower is higher than it looked from the ground. From up here, it looks to be miles above the trees. The platform here looks like there used to be a bridge leading above the treetops to a ledge in the distance. The bridge now is crumbled and the gap between tower and ledge is too far to traverse.

The whipping winds up here are unnaturally strong and chaotic.

*Possible Solutions:*

* *Black Cap (1) to materialize the path*
* *Eye Cap (6) to command the spirits to carry each PC over*

**The Pillars (of ice)**

**The Frenzy**

**The Moat**

**The Castle**

Kephapole (KEF – uh – POL – eh) is the two-faced harbinger of Castor and Corax. He stands in a robe of flame, wearing a massive, metal faced helmet. He pulls the face plate away to speak, alternating between his two faces, one male, the other female.