

Save vs Sarnoth

A S&W adventure site for 4-6 characters of levels 4-5.

Adventure Summary

The temple of Phlogesmos (flog-es-moss), god of sputtering flames and patron to lamplighters, lies at the heart of an enchanted grove deep in the wilderness.

The grove is watched over by a clan of Centaur, and is also home to a group of Nixies and a Dryad. Underneath the temple its ancient guardian, a Gorgon, slumbers.

The Gorgon has a spine made of starmetal. If slain and consumed on a great pyre, a sword of great power would be forged, that can cut through magic.

The Grove

A large grove of trees, choked with interlocking branches and thick thorny underbrush. Limited dim light filters through the canopy. Alive with the sounds of birds and insects, and other creatures unseen rustling as they go. Passing through the trees will ‘teleport’ the players to a random place on the outer ring of trees.

Junctions

The paths leading from a junction are archways formed of the twisted tree limbs, almost as if they were created by hand. In the center lies a standing stone, there are a number of faces, always facing each path, and sometimes a secret path.

Each face of the standing stones has a symbol on it which gives a clue as to what will be found. This description is referred to through the location keys, and they will have the individual symbols listed, if the direction of a path isn’t detailed the face is blank.

The Centaur

The centaurs are corrupted and feral creatures. Drawn to this place they prey on any who pass within the grove. The trees magically part to allow the passage; groups are evenly split between wielding bows and being equipped for melee. They make use of split fire and move, will toss javelins on approach to melee, harassing the party before retreating. Each wears a golden torque worth 200gp.

The leader wields a Magic Bow +1, it is made of intricately woven tree branches and strung with unicorn hair. It was stolen from the Dryad.

Check each turn 3:6. Use the value to determine which group appears, if the group has been destroyed use another.

1. Leader + 12 Centaur
2. 8 Centaur
3. 8 Centaur

1. Grove Entrance

The limbs of the trees twist to create a perfect archway, as if it had been constructed, leading into the grove.

2. Western Standing Stone

Junction. West: Heart, North: Flame, East: Gold Coins (poorly carved).

3. Eastern Standing Stone

Junction. North: Flame, West: Gold Coins (poorly carved).

4. The Dryad

A small clearing, in its center a Dryads Heart Tree. The Dryad knows of the Pit above the Guardian and the location of *The Bowl*, she will trade for the return of her bow. *Hoplite style spear +2 and shield +1, Winged boots (Traveling and Leaping), 1000gp*

5. Centaur Pit Trap

The ground is covered in fallen leaves. Centaurs have covered a pit trap and wait in the trees to ambush the PCs.

6. North Eastern Standing Stone

Junction. Northeast: Waves, West: Flame.

7. Nixie Lake

Lake filled with 30 Nixies and 20 Pike, treasure can be seen glinting at the bottom. *The Bowl*, 10000sp, 3000gp, 2500gp in gems and jewellery

8. Northern Standing Stone

Junction. North: Hole, East: Waves, South: Flame.

9. Pit over Grotto

A large pit 100ft down into a grotto. The bottom can be seen, the pit itself can be scaled.

10. Centaur Pit Trap

Another centaur Pit trap, the group containing the leader waits in ambush, reinforced by another group if their group has been diminished.

11. Central Standing Stone

Junction. North: Flame

12. Bulls Head

Junction. A pile of broken stone lies in the centre with a still mostly intact bulls head.

13. Temple

A set of steps lead to a ruined temple made of marble, lined with broken columns. In the center there is a large set of bellows, which runs into a small central plinth with a spherical depression. A small structure with no obvious entrances is at the back.

Replacing *The Bowl* and lighting a fire and building it up with the bellows causes a door to open, slowly opening as the fire grows.

14. Entrance Chamber

Stairs descend into a small chamber. A small stone altar, rotten tapestries.

15. Priest' Quarters

A small bedchamber, tucked away in a desk drawer is: Clerical scroll (Detect Magic, Cure Serious Wounds), MU scroll (Stone to Flesh), Small bag of rubies (5000gp)

16. Tomb

Tombs of previous priests, crude stone carving depict previous priests. The stone is thin and will break easily revealing grave treasures, each containing 1 Golden Torque (200gp) + 300gp in random coin, gems and jewellery.

17. The Grotto

Sleeping place of the Gorgon. The gorgon will charge the party attempting to gore, then use its breath.

Just outside the tunnel entrance along the walls are 3 "statues" of adventurers in the midst of battle.

1. Pip the Fox, Fighter, Flaming Sword
2. Mala the Prosector, Cleric, Staff of Healing (20 charges)
3. Fidis the Mighty, Fighter, Amulet: Heart shape ruby, enclosed in wood. Allows casting of Transport via Plants 1/day

Piled at the back of the grotto 10000gp in coins, gems, jewellery and other offerings (wines, spices, silks etc.)

Sarnoth, Dreamcarver

Lawful Sword +1/+2 vs MU and Enchanted Monsters

Int: 12 Ego: 12, Telepathy

Special Purpose: Slay Magic-Users

Striking a magical barrier with the blade, will have the effect of Dispel Magic (level of the wielder) and Knock.

Clairvoyance during sleep



