

DAVE ARNESON'S BLACKMOOR™

THE REDWOOD SCAR

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

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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).

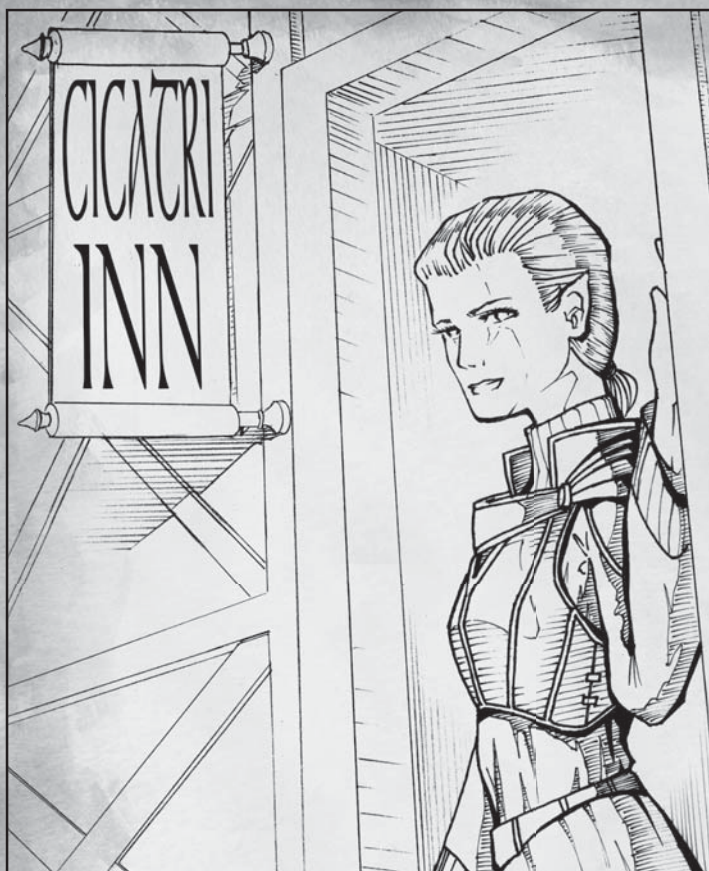
Authority Figures: Steward Gaseriel Meth'Loma (female Cumasti elf ranger 4).

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

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.

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