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OLD SCHOOL FANTASY

ADVENTURE SIX

TANGLE IN THE SILVER VINES

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TANGLE IN THE SILVER VINES

INTRODUCTION

The elves of the Silver Vines are in trouble, though few in the upper echelons of the city would agree. An aggressive race of spider creatures called the attercop is growing stronger and stronger in the heart of the forest, and the elves have no standing plan to deal with the deadly threat. Some say it is the foolishness of the elders, while others say there is a more deliberate motivation at work. An elven princess seeks outside help..., but is it too late to save the Silver Vines from destruction?

Old School Fantasy #6 Tangle in the Silver Vines is a continuation of the **Old School Fantasy** series, but previous experience with the other adventures is not necessary to enjoy this adventure.

AN ADVENTURE UNTO ITSELF

This adventure stands alone, but if you have played through some or all of the previous installments, there are special motivations you can use to hook your players. In ***Old School Fantasy #2: Darkness Over Keryhk Nhor***, the heroes had a chance to rescue the slumbering elven princess Emilee in the dwarven hold; if they succeeded heroically, you can use her in place of Hanalee to recruit the characters.

ANOTHER AVENUE OF APPROACH

In ***Old School Fantasy #4 Slave Pens of Moss Stone***, the heroes would have been introduced to Emilee's sister Hanalee, who was mounting a daring raid on a gnoll slave encampment. In this case, if the heroes were successful in rescuing the slaves of Moss Stone, they likely earned her respect. You can use this previous relationship to bring the heroes into the adventure in **Scene 1**.

The villainous traitor at the end of this scenario is revealed to be a servant of Lord Gravespawn, a powerful lich who is spreading his influence and power through many different plans and puppets. Though he does not feature prominently in this adventure, the tendrils of his plans and machinations will be felt by those who look for them. We have plans for Lord Gravespawn in the future

SYNOPSIS

The heroes are approached by Hanalee, a beautiful elven princess and accomplished warrior-mage from the Silver Vines. She beseeches the heroes for help, hearing of their fame and exploits, and asks them to accompany her to the elven city to help her drive back a force of spider invaders called attercops.

The journey can take as long or as short as necessary. Upon arriving at the great Golden Oak Gate that protects the elven tree-city, the heroes and Hanalee are ambushed by a group of attercops. The brazen nature of the attack so close to the Silver Vines proves that the spider menaces are growing bolder and bolder by the day. Hanalee rushes to gather the Silver Council, the ruling body of the Silver Vines, while the heroes are left to explore the magical tree-city of the elves for a short period.

At the meeting of the Silver Council, the heroes are introduced to meet the three most important elders -: Master Lonaress, Mistress Rhenaria, and Master Galafar. These three are the guiding voices of the Silver Vines, and they oppose action against the attercop for fear of a more deadly reprisal. After the meeting, Master Galafar meets with Hanalee and the heroes separately and approves their actions, giving them information and instructions to root out the evil in the attercops' realm. He also suspects a traitor amongst the Silver Council so he cautions them against betrayal — it is Master Galafar who is the traitor, manipulating the heroes to incite the attercops into full-scale war with the elves, an event that will pleases his master, Lord Gravespawn.

Master Galafar's information leads the heroes deep into the darkest part of the woods in search of the Pyramid of Spith-Raaku, the center of the attercops' evil lair. Giant spiders, attercops, shadow creatures, and other predators must be dealt with before the heroes reach the pyramid, which sits in a small valley entirely engulfed by the thick foliage overhead, creating the shadowed Valley of Webs.

The heroes penetrate the Pyramid of Spith-Raaku and fight their way to the center, navigating its treacherous passages and trap-filled halls. At the top they come face to face with Saran-Ra, queen of the attercops, who reveals that there is indeed a traitor amongst the elders of the Silver Council. Saran-Ra does not reveal the individual's identity, but she reveals clues that the heroes can use to solve the mystery.

After dealing with Saran-Ra the heroes return to the Silver Vines and interrupt a meeting of the Silver Council. Here they have a chance to present their evidence and draw out the traitor. The exact results depend on how well the heroes do in this scene, but Master Galafar comes out at the end and proclaims victory for Lord Gravespawn. Several other members are revealed to be traitors as well and the council chamber becomes a scene of battle as Master Galafar and his allies fight the heroes.

When the dust settles and the traitors dealt with, Hanalee thanks the heroes, though it is certainly troubling that a powerful lich like Lord Gravespawn has taken an interest in elven affairs.

LORE

ATTERCOPS

Attercops are ugly, cruel bipedal creatures, with hunched shoulders and stooping gaits. They have mottled purple skin and pale bellies, with short spindly legs and long arms that reach nearly to their ankles. They have a set of wicked mandibles on either side of their mouths capable of dealing out great damage and they have a natural poison that can be injected from their bite. The poison is very dangerous and similar to giant spider poison. They are intelligent, though rarely organized, and are also skilled trap makers.

PYRAMID OF SPITH-RAAKU

A strange pyramid lies in the deepest part of the High Horn Forest. It predates the attercops, who have moved in only in the last hundred years or so, dedicating it to their spider deity Spith-Raaku. But the pyramid predates them by time untold, and even the elves of the Silver Vines cannot explain its presence or purpose — it's always just "been there." The exact details of this mysterious pyramid are ultimately left up to the GM, but for the purposes of this scenario it is assumed that it was erected in honor of some nameless evil deity who demanded blood sacrifices.

THE SILVER VINES

A hidden city of elves in the High Horn Forest, the Silver Vines is called the City of Trees as it is located in the upper canopies of the incredibly tall oak trees of the forest. The city holds about 3,000 residents, all of them elves, and the architecture is natural woodwork built in and around the trunks of the trees. The Silver Vines is governed by a body of elders called the Silver Council who handle the day to day activities, while the king who sits on the throne is merely a ceremonial title and holds no real authority.

The elves of the Silver Vines produce fine quality goods, including bows and arrows of unmatched design. The popular elven bow is available for purchase for the cost of 500 silver. It has the following stats, assuming standard arrows are used:

Silver Vines Bow (dmg 1d6 lethal; threat 18–20;: range 60 ft. × 6; qualities: *AP 2, cavalry, poisonous*).

Also, consider having several magical items available for sale as the elves attunement to the magical world is almost as strong as the natural world; roll randomly to determine what items are available (see **Table 7.15**, *Fantasy Craft*, page 350).

PLACES OF INTEREST

GOLDEN OAK GATE

The entrance to the Silver Vines is via the Golden Oak Gate, a massive golden oak tree around one hundred feet in diameter. Magic keeps the entrance sealed, but the correct series of knocks and taps will open a door in the tree trunk, revealing a spiraling staircase leading up. The gate seals after the last entrant has passed through.

HIGH HORN FOREST

The ancient forest that holds both the Silver Vines and the attercops' realm is a wide expanse of towering trees. It is a largely deciduous forest, with many oaks (silver and golden oaks close to the Silver Vines) dominating the region.

PYRAMID OF SPITH-RAAKU

In the center of the Valley of Webs sits a strange stepped pyramid that has been taken over by the attercops and rededicated to their spider god, Spith-Raaku. More details can be found under **Lore**.

SILVER COUNCIL CHAMBER

The meeting place of the Silver Council is a natural amphitheater made up from the branching boughs of a massive silver oak tree. The silver-tinged leaves sparkle in the sunshine overhead and keep out the rain while allowing the dappled sunlight to filter down.

THE SILVER VINES

The City of Trees is the home to Hanalee and the Silver Council along with roughly 3,000 other elves. More information can be found under **Lore**.

VALLEY OF WEBS

The attercops of the High Horn Forest moved into the valley that held an ancient stepped pyramid and made it their own. Attercops dwell in the high canopy overhead and take their orders from Saran-Ra, who lives within the pyramid. A permanent gloom and shadow hangs over the entire area even in the brightest day.

ADVENTURE OVERVIEW

SCENE ONE: TROUBLING EVENTS

The heroes are approached by a beautiful elven woman, Hanalee of the Silver Vines, who asks for their assistance in dealing with an external threat to her elven home city. She's vague, but curious heroes can discern a few details up front about her attitude and general viewpoints on the situation if they pry.

SCENE TWO: GOLDEN OAK GATE AMBUSH

Hanalee and the heroes reach the High Horn Forest, the home of both the Silver Vines and the realm of the attercops. The elven princess leads the heroes to the Golden Oak Gate, the secret entrance to the City of Trees, but upon arriving they are all ambushed by a force of attercops and spider minions. The ambush serves to highlight the threat to the Silver Vines and how close the creatures are to full-on invasion.

SCENE THREE: THE CITY OF TREES

The heroes arrive in the Silver Vines, City of Trees, and are free to explore the beautiful elven city. They have a chance to purchase supplies, stock up on necessary components, and get a feel for how the citizens of the Silver Vines live out their lives.

SCENE FOUR: GATHERING OF SILVER

After exploring for a period, the heroes are summoned by an elven page and brought to the chamber of the Silver Council. Here Hanalee pleads the elders to do something about the attercops, and the heroes have a chance to influence the proceedings and make their own voice be heard. Ultimately, however, the Silver Council votes to take no special action and to "wait and see what happens".

SCENE FIVE: INTO THE SPIDER REALM

With at least some level of approval from the Silver Council, the heroes set out into the heart of the High Horn Forest. If Hanalee stays behind, she gives them general directions otherwise she leads the way. This part of the forest is noticeably darker and more sinister, with traps and monsters waiting to spring upon the unwary.

SCENE SIX: PYRAMID OF SPITH-RAAKU

After traversing the shadowed home of the attercops the heroes finally arrive at the Valley of Webs with the ancient and mysterious Pyramid of Spith-Raaku in its center. With no other options in front of them, the Pyramid holds the best chance of providing answers for the coming war against the Silver Vines.

SCENE SEVEN: SAID THE SPIDER TO THE FLY

In the third tier of the Pyramid of Spith-Raaku, the attercop queen Saran-Ra keeps her alchemical laboratory and home. She's not alone, so the heroes are going to have a tough scrape in store for them. Saran-Ra asks a few leading questions before the fray begins, and the heroes are left wondering what exactly is going on at the end of the scene.

SCENE EIGHT: WEB OF DECEPTION

Armed with the knowledge that Master Galafar is the traitor, the heroes return to the Silver Vines and go to confront him at a gathering of the Silver Council. There they must argue with the other councilors and try to get the traitorous Master Galafar to reveal himself, which he does once he realizes that the heroes know too much.

SCENE NINE: EPILOGUE

If all goes well the heroes have saved a community of elves and managed to put a stop to a dangerous band of attercops in the heart of the High Horn Forest. They are regarded as heroes in the Silver Vines, which can translate to an offer of home ownership if they wanted a place to settle down.

MENACE

Tangle in the Silver Vines assumes a Menace of III (Challenging) or IV (Dangerous), though you can easily adjust that if you like. Keep in mind that a higher or lower Menace will adjust the number of Dramatic scenes.

SLIDING DCS

To allow for play at any Threat Level, this adventure features sliding DCs (see *Fantasy Craft*, page 370).

DRAMATIS PERSONAE

Attercop Warrior: Attercops are man-sized, bipedal creatures with hunched purple bodies and pale bellies. They have a pair of large mandibles that they use to tear up food and bite opponents, and long claws that can be used to rend and gouge. They move quickly, equally at home climbing trees or webs as they are on the ground.

Attercop Spellweaver: The spellweavers are the arcane casters of the attercops, smarter than the warriors but weaker.

Elven Traitor: Not all elves in the Silver Vines believe in the virtues of the elven people, and the weaker-minded individuals have been converted to the ideals of Lord Gravespawn by Master Galafar. They appear as robed elves, but wield wavy long blades distinct from other elven weapons.

***Giant Spider*:** An eight-legged monster almost as large as a man, the giant spiders of the High Horn Forest are vicious creatures. They are favored pets of the attercop who have a natural way to communicate and control them, training them as fighters.

Hanalee, Elven Warrior-Wizard: Much like her sister, Emilee, Hanalee is a beautiful elven woman with long flowing blonde locks, high cheekbones, and large almond-shaped eyes the color of a spring rainstorm. She carries a sword at all times, a slim blade of elven design, and her pouch of spell components is never far from her belt.

Hawk-Spider: Attercops have been breeding special hybrids of spiders for a very long time, and one of the most successful is the winged creature called the hawk-spider. It is smaller than a regular giant spider, about the size of a large dog, with six hair legs along its thorax and two more in the rear that have large bat-like wings attached.

Master Galafar: A handsome elf of some one hundred and fifty years old, Master Galafar achieved his coveted position on the Silver Council through brown nosing and a sycophantic attitude. He oozes charm, but intelligent people are often able to see through his perfect smile to the lies beneath it. Since he became a follower of Lord Gravespawn he carries his blade and wears his leather armor at all times.

Saran-Ra, Attercop Queen: Saran-Ra is an attercop, though slightly slimmer than the warriors and spellweavers. She is less hunched than her kin but still has a purple hide and a pale belly. Her mandibles are less pronounced, which makes her speech easier to understand and less sinister. Saran-Ra relies on her alchemical compounds to deter intruders.

The Eyes of Spith-Raaku: A titanic spider of monstrous proportions, the Eyes of Spith-Raaku is a creature completely devoted to its horrible spider god and Saran-Ra. Other than its size and more potent poison it appears as simply a very, very large spider.

Web Zombie: Wrapped in sticky webbing, these poor elves have been killed by spiders or attercops and then brought back to life through terrible necromantic magic. They are desiccated corpses given unholy life with sticky hands and poisonous blood.

Wolf-Spider: Like the hawk-spiders, wolf-spiders are specially bred hybrid of spiders and wolves. They have the jaws and heads of wolves, snarling and vicious, with the many legs of a spider. Unlike other spiders wolf-spiders only have a single set of eyes.

THE ADVENTURE PROPER

SCENE ONE: TROUBLING EVENTS

GM's Choice of Location

OBJECTIVES

A mysterious and beautiful elven stranger just walked in - time to find out what's going on!

CHALLENGES

The party must decide to assist Hanalee in her time of need.

SYNOPSIS

Scene Type: Standard

GM Briefing: The setting for this scene is left up to the GM and should be inserted as naturally as possible into actions the heroes are already taking. Perhaps they are camping around a fire one night, or maybe she finds them in whatever inn or tavern they happen to be frequenting at that time. If the heroes have already had pleasant interactions with Hanalee in previous adventures (such as **Old School Fantasy #4 Slave Pens of Moss Stone**) she greets them in a friendlier manner.

Gear: The heroes are traveling with all adventuring gear on their persons.

LOCATION

Wherever the GM wishes the characters to be at the time they are approached . . .

Ambiance: Varies, GM discretion
Terrain: Varies, GM discretion
Cultural Interests: GM Preference

ACTION

From out of the shadows a lithe woman steps into the light, wearing form-fitting but functional leather armor and a long blade sheathed at her side. She is an elf, a beautiful one at that, though there is a coldness in her eyes that says she's seen more than her fair share of hardship. She approaches you quickly, her lips drawn in a grim line.

Hanalee does not waste any time getting down to details. She tells the heroes that her home, the Silver Vines, is under attack by a spreading force of spider-like creatures called attercops. Elven heroes or others with a background closely tied to the forest can make Knowledge checks (DC 15) to recall some information about these creatures (as detailed under **Lore: Attercops**). Hanalee explains that the ruling body of the Silver Vines, the Silver Council, is acting as if the threat wasn't real, and is even preparing for a large festival in the coming weeks.

The gist of it is that she needs help convincing the Silver Council of the gravity of the threat, and if that doesn't go as planned, she needs staunch allies to mount an expedition into the realm of the attercops to stop them once and for all. The attercops are ruthlessly evil, but also sly and careful.

Hanalee is willing to pay the heroes if they bring up reward, though the exact terms are left up to negotiation. She is a princess of the Silver Vines, and promises the favor of the elves if pressed.

When the heroes have agreed, Hanalee insists upon leaving immediately. The journey from their current location to the Silver Vines is left up to the GM, and can be as interesting or boring as the trip and time dictates. Hanalee does not share much personal information, but charismatic heroes (Appearance bonus of +2 or higher) can get her to divulge some of her background with a few successful Influence checks over the course of the journey.

CAST

HANALEE, ELVEN WARRIOR-WIZARD (SPECIAL NPC)

"The Silver Vines is my home. I will not let some spider-monstrosities take it from me!", *"Words are not actions, and actions are what we need now."*

Description: Much like her sister, Emilee, Hanalee is a beautiful elven woman with long flowing blonde locks, high cheekbones, and large almond-shaped eyes the color of a spring rainstorm. She carries a sword at all times, a slim blade of elven design, and her pouch of spell components is never far from her belt. Where her sister was lost a 100 years ago in the depths of Keryhk Nhor, Hanalee had to be strong, so there are unusual worry lines just barely perceptible around her otherwise flawless eyes. The Silver Vines are ruled by the Silver Council, so her role as princess and eventual queen is mainly as political figurehead, though it is a role she despises. Hanalee much prefers the life of an adventurer, so she takes whatever chance she can get to leave and explore the world.

Motivations: Hanalee can fill the role of a ranged specialist or magic-user in a party if they lack such a role, and her experience and expertise with the forest makes her a valuable addition to any party. If possible, allow one of the players to play as an NPC, to avoid GM favoritism and to keep the focus on the players.

Hanalee, Elven Warrior-Wizard (Medium Fey Walker — 76 XP): Str 14, Dex 10, Con 10, Int 14, Wis 14, Cha 10; SZ M (1×1, Reach 1); Spd 40 ft. ground (Run 200 ft.); Init V; Atk VI; Def VI; Res III; Health III; Comp II; Skills: Investigate IV, Resolve VI, Sneak IV, Spellcasting V; Spells: Entangle, Goodberry, Haste, Mage Armor, Magic Missile; Qualities: *Attractive I, burden of ages, class ability (Mage: arcane wellspring I), feat (Bow Basics, Bow Mastery, Casting Basics), improved sense (hearing, sight), spell defense II, superior runner I*

Attacks/Weapons: Magical Long Sword (dmg 1d12+3 lethal; threat 20; upgrades: *poisonous*), Silver Vines long bow + 30 standard arrows (dmg 1d6 lethal; threat 18–20; range 60 ft. × 6; qualities: *AP 2, cavalry, poisonous*)

Gear: Partial leather armor (DR 1; Resist Fire 3; DP –1, ACP –0, Spd +0 ft., Disguise +0), Mage's pouch, mana potion, Greater Ring of the Silver Vines (Bonus to skill ranks in Survival; see **Prizes** section for details)

Treasure: 1C, 1L, 1M

NEXT STEPS

The heroes must follow Hanalee to Silver Vines.

SCENE 2: GOLDEN OAK GATE AMBUSH

In the High Horn Forest just outside the Golden Oak Gate

OBJECTIVES

Monsters attacking? Time to hero it up and get to work saving, the elven princess, though she is certainly no slouch herself!

CHALLENGES

Defeat the attercops after being ambushed!

SYNOPSIS

Scene Type: Standard

GM Briefing: This is a combat scene, and should be quick and brutal; the attercops are interested in killing Hanalee, though the rest of the adventure assumes that they fail. The key in this scene is to show that the attercops know the entrance to the Silver Vines, so the threat is very real to the elven city.

Gear: The heroes are traveling with all adventuring gear on their persons.

LOCATION

The High Horn Forest, a deep, ancient track of foliage protecting the elven city of Silver Vines.

Ambiance: Typical forest sounds, twitters, whispers, with ancient trees and dense foliage that creates a feeling of isolation and awe.

Terrain: Forest/jungle

Cultural Interests: GM Preference

ACTION

The High Horn Forest is a deep and ancient forest, with mighty oak trees and towering maples. Hanalee leads you expertly through the dense region, taking lefts and rights that leave you quite baffled if you had to find the way yourself. Eventually she stops in front of a particularly impressive golden oak tree, with a trunk easily one hundred feet in diameter. She pauses in front of it, tapping lightly on the bark in specific places, with a rumbling from somewhere high in the foliage above you in response. Suddenly a movement out of the corner of your eye catches your gaze.

The entrance to the Silver Vines is via the Golden Oak Gate, the trunk of which opens via ancient elven magic to reveal a spiraling set of stairs leading up inside. The gate only opens when the proper combination of knocks and taps is made against the trunk, knowledge which is possessed by all of the residents of the Silver Vines.

As the heroes approach the Golden Oak Gate, they are being watched. Characters can make an Awareness check versus the Sneak skill of the attercop warriors to sense something is amiss; those who are successful are not surprised when the ambush breaks out. There are a total of two mobs of creatures – one mob of attercop warriors, along with one mob of giant spiders. The assailants leap out of their cleverly disguised hiding places surrounding the Golden Oak Gate, surprising anyone who did not succeed at their earlier Awareness check (assume Hanalee failed).

The attercops and giant spiders go for Hanalee first, though they quickly adjust tactics if the heroes prove themselves to be fierce combatants. These attercops are completely loyal to their queen and fight until death — retreat is not an option for them. They are ferocious in battle, preferring to gang up on one opponent at a time in order to swiftly deal with one target.

Once the creatures are defeated, Hanalee thanks the heroes for their help and points out that the attercops have never come this close to the Silver Vines before. Her worry over the situation is clear, and as they ascend the staircase inside the hollow golden oak tree she tells them that she must inform the Silver Council immediately, and that they are free to explore until she calls upon them.

CAST

HANALEE, ELVEN WARRIOR-WIZARD (SPECIAL NPC)

See Hanalee's statistics in **Scene 1**.

ATTERCOP WARRIOR (STANDARD NPC, ADVERSARY)

"*Fresh meat wanders into our hunting land*"

Description Attercops are man-sized, bipedal creatures with hunched purple bodies and pale bellies. They have a pair of large mandibles that they use to tear up food and bite opponents, and long claws that can be used to rend and gouge. They move quickly, equally at home climbing trees or webs as they are on the ground. Attercops are inherently evil and malicious, but they rarely organize. The attercops in the heart of the High Horn Forest are under the leadership of Saran-Ra, an attercop queen, who found the strange abandoned pyramid in the deepest part of the forest. They renamed it the Pyramid of Spith-Raaku after their profane spider god.

Motivations: Attercop warriors are simpleminded, usually ganging up on the smallest or weakest opponent. Though normally not fatalistic, the ones in this part of the High Horn Forest under the command of Saran-Ra fight until death at all times.

Attercop, Warrior (Medium Beast Walker — 66 XP): Str 12, Dex 14, Con 10, Int 6, Wis 8, Cha 4; SZ M (1×1, Reach 1); Spd 40 ft. ground; Init V; Atk IV; Def IV; Res III; Health III; Comp I; Skills: Athletics IV, Blend IV, Sneak IV; Qualities: *Damage reduction II, interests (Alignment (evil)), superior climber III, tricky (Venom Master)*

Attacks/Weapons: Bite II (dmg 1d8+1 lethal + paralyzing poison; threat 17–20; upgrades: *finesse, venomous*), Claw II ×2 (dmg 1d6+1 lethal; threat 19–20), Web (entangling attack I: 50 ft. ray; Fort DC 10 or become *entangled* for 1d6 rounds; notes: attercops and spiders are immune to effects)

Treasure: None

GIANT SPIDER (STANDARD NPC, ADVERSARY)

chittering sound

Description: An eight-legged monster almost as large as a man, the giant spiders of the High Horn Forest are vicious creatures. They are favored pets of the attercop who have a natural way to communicate and control them, training them as fighters. The giant spiders of the High Horn Forest are larger than normal, but they usually keep out of the way of travelers. The elves have great respect for them and do not slay them on sight unless absolutely necessary. Attercops have always had an affinity with spiders and other monsters like them.

Motivations: Giant spiders attack in groups at the direction of any nearby attercop. If left to their own devices they attack the smallest looking prey.

Spider, Giant (Small Animal Walker — 68 XP): Str 7, Dex 13, Con 10, Int 2, Wis 10, Cha 2; SZ S (1×1, Reach 1); Spd 30 ft. ground; Init V; Atk I; Def V; Res V; Health II; Comp —; Skills: Athletics X, Blend VI, Sneak IV; Qualities: *Blindsight, darkvision II, superior climber III, superior jumper III, tricky (Venom Master)*
Attacks/Weapons: Bite II (dmg 1d6-2 lethal + paralyzing poison; threat 17–20; upgrades: *finesse, venomous*), Web (entangling attack I: 50 ft. ray; Fort DC 10 or become *entangled* for 1d6 rounds; notes: attercops and spiders are immune to effects)
Treasure: None

NEXT STEPS

The heroes arrive in the elven city of Silver Vines and explore the city and all its wonderments for a bit.

SCENE 3: THE CITY OF TREES

Inside Silver Vines

OBJECTIVES

Take in the sights and sounds of a city few non-elven eyes have seen.

CHALLENGES

Other than keeping from being overwhelmed by the natural beauty of the city, not much!

SYNOPSIS

Scene Type: Standard

GM Briefing: Impress upon the heroes the almost alien beauty of the elven city, and to allow them to rest for a short period. They can explore the Silver Vines and get a feel for how the elves view the attercops, the Silver Council, and Hanalee before continuing on to the next scene. If the heroes start to ask around, they may begin to think there is something going on with the populace, which it is.

Gear: The heroes are traveling with all adventuring gear on their persons.

LOCATION

The Silver Vines is a thriving city built into the canopy of the trees, with heavy protective wards and magic keeping it hidden from even aerial viewers. Elegant walkways circle the trees that reach even higher into the sky, though the dappled sunlight streaming through the above foliage is much brighter than on the ground. Buildings have been built into the sides and into the trees themselves.

Ambiance: A sense of peace and of being one with the natural surroundings permeates the city, a myriad of wonderments assault the senses of any outsiders.
Terrain: Indoors/settled
Cultural Interests: GM Preference

ACTION

Upon reaching the landing at the top of the spiraling staircase in the hollow trunk of the golden oak tree you gaze upon a place few non-elven eyes have witnessed. The Silver Vines is a thriving city built into the canopy of the trees, with heavy protective wards and magic keeping it hidden from even aerial viewers. Elegant walkways circle the trees that reach even higher into the sky, though the dappled sunlight streaming through the above foliage is much brighter than on the ground. Buildings have been built into the sides and into the trees themselves - the elves are masters of natural engineering to build their homes in such a fashion. All around finely dressed elves pass by, though the curious looks they give you indicate they don't receive many strangers here. Truly the Silver Vines is one of the wonders of the world.

The Silver Vines is home to roughly 3,000 elves and spreads out over a wide area, though there are three distinct levels that make up the city (upper, middle, and lower). Hanalee tells the heroes that she must inform the Silver Council immediately, and that they are free to explore and visit her home while she prepares.

As most of this scene is dictated by the actions of the heroes, the GM should react accordingly to where they want to go. Below is some information if the heroes start asking about the attercops, Hanalee, or the Silver Council; otherwise you can use the information in the **Place of Interest** section to help flesh out possible actions.

Master Galafar, with the help from his sinister patron Lord Gravespawn, has managed to craft a mind-altering spell that affects everyone living in the Silver Vines. It is subtle and not immediately noticeable, but it slowly erases specific memories within the residents, specifically anything to do with the attercops

(as was dictated by Master Galafar when he cast the insidious ritual). The only way to break the spell is to find its source or kill its creator, and since the source of the spell is hidden away by a master sorcerer, the heroes have a chance to cancel the spell by defeating Master Galafar in **Scene 9**.

Attercops: The elves of the Silver Vines know the attercops exist and know they are malignant creatures of evil designs, but few actively believe the city is under threat by them. Even some of the warriors are not afraid to admit they have never fought an attercop. Heroes suspecting magical tampering can make a Knowledge check (DC 25); with a success they determine there is something magical at work, but it is subtle and almost impossible to pinpoint.

Hanalee: The elven princess is well regarded by the citizens of the Silver Vines, who view her headstrong ways as "the follies of youth" (though she is more than a hundred years old!). Due to the effects of the subtle enchantment, none of the residents really believe her when she rattles on about attercops and the threat they pose to the Silver Vines.

The Silver Council: The wise elders of the Silver Council guide the Silver Vines and have so far not gone astray in the past several hundred years. The council is made up of seven members, but the three most vocal and important are Master Lonaress, Mistress Rhenaria, and Master Galafar. The elves of the Silver Vines have nothing but praise for these elders.

CAST

Varies, use GM judgment.

NEXT STEPS

The heroes are summoned before the Silver Council and must make their case that the attercops are a threat to the city!

SCENE 4: GATHERING OF SILVER

Inside Silver Vines

OBJECTIVES

Though their efforts are in vain, the heroes should be trying to convince the Silver Council to agree to something - anything - to investigate the attercops and their goals.

CHALLENGES

Convincing the Silver Council that the attercops are a threat to the city!

SYNOPSIS

Scene Type: Standard

GM Briefing: The important part of this scene is to impart upon the heroes that the Silver Council is corrupt and ineffectual, from whatever cause. They listen to the pleas of Hanalee and the heroes, but they simply do not see the facts in front of their faces. If this sort of scene does not interest your players, consider abbreviating it to its base interactions, moving on quickly to the end with the meeting with Master Galafar.

Gear: The heroes are traveling with all adventuring gear on their persons.

LOCATION

Silver Council chambers

Ambiance: Characterized by the same sense of natural integration as the rest of the city, the amphitheater of the Silver Council is serene and imbued with a sense of ancient history.

Terrain: Indoors/settled

Cultural Interests: GM Preference

ACTION

As the sun begins to set, changing the colors of the leaves overhead from green to yellow, a young elven boy approaches you. He blows a small whistle which gives out a haunting tune and motions for you to follow him. Elves around you whisper just outside of earshot. Following, the boy leads you into the center of the Silver Vines where a particularly impressive silver oak tree has opened up it boughs to create a large natural amphitheater. Seven hooded elves, male and female, stand in a circle awaiting your arrival as Hanalee moves up to greet you.

The heroes are being summoned by an elven page to the chamber of the Silver Council which is nestled in the branching boughs of a massive silver oak tree. The seven members of the Silver Council are present along with Hanalee, though the hasty nature of the meeting means that there are no other attendees in the stands.

Hanalee greets the heroes warmly and explains that the Silver Council has agreed to meet on short notice to discuss the situation with the attercops. She points the three most influential members of the council: Master Lonaress, Mistress Rhenaria, and Master Galafar. The other four simply follow the direction set by these three, so they are the ones to convince. Hanalee's goal is to get a council sanctioned group to infiltrate the attercop realm and find out anything that might indicate a larger plan.

Master Lonaress is the oldest member of the Silver Council and leads the discussion. He first welcomes the heroes to the chamber and then invites them to introduce themselves before the council. Once introductions are out of the way, Hanalee steps forward and explains that the attercops are becoming more and more forward with their advances and attacks, pointing out that a band of attercops and giant spiders attacked the heroes and herself in front of the Golden Oak Gate.

Hanalee looks to the heroes throughout the proceedings for support and opinions, so this scene should have a bit of back and forth between the heroes, Hanalee, and the council members. This particular part of the scene can last as long as it takes for the

characters to get the impression that the council is going to take no action, even with the evidence of the attercop attack at the Golden Oak Gate. Master Lonaress ends with suggesting sending a peace-seeking ensemble to the attercop realm to discuss terms, but no plan is finalized.

Hanalee is clearly upset with the apparent lack of action on the part of the Silver Council. As the councilor's break up, Master Galafar approaches her and the heroes and asks to speak with them privately. Off to the side, Master Galafar tells them that he believes the Silver Council is becoming anemic and ineffectual in their governing, and that strong actions are needed now.

He suggests that the heroes take on the task of infiltrating the attercop realm to find out what's going on, and stop it before it becomes too large of a problem for the Silver Vines to handle. He also suggests Hanalee accompany them, but that decision is ultimately left up to the players. If someone brings it up, Galafar agrees that there does appear to be something strange with the rest of the council, and it is possible that there is a traitor amongst them. Who the traitor is and what they seek to gain is another question, however.

As a gift, he gives each of the heroes a Lesser Ring of the Silver Vines. This is a minor magical item that bears the symbol of the elven city and bestows bonus skill ranks in Survival when worn (see **Prizes** section for details). Hanalee doesn't need one as she already has the greater version of the same ring.

Master Galafar does want the heroes to go into the attercop realm so much as he wants a full-scale war. He doesn't expect the heroes to do anything but get killed, and he expects that when the attercops find the rings identifying them as agents of the Silver Vines, it will incite them to mobilize. At least that's what he wants, as that's what Lord Gravespawn wants. Without this catalyzing event, the attercops are content to remain in their place, even with their queen Saran-Ra under the influence of Gravespawn. All that the situation needs is a light to ignite the powder keg, and Galafar is counting on the heroes to be that light.

SILVER COUNCILOR OVERVIEW

Here is a summary of each of the primary councilor's attitudes for the Silver Council meeting.

Master Lonaress: Oldest and (supposedly) wisest. He advises caution to what he considers a "no threat situation to the safety of the Silver Vines". He dismisses any evidence as circumstantial.

Mistress Rhenaria: Nearly as old as Master Lonaress, she actively voices her opinion of "live and let live." To her eyes, the activities of the attercops are not enough to warrant anything more than a few more guards posted around the perimeter of the city, certainly not enough to get worked up over or worried about.

Master Galafar: Supports Master Lonaress and is generally a "yes elf" to the older councilors. He makes a point of chiming in his opinion of approval for the suggestions put forth by Master Lonaress and offers very little of his own opinion.

CAST

The members of the Silver Council do not require statistics (except Master Galafar, but for this scene's purposes, his statistics are unimportant and are described later), as the interactions with them are mostly for show – they will not agree to the heroes' pleas. However, should the GM feel that statistics are warranted, use the relevant statistics of the Nobleman NPC from the *Fantasy Craft* **Rogues Gallery** (see *Fantasy Craft, page 247*) as a guide.

NEXT STEPS

Taking Master Galafar's advice, the heroes head out to infiltrate the attercop realm!

SCENE 5: INTO THE SPIDER REALM

The High Horn Forest

OBJECTIVES

The attercops are clearly threatening the elves of the Silver Vines, and now it's time to find out why - if possible, at least. Attercops aren't known for their social skills, but someone or something must be organizing these monsters.

CHALLENGES

Surviving the journey and dangers throughout the ancient High Horn Forest!

SYNOPSIS

Scene Type: Standard

GM Briefing: Get the heroes a little bit on edge during this scene by throwing a few traps and random encounters their way. They have their first opportunity to run into some of the new types of spiders the attercops breed (wolf spiders and hawk spiders primarily) so the heroes should be wary and on their toes. Play up the sinister nature of the surrounding forest.

Gear: The heroes are traveling with all adventuring gear on their persons.

LOCATION

The depths of the High Horn Forest.

Ambiance: Dark and foreboding forest region, where danger lurks in every crevasse and shadow!

Terrain: Forest/jungle

Cultural Interests: GM Preference

ACTION

Setting out from the Silver Vines, the High Horn Forest quickly takes a darker tone. The tall oak trees change subtly to the point where the shadows lengthen and strange moss hangs from the low-hanging branches. Everything about this part of the forest reeks of danger and menace, as if the trees themselves didn't want you here. But this is where the attercops dwell, so in you must go.

The journey to the deepest part of the High Horn Forest takes roughly two days from the Silver Vines. As the heroes go deeper in, the sunlight high above gets choked by the strangling branches, creating a gloomy twilight at the best of times and terrifying pitch darkness at night. Hanalee suggests not traveling at night for this reason.

This scene can be as long or as short as necessary. Below are four encounters that can be used to throw at the heroes along the way to highlight the dangers of this realm. Use them as you see fit, either randomly or at placed intervals.

1-Attercop Trap: Attercops are cunning, malicious creatures who enjoy setting traps. The most common are pit traps that they set along the forest floor in narrow areas. As the heroes are traveling, they come upon a thick tangle of thicketweeds, difficult to cut through and damp enough to resist burning. Heroes (or Hanalee) making a Survival check (Average DC) can find a "passage" through this tangle large enough to walk, though the narrowness makes single file necessary. As they maneuver through, have the lead hero make an Awareness check (Tricky DC). Success indicates he spots the unusual ground covering just ahead and can avoid the spiked pit trap. Failure means he does not and plummets through the covered pit trap, a distance of thirty feet down. The spikes are also laced with spider venom. Feel free to use this encounter more than once.

Spiked Pit Trap (3d6 lethal damage + knockout poison; upgrades: *poison*)

2-Winged Surprise: A strange rustling in the branches overhead of the heroes is the only indication they get that they are entering a nest of flying hawk-spiders. Each hero gets a Notice check versus the Sneak skill of the hawk-spiders to avoid surprise from the mob of creatures as they swoop down from above. The creatures see the heroes as trespassing in their nest, so they fight until death. Brave heroes searching the branches above for treasure can make a Climb check (DC 15) to find a treasure cache (2C, 2L) hidden in webbing along with the rotting remains of a few elves.

3- Pack of Wolf-Spiders: This encounter is best used at night when the heroes are gathered around their campfire. A strange howling hiss echoes out in the darkness, answered by another one much closer, and then another one that seems to be at the very edge of the firelight. Give the heroes a few rounds to prepare before they see sinister red eyes alight in the shadows around them. A pack of wolf-spiders are out looking for food, and they just happen to come across a plump group of heroes ripe for the picking. There are two mobs of wolf-spiders, though they only fight until they are reduced to half their numbers or fewer with the remaining yelping and retreating into the darkness.

4-Attercop Foraging Party: A large force of attercops live and eat in this part of the High Horn Forest, so running into a group of them out foraging for food and dead meat is not unusual. With successful Sneak checks versus the attercops Notice skill, the heroes can sneak up on the mob of creatures, which are occupied with a newly found deer carcass. They carefully wrap the body in webbing and then carry it back to their nest some distance away. It should be noted that only a handful of attercops actually live near the Pyramid of Spith-Raaku - most live in the trees in the surrounding area outside the Valley of Webs.

CAST

ATTERCOP WARRIOR (STANDARD NPC, ADVERSARY)

See Attercop Warrior statistics in **Scene 1**.

WOLF-SPIDER (STANDARD NPC, ADVERSARY)

snarling chittering

Description: Like the hawk-spiders, wolf-spiders are specially bred hybrid of spiders and wolves. They have the jaws and heads of wolves, snarling and vicious, with the many legs of a spider. Unlike other spiders wolf-spiders only have a single set of eyes. Ancient attercop magic has managed to cross-breed several types of new spiders over the centuries. The wolf-spiders are one of the most successful, combing wolves and spiders into a horrible creature capable of poisoning prey and then devouring it with its powerful jaws. These are not common creatures, and rarely only encountered outside of large attercop populations.

Motivations: Wolf-spiders use pack tactics to take down prey unless they are otherwise directed by attercops

Wolf-Spider (Medium Animal Walker — 90 XP): Str 16, Dex 18, Con 12, Int 2, Wis 10, Cha 2; SZ M (1×1, Reach 1); Spd 50 ft. ground (Run 250 ft.); Init VI; Atk VI; Def V; Res V; Health IV; Comp —; Skills: Athletics V, Blend IV, Intimidate VI, Sneak IV; Qualities: *Feat (Wolf Pack Basics, Wolf Pack Mastery), superior climber III, superior jumper III, superior runner I, tricky (Called Shot, Venom Master)*
Attacks/Weapons: Bite II (dmg 1d8+3 lethal + paralyzing poison; threat 17–20; upgrades: *finesse, venomous*), Web (entangling attack I: 50 ft. ray; Fort DC 10 or become *entangled* for 1d6 rounds; notes: attercops and spiders are immune to effects)
Treasure: None

HAWK-SPIDER (STANDARD NPC, ADVERSARY)

flapping wings followed by a chittering, scraping sound

Description: Attercops have been breeding special hybrids of spiders for a very long time, and one of the most successful is the winged creature called the hawk-spider. It is smaller than a regular giant spider, about the size of a large dog, with six hair legs along its thorax and two more in the rear that have large bat-like wings attached. Like the wolf-spiders, hawk-spiders are a successful crossbreed created by ancient attercop magic centuries ago. Most of the secrets have been lost now, but it was enough to create these creatures that breed amongst themselves now. They dwell in the tall trees of the High Horn Forest and prey on small game (or small folk).

Motivations: Hawk-spiders swoop down at opponents from above, trying to stay out of melee reach for as long as possible. Heroes readying an action can attack one as they swoop down.

Hawk-Spider (Small Animal Flyer/Walker — 87 XP): Str 10, Dex 18, Con 10, Int 2, Wis 10, Cha 2; SZ S (1×1, Reach 1); Spd 60 ft. winged flight, 40 ft. ground (Run 200 ft.); Init VI; Atk VI; Def V; Res III; Health III; Comp —; Skills: Athletics V, Blend IV, Intimidate VI, Sneak VIII; Qualities: *Superior climber III, superior jumper III, superior runner I, tricky (Venom Master)*
Attacks/Weapons: Bite II (dmg 1d6 lethal + paralyzing poison; threat 17–20; upgrades: *finesse, venomous*), Web (entangling attack I: 50 ft. ray; Fort DC 10 or become *entangled* for 1d6 rounds; notes: attercops and spiders are immune to effects)
Treasure: None

NEXT STEPS

After traversing the shadowed home of the attercops the heroes finally arrive at the Valley of Webs with the ancient and mysterious Pyramid of Spith-Raaku in its center.

SCENE 6: PYRAMID OF SPITH-RAAKU

Inside the Pyramid of Spith-Raaku

OBJECTIVES

A giant strange pyramid in the heart of the forest? Time to investigate and see what's happening here, because it normally isn't good!

CHALLENGES

Surviving the exploration of the Pyramid of Spith-Raaku.

SYNOPSIS

Scene Type: Varies by interior location inside the Pyramid of Spith-Raaku.

GM Briefing: There are a lot of nasty critters and traps in the Pyramid of Spith-Raaku, so this section should have a feel of a good old-fashioned dungeon crawl. The large size of the passages and rooms should give the players a chill as they realize that it wasn't built by attercops.

Gear: The heroes are traveling with all adventuring gear on their persons.

LOCATION

Inside the sinister Pyramid of Spith-Raaku!

Ambiance: Sinister and emanating evil, the pyramid exudes a sense of anxiety to any trespassers!

Terrain: Indoors/settled

Cultural Interests: GM Preference

ACTION

The shadowed forest around you breaks open to a wide valley, though the canopy of dark foliage above creates a roof-like dome over the entire area. The sides of the valley slope down at an angle, covered with gnarled roots, lead to a strange sight. In the center some several hundred feet away from your current position stands a large pyramid, with four stepped layers each resting upon the previous. The pyramid is made of gray stone and contains a single entrance on the ground floor. The top of the pyramid reaches above the lip of the valley and each level is roughly forty feet high. There appears to be a few attercop figures milling about the entrance.

P0 OUTSIDE THE PYRAMID

Scene Type*:* Standard.

DESCRIPTION

The entrance to the strange pyramid in this shadowed valley is ten feet tall and half as wide. Standing guard in front of the open entrance is a group of attercops.

DETAILS

There is one mob of attercop warriors and two attercop spellweavers guarding the entrance to the Pyramid of Spith-Raaku. They are fanatically loyal to Saran-Ra and do not allow any in save other attercops and spider creatures.

P1 WELL OF BLOOD LEVEL 1

Scene Type*:* Standard.

DESCRIPTION

This dome-like chamber is easily forty feet in diameter with several passages splitting off. In contrast to the gray stone of the rest of the pyramid, this area is a rust-colored, almost like dried blood, with splatter patterns at strange angles. In the ceiling some forty feet above you can see a hole, presumably leading up to the next layer in the pyramid.

DETAILS

Sacrifices would be made at the top of the pyramid to whatever terrible entity the pyramid was originally dedicated to, with the flowing blood cascading down the levels and ending in this round chamber. Now the hole in the ceiling that leads up to **P6** is the only way to access the upper layers. While creepy and a bit unsettling, nothing dwells in this chamber.

P2 HUSKS IN THE CEILING

Scene Type*:* Standard.

DESCRIPTION

This large room is mostly barren, or at least barren on the floor. Hanging from the ceiling are a dozen or more cocoons wrapped in spider webbing, each large enough to hold a man or an elf, and some are beginning to wriggle suspiciously.

DETAILS

Saran-Ra has been experimenting with keeping webbed food alive during the feeding process. This had the unforeseen side effect of creating a totally obedient web zombie, so Saran-Ra decided to use them throughout the Pyramid of Spith-Raaku as food and guard. There are two mobs of web zombies in this chamber, and they free themselves in only 1 round. They are undead monsters who fight until they are destroyed.

P3 CHAPEL OF SPITH-RAAKU

Scene Type*:* Standard.

DESCRIPTION

This long chamber is dominated by a tall statue of thirty- foot- tall humanoid spider standing upright on its rear two legs. The next set of legs holds a scythe, while the next set each hold a long blade, and the final pair are clasped together in a prayer. It is made of a black marble, wholly unnatural to this region, and gives off a feeling of vague menace, as if its eight ruby eyes were watching you intently. An altar sits in front of the statue.

DETAILS

The statue at the end of the chamber is of Spith-Raaku, brought from far-away lands by Saran-Ra when she emigrated to the High Horn Forest. There is always a mob of attercop spellweavers and mob of giant spiders here, worshipping at the statue. They attack any intruders.

The ruby eyes can be removed with a successful Strength check (Average DC) (after a Climb check (DC 10) to scramble up the spider god statue). They are each worth 500 silver pieces, though the consequences of taking the eyes of a god's statue should certainly outweigh the potential value of the gems. The nature of any curses that come about as a result of theft here are left up to the GM (use the Bestow Curse spell as a guide (see *Fantasy Craft*, page 117)).

P4 HAWK-SPIDER NEST

Scene Type*:* Standard.

DESCRIPTION

You hear a strange chirping skittering sound as you approach this area, and looking inside you see its source. The ceiling, forty feet up, is covered with thick webs, and in those thick webs you see numerous dark shapes moving, flapping, and crawling.

DETAILS

Most of the hawk-spiders in the High Horn Forest dwell outside the Pyramid of Spith-Raaku, but Saran-Ra wanted a force local to the pyramid so that she could perform experiments and research on the strange creatures. They also serve as competent guards; there are two mobs of hawk-spiders, and they flap awake if anyone enters the chambers.

Hidden amongst the thick webbing (which burns) can be found a treasure cache (2A, 2L) from digested victims.

P5 THE MANY EYES OF SPITH-RAAKU

Scene Type*:* Dramatic.

DESCRIPTION

This chamber is empty except for the terrifying huge spider that sits in the center. It is easily twenty feet across with hideously long legs and a menacing ruby red glow from its eight eyes.

DETAILS

A favorite pet of Saran-Ra, this titanic spider is called the Eyes of Spith-Raaku, and is a special gift from the spider god. It is not mindless, but is quite simple and can recognize friend from foe easily enough. While it is huge, it fits through all of the passages on the main floor and chases opponents for the glory of Spith-Raaku.

P6 WELL OF BLOOD LEVEL 2

Scene Type*:* Standard.

DESCRIPTION

Like the below chamber, this is a wide and tall dome, though the crimson splatter patterns are less prevalent they still exist along the walls. Even more disturbing are the dozen of webbed cocoons that hang from the ceiling. Perhaps it's a trick of the wind but you swear some of them are moving. Another hole in the ceiling leads up to the next layer of the pyramid.

DETAILS

In this room there is one mob of web zombies that wriggles free in a round after the first hero enters. They do not pursue anyone below this second layer of the pyramid.

P7 ANCIENT SEPULCHERS

Scene Type: Standard.

DESCRIPTION

This chamber is covered with dust and seems to have been undisturbed for quite a long time. Four unusually tall sarcophagi, each twelve feet high, line the west wall, standing upright, but otherwise this large area is empty.

DETAILS

There are two rooms that bear identical contents and descriptions. The sarcophagi covers have been scratched and damaged to the point where they only vaguely resemble humanoid shapes; no details can be discerned as to what was once inside. Each is made of stone and the lids are quite heavy to remove (Strength check (Tricky DC)), though there is nothing but dust inside. This room and the others on the second tier of the pyramid are from the original constructors of the building.

P8 WEBS OF SPITH-RAAKU

Scene Type: Standard.

DESCRIPTION

Whatever is in this room is obscured by thick, sticky webs that have encompassed the entire area.

DETAILS

The webs that fill this room are sacred to Spith-Raaku and defy attempts to destroy or cut them away. They can be removed by applying the blood of a web zombie which dissolves the webs, revealing a locked chest (it can be opened with a successful Disable check (Tricky DC; treat as a padlock for purposes of Disabling the lock)). Inside the chest are several magical items (roll randomly to determine what items are available (see **Table 7.15**, *Fantasy Craft*, page 350), one item per hero).

P9 SECRET CHAMBER

Scene Type: Standard.

DESCRIPTION

Moving the ceiling panel requires a bit of effort, but you manage to slide it out of the way. The top of the tiered pyramid is a single domed chamber. Faded glyphs adorn the walls in what appears to be a haphazard fashion, covered in dust, their meaning lost to the epochs of time. A strange crystal sits on a pedestal, giving off a pulsating purple glow that serves as the only natural light in the room.

DETAILS

To access the secret chamber a tile in the center of the dome must be moved, and the ceiling is forty feet high. Sliding the stone requires a Strength roll (Tricky DC). It is likely that the heroes go through **Scene 7** before they have a chance to find the top tier, and this is by design.

Inside is where Saran-Ra communicates with Lord Gravespawn as well as Master Galafar, using the crystal to connect with others attuned to it. If the heroes approach, the crystal flares to life and produces an apparition of Master Galafar who asks "*Have you been greeted by the visitors I sent?*" before realizing that he's not talking to Saran-Ra. Once he realizes this he disables his crystal immediately, leaving the heroes with the knowledge that at least Master Galafar has been in communication with the queen of the attercops. Though she is the queen of the attercops, Saran-Ra's rule is not absolute, and so she has been in communication with Galafar to have a group of unwitting heroes come and die in the Valley of Webs in order to incite the attercops to attack the Silver Vines with a full invasion.

CAST

ATTERCOP SPELLWEAVER (STANDARD NPC, ADVERSARY)

"Glory to Spith-Raaku and the rise of the attercops!"

Description: The spellweavers are the arcane casters of the attercops, smarter than the warriors but weaker in strength. Attercops are inherently evil and malicious, but they rarely organize. The attercops in the heart of the High Horn Forest are under the leadership of Saran-Ra, an attercop queen, who found the strange abandoned pyramid in the deepest part of the forest. They renamed it the Pyramid of Spith-Raaku after their profane spider god.

Motivations: Smarter but less strong than the warriors, the spellweavers could be considered priests or clerics of Spith-Raaku (though their magic is arcane in nature). They prefer to hang in the back and avoid melee combat, letting loose with their web spits and spells to help the stronger warriors and other spiders attack helpless opponents.

Attercop, Spellweaver (Medium Beast Walker —70 XP): Str 8, Dex 14, Con 10, Int 12, Wis 8, Cha 4; SZ M (1×1, Reach 1); Spd 40 ft. ground; Init V; Atk IV; Def IV; Res III; Health III; Comp I; Skills: Athletics IV, Blend IV, Sneak IV, Spellcasting IV; Spells: Devotion Hammer, Fireball I, Scare I, Sleep I; Qualities: *Damage reduction II, interests (Alignment (evil)), superior climber III, tricky (Venom Master)*
Attacks/Weapons: Bite II (dmg 1d8-1 lethal + paralyzing poison; threat 17–20; upgrades: *finesse, venomous*), Claw II ×2 (dmg 1d6-1 lethal; threat 19–20), Web (entangling attack I: 50 ft. ray; Fort DC 10 or become *entangled* for 1d6 rounds; notes: attercops and spiders are immune to effects)
Treasure: None

ATTERCOP WARRIOR (STANDARD NPC, ADVERSARY)

See Attercop Warrior statistics in **Scene 1**.

HAWK-SPIDER (STANDARD NPC, ADVERSARY)

See Hawk-Spider statistics in **Scene 5**.

THE EYES OF SPITH-RAAKU (SPECIAL NPC, ADVERSARY)

**rumble rumble* "Who dares to disturb this holy temple of Spith-Raaku?"*

Description A titanic spider of monstrous proportions, the Eyes of Spith-Raaku is a creature completely devoted to its horrible spider god and Saran-Ra. Other than its size and more potent poison it appears as simply a very, very large spider. The Eyes of Spith-Raaku was born in some far away plane near to its spider god master. It is not entirely unique, having come from a brood of titanically huge spiders, but Spith-Raaku does not usually send more than one to tend to its flock.

Motivations: This is a tough monster and one of the toughest creatures in the whole scenario. There is no dishonor if the heroes retreat, and though the Eyes of Spith-Raaku is fast it does not pursue opponents beyond the Valley of Webs.

The Eyes of Spith-Raaku (Huge Beast Walker — 134 XP): Str 22, Dex 16, Con 16, Int 6, Wis 10, Cha 2; SZ H (6×6, Reach 2); Spd 40 ft. ground; Init IV; Atk VIII; Def III; Res VIII; Health VI; Comp I; Skills: Athletics VIII, Intimidate VIII, Notice IV, Sneak VI; Qualities: *damage reduction II, dramatic entrance, dread, sterner stuff, superior climber IV, tough II, tricky (Venom Master), unnerving Attacks/Weapons:* Bite IV (dmg 2d12+6 lethal + paralyzing poison; threat 16–20; upgrades: *venomous*), Web (entangling attack II: 60 ft. ray; Fort DC 15 or become *entangled* for 2d6 rounds; notes: attercops and spiders are immune to effects)

Treasure: 2C, 2L, 2M

WEB ZOMBIE (STANDARD NPC, ADVERSARY)

"moaning and shuffling"

Description: Wrapped in sticky webbing, these poor elves have been killed by spiders or attercops and then brought back to life through terrible necromantic magic. They are desiccated corpses given unholy life with sticky hands and poisonous blood. Web zombies are a happy accident brought on by Saran-Ra. She was seeking a way to keep victims alive after they were poisoned, cocooned in spider webs, and ended up creating these strange undead monsters. They serve as both food and guards for the Pyramid of Spith-Raaku in certain areas.

Motivations: Web zombies are mindless undead monsters who guard specific areas of the Pyramid of Spith-Raaku. They are completely loyal to Saran-Ra and lay down their undead lives to defeat non-attercop intruders into the pyramid.

Risen Web Zombie (Medium Folk Undead Walker — 40 XP): Str 12, Dex 8, Con 12, Int 4, Wis 12, Cha 12; SZ M (1×1, Reach 1); Spd 20 ft. ground; Init II; Atk III; Def II; Res IV; Health III; Comp I; Skills: Athletics III, Notice III; Qualities: *Achilles heel (divine), condition immunity (bleeding, paralyzed, sickened, stunned), contagion immunity, damage immunity (Constitution damage, stress, subdual), darkvision I, devour, grappler, light-sensitive, monstrous defense I, natural defense (acid), shambling*
Attacks/Weapons: Bite I (dmg 1d8+1 lethal; threat 18–20), Claw I ×2 (dmg 1d6+1 lethal; threat 20)
Treasure: None

NEXT STEPS

The heroes have made it to the third tier of the Pyramid of Spith-Raaku and must now face the attercop queen, Saran-Ra!

SCENE 7: SAID THE SPIDER TO THE FLY

Inside the Pyramid of Spith-Raaku

OBJECTIVES

In this third tier of the pyramid lies the queen of the attercops. Time to get to business.

CHALLENGES

Defeat Saran-Ra and her minions!

SYNOPSIS

Scene Type: Dramatic

GM Briefing: Before the fray begins, Saran-Ra tries to engage the heroes in conversation, asking them questions about the nature of their visit and who sent them. She does her best to pull information out of them rather than reveal any herself, but she can let slip that there is indeed a traitor in the Silver Vines.

Gear: The heroes are traveling with all adventuring gear on their persons.

LOCATION

Inside the Pyramid of Spith-Raaku.

Ambiance: Damp and dark and musty, with cobwebs and inky blackness in every corner!

Terrain: Indoors/settled

Cultural Interests: GM Preference

ACTION

Like the two below it, the hole in the ceiling opens into another dome, presumably the third tier of the pyramid. This one is quite different, however, with no corresponding hole in the ceiling at all. Tables lie around with piles of notes, beakers and jars filled with multi-colored liquids, and several spiders lay split open, their insides carefully removed and placed next to them. Two passages, one going east and the other west, expand into chambers that are filled with more of this strange alchemical equipment.

Saran-Ra and her retinue (one mob of attercop warriors, one mob of attercop spellweavers, and one mob of giant spiders) appear after only few moments. The attercop queen stays behind her minions but does not immediately engage in combat. She begins by asking questions along the lines of "*who sent you?*", "*what is your goal?*", "*just what do you think you're doing?*", and so on.

Once she is satisfied that the heroes are mere patsies for the Silver Vines (or if Hanalee is present), she orders her attercop and spider minions to kill them. She helps out as much as she can, hurling her alchemical substances into combat; while she doesn't care that much for the attercops or spiders, she does her best to not catch them in the blasts.

If Saran-Ra loses at least half of her wound points she uses her escape contingency plan to flee to the edge of the Valley of Webs. From there, she leaves the area to plot for a future day.

All of the notes from Saran-Ra are in a strange attercop language which appears as little more than scratches and lines. Deciphering it takes a long time (1d4 months)), but once cracked it reveals that she was trying to recreate the ancient attercop breed magic of old, the same magic that created the wolf-spiders and hawk-spiders. How close she came is up to the GM, but the secrets contained therein would be extremely valuable to any mage interested in creating new species of monsters.

One of the formulas the heroes can find with a successful Search check (Average DC) is for the mind-altering poison that is being used to charm the residents of the Silver Vines into forgetting about the attercops. It is written in Common and there are notes indicating that the ingredients are delivered to Master Galafar in the elven city for delivery out to the larger community.

CAST

ATTERCOP SPELLWEAVER (STANDARD NPC, ADVERSARY)

See Attercop Spellweaver statistics in **Scene 6**.

ATTERCOP WARRIOR (STANDARD NPC, ADVERSARY)

See Attercop Warrior statistics in **Scene 1**.

GIANT SPIDER (STANDARD NPC, ADVERSARY)

See Giant Spider statistics in **Scene 1**.

SARAN-RA, ATTERCOP QUEEN (SPECIAL NPC, ADVERSARY, VILLAIN)

"Curious that you are here. Curious indeed. I shall dissect you to find out what goes on inside your heads."

Description: Saran-Ra is an attercop, though slightly slimmer than the warriors and spellweavers. She is less hunched than her kin but still has a purple hide and a pale belly. Her mandibles are less pronounced, which makes her speech easier to understand and less sinister. Saran-Ra relies on her alchemical compounds to deter intruders. Saran-Ra was born as one of the smartest attercops, and her intelligence and ruthlessness brought her the direct attention of Spith-Raaku. She was commanded by her deity to take over the abandoned pyramid in the heart of the High Horn Forest and convert it over to a temple to Spith-Raaku, and to gather a large force of attercops. Her zeal for destruction and interest in alchemy brought her to the attention of Lord Gravespawn, who saw a powerful ally in this attercop queen. She was then connected with Master Galafar in the Silver Vines and together they concocted a plan to wipe the elves out, a goal of their lich master.

Motivations: Saran-Ra is an intelligent opponent who tries to only fight when she has the upper hand. In the third tier of the Pyramid of Spith-Raaku she keeps a retinue of attercop warriors and spellweavers just in case. If things go bad she uses her emergency contingency item (Ring of Teleportation).

Saran-Ra, Attercop Queen (Medium Beast Walker —113 XP): Str 8, Dex 16, Con 10, Int 20, Wis 16, Cha 14; SZ M (1×1, Reach 1); Spd 40 ft. ground; Init V; Atk IV; Def IV; Res VI; Health IV; Comp IV; Skills: Athletics VI, Crafting VIII, Intimidate VIII; Qualities: *Class ability (Alchemist: alchemical harmony, transmutation), damage reduction II, feat (Alchemy Basics, Alchemy Mastery, Alchemy Supremacy), interests (Alignment (evil), Chemistry), superior climber III, tricky (Venom Master)*
Attacks/Weapons: Bite II (dmg 1d8-1 lethal + paralyzing poison; threat 17–20; upgrades: *finesse, venomous*), Claw II ×2 (dmg 1d6-1 lethal; threat 19–20), Web (entangling attack I: 50 ft. ray; Fort DC 10 or become *entangled* for 1d6 rounds; notes: attercops and spiders are immune to effects)
Gear: Firebomb vial ×3 (as Fireball I spell), flashbomb vial ×3 (as Devotion Hammer spell), terrorbomb vial ×3 (as Scare I spell)
Treasure: None

NEXT STEPS

Armed with the knowledge that Master Galafar is the traitor, the heroes return to the Silver Vines and go to confront him at a gathering of the Silver Council.

SCENE 8: WEB OF DECEPTION

Inside Silver Vines

OBJECTIVES

Convince the elves of the Silver Vines that one of their councilors is actually a traitor in league with not only the attercops but also a terrible and powerful lich named Lord Gravespawn.

CHALLENGES

Revealing Master Galafar as the traitor and gaining the belief of the Silver Council.

SYNOPSIS

Scene Type: Dramatic

GM Briefing: Due to the brainwashing alchemical substance provided by Saran-Ra, the elves of the Silver Vines are going to take any attack on one of their councilors as an inexcusable act of aggression, so the heroes have to play it smart. This scene should behave like a courtroom drama until Master Galafar is revealed as a traitor.

Gear: The heroes are traveling with all adventuring gear on their persons.

LOCATION

Silver Council chambers

Ambiance: Characterized by the same sense of natural integration as the rest of the city, the amphitheater of the Silver Council is serene and imbued with a sense of ancient history.

Terrain: Indoors/settled

Cultural Interests: GM Preference

ACTION

The identity of the traitor in the Silver Vines is known, and now it's time to get some real answers as to what's going on and why you were played for fools. You pass quickly through the Golden Oak Gate, seeing a large crowd gathered around the meeting place of the Silver Council. You can hear the lilting tongue of Master Galafar speaking passionately about something.

As the heroes approach the meeting place of the Silver Council, Hanalee informs them that they need to get Master Galafar to admit his guilt. A good way to do this is to find the crystal that he used to communicate with Saran-Ra, a task that can be completed by one group of heroes while the other goes to stall at the Silver Council.

Breaking into Master Galafar's house requires a successful Disable check (Tricky DC; treat as a padlock for purposes of Disabling the lock) and to find the crystal in a secret wall chest takes a successful Search check (Tricky DC); each attempt takes five minutes.

At the Silver Council Chamber, Master Galafar is arguing against the actions of Hanalee and the recently arrived "heroes," declaring them enemies of the Silver Vines. Hanalee is visibly upset and in no shape to argue intelligently, so this is a good chance for a charismatic hero to step up. This scene should be played out like a courtroom drama, and that can be achieved by having the heroes make a series of cooperative opposed Influence checks against Master Galafar. Apply the following check modifiers, in addition to any standard Disposition and Persuasion modifiers that the GM feels appropriate (see **Table 2.12**, *Fantasy Craft*, page 75).

Pointing out that Master Galafar gave them official rings: +2

Providing physical evidence of his communications with Saran-Ra (paperwork): +4

Showing the two communication crystals: +8

Once Master Galafar has lost two opposed Influence checks he backs up and snarls at the gathered elves, raising his hand and making a gesture. This is a predetermined signal for other likeminded elven traitors to rise up and kill the heroes. A battle should follow, with Master Galafar and two mobs of elven traitors attacking the heroes and Hanalee; you can use the presence of loyal elven guards if the heroes are doing poorly (use the relevant statistics of the Man-at-Arms NPC with the Elf Rogue Template from the *Fantasy Craft* **Rogues Gallery** (see *Fantasy Craft*, pages 246 and 248) as a guide.

Master Galafar's attack and betrayal is enough to convince the rest of the Silver Council to fully investigate the attercop matter. They also discover that the traitor was using the alchemical poison provided by Saran-Ra to contaminate the water supply in the Silver Vines, so that is also brought to an end.

CAST

MASTER GALAFAR (SPECIAL NPC, ADVERSARY, VILLAIN)

(before **Scene 8**) *"I completely agree", "I think Master Lonaress is absolutely correct, but here's what we need now"*

(after **Scene 8**) *"Lord Gravespawn is going to cleanse this world of all life, starting with the Silver Vines!"*

Description: A handsome elf of some one hundred and fifty years old, Master Galafar achieved his coveted position on the Silver Council through brownnosing and a sycophantic attitude. He oozes charm, but intelligent people are often able to see through his perfect smile to the lies behind it. Since he became a follower of Lord Gravespawn he carries his blade and wears his leather armor at all times. Master Galafar grew up in the Silver Vines as the son of a minor politician in the Silver Council. He was fascinated with politics and wanted a seat on the council,

as he truly felt that his ideas were the right ideas for the elven community. Many years he struggled to make it, and in his darkest hour he found a strange crystal buried deep in his father's house. It pulsated with purple energy, and when he touched it he was connected directly to the mind of the powerful lich Lord Gravespawn. The two of them communicated over a long period, and Master Galafar was converted completely over to the service of the lich. With his unseen lord's help, Master Galafar managed to get a position on the Silver Council, instructed to bring about the destruction of the elves of the Silver Vines with the help of Saran-Ra and the attercops.

Motivations: Master Galafar is an accomplished swordsman and keeps his cool in the heat of battle. He doesn't have an exit strategy, however, beyond fighting his way out, so it's up to you whether he lives or dies. He could make an excellent long-term villain, someone with political connections in the wide world who can make life very difficult for the heroes in civilized lands.

Master Galafar (Medium Fey Walker — 107 XP): Str 10, Dex 16, Con 10, Int 18, Wis 12, Cha 10; SZ M (1×1, Reach 1); Spd 40 ft. ground; Init VI; Atk VI; Def VI; Res VI; Health IV; Comp V; Skills: Impress VIII, Intimidate X, Resolve VIII, Sense Motive X; Qualities: *Attractive I, burden of ages, class ability (Courtier: only the finest, never outdone, slanderous), feat (Repartee Basics, Repartee Mastery), improved sense (hearing, sight), interests (Politics), tricky (Parry)*
Attacks/Weapons: Magical Long Sword (dmg 1d12+3 lethal; threat 20; upgrades: *poisonous*), Silver Vines long bow + 30 standard arrows (dmg 1d6 lethal; threat 18–20; range 60 ft. × 6; qualities: *AP 2, cavalry, poisonous*)
Gear: Magical partial leather armor (DR 1; Resist Fire 3; DP –1, ACP –0, Spd +0 ft., Disguise +0; notes: see **Prizes** section for details), Greater Ring of the Silver Vines (bonus skill ranks in Survival; see **Prizes** section for details)
Treasure: 2C, 2L, 2M

ELVEN TRAITOR (STANDARD NPC, ADVERSARY)

"We die for the glory of Lord Gravespawn!"

Description: Not all elves in the Silver Vines believe in the virtues of the elven people, and the weaker-minded individuals have been converted to the ideals of Lord Gravespawn by Master Galafar. They appear as robed elves, but wield wavy long blades distinct from other elven weapons. Master Galafar has been a devotee of Lord Gravespawn for several years, and during that time he has gathered a small cult around himself. These are elves disenfranchised with the ways of the Silver Vines, who see the guidance and wisdom of the lich Lord Gravespawn as the only path to righteousness. They are each very deluded and crazy, willing to die for what they believe. They have little actual information about Lord Gravespawn's plots, nor any direct contact with the lich.

Motivations: These elves are not particularly effective combatants, but are willing to die to protect Master Galafar. There is little hope of rehabilitating them, though devoted heroes can certainly try and succeed with enough time and effort.

Elven Traitor (Medium Fey Walker — 31 XP): Str 10, Dex 14, Con 8, Int 10, Wis 12, Cha 10; SZ M (1×1, Reach 1); Spd 40 ft. ground; Init II; Atk II; Def III; Res IV; Health II; Comp II; Skills: Resolve V; Qualities: *Attractive I, burden of ages, class ability (Sage: assistance I), improved sense (hearing, sight), interests (Alignment (evil)*
Attacks/Weapons: Wavy Long Sword (dmg 1d12 lethal; threat 20; upgrades: *poisonous*)
Gear: Partial leather armor (DR 1; Resist Fire 3; DP –1, ACP –0, Spd +0 ft., Disguise +0)
Treasure: 1C

NEXT STEPS

The heroes have defeated the traitorous elves and the evil attercops, saving the elven city of Silver Vines.

SCENE 9: EPILOGUE

AFTERMATH

If all goes well the heroes have saved a community of elves and managed to put a stop to a dangerous band of attercops in the heart of the High Horn Forest. They are regarded as heroes in the Silver Vines, which can translate to an offer of home ownership if they wanted a place to settle down.

ADVENTURE HOOKS

Of course, as with any good scenario, there are many questions left unanswered.

What did Lord Gravespawn want with the elves?

How many other people are under the lich's direct control?

Who built the pyramid in the High Horn Forest that the attercops were using?

How does the spider god Spith-Raaku deal with those who kill its minions and steal its treasures?

All good questions that can lead to further adventures!

REWARDS AND PENALTIES

Don't forget to add XP for adversaries (listed in their stat blocks).

Scene 1: Troubling Events	
A. Agreeing to assist Hanalee to convince the Silver Council	25 XP
Scene 2: Golden Oak Gate Ambush	
A. Defeating the attercop ambush	50 XP
Scene 3: The Silver Vines, City of Trees	
A. Determining at least three facts about Silver Vines or its populace	25 XP
Scene 4: Gathering of Silver	
A. Three successful Impress checks to convince the Silver Council	50 XP
A. Allowing Hanalee to accompany the quest	25 XP
Scene 5: Into the Realms of the Spider	
A. Successfully navigating the wilds of the forest	50 XP
Scene 6: Pyramid of Spith-Raaku	
A. Successfully obtaining the ruby eyes of the spider statue	25 XP
B. Leaving the ruby eyes of the statue in place	50 XP
A. Defeating and killing the Eyes of Spith-Raaku	100 XP
B. Avoiding the Eyes of Spith-Raaku	25 XP
A. Finding the locked chest in **P8**	50 XP
A. Finding the secret chamber In **P9** and obtaining the crystal	50 XP
Scene 7: Said the Spider to the Fly	
A. Defeating Saran-Ra	100 XP
B. Allowing Saran-Ra to escape	50 XP
A. Finding the formula for the mind-altering poison	50 XP
Scene 8: Web of Deception	
A. Breaking into Master Galafar's house and obtaining the crystal	75 XP
A. Exposing Master Galafar's treachery in the courtroom drama	100 XP

PRIZES

These are a few of Prizes the party may earn in this adventure. This is, of course, just a limited example, as heroes with enough ambitions might earn a Favor from the Silver Council or Hanalee. Heroes might also earn a Holding in the form of a permanent residence in Silver Vines.

MAGICAL LEATHER ARMOR

Item: Partial Leather Armor
Charm: Lesser Defense Bonus (+1 at Level 1–6, +2 at Level 7–12, +3 at Level 13–18, +4 at Level 19–20)
Reputation Value: 4 (Level 1–6), 8 (Level 7–12), 14 (Level 13–18), 22 (Level 19–20)

RING OF THE SILVER VINES, LESSER

Item: Ring
Charm: Lesser Skill Ranks (+1 at Level 1–6, +2 at Level 7–12, +3 at Level 13–18, +4 at Level 19–20)
Reputation Value: 4 (Level 1–6), 8 (Level 7–12), 12 (Level 13–18), 16 (Level 19–20)

RING OF THE SILVER VINES, GREATER

Item: Ring
Charm: Greater Skill Ranks (+2 at Level 1–2, +3 at Level 3–6, +4 at Level 7–10, +5 at Level 11–14, +6 at Level 15–18, +7 at Level 19–20)
Reputation Value: 8 (Level 1–2), 12 (Level 3–6), 16 (Level 7–10), 20 (Level 11–14), 24 (Level 15–18), 28 (Level 19–20)

RING OF TELEPORTATION

Item: Ring
Charm: Lesser Spell Effect (Teleport I – 1 use per scene at Level 4-8, 2 uses per scene at Level 9-12, 3 uses per scene at Level 13-17, 4 uses per scene at Level 18-20)
Reputation Value: 5 (Level 4-8), 10 (Level 9–12), 15 (Level 13–17), 20 (Level 18–20)

MAGICAL LONG SWORD

Item: Long Sword (1-handed item)

Charm: Lesser Damage Bonus (+1 at Level 1–6, +2 at Level 7–12, +3 at Level 13–18, +4 at Level 19–20)

Reputation Value: 5 (Level 1–6), 15 (Level 7–12), 25 (Level 13–18), 35 (Level 19–20)

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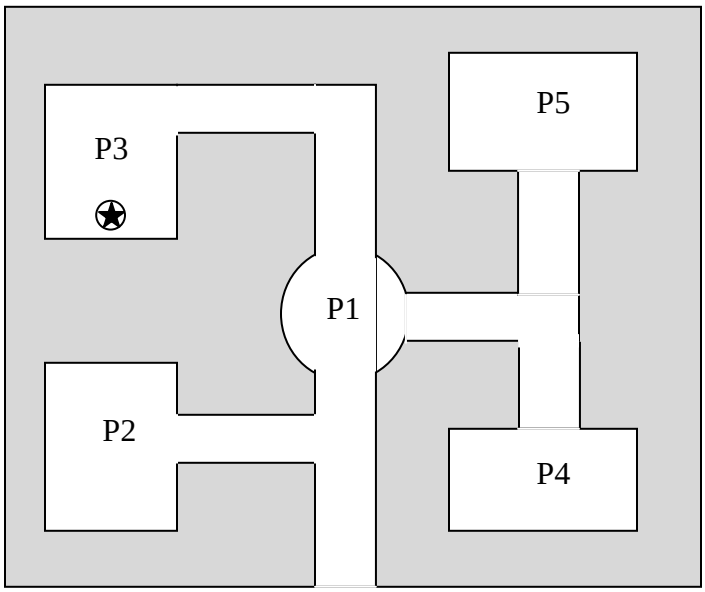
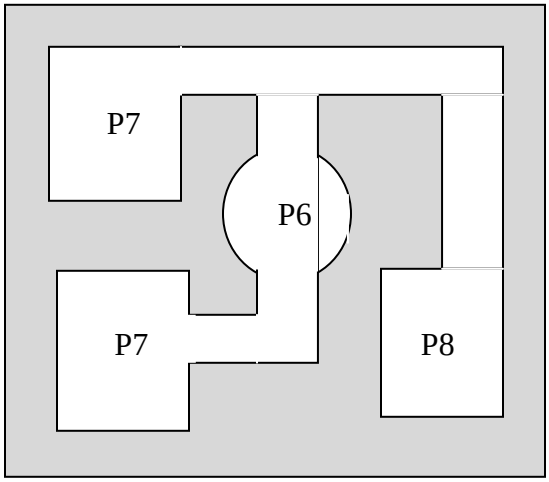
Pyramid of Spith-Raaku
Level 1

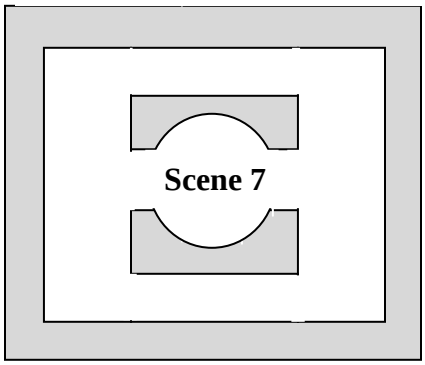


20 ft

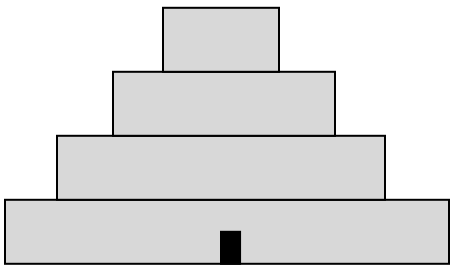
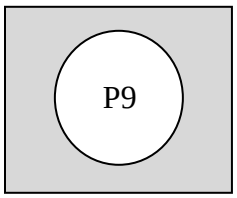
Pyramid of Spith-Raaku
Level 2



Pyramid of Spith-Raaku
Level 3



Pyramid of Spith-Raaku
Side view



Pyramid of Spith-Raaku
Level 4