

# Veridian Legacy

## GameMaster's Guide



*Written by*  
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## Introduction

*Ossindrillon is an ancient place, and your players' characters are not the first band of heroes to gain wealth and glory within. Centuries ago, just as Mor Aldenn was founded, a group of adventurers called the Exalted Champions rose to fame by plundering—and later killing—the dreaded dragon Taraathalorm Wyrmmother. History remembers the Exalted Champions as great heroes, but they were people with foibles and eccentricities just like the PCs in your own campaign.*

*This adventure path pits your PCs against Taraathalorm Wyrmmother, a green dragon long dead but clinging to the world as a vengeful ghost. The Wyrmmother has engendered a brutal but secretive cult of miscreants and monsters. This cult seeks to empower their mistress with god-like power, and your PCs are destined to stop this from occurring. In order to do so, your PCs will receive aid from the Exalted Champions that defeated the Wyrmmother centuries ago, in the form of magical items once wielded by the Exalted Champions themselves.*

*The setting for this adventure path is described in the MOR ALDENN SETTING GUIDE. You are encouraged to familiarize yourself with the entire Setting Guide, but particularly the overview of Taraathalorm Wyrmmother and the Cult of the Wyrmmother on pages 118-120 of the MOR ALDENN SETTING GUIDE. The cult's actions—particularly its machinations to elevate the Wyrmmother—provide much of the conflict in the VIRIDIAN LEGACY adventure path.*

*The true history and personalities of the Exalted Champions have been mostly forgotten, and so are not presented in the MOR ALDENN SETTING GUIDE—to most Aldennians, the Exalted Champions are merely mythologized heroes. Because the Exalted Champions play such a large role in the VIRIDIAN LEGACY adventure path—in personality if not in person—this VIRIDIAN LEGACY GM's Guide presents the Exalted Champions in detail.*

## Players Beware!

*This guide is intended for the GM of the VIRIDIAN LEGACY campaign. It provides a detailed background on the campaign's primary villain and minions, presents key plot items to grant to the PCs, and thoroughly spoils each of the 13 chapters in this adventure path. Players in the VIRIDIAN LEGACY campaign should not read any part of this document whatsoever!*

*Players are encouraged to read the entirety of the VIRIDIAN LEGACY Player's Guide (available for free) and at least Chapter 1 (and perhaps more, at your discretion) of the MOR ALDENN SETTING GUIDE.*

## Adventure Path Structure and Products

All of the materials for the VIRIDIAN LEGACY Adventure Path are contained in the following documents:

- The Viridian Legacy Player's Guide.
- This Viridian Legacy GM's Guide.
- Twelve individual adventures denoted “chapters” (Chapter 1 through Chapter 12). Each chapter is a separate adventure in the larger adventure path. The chapters are intended to be played in order. The number of each chapter tells you the PC level it is designed for: Chapter 1 is for 1st-level PCs, Chapter 2 is for 2nd-level PCs, and so on. PCs should be 12th-level to tackle the final chapter. The VIRIDIAN LEGACY adventure path uses “story leveling” rather than strict XP accounting. When the PCs reach the end of a chapter, they all automatically gain a level. Story leveling removes much of the XP accounting from your shoulders, and gives the PCs freedom to creatively solve the challenges before them by diplomacy or subterfuge, without feeling the need to kill everything they come across in order to gain XP (although there is plenty of combat to be had in these adventures!). If you prefer to track XP individually, you will find that each chapter grants sufficient XP to

advance your PCs on the “medium advancement” track. Any of the chapters can be run separately as a stand-alone adventure, but the chapters are intended to flow together to form the **VIRIDIAN LEGACY** adventure path.

- **The VIRIDIAN LEGACY Conclusion and Beyond**, which details the campaign’s climactic two-part fight against Taraathalorm Wyrmmother in great detail. Your PCs should be 13th level when you run the conclusion for them. This document also provides several options for extending the campaign further in other directions.

## Characters

The **VIRIDIAN LEGACY** campaign allows for a wide variety of character types and play styles, but each of your PCs should be invested in protecting the city of Mor Aldenn. Many of these threats appear unrelated (but most are revealed to be directly or indirectly the work of the Cult of the Wyrmmother), so the PCs should be interested in defending the city from any type of threat. This does not mean your PCs necessarily need be zealous patriots, or even natives of the city, but when danger to the city rears its head, your PCs should be willing to intervene.

The **VIRIDIAN LEGACY** campaign includes a wide mix of threats, so a variety of PC types is encouraged. For example, an all-rogue party will do well in the urban encounters of the campaign, and might do well in trap-laden dungeons, but will flounder in the campaign’s many wilderness encounters. Conversely, a party filled with savage brutes will fare poorly in the campaign’s encounters requiring negotiation and diplomacy. Encourage a wide variety of PC types, as each will have time to shine.

## Themes

The **VIRIDIAN LEGACY** adventure path has several key themes that arise several times in the path’s adventures. Although these themes may come through naturally as you run this campaign, you should be conscious of these themes and play them up when appropriate:

- **Legacies Have Power.** The concept of providing boons to others who succeed you is the most common theme. The entire Cult of the Wyrmmother is built around the Wyrmmother’s power being passed on to her

descendants. The Wyrmmother herself hungers for the power her own scattered bones will bring. The legacy theme is not only negative: the magic items containing the last echoes of the souls of the Exalted Champions (appropriately named the “Legacy of the Exalted Champions”) will aid the PCs throughout the campaign. The more you can impart gifts of the past—not just in items, but in knowledge and influence—the more you emphasize this theme.

- **Past Actions Have Repercussions.** The Exalted Champions learned that simply raiding a dragon’s lair would carry terrible consequences (the Wyrmmother’s war with Ossindil) that they would have to take actions to correct. Similarly, the actions the PCs take in this adventure path have repercussions as well, based on allies they make and enemies they may see again and again. The treachery of one of the Exalted Champions provides serious danger for the other PCs late in this adventure path. The more you can make events that occur to the PCs natural consequences of their previous decisions—good or bad—the more you emphasize this theme.

- **Allies Abound.** The PCs do not have to face their challenges alone. Several well-meaning, genuine allies assist the PCs throughout the adventure path. These include Gustavus the historian, Faltheas Bloodspear, Gray the Diviner, and possibly even the Mayor himself. PCs who do not appreciate and cultivate their allies will have a much more difficult time in this campaign. Of course, some treacherous NPCs will take advantage of the PCs’ friendship, but when the PCs are open with their friendship, this treachery has stronger dramatic impact. The more you emphasize that the PCs don’t have to “go it alone” throughout this campaign, the more you make the PCs feel connected to the world and the more you emphasize this theme.

## Secrets of the Exalted Champions

### Rise of the Exalted Champions

Over 300 years ago, a group of six adventurers came together to storm the Ossindrillon Forest. Ranging up from Calathia in the south, this group forayed into the wild swamps and forests, killing monsters and gathering

treasure. In this regard, this group was no different than other bands of adventurers in the centuries before and the centuries since. But this was only at first—this group quickly became legendary.

After a few fortunate expeditions to liberate local farmers and woodsmen from the depredations of an evil tribe of lizardfolk, the adventurers found themselves showered with gratitude and adoration. They thrived on the hero-worship, and thereafter principally took on tasks that would gather them fame and popularity. The boastful band called themselves the “Exalted Champions” and styled themselves the greatest heroes of the age. Although none of the group was particularly noble (although most were indeed quite brave, and at least a few were heroically-inclined), the Exalted Champions monitored their image very carefully. No opportunity to showcase their daring adventures went unexploited. Soon, the Exalted Champions were showered with commendations and lauded in song across several kingdoms.

Even so, the Exalted Champions would now be forgotten were it not for their decision, one fateful night, to rest on the forested island that would become Mor Aldenn in 11 B.F. At the time the boastful bravos explored

the island, the great green dragon Taraathalorm Wyrmmother was out seeking food for her large clutch of wyrmlings. The Exalted Champions discovered the dragon’s hoard, guarded only by this rambunctious brood of wyrmlings, and pounced. The Exalted Champions killed one of the wyrmlings, captured the rest, and took their living prizes to the elven city of Ossindil to spend their wealth and bask in the glory of a successful dragon hunt.

The Wyrmmother was enraged to find her offspring kidnapped and her hoard plundered. She collected her kobold and lizardfolk minions and hurled them at Ossindil in wave after wave. The Wyrmmother’s ferocious war lasted three years. Throughout this time, the Exalted Champions remained headquartered in the elven city, polishing their image and amassing further expertise throughout the war. When the city’s defenses proved too much for the Wyrmmother’s armies, the Exalted Champions volunteered to hunt the green dragon down in her lair and slay her. They were accompanied by a few elven wizards and, more importantly, several eager bards.

Luck was with the Exalted Champions again. The



## Intelligent Items... All Around!

*One of the key elements of the VIRIDIAN LEGACY adventure path is the Legacy of the Exalted Champions, a collection of six intelligent magic items, each containing the spiritual residue of one of the Exalted Champions. In this campaign, unlike others, there is not just one intelligent item around, but one for each PC. Furthermore, the PCs obtain these intelligent items at fairly low level.*

*At first, these items have only a feeble spark of intelligence. As they grow in level, each PC can enhance the power of their items by meeting certain criteria (such as a minimum level and certain feat requirements or skill ranks).*

*However, the more powerful an item becomes, the more prominent the personality of the Exalted Champion (and some of the Exalted Champions were, frankly, abrasive).*

*The Legacy of the Exalted Champions are common magic items intended to be useful in any party: a suit of light armor, a cloak of resistance, a belt of physical might, a headband of mental prowess, a circlet of persuasion, and a heavy steel shield. Although at least one of these items should be of use to any PC (and any PC should find at least one of the items particularly appealing), feel free to modify these items as necessary to suit your particular PCs.*

Exalted Champions and their entourage evaded the remaining humanoid tribes and arrived at the island early one morning in 8 B.F. The Wyrmmother was not only at home in her lair, but was asleep at the time. The Exalted Champions wasted no time, launching right into an attack. Even surprised, without knowing she faced the same group that had stolen her children years before, the Wyrmmother was a ferocious opponent. The Exalted Champions

prevailed and returned to Ossindil as heroes, carrying yet more plunder and the massive heart of the slain dragon.

## End of the Exalted Champions

The defeat of Taraathalorm Wyrmmother was the band's greatest adventure. It seemed the sextet could get no richer, nor more famous, across Ossindrillon. After this last great adventure, the group slipped into semi-retirement. Several of the Exalted Champions pursued side adventures singly or in pairs, and some ceased adventuring altogether.

However, the Exalted Champions had earned a large roster of enemies in their storied career. Several of these enemies—from monstrous masterminds that had seen the Exalted Champions wipe out their minions and overturn their plans, to hopeful elven warriors mercilessly sidelined by the group's exploits—banded together to wreak a final revenge on the famous adventurers. These villains corrupted one of the Exalted Champions, and convinced the betrayer to subtly lead each of the other members to their deaths. Over the course of a few months, each of the Exalted Champions met his or her end. The deaths all looked like accidents while adventuring or misfortunes while in town. It would not do, the vengeful cabal reasoned, to make martyrs of the Exalted Champions, but would be sufficient to simply see them die. It seemed to everyone as though the Exalted Champion's famous luck had run its course. The traitor himself was hunted by the ghost of the Wyrmmother and slain just outside of Ossindil. The Exalted Champions were remembered as heroes, but the band's several enemies had their ultimate revenge.

## Passing on the Legacy of the Exalted Champions

The story of the Exalted Champions does not end here. Each of the bravos was associated with a particular magic item. Although only one of the array of magic items owned by each, these six particular magic items were among the longest held or most cherished items of each hero. These six items were each invested with a sliver of the personality of the Exalted Champion that had fought, bled, and died with the item.

These items, collectively called the Legacy of the Exalted Champions, awaken with a rudimentary intelligence when

brought together in the hands of a new generation of heroes. These intelligent magic items carry the remaining soul fragments of the Exalted Champions. All six are eager to amass more power in the hands of a worthy hero. One remains a secret traitor to all the others (and therefore a secret traitor to the new heroes).

A short description of each of the Exalted Champions follows, along with the statistics for the magic item associated with that particular adventurer. Until activated, this item functions only as the typical magic item listed. When the Legacy of the Exalted Champions is activated by heroes of at least 3rd level, each item is “activated” and gains the listed ability scores and powers. Each of the items is initially Neutral but, unlike typical intelligent magic items, shifts one alignment step toward its hero (if its hero isn’t already Neutral).

Each activated item bonds to a single hero. No more than one item will bond to each hero. If there are less than six heroes present when the Legacy of the Exalted Champions is activated, the “extra” items lie dormant until activated by a different hero acknowledged by all currently bonded items. A bonded item remains bonded until its PC dies, at which point it returns to its dormant state, but it can be reactivated.

The details of this bonding are set forth in **CHAPTER 3: BEYOND THE SERPENTINE LOCK**, but the intent is that the Legacy of the Exalted Champions becomes a core item set for the PCs, with each PC taking a single appropriate magic item. The items are general-use and therefore appropriate for several different kinds of PCs. The PCs should cooperatively work to assign the items among the party. If you have more than six PCs, you should choose whether some of the PCs should go without, or develop another item of similar power to include in the Legacy of Exalted Champions.

As the bonded PC grows in power, so too does the item. When the owner meets certain prerequisites (including a minimum character level, as well as certain skill ranks or feat requirements), the item develops additional powers. The item’s owner knows all of the level, feat, and skill requirements necessary to increase the item’s power. The PC isn’t strictly required to take these feats or skill ranks, but he or she does not receive the enhanced version of the item unless he or she does so. These increased powers come at a cost, as the item’s Ego increases, enforcing the

personality of the Exalted Champion that once owned the item.

The Legacy of the Exalted Champions are important plot items and should transcend PC death or retirement. If a player chooses to play a new PC, he or she should receive the item that his or her old PC used (or another appropriate dormant item instead, if any). If the PCs later want to switch around bonded items, you should generally allow them to do so, but not more often than once in each chapter.

## Sinlana

### *Polymath Arcane Trickster*

Scion of an established noble house, Sinlana was the cleverest of the Exalted Champions, able to balance complex arcane spellcasting and startling feats of manual dexterity. Sinlana was the only woman among the Exalted Champions, but never took any of the other Exalted Champions as a suitor: she was instead too busy perfecting the many arts that interested her.

**Typical Story:** One of the most popular stories about Sinlana involves her attempt to infiltrate a elven nobleman’s manor in order to steal an iron flask containing a bound genie. Sinlana crept into the house during an opulent party, but was discovered by the nobleman’s guards and brought to the nobleman in front of his guests. Sinlana claimed to be a performer that had just gotten lost, a feeble attempt to invent a cover story. When the nobleman haughtily insisted she prove her claim, she sat at the nobleman’s harpsichord and played a tune so skillful and melancholic it brought the entire assembly to tears. This distraction afforded Sinlana the chance to escape past the guards, retrieving the iron flask she had already successfully stolen and had planted on one of the guards without his being ever the wiser.

**Personality:** Sinlana was a driven perfectionist, able to master any art to which she set her skilled mind. She was quick to dismiss talents that did not interest her as “useless,” and therefore as appallingly bad at some skills (such as lying or physical labor) as she was good at others (such as trapfinding, spellcasting, and scholarly lore). Sinlana’s intense ability to focus on a problem at hand despite any distractions was legendary.

**Tags:** Prodigy, focused, multit talented

**Typical Quote:** “Quiet. Let me focus. I can do this.”

## Sinlana's Mithral Garment

Sinlana relied heavily on her fine mithral shirt throughout her adventuring career. In its dormant state, the armor acts as a +1 *glamered mithral chain shirt*. The armor is particularly supple and has a maximum Dexterity bonus of +7, rather than +6.

When activated by a PC of at least 3rd level, Sinlana's Mithral Garment has the following properties: **Base Item** +1 *glamered mithral chain shirt*; **Alignment** Neutral (but see above); **Int** 12, **Wis** 10, **Cha** 10; **Languages** Common, Celestial; **Senses and Communication** empathy, senses (30 ft.); **Powers** none; **Cost** 5,800 gp; **Ego** 2

If the bonded PC is at least 6th level and has at least 3 ranks in Stealth, Sinlana's Mithral Garment has the following properties: **Base Item** +2 *glamered mithral chain shirt*; **Alignment** Neutral (but see above); **Int** 14, **Wis** 10, **Cha** 12; **Languages** Common, Celestial, Draconic; **Senses and Communication** speech, senses (60 ft.), darkvision; **Powers** cast *feather fall* 3/day, cast *invisibility* 1/day; **Cost** 14,400 gp; **Ego** 7

If the bonded PC is at least 9th level and has at least 3 ranks in Stealth and 3 ranks in Knowledge (arcana), Sinlana's Mithral Garment has the following properties: **Base Item** +2 *glamered spell resistance (13) mithral chain shirt*; **Alignment** Neutral (but see above); **Int** 16, **Wis** 12, **Cha** 12; **Languages** Common, Celestial, Draconic, Elven; **Senses and Communication** telepathy, senses (60 ft.), blindsense; **Powers** cast *feather fall* 3/day, cast *invisibility* 1/day; **Cost** 33,400 gp; **Ego** 12

If the bonded PC is at least 12th level and has at least 3 ranks in Stealth, 3 ranks in Knowledge (arcana), and 3 ranks in Disable Device, Sinlana's Mithral Garment has the following properties: **Base Item** +2 *glamered spell resistance (17) mithral chain shirt*; **Alignment** Neutral (but see above); **Int** 16, **Wis** 12, **Cha** 14; **Languages** Common, Celestial, Draconic, Elven; **Senses and Communication** telepathy, senses (60 ft.), blindsense; **Powers** cast *feather fall* 3/day, cast *invisibility* 3/day; **Cost** 58,700 gp; **Ego** 14

## Huansol

### Druid Pitchman

Huansol was raised in his father's zoo in Calathia. There, he learned how to care for a wide variety of animals. When his father died, his greedy aunt took over the zoo and acquired increasingly dangerous animals to draw more and



more coin. Huansol was forced to work long hours tending to stranger and stranger creatures. Huansol escaped with a young roc, which was his loyal companion for his whole life. Although a druid, Huansol was one of the most unusual druids ever to walk the Ossindrillon Forest. Huansol cared little for nature or natural ways. Instead, Huansol was a good-natured con artist who dressed in motley garb, a showman with trained animals to entertain a cheering audience.

**Typical Story:** The Exalted Champions had identified the location of a fabled longsword. Unfortunately, the longsword was at the bottom of a deep shaft of water, underneath two feet of packed earth, and encased in an enchanted box designed to scare anyone that touched it to death. Huansol assured his companions that he would retrieve the sword. He summoned a shark, a wolverine, an ape, and a fire beetle. Huansol spent a few minutes talking to each. The wolverine swallowed the beetle and the shark swallowed the wolverine. The shark swam to the bottom

of the shaft, where it disgorged the wolverine, who burrowed down to the box. The wolverine disgorged the beetle, who pried the box open, immune to the murderous mind-affecting enchantment. When his stunned companions asked why the ape was necessary, Huansol replied "I needed to hear someone applaud a trick like that."

**Personality:** Huansol had a strong rapport with nature, but his primary motivation was as a showman and grifter. Huansol preferred an audience for anything he tried, and an audience of simple rubes who could be tricked out of their coin was best of all.

**Tags:** Friendly, show-off, charlatan

**Typical Quote:** "*Ladies and gentlemen, watch this!*"

### *Huansol's Conjuring Cloak*

Huansol's favorite item was his stylish purple and blue cloak. In its dormant state, the cloak acts as a *cloak of resistance* +2. The interior of the cloak is sewn with six interior pockets, each with the capacity of a belt pouch.

When activated by a PC of at least 3rd level, Huansol's Conjuring Cloak has the following properties: **Base Item** *cloak of resistance* +2; **Alignment** Neutral (but see above); **Int** 10, **Wis** 12, **Cha** 10; **Languages** Common; **Senses and Communication** empathy, senses (30 ft.); **Powers** none; **Cost** 5,000 gp; **Ego** 2

If the bonded PC is at least 6th level and has at least 3 ranks in Bluff, Huansol's Conjuring Cloak has the following properties: **Base Item** *cloak of resistance* +3; **Alignment** Neutral (but see above); **Int** 10, **Wis** 14, **Cha** 12; **Languages** Common; **Senses and Communication** speech, senses (60 ft.), darkvision; **Powers** cast *summon nature's ally II* 1/day; **Cost** 14,400 gp; **Ego** 6

If the bonded PC is at least 9th level and has at least 6 ranks in Bluff, Huansol's Conjuring Cloak has the following properties: **Base Item** *cloak of resistance* +3 that can also be used as a *cape of the mountebank*; **Alignment** Neutral (but see above); **Int** 10, **Wis** 14, **Cha** 14; **Languages** Common; **Senses and Communication** speech, senses (60 ft.), darkvision; **Powers** cast *summon nature's ally III* 1/day; **Cost** 33,080 gp; **Ego** 9

If the bonded PC is at least 12th level and has at least 9 ranks in Bluff, Huansol's Conjuring Cloak has the following properties: **Base Item** *cloak of resistance* +5 that can also be used as a *cape of the mountebank*; **Alignment**

## Handling so many intelligent items!

*An adventure path designed to give every PC an intelligent magic item near the beginning of the campaign presents a few challenges. First, intelligent items are often powerful. Second, intelligent items often have their own personality, requiring each PC do perform "double duty" when roleplaying (or worse, giving the GM six more NPC personalities to constantly roleplay!).*

*Both of these issues are mitigated by the fact that the Legacy of the Exalted Champions start out with very little magic, but grow into greater power and influence. Although each Legacy item is powerful, and probably become the "main" magic item for the PC wielding it, each item is limited to powers appropriate for the PC's level.*

*Regarding personalities, the personalities of the Exalted Champions should start out as mere hints or suggestions at first. For the first few adventures after the Legacy items fall into the PCs' hands, the items merely support the "Tags" included in each champion's description. Only as the items gain power (and Ego) should the full personalities be understood by the PCs (and, upon a failed Will save against an item's Ego, influence a PC directly, as usual for intelligent magic items). Conflicts between the items and the PCs should probably be very rare, as the purpose of the items is to defeat the Wyrmmother and her cult, which aligns overall with the purpose of the PCs throughout the adventure path.*

*An exception is the intelligent item tied to the traitor among the Exalted Champions (see "The Traitor" section below). This item seems as benign and useful as all the others, but late in the adventure path attempts to take dramatic and malicious control of its bonded PC.*

Neutral (but see above); **Int** 10, **Wis** 16, **Cha** 14; **Languages** Common; **Senses and Communication** speech, senses (60 ft.), darkvision; **Powers** Bluff 5 ranks, cast *summon nature's ally IV* 1/day; **Cost** 58,320 gp; **Ego** 12

## Fredest Wildman

### *Brash Barbarian/Ranger*

Fredest was a half-elf, raised in the southern Ossindrillon by woodsman parents. Fredest was happy and good-humored lad, but got terribly lost one day while 11 years old. Fredest did not come back out of the deep woods for five years, long after everyone but his parents had given up hope of finding him. Fredest had lost the ability to speak, having spent the intervening years with the wild animals of the forest. Fredest also had lost his good humor and was quick to fly into a heated rage at any threat. The boy had learned that a swift, unexpected attack was the best offense; he was called "Wildman" by his family's cautious neighbors. Fredest was brought back into the ways of civilization by his patient parents, but in only two years he left to make his own way in the world. Fredest has not been able to shake his "Wildman" appellation, despite working to fit in with civilized society. His companions in the Exalted Champions found his ferocious outbursts occasionally inconvenient but relied so heavily on his survival and tracking skills that these outbursts were forgiven.

**Typical Story:** While tracking a powerful kobold adept early in their career, Fredest realized that the Exalted Champions were being hunted in turn by the rest of the kobold tribe. He carefully investigated the tracks on the patches of high ground as they proceeded through the swamp. Soon, Fredest had good news for his companions: the kobolds hunting them had dropped further back, and

they were gaining on their quarry. Fredest also had bad news for his companions: the kobold hunters had dropped back because the area was the hunting ground of a large hydra. A multi-voiced roar and the sizzle of spells echoed through the mist ahead, and the Exalted Champions knew their quarry had run straight into the hydra. Immediately, Fredest shimmied to the top of a tree and flung himself onto a long, thin branch. The branch bent under his weight and then snapped back, launching Fredest though the mist toward the fight. He returned only a few moments later, carrying a severed hydra head with the kobold adept wedged inside the mouth. "Ah, I got the right head the first time," he said, "but we had better run."

**Personality:** Fredest was entirely at home in forests and swamps, and the first to leap into a fight against any real or perceived threat. Fredest tried to put other people at ease, but was almost entirely incapable of "typical" interactions. To Fredest's constant confusion, his "Wildman" reputation never failed to draw swooning girls into his arms.

**Tags:** Impulsive, violent, socially clumsy, crafty in the wild

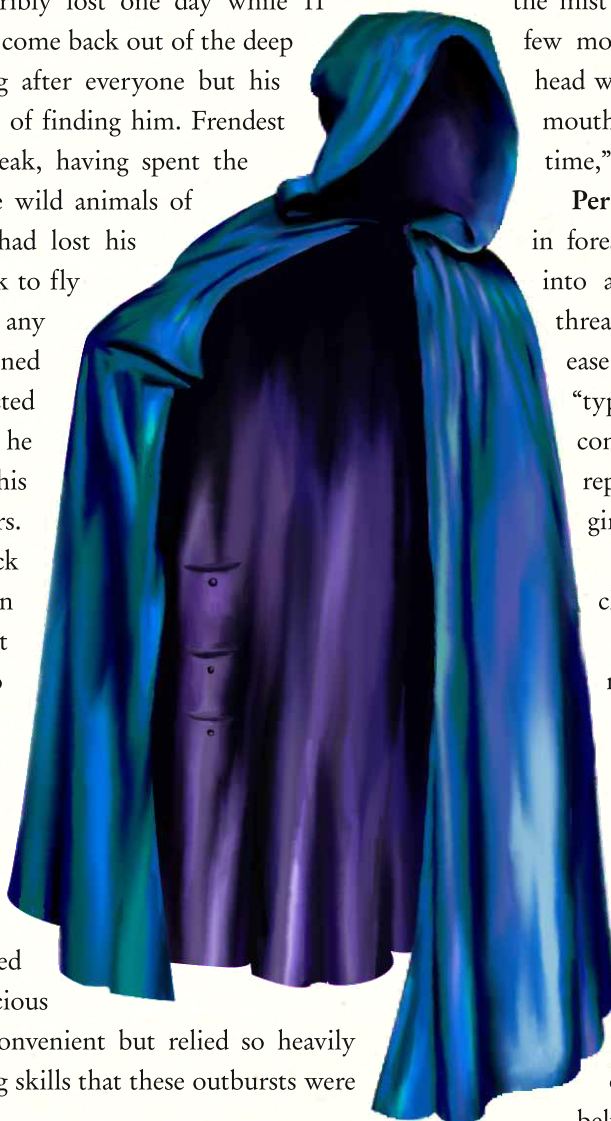
**Typical Quote:** "Strike first, strike now!"

### *Wildman's Belt*

Fredest's most treasured item was his might belt, which enhanced his physical attributes to superhuman levels. The belt is a simple, wide leather strap worn high on one hip and low on the other. The belt has notches to accommodate a scabbard on each hip. In its dormant state, the belt acts as a *belt of giant strength* +2.

When activated by a PC of at least 3rd level, Wildman's Belt has the following properties: **Base Item** *belt of giant strength* +2; **Alignment** Neutral (but see above); **Int** 12, **Wis** 10, **Cha** 10; **Languages** Common, Elven; **Senses and Communication** empathy, senses (30 ft.); **Powers** none; **Cost** 5,000 gp; **Ego** 2

If the bonded PC is at least 6th level and has at least 3



ranks in Survival, Wildman's Belt has the following properties: **Base Item** *belt of physical might* (Str +2 and Con +2); **Alignment** Neutral (but see above); **Int** 12, **Wis** 12, **Cha** 12; **Languages** Common, Elven; **Senses and Communication** speech, senses (30 ft.); **Powers** cast *barkskin* 1/day; **Cost** 14,400 gp; **Ego** 6

If the bonded PC is at least 9th level and has at least 6 ranks in Survival, Wildman's Belt has the following properties: **Base Item** *belt of physical might* (Str +4 and Con +2); **Alignment** Neutral (but see above); **Int** 12, **Wis** 14, **Cha** 12;

**Languages** Common, Elven; **Senses and Communication** speech, senses (120 ft.); **Powers** cast *barkskin* 1/day, cast *neutralize poison* 1/day; **Cost** 33,400 gp; **Ego** 10

If the bonded PC is at least 12th level and has at least 6 ranks in Survival and the Self-Sufficient feat, Wildman's Belt has the following properties: **Base Item** *belt of physical might* (Str +4 and Con +4); **Alignment** Neutral (but see above); **Int** 12, **Wis** 16, **Cha** 12; **Languages** Common, Elven; **Senses and Communication** speech, senses (120 ft.); **Powers** cast *barkskin* 3/day, cast *owl's wisdom* 1/day, cast *neutralize poison* 1/day; **Cost** 59,600 gp; **Ego** 14

## Corvin Many-Years

### *Sagacious Priest*

Corvin had already lived a long, long life as a village priest before a marauding owlbear forced him to take up a morningstar and defend his town. Corvin felt his blood flow hot as it hadn't in years, and he knew that monster-hunting was his true calling. He devoured books of lore regarding creatures in and beyond the world, while strengthening his calling to the simple god of the hearth and hunt that he worshipped. Despite occasional bouts of severe arthritis or senility, Corvin shepherded the Exalted Champions through uncounted injuries. By the end of his career, he boasted that he had brought each of his companions back from the dead at least once, and Frendest more times than his old mind could recall.

**Typical Story:** The Exalted Champions passed through a small forest hamlet, laden with treasure from their latest exploit. The town was in an uproar, as the local innkeeper had discovered a gnome beggar in his kitchens. The innkeeper insisted on hanging the trespasser. The villagers asked Corvin, as the wisest of the Exalted Champions, to hear the stories from both sides and render a judgment.

The innkeeper declared he had come into his kitchens and seen the beggar hovering over a roasted pig. The gnome beggar insisted that he hadn't meant any harm, was only enjoying the smell of the roast pig, and had not stolen anything. Corvin asked the innkeeper whether the beggar had actually stolen anything, and the innkeeper responded that the beggar had indeed stolen from him—he had stolen smells of the roast pig. That seemed to decide the issue for Corvin, and he asked if the innkeeper would let the beggar go free for 100 gold coins. The greedy innkeeper agreed. Corvin counted out the coins into a bag while the beggar slipped out of town. Rather than hand the bag to the innkeeper, Corvin shook it decisively in the innkeeper's direction. The coins made a ringing jingle. Corvin then put the money away. When the innkeeper asked for the coins, Corvin refused, saying "you lost no meat, but had only the smell of meat taken from you. Fair restitution is not to gain a sack of coins, but to gain only the sound of a sack of coins."

**Personality:** Corvin suffered from the pains of old age far more than he ever let on to his companions, but pushed on regardless because of the thrill of hunting monsters. When that thrill started to wane, Corvin felt such grandfatherly affection for the Exalted Champions that he maintained his role as their chief healer and dispenser of monster lore.

**Tags:** Complains of aches, grandfatherly, knowledgeable

**Typical Quote:** "By my aching knees, use your silver weapons, lads!"



## Corvin's Headband

Corvin owned his silver headband for most of his life. It is the only magic item he acquired in his youth. A simple circlet of silver carved with symbols of grains and farming implements, this headband is one of the last relics of a now obsolete religion. In its dormant state, the headband acts as a *headband of inspired wisdom* +2.

When activated by a PC of at least 3rd level, Corvin's Headband has the following properties: **Base Item** *headband of inspired wisdom* +2; **Alignment** Neutral (but see above); **Int** 10, **Wis** 12, **Cha** 10; **Languages** Common; **Senses and Communication** empathy, senses (30 ft.); **Powers** none; **Cost** 5,000 gp; **Ego** 2

If the bonded PC is at least 6th level and has at least 3 ranks in any Knowledge skill that can be used to identify the abilities and weaknesses of creatures, Corvin's Headband has the following properties: **Base Item** *headband of mental prowess* (Wis +2 and Int +2, Heal skill); **Alignment** Neutral (but see above); **Int** 12, **Wis** 14, **Cha** 10; **Languages** Common, Goblin; **Senses and Communication** speech, senses (30 ft.); **Powers** cast *lesser restoration* 1/day; **Cost** 14,400 gp; **Ego** 6

If the bonded PC is at least 9th level and has at least 3 ranks in any two Knowledge skills that can be used to identify the abilities and weaknesses of creatures, Corvin's Headband has the following properties: **Base Item** *headband of mental prowess* (Wis +4 and Int +2, Heal skill); **Alignment** Neutral (but see above); **Int** 12, **Wis** 18, **Cha** 10; **Languages** Common, Goblin; **Senses and Communication** speech, senses (30 ft.); **Powers** cast *lesser restoration* 3/day; **Cost** 34,200 gp; **Ego** 10

If the bonded PC is at least 12th level and has at least 3 ranks in any three Knowledge skills that can be used to identify the abilities and weaknesses of creatures, Corvin's Headband has the following properties: **Base Item** *headband of mental prowess* (Wis +4 and Int +4, Heal and Survival skills); **Alignment** Neutral (but see above); **Int** 12, **Wis** 18, **Cha** 10; **Languages** Common, Goblin; **Senses and Communication** speech, senses (30 ft.); **Powers** gain +2 on Knowledge skill checks when making skill checks to identify the abilities and weaknesses of creatures, cast *lesser restoration* 3/day; **Cost** 62,200 gp; **Ego** 10



## Shilkin Blazingstar

### Grandiose Sorcerer

The half-elf Shilkin kept his past cloaked in mystery, which is likely because it was not particularly interesting. As a young man, Shilkin was struck by lightning three times during the same violent storm. After he recovered, Shilkin realized that the lightning strikes imparted some mystical power into him. He thereafter displayed the abilities of a stormborn sorcerer. Eagerly leaving behind his previous life, Shilkin took on the grandiose persona of an arcane master touched by supernatural forces and serving as a channel for cosmic powers. Shilkin took to adventuring solely for the fame it could bring him and the awe he could inspire in others. His inherent abilities more than made up for his lack of training, and Shilkin's devastating displays of lightning obliterated many of the Exalted Champion's enemies. His impulsive charms and stunning good looks made him the usual spokesman for the group.

**Typical Story:** While cleansing an abandoned monastery of its fell inhabitants, the Exalted Champions disturbed an ancient shambling mound. The Exalted Champions fell back to the nearest town, but the plant monster followed. Stepping in front of his fellows, Shilkin blasted the creature with a bolt of lightning. The creature merely grew larger, feeding on the electricity of the spell. Shilkin repeated his attack over and over, until the plant beast had grown truly massive, bloated with power and more dangerous than ever. Then, whipping a scroll from his pack, Shilkin whisked the shambling mound away with a *plane shift* spell. When his companions asked Shilkin

why he hadn't used the plane shift scroll first, he replied, "I wanted to empower that vegetative heap for a nice long stay on the Plane of Fire."

**Personality:** Always dressed in the latest expensive fashions, Shilkin was an effusive showman in every endeavor and never passed up an opportunity to ostentatiously display his magic. Sinlana once expressed, exasperated, "Shilkin can't even eat breakfast without making it a grand production about his mystical powers."

**Tags:** Energetic, theatrical, impulsive

**Typical Quote:** "Prepare yourself for the most awesome cosmic spectacle you have ever seen!"

### Shilkin's Stunning Diadem

Although he changed fashions and accoutrements on a moment's notice, Shilkin was never seen without this dramatically outlandish diadem. The diadem is a graceful circlet of woven gold and platinum set with brilliant lapis lazuli. In its dormant state, the diadem acts as a *circlet of persuasion*. The diadem is worth an extra 500 gp, beyond its value as a magic item, because of the exotic and elegant craftsmanship.

When activated by a PC of at least 3rd level, Shilkin's Stunning Diadem has the following properties: **Base Item** *circlet of persuasion*; **Alignment** Neutral (but see above); **Int** 10, **Wis** 10, **Cha** 12; **Languages** Common; **Senses and Communication** empathy, senses (30 ft.); **Powers** none; **Cost** 6,000 gp; **Ego** 2

If the bonded PC is at least 6th level and has at least 3 ranks in Knowledge (arcana), Shilkin's Stunning Diadem has the following properties: **Base Item** *circlet of persuasion* granting a +4 competence bonus on the wearer's Charisma-based checks (rather than a +3 bonus); **Alignment** Neutral (but see above); **Int** 12, **Wis** 10, **Cha** 14; **Languages** Common, Draconic; **Senses and Communication** speech, senses (30 ft.); **Powers** Spellcraft 5 ranks, cast *gust of wind* 1/day; **Cost** 15,400 gp; **Ego** 7

If the bonded PC is at least 9th level and has at least 6 ranks in Knowledge (arcana), Shilkin's Stunning Diadem has the following properties: **Base Item** *circlet of persuasion*

granting a +5 competence bonus on the wearer's Charisma-based checks (rather than a +3 bonus) that also functions as a *helm of comprehend languages and read magic*; **Alignment** Neutral (but see above); **Int** 12, **Wis** 12, **Cha** 16; **Languages** Common, Draconic; **Senses and Communication** telepathy, senses (30 ft.); **Powers** Spellcraft 5 ranks, cast *gust of wind* 1/day; **Cost** 31,700 gp; **Ego** 12

If the bonded PC is at least 12th level and has at least 9 ranks in Knowledge (arcana), Shilkin's Stunning Diadem has the following properties: **Base Item** *circlet of persuasion* granting a +6 competence bonus on the wearer's Charisma-based checks (rather than a +3 bonus) that also functions as a *helm of comprehend languages and read magic*; **Alignment** Neutral (but see above); **Int**

12, **Wis** 12, **Cha** 18; **Languages** Common, Draconic; **Senses and Communication** telepathy, senses (30 ft.); **Powers** Spellcraft 10 ranks, cast *gust of wind* 1/day, cast *lightning bolt* 3/day; **Cost** 62,700 gp; **Ego** 16



### Dix Avenson Cheerful Knight

Despite being born a merchant's son, Dix revered the fine art of swordplay. Always an outgoing and persuasive youth, Dix convinced his father to send him to a school where he could learn to be a soldier and knight. Dix excelled at his martial training, girding himself in heavy armor as easily as others don a robe. Dix was the sturdy bulwark of the Exalted Champions in every fight, unmoved regardless of the ferocity of their opponents. Out of battle, Dix was always quick with a hearty laugh or a word of praise for his team members. His tendency to hide the wounds he had taken, both out of shame for being struck and so as to not reduce the group's healing reserves, led to several wild tales of Dix being wholly invulnerable.

**Typical Story:** Dix and the Exalted Champions were exploring a passage that suddenly opened into a ledge over a vast cavern with a single, winding ramp down to the cavern floor. The center of the cavern contained the ruins of an ancient city, built on a giant scale. Dozens of morlocks squatted in the crumbling remains of the city, their lambent eyes peering out at the intruders from the

surface. Dix positioned himself at the top of the ramp, sword and shield at the ready. "I'll hold them off here!" he cried, "Unleash your worst upon them!" Corvus Many-Years frowned at Dix's plan, informing him that morlocks can climb as easy as walking, so were more likely to climb the stone walls than ascend the ramp Dix was guarding. "You'll do your jobs raining magic down on them," Dix encouraged, "and they'll think this ramp is the safest place to be!" Sure enough, the attacking morlocks began to scamper up the ramp to avoid the attacks from the other Exalted Champions, but they could not budge Dix from his position.

**Personality:** Quick with an encouraging shout or a comforting word, Dix is a hearty companion. He is first to leap to the defense of friends, either in combat or in conversation.

**Tags:** Friendly, protective, cheerful

**Typical Quote:** "Get behind me! Get down!"

### Dix's Bulwark

Dix was best known for the powerful shield he carried, a symbol of his invulnerability. Emblazoned across the front of this steel shield is a depiction of a stout stone tower with a closed metal door. In its dormant state, the shield acts as a +2 *heavy steel shield*.

When activated by a PC of at least 3rd level, Dix's Bulwark has the following properties: **Base Item** +2 *heavy steel shield*; **Alignment** Neutral (but see above); **Int** 12, **Wis** 10, **Cha** 10; **Languages** Aklo, Common; **Senses and Communication** empathy, senses (30 ft.); **Powers** none; **Cost** 5,170 gp; **Ego** 2

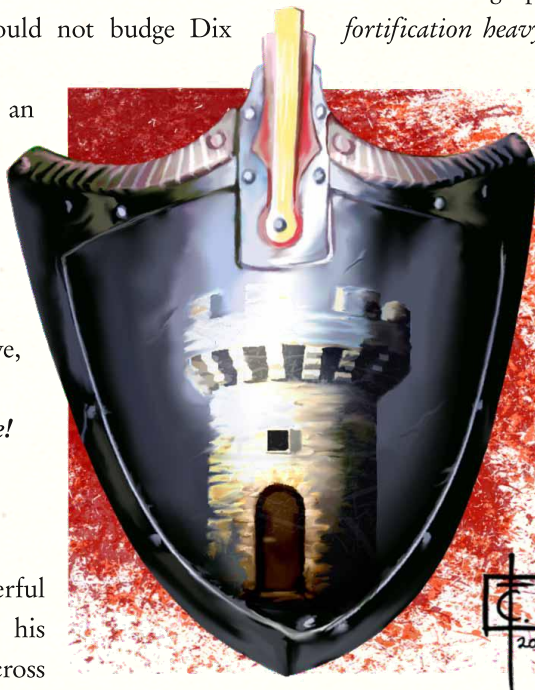
If the bonded PC is at least 6th level and has the Toughness feat, Dix's Bulwark has the following properties: **Base Item** +2 *light fortification heavy steel shield*; **Alignment** Neutral (but see above); **Int** 14, **Wis** 12, **Cha** 10; **Languages** Aklo, Common, Giant; **Senses and Communication** speech, senses (60 ft.), darkvision; **Powers** cast *shield of faith* 3/day, cast *virtue* at will; **Cost** 14,370 gp; **Ego** 7

If the bonded PC is at least 9th level and has the Shield

Focus and Toughness feats, Dix's Bulwark has the following properties: **Base Item** +2 *medium fortification heavy steel shield*; **Alignment** Neutral (but see above); **Int** 14, **Wis** 12, **Cha** 10; **Languages** Aklo, Common, Giant; **Senses and Communication** speech, senses (120 ft.), darkvision; **Powers** cast *resist energy* 1/day, cast *shield of faith* 3/day, cast *virtue* at will; **Cost** 33,270 gp; **Ego** 10

If the bonded PC is at least 12th level and has the Shield Focus, Toughness, and Diehard feats, Dix's Bulwark has the following properties: **Base Item** +3 *medium fortification heavy steel shield*; **Alignment** Neutral (but

see above); **Int** 16, **Wis** 12, **Cha** 10; **Languages** Aklo, Common, Dwarven, Giant; **Senses and Communication** speech, senses (120 ft.), darkvision; **Powers** cast *freedom of movement* 1/day, cast *resist energy* 1/day, cast *shield of faith* 3/day, cast *virtue* at will; **Cost** 61,270 gp; **Ego** 13



### The Traitor

One secret not revealed in the descriptions above is the name of the traitor that worked to bring each of the Exalted Champions to their doom. This is because the

traitor is not definitively set until the PCs accept the Legacy of the Exalted Champions. The traitor must be the previous owner of one of the items bonded to the PCs. The traitor is intended to be Dix; however, if none of the PCs have bonded with Dix's Bulwark, then Shilkin should be the traitor. If none of the PCs have bonded with Dix's Bulwark or Shilkin's Stunning Diadem, then the traitor should be Frendest, Corvin, or Haunsol (in that order, until one of the Exalted Champions named is the previous owner of an item bonded with a PC).

## Against the Cult of the Wyrmmother

The MOR ALDENN SETTING GUIDE provides an overview of the Cult of the Wyrmmother, its overarching goals, and its typical members. Although the cult is generally widely scattered, cult members often come together in the VIRIDIAN LEGACY campaign to oppose the PCs. Statistics for typical cult members are set forth below. Although the VIRIDIAN LEGACY campaign contains several dramatic combat encounters, it never hurts to have a few cultist statistics on hand. You can use these statistics at nearly any point in the campaign when your players are spoiling for a fight or when their characters have earned a surprise attack from the cult.

### Typical Cult Members

#### Zealot Minion (CR 1)

The Cult of the Wyrmmother is filled with rank-and-file minions that fervently believe in Taraathalorm Wyrmmother as the epitome of strength and rage. Under her guidance, as dictated by other cult leaders, these minions expect explosive violence in the short term and mastery of the Ossindrillon Forest in the long term. Many of these minions have never even seen the Wyrmmother in person, but throw their lives away in a blind rage at the direction of lesser cult leaders. Although these minions are likely to be lizardfolk or other monstrous races, the most typical minions, as presented below, are kobolds.

#### Typical Zealot Minion

CR 1

XP 400

Male or female kobold barbarian 2

NE Small humanoid (reptilian)

**Init** +6; **Senses** darkvision 60 ft.; Perception +7

#### DEFENSE

**AC** 16, touch 11, flat-footed 14

(+4 armor, +2 Dex, +1 natural, -2 rage, +1 size)

**hp** 19 (2d12+6)

**Fort** +6, **Ref** +2, **Will** +3

**Defensive Abilities** uncanny dodge

**Weaknesses** light sensitivity

#### OFFENSE

**Speed** 40 ft.

**Melee** mwk greatsword +6 (1d10+3/19–20)

**Ranged** javelin +5 (1d4+2)

**Special Attacks** rage (7 rounds/day), rage powers (surprise accuracy +1)

**Base Statistics** When not raging, the zealot minion's statistics are **AC** 18, touch 13, flat-footed 16; *hp* 15; *Fort* +4, *Will* +1; **Melee** mwk greatsword +4 (1d10/19–20); **Ranged** javelin +5 (1d4); *Str* 11, *Con* 12; **CMB** +1; *Climb* +3

#### STATISTICS

**Str** 15, **Dex** 15, **Con** 16, **Int** 8, **Wis** 12, **Cha** 10

**Base Atk** +2; **CMB** +3; **CMD** 13

**Feats** Improved Initiative

**Skills** Acrobatics +5 (+9 jump), **Climb** +5, **Craft**

(trapmaking) +1, **Intimidate** +4, **Knowledge** (nature)

+3, **Perception** +7, **Profession** (miner) +3, **Survival** +5

**Languages** Common, Draconic

**SQ** fast movement

**Combat Gear** alchemist's fire (2), *potion of cure light wounds*; **Other Gear** masterwork chain shirt, masterwork greatsword, javelins (4)

#### Cult Sorcerer (CR 3)

The most numerous members of the Cult of the Wyrmmother are elven sorcerers, each sharing a draconic bloodline connected to the Wyrmmother. Often, these cult sorcerers are related to each other in sprawling family trees. These sorcerers possess some martial ability and delight in hit-and-run attacks. They make good support for more powerful cult members.

#### Typical Cult Sorcerer

CR 3

XP 800

Male or female elf fighter 1/sorcerer 3

CE Medium humanoid (elf)

**Init** +2; **Senses** low-light vision; Perception +8

#### DEFENSE

**AC** 15, touch 13, flat-footed 12

(+1 armor, +2 Dex, +1 dodge, +1 natural)

**hp** 20 (4 HD; 1d10+3d6+4)

**Fort** +3, **Ref** +3, **Will** +2; +2 vs. enchantment

**Resist** acid 5

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk falchion +5 (2d4+3/18–20)

**Melee** 2 claws +4/+4 (1d4+2, treated as magic weapons, 6 rounds/day)

**Ranged** mwk composite longbow +5 (1d8+2/x3)

**Sorcerer Spells Known** (CL 3rd; concentration +6)

*1st* (6/day)—*color spray* (DC 16), *mage armor*, *shield*, *vanish*

*0* (at will)—*acid splash*, *daze* (DC 13), *light*, *prestidigitation*, *resistance*

**Bloodline** Draconic (green)

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#### STATISTICS

**Str** 14, **Dex** 14, **Con** 11, **Int** 12, **Wis** 8, **Cha** 16

**Base Atk** +2; **CMB** +4; **CMD** 17

**Feats** Arcane Strike, Dodge, Eschew Materials, Toughness

**Skills** Bluff +7, Climb +7, Intimidate +10, Knowledge (nature) +2 (+3 in forests), Perception +8, Survival +4 (+5 in forests)

**Languages** Common, Draconic, Elven

**SQ** bloodline arcana (when casting acid spells, add +1 point of damage per damage die rolled), weapon familiarity, woodcraft

**Combat Gear** acid (4), *potion of cure moderate wounds*;

**Other Gear** masterwork falchion, masterwork composite longbow (Str +2) with 20 arrows, *bracers of armor* +1

### Cult Brute (CR 6)

Several cult members are little more than violent humanoids driven by religious fervor. These thugs generally care only for two things: venting their great rage and serving the Wyrmmother, whom they revere as an unholy goddess of vengeance and destruction. Although these thugs are physically powerful, more intelligent cult members keep them in check with promises of greater slaughter to come and direct these brutes with precision against civilized lands.

### Typical Cult Brute

**XP** 2,400

Male advanced lizardfolk barbarian 2/fighter 2

NE Medium humanoid (reptilian)

**Init** +3; **Senses** Perception +9

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#### DEFENSE

**AC** 20, touch 11, flat-footed 20

(+2 armor, +3 Dex, +7 natural, -2 rage)

**hp** 63 (6 HD; 2d12+2d10+2d8+30)

**Fort** +14, **Ref** +3, **Will** +5; +2 vs. spells, supernatural abilities, and spell-like abilities

**Defensive Abilities** uncanny dodge

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#### OFFENSE

**Speed** 40 ft., swim 15 ft.

**Melee** masterwork morningstar +15 (1d8+9), claw +12 (1d4+4), bite +12 (1d4+4)

**Ranged** javelin +8 (1d6+9)

**Special Attacks** rage power (superstition), rage (9 rounds/day)

**Base Statistics** When not raging, the cult brute's statistics are *AC* 22, touch 13, flat-footed 22; *hp* 51; *Fort* +12, *Will* +3; *Melee* masterwork morningstar +13 (1d8+7), claw +10 (1d4+3), bite +10 (1d4+3); *Ranged* javelin +8 (1d6+7); *Str* 24, *Con* 17; *CMB* +12; *Climb* +12, *Swim* +19

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#### STATISTICS

**Str** 28, **Dex** 16, **Con** 21, **Int** 11, **Wis** 16, **Cha** 14

**Base Atk** +5; **CMB** +14; **CMD** 25

**Feats** Cleave, Great Cleave, Multiattack, Power Attack

**Skills** Acrobatics +13, Climb +14, Intimidate +11, Perception +9, Survival +7, Swim +21

**Languages** Draconic

**SQ** fast movement, hold breath

**Gear** masterwork morningstar, leather armor, 3 javelins

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#### SPECIAL ABILITIES

**Hold Breath (Ex)** A lizardfolk can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning.

### Cult Sorcerer Leader (CR 9)

Several of the cult's leaders are elven masters of swordplay and draconic magic. These leaders generally direct cult sorcerers or cult brutes in quick strikes. Most of them have met the Wyrmmother personally, and feel awe toward her as toward a wise, stern grandparent. These leaders generally plan raids and direct less powerful cult members in battle. If given time to prepare for an attack, these leaders cast an impressive array of spells (*eagle's splendor*, *false life*, *fly*, *improved invisibility*, *keen edge*, *resist energy*, and *shield*) and become substantially more powerful in combat.

**CR 6**

**Typical Cult Sorcerer Leader****CR 9****XP 6,400**

Male or female elf fighter 1/sorcerer 9

NE Medium humanoid (elf)

**Init** +2; **Senses** low-light vision; **Perception** +9**DEFENSE****AC** 22, touch 13, flat-footed 20

(+7 armor, +1 deflection, +2 Dex, +2 natural)

**hp** 57 (10 HD; 1d10+9d6+20)**Fort** +7, **Ref** +6, **Will** +6; +2 vs. enchantment**Resist** acid 10**OFFENSE****Speed** 30 ft.**Melee** +1 *falchion* +9 (2d4+5/18–20)**Melee** 2 claws +8/+8 (1d6+3, treated as magic weapons, 6 rounds/day)**Ranged** mwk composite longbow +8 (1d8+3/x3)**Special Attacks** breath weapon (30-foot cone, 9d6 acid, DC 17, 1/day)**Sorcerer Spells Known** (CL 9th; concentration +12 [+16 to cast defensively])**4th** (4/day)—*acid pit* (DC 18), *fear* (DC 17), *improved invisibility***3rd** (7/day)—*fly*, *keen edge*, *rage*, *vampiric touch***2nd** (7/day)—*acid arrow*, *eagle's splendor*, *false life*, *glitterdust* (DC 16), *resist energy***1st** (7/day)—*charm person* (DC 14), *feather fall*, *mage armor*, *magic missile*, *shield*, *true strike***0** (at will)—*acid splash*, *arcane mark*, *daze* (DC 13), *detect poison*, *light*, *message*, *resistance*, *touch of fatigue* (DC 13)**Bloodline** Draconic (green)**STATISTICS****Str** 16, **Dex** 14, **Con** 12, **Int** 12, **Wis** 8, **Cha** 16**Base Atk** +5; **CMB** +8; **CMD** 21**Feats** Arcane Armor Mastery, Arcane Armor Training, Combat Casting, Combat Reflexes, Eschew Materials, Extend Spell, Spell Focus (conjuration), Toughness**Skills** Bluff +8, Climb +6, Fly +8, Intimidate +11, Knowledge (arcana) +5, Knowledge (nature) +2 (+3 in forests), Perception +9, Spellcraft +8, Survival +8 (+9 in forests), Use Magic Device +7**Languages** Common, Draconic, Elven**SQ** bloodline arcana (when casting acid spells, add +1 point of damage per damage die rolled), weapon

familiarity, woodcraft

**Combat Gear** *potion of cure serious wounds*, *potion of lesser restoration*, *scroll of gaseous form*; **Other Gear** +1 mithral chainmail, +1 falchion, masterwork composite longbow (Str +3) with 20 arrows, longsword, *ring of protection* +1, *cloak of resistance* +1, *belt of giant strength* +2**Typical Cult Encounters**

When the Cult of the Wyrmmother confronts the PCs, it generally does so in a straightforward manner, as few of the cult members are skilled in stealth or trickery. Even though they are straightforward combatants, encounters with cult forces can take on many varieties, including these few examples.

- **Bloody Warriors** (CR 3: one zealot minion [CR 1] and four ordinary kobolds [CR 1/4 each]). A newly-converted cult minion returned to her warren, preaching about the Wyrmmother's vengeance and exhorting her clutch-mates to battle in the Wyrmmother's name. A few ordinary kobolds answer the call. Led by the zealot minion, the small band rampages around the countryside, butchering animals and woodsmen alike. When they come across the PCs, this band has immersed themselves in blood from a slaughtered cow and launches into battle with senseless zeal. The zealot spends the first two rounds of combat attempting to demoralize the PCs with her ferocious appearance (Intimidate +4).

- **Bullies in Action** (CR 5: one cult sorcerer [CR3] and two zealot minions [CR 1 each]). The PCs come across a pair of violent kobolds accosting a traveler or merchant. This pair is quick to pick a fight with the PCs, who may not be expecting much resistance from mere kobolds. However, the kobolds prove surprisingly ferocious and a nearby cult sorcerer (either hiding poorly [Stealth +2] or trying to appear as a harmless bystander [Bluff +7]) leaps into the fray to aid them.

- **Strike Force** (CR 8: three cult sorcerers [CR 3 each] and one cult brute [CR 6]). A handful of elven cultists plan an attack on the PCs, hoping to gain greater standing within the cult. The cultists call on a ferocious cult brute to lead their strike. If the cultists think the PCs will fall for a ruse, one of them pretends to be a traveling bard fleeing from

danger (Bluff +7). The danger, of course, is the other members of the strike force: the lizardfolk brute and the other two cultists, who are dressed in hooded robes. The “bard” turns on the PCs once his allies appear, disrupting the PCs’ defense as best he is able.

- **Aerial Attack** (CR 11: one cult sorcerer leader [CR 9], two cult brutes [CR 6 each], and two cult sorcerers [CR 3 each]). A cult leader directs a strike against the meddlesome PCs personally, leading his attack from the air to surprise the PCs. Before the attack, the elves cast preparatory spells (the cultists cast mage armor and shield on themselves and mage armor on the brutes; the cult leader casts mage armor, eagle’s splendor, and false life on himself), then the cult leader casts fly on each member of the attack group. If the PCs are known to rely on a particular energy type, the cult leader also casts resist energy on everyone in the attack group. The PCs should find themselves on the receiving end of typical PC tactics: well-prepared and highly mobile foes attacking with little warning. While the brutes descend into melee, the cultists cast vanish to assume advantageous positions unseen. The cult leader first casts improved invisibility, then controls the battlefield with acid pit and glitterdust spells. If the other members of his attack group are defeated, the cult leader flees, vowing vengeance.

## Fey Influence

The fey influence the lands of Ossindrillon; lands that has been theirs for far longer than Taraathalorm Wyrmmother, her cult or any of the PCs. Therefore, the fey must also influence the VIRIDIAN LEGACY adventure path.

Throughout the chapters, you’ll find sidebars on how to integrate the fey into the adventure path. Sometimes the fey will help the PCs, perhaps bringing them a warning and at other times the fey may have an agenda of their own, but in the end, whether or not you want to bring the fey into the equation, is entirely up to you.

The first fey influence is the corrigan, a strange fey woman who can be either young or old depending on the time of day. A corrigan could become a helpful ally in the middle of

the Spindlewood Marsh, as the PCs set out to find the forces behind *the Wasting of Duny Slough*.

## Corrigan

*A wizened old woman in a ghost-white wool cloak that matches her hair greets you with a warm smile and flashing red eyes that make you feel older just to look at them.*

## Corrigan

CR 5

XP 1,600

N Medium fey (aquatic)

Init +4; Senses low-light vision; Perception +12

### DEFENSE

AC 18, touch 15, flat-footed 13

(+4 Dex, +1 dodge, +3 natural)

hp 52 (7d6+28)

DR 5/cold iron; Immune aging effects; SR 16

Fort +5, Ref +9, Will +7

### OFFENSE

Speed 30 ft., swim 30 ft.

Melee dagger +4 (1d4+1/19-20)

Special Attacks baleful dance, sneak attack +3d6, stupefying gaze, withering gaze

Spell-like Abilities (CL 7th; concentration +9)

At will—ill omen, silent image (DC 13)

3/day—charm person (DC 13), expeditious retreat, major image (DC 15)

1/month—divination, mirage arcana (DC 17)

### STATISTICS

Str 12, Dex 18, Con 16, Int 19, Wis 15, Cha 15

Base Atk +3; CMB +4; CMD 19

Feats Combat Expertise, Dodge, Improved Feint, Toughness

Skills Acrobatics +14, Bluff +12, Knowledge (history) +11, Knowledge (nature) +14, Perception +12, Perform (dance) +12, Sense Motive +12, Sleight of Hand +14, Swim +19, Stealth +14

Languages Common, Elven, Sylvan

SQ amphibious, change shape (aurochs, raven, or salmon, beast shape II), mutable age



**ECOLOGY****Environment** any forest or river**Organization** solitary or troupe (3-9)**Treasure** standard**SPECIAL ABILITIES****Baleful Dance (Su)** Once per day, a corrigan can dance as a full-round action to lay a curse on any one creature she can see.*Curse of Lapsing Sanity:* save Will DC 15; frequency 1/day; effect creature is confused or 1 minute. The save DC is Charisma-based.**Mutable Age (Su)** A corrigan's age varies according to the time of day. From dawn to dusk, she is wizened and white-haired. From dusk until dawn, she is young and fiery-tressed. While old, she can use her withering gaze ability. While young, she can instead use her stupefying gaze ability. If a corrigan and mortal share a kiss when both parties are willing, the corrigan remains at her current age for the entire day.**Stupefying Gaze (Su)** -4 enhancement penalty to Intelligence, Wisdom, and Charisma for 1 hour, 30 feet; Will DC 15 negates. The corrigan can suppress or resume this effect as a swift action. The save DC is Charisma-based. This gaze works only while the corrigan is young (nighttime).**Withering Gaze (Su)** -4 enhancement penalty to Strength, Dexterity, and Constitution for 1 hour, 30 feet; Fortitude DC 15 negates. The corrigan can suppress or resume this effect as a swift action. The save DC is Charisma-based. This gaze works only while the corrigan is old (daytime).

The corrigan is a fey creature that can be old or young depending on the time of day. Young by night and ancient by day, she remains always a cunning and creative creature with diverse goals. Many live in the quiet corners of forests amid babbling brooks and calm ponds, but their favored gathering places are ancient fountains and large springs off the beaten path. At all times, corriganes are wary of those who would violate their homes.

Torn between the rush of rosy youth and the weight of old age, corriganes are always ready for a chance to dally with comely mortals or to make use of their breadth of

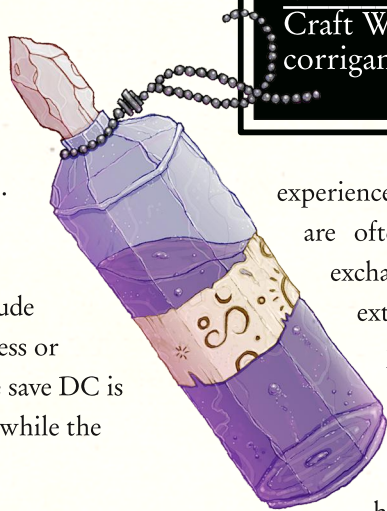
*All corriganes know the secret of brewing an elixir of wits. Once per month, a corrigan can brew the elixir without an item creation feat or using costly material components, but the elixir loses its power when she brews a new one.*

**ELIXIR OF WITS****Aura** faint transmutation; **CL** 6th**Slot** –; **Price** 1,500 gp; **Weight** –**DESCRIPTION**

The drinker of this tart liquid finds his mind teeming with possibilities, options, and new ways of doing things. Whenever he makes a skill check or Intelligence check, the imbiber can roll again and take the better result. He can reroll up to three checks. The elixir's effects fade after 1 hour if the uses have not been expended by then.

**CONSTRUCTION**

**Craft Wondrous Item**, creator must be a corrigan; **Cost** 750 gp



experience. Corrigans are skilled at solving riddles, and are often willing to offer advice on puzzles in exchange for assistance. Indeed, they sometimes extort travelers and careless mortals for new puzzles or challenges. A few act as quest-givers in the hope that adventurers will bring back to her whatever pleasures they desire. Others offer the lure of treasure they have found or stolen in exchange for a stimulating riddle. Those who scorn a corrigan's offers risk sabotage or a troublesome curse from her.

Corrigans are sometimes struck by bouts of jealousy at creatures with more stable ages and seek revenge by kidnapping victims and tormenting them with gaze attacks and baleful dances. Others romance amiable mortals in the hopes of holding themselves stable in time for a little while.

# MOR CITY OF MAGES ALDENM

Road to the Old Kingdoms

The Spindleflow

Kelder's Bridge

Tower Hill

The Horse Downs

Road to Calathia and Moon's Folly

0 50 100  
Scale



## MAP KEY

### INNS AND TAVERNS

- |                            |                          |
|----------------------------|--------------------------|
| 10. The Gloating Giant     | 14. The Ugly Harpy       |
| 11. The Hag and Goblin     | 15. The Whimsical Sprite |
| 12. The Headless Hydra Inn | 16. The Wizard's Staff   |
| 13. The Spindewatch Inn    |                          |

- 17. Bragg
- 18. Coult
- 19. Gend
- 20. Golly
- 21. Green
- 22. Inigo
- 23. Jissa's
- 24. Keble



Scale in Yards  
150 200 250 300

### MAP KEY

#### THE TOWERS OF MAGIC

1. The Changing Tower
2. The Fallen Tower
3. The Lonely Tower
4. The Shadow Tower
5. Tower of Abjuration
6. The Tower of All Magic
7. The Harp Tower
8. The Hidden Tower
9. The Tower of Evocation

Road to  
Ossindil

The Road to  
The Old Kingdoms

Mor Aldenn

Spindlewood  
Marsh

The Road to  
Ossindil

The Spindleflow

Waterfall

Tasslin River

○ Moon's Folly

The Road to  
Calathia

Track to  
The Waterfall

The Iron Mill

Tasslin River

Megalithic Circle

### LEY LINES



### MAP KEY

#### SHOPS AND SERVICES

- |                           |                                |
|---------------------------|--------------------------------|
| 1. The Changing Tower     | 25. Mister Lhant's             |
| 2. The Fallen Tower       | 26. Pheltapor's Phantabularium |
| 3. The Lonely Tower       | 27. The Brass Menagerie        |
| 4. The Shadow Tower       | 28. The Grand Market           |
| 5. Tower of Abjuration    | 29. The Twelve Secrets         |
| 6. The Tower of All Magic | 30. Winds, Strings and Voice   |
| 7. The Harp Tower         | 31. The Blue Scroll            |
| 8. The Hidden Tower       | 32. Othgin's Leatherworks      |

### MAP KEY

#### OTHER LOCATIONS

33. Mayor's Mansion
34. The Soldragon Academy
35. Caver's Garden
36. Temple of the Three
37. Entrance to the Barrowdelve
38. House of Blades
39. The Abrocour
40. The River Children Orphanage
41. Nolly Ravenheart's House

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