



CHAPTER 5. WALLINGMIOTTA

A near-fatal crash. A mysterious forest filled with dangerous creatures. A machine deadset on the destruction of anyone who has come into contact with a mysterious unreadable book. A long-lost wizard. This is the setting for Chapter 5 of the *Hand of the Eight* adventure path, *Wallingmiotta*. Having just escaped from the

town of Orbea, the characters must find the reclusive illusionist, Aruxius, in order to understand the contents of the book *Prime*. To do so they must search through the untamed wilderness known as the Wallingmiotta.

Wallingmiotta is a 4th-level Fifth Edition adventure for 3-5 characters. Characters who survive the adventure should be close to reaching the 5th level by the adventure's conclusion. This is the fifth chapter in the *Hand of Eight* adventure path. It can be played as the kickoff for the larger adventure setting or as a one-shot adventure for your players. The campaign is intended to be set in the DMDave crowdsourced campaign world of Omeria. However, it can just as easily be inserted into any other mysterious, untamed wilderness.

BACKGROUND

Two-hundred years ago, Aruxius the Illusionist, a danaavrakt, was given a book as a gift from a dying friend. There was a catch, however. Aruxius had to use his most powerful spell on the book, a ritual of *perpetual illusion*, to mask the contents of the book. Of course, this confused Aruxius. The book his friend gave him did not seem that important. In fact, Aruxius considered it rather mundane. Still, Aruxius granted his dying friend the wish and masked the book with the spell. Under the effects of the spell, the only creatures who could ever read the book would have to be of fiendish or celestial descent. And only Aruxius could remove the enchantment.

In time, Aruxius started to understand why his friend asked him to hide it. A journey through the deserts north of Odonburg opened his eyes to the dangers the book held within it. Discouraged by this terrible notion, Aruxius retired from teaching and became a recluse, eventually settling down in the mysterious forests of Wallingmiotta.

But understanding why his friend wanted to mask the contents of the book wasn't the only riddle that plagued Aruxius. If the contents of the book were that dangerous in the hands of others, why not destroy it? Why give it to Aruxius in the first place?

For one hundred years, Aruxius held onto the book. Then, one day, he decided that it was time he let go of it. Aruxius traveled west across the Wallingmiotta to the gnome village of Pella's Wish. For five days, he joined the gnomes in their feasts and games and pranks. And he made friends with their mayor, a mysterious gnome named Wilgrim.

Wilgrim knew immediately that Aruxius had more on his mind than gnome festivities. Aruxius, unable to keep secrets from his new friend, revealed the book and explained what it was and what it meant. He also explained that it was time he let go of it.

"The most dangerous prank yet," said Wilgrim. Aruxius nodded in solemn agreement.

"No worries, my big friend. I have just the people to give this to." That night as the danaavrakt said his farewells he left the book with the gnome. The next morning, Wilgrim visited the home of his good friends, the Vorpos family: Orla, Lopos, and their young son, Valcryn.

ADVENTURE SUMMARY

The adventure starts as the characters are en route to the

Wallingmiotta forest to find the wizard Aruxius. They should have the book *Prime* in their possession. As they are flying over the Basilisk's Spine Mountains in the mage Omnaweahl's magical flying machine, the aircraft starts to malfunction. Hundreds of miles from civilization, Omnaweahl brings the flyer down in the forest.

After recovering from the accident, the characters and Omnaweahl must travel through the dangerous, untamed forests of the Wallingmiotta. The characters must survive strange monsters, traps, dangerous humanoid tribes, and even rogue constructs that hunt them, all while trying to locate the reclusive Aruxius.

ADVENTURE HOOKS

For the most part, the adventure assumes that the characters have played through the earlier chapters of the *Hand of the Eight* adventure path. Barring that, you can still use the content within as a one-shot. Here are some ideas:

CRASH LANDING

The characters are traveling to another destination when the flying machine they are in (either the peregrine-class flyer detailed in this chapter, a flying ship, or something similar) wrecks. They must travel back to civilization through the dangerous forest.

HUNTED

While the characters are exploring the Wallingmiotta, they discover that they are being hunted by a dangerous construct. The reason the construct hunts the characters is up to you. Similar to this story, they could have an artifact of value with them, or they could be prisoners having recently escaped custody.

THE LOST ELVEN CITY

At the northern end of the Wallingmiotta is the ruins of an ancient elven city, Imfe Aiqua. It's said that no one has ever entered the city and lived to tell the tale. The characters must work alongside the magic researchers at Camp Hummingbird to uncover the Elven City's secrets and enter. This is a set up for the forthcoming spin-off adventure, *Glaive of the Revenant King*.

DEAD-STICK LANDING

At the beginning of the adventure, the characters are passengers in Omnaweahl's **peregrine-class flyer**, *Old Spirit*. Having just escaped from Orbea and a dangerous remote traveler alpha-class, the characters are headed to the Wallingmiotta. As they're flying over the Basilisk's Spine Mountains, read or paraphrase the following:

Piloting the craft, Omnaweahl turns her head back to you, "Although you can't see them in the dark and cloud cover, we're over the Basilisk's Spine right now. We should be over the Wallingmiotta in thirty minutes and to Barnemouth in an hour."

Fifteen minutes ago, Omnaweahl (or just "O") explained the mission to you all. You would take her flyer to the town of Barnemouth in northern Omeria. From there, you would all cross the river into the wild forests of the Wallingmiotta.

Within the Wallingmiotta, you would find the danaavrak mage Aruxius. Hopefully, Aruxius' knowledge of illusion and enchantment spells would unlock the mysteries of the book, *Prime*, which you now carry with you.

Also known as the Forest of Phantasms, the Wallingmiotta is a massive expanse of forest filled with huge, dangerous creatures, illusions, and malicious fey. It's long acted as the border between the hobgoblin lands of the Garrish and the human/gnome territories of Knotside and its neighboring city-states. Before that, it was the home of the elven nation of Kelren. But those elves have been extinct for almost three-hundred years following a sudden plague. Only their ruins and ghosts remain.

Omnaweahl gave the characters the opportunity to consider the mission. If the characters did not wish to help, she would give them each 100 gold pieces for the book and recruit another group to help her. The characters would be free to go wherever they please.

OLD SPIRIT

Omnaweahl's aircraft, *Old Spirit*, is a prototype-version of the Dinzer peregrine-class flyer detailed below.

DINZER PEREGRINE-CLASS FLYER

The Peregrine-class flyer is a single-engine high-speed multirole tactical aircraft originally developed by the Shadow Honour artificer guild of Charidge for the Imperial Navy of Odonburg. Designed as a quick-response, air superiority day fighter, it evolved into a successful all-weather multirole tactical aircraft.

A Peregrine-class flyer has the following features:

Ceilings. The ceilings in the fuselage and cabins are 8 feet high with 6-foot-high doorways.

Doors. The flyer's doors are made of wood and have AC 15, 18 hit points, and immunity to poison and psychic damage. A lock can be picked with a successful DC 15 Dexterity check made using thieves' tools, or the door can be forced open with a successful DC 20 Strength (Athletics) check. The controls at the front of the flyer can raise or lower the doors.

Lights. The interior of the flyer is illuminated by permanent *light* spells powered by the flyer's emerald reactor. The flyer also has exterior lights that can create a beam of bright light in a 120-foot cone and dim light for another 120-feet.

1 - COCKPIT

The pilot of the flyer sits in the cockpit in the captain's chair. While seated in the captain's chair, the pilot can cast the following spells:

At will: *comprehend languages*, *screwing* (the sensor is always located in the fuselage and cannot move), *true strike*
1/day: *find the path*

2 - PASSENGER CABIN

The cabin holds six chairs which can recline, allowing a passenger to rest comfortably in the chair. Each chair has a *cubby of nourishment* set into the right armrest. The cubby generates a soft, flavorless food tablet that dissolves on your tongue and provides as much nourishment as 1 day of rations and one pint of cold drinking water. Once the cubby generates a food tablet, it can't do so again for 8 hours.

3 - ACCESS DOORS

At both the east and west sides of the flyer's entry, two access doors lower allowing creatures to enter the flyer.

4 - LAVATORY

A soft, padded bench with a hole carved in the center fills this room. Below the bench is a chamber pot with a *portable hole* in its bottom. As soon as waste passes into the chamberpot, and a creature exits through the lavatory door, a *prestidigitation* spell is cast on the creature to clean and disinfect it and remove any unpleasant odors.

5 - STORAGE

The storage locker is protected by an iron door and has AC 19, 18 points, and immunity to poison and psychic damage. Often, weapons and magic items are stored here.

6 - ENGINE ROOM

The engine room has the following features:

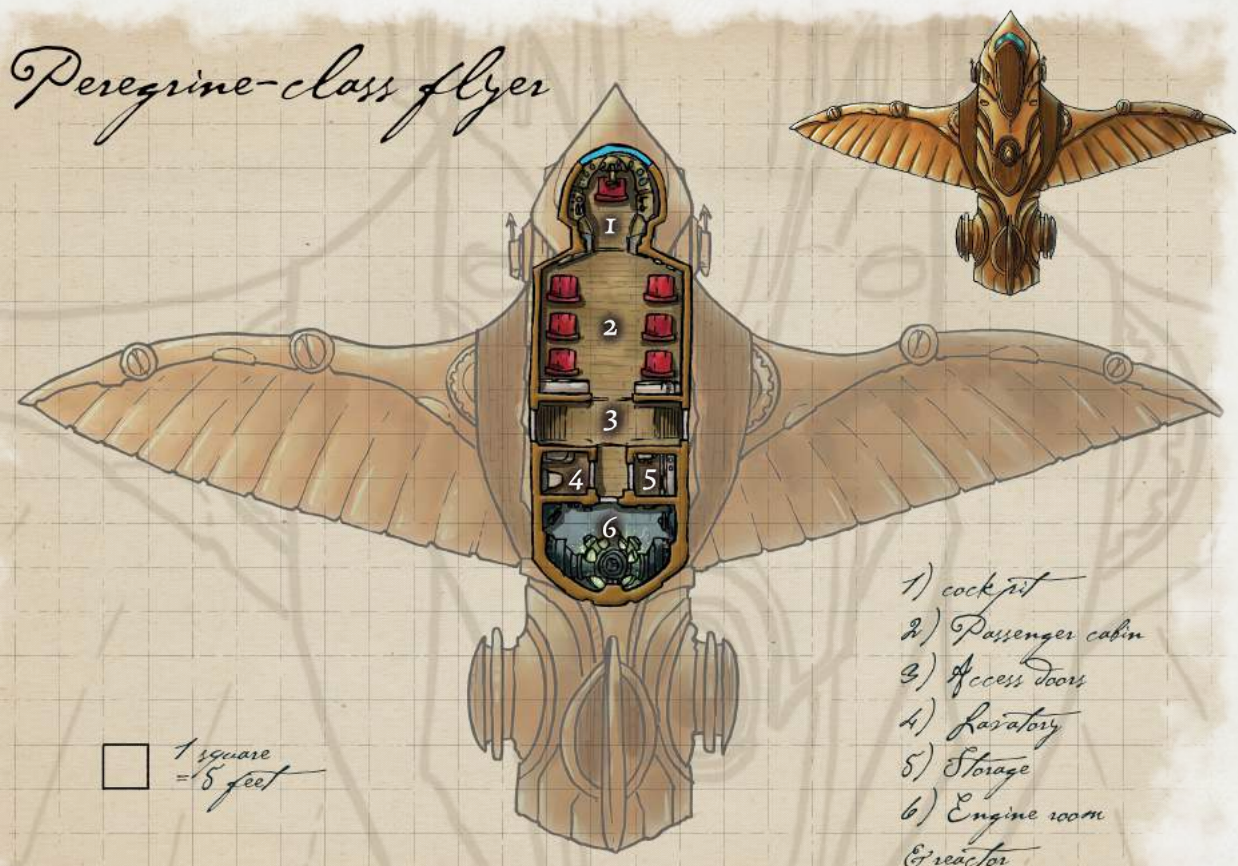
Arc Propulsion Engine. The force energy drawn from the emerald Odonburgite within its emerald reactor powers the flyer's Shadow Honour Levi-tech arc-propulsion engine (APE).

Emerald Reactor. The flyer is powered by a Quickshroud 1.87 dl emerald reactor.

Tool Chests. The room includes two tool chests. Both chests act as *bags of holding*, containing enough tools and spare parts to completely rebuild the ship almost from the ground up. The only irreplaceable object is the ship's Emerald Odonburgite crystal.

EXAMPLE CREW

It only takes one crew to fly a Peregrine-class flyer, a pilot. Often the pilot is a **mage** with proficiencies in Arcana and Vehicles (air).



PEREGRINE-CLASS FLYER

Gargantuan vehicle (70 ft. by 30 ft., 135 ft. wingspan)

Creature Capacity 1 crew, 6 passengers

Cargo Capacity 4 tons

Travel Pace 220 miles per hour (5,280 miles per day)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	0	0	0

Saving Throws Dex +6

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Actions

On its turn, the flyer can take 2 actions, choosing from the options below. It can't take actions if it has no crew.

Fire Eldritch Cannons. The flyer can fire its eldritch cannons.

Move. The flyer can use its helm to move with its wings.

APE Move (Costs 2 Actions). The flyer can use its helm to move with its arc-propulsion engine.

Hull

Armor Class 17

Hit Points 300 (damage threshold 15)

Control: Helm

Armor Class 18

Hit Points 50

Move up to the speed of one of the flyer's movement components. If the helm is destroyed, the flyer can't fire its eldritch cannons.

Movement: Wings

Armor Class 15

Hit Points 100; -5 ft. speed per 25 damage taken

Speed (air) 120 ft. (hover)

Movement: Arc-Propulsion Engine

Armor Class 15

Hit Points 200; -25 ft. speed per 50 damage taken

Speed (air) 500 ft. (on the same turn the flyer uses it action to move 250 ft. or more in one round, attacks made against it are made with disadvantage)

Weapon: Eldritch Cannons (2)

Armor Class 15

Hit Points 30 each

Ranged Weapon Attack: +8 to hit, range 300 ft., one target. **Hit:** 11 (2d10) force damage.

SYSTEMS FAILURE

As *Old Spirit* is flying over the Basilisk's Spine, something bad happens.

Suddenly, the lights in the passenger cabin dim. In their place, red lights flash. From the cockpit, you hear the flyer's instrumentation buzzing.

"Odon's robes," curses Omnaweahl who's scrambling. "The entire system is shutting down. I'm losing power!"

She releases her harness and rushes to the rear of the flyer. Seemingly, the aircraft is on autopilot. Omnaweahl speaks a command word to release the lock on the engine room door and steps inside. A dull green glow emerges from the engine room while you watch Omnaweahl lift the cover off a device, likely the one that powers the aircraft.

"Oh no," she gasps, the tone of her voice filling you with dread.

The emerald Odonburgite that supplies power to the flyer's engine is going dead. After screaming a few choice expletives, she rushes back to the cockpit.

The lights in the cabin start to flicker. Omnaweahl taps her instrumentation. "Come on!" she screams. O grabs an arcane stone from a slot next to her.

"Flight control, this is Peregrine 7. Flight control, this is Peregrine 7. I'm dead in the air. Can you hear me, over?"

Then: darkness. All of the lights, systems, and controls in the ship go dead. By your estimation, you're 5-6 miles in the air. If the flyer is about to crash, there's little to no chance for survival.

Give the characters a few rounds to react. Let them come up with a plan or at least try to work with Omnaweahl on a plan. Be sure to reward creativity with success, but remind them that if they don't find a way to protect themselves in the crash.

FLYER DESCENT

Round	Seconds	Remaining Altitude (ft.)	Feather Fall Distance (miles)	Events
1	60	10,000	4d4	The flyer dips below the clouds. The tree line is visible in the moonlight. O prepares to cast <i>resilient sphere</i> .
2	54	9,000	4d4	—
3	48	8,000	3d4	—
4	42	7,000	3d4	—
5	36	6,000	2d6	—
6	30	5,000	2d6	—
7	24	4,000	2d4	—
8	18	3,000	1d8	O casts <i>resilient sphere</i> .
9	12	2,000	1d6	—
10	6	1,000	1d4	The flyer crashes at the end of this round.

The flyer is currently gliding, but also descending. In 10 minutes, it will crash into the treeline of the Wallingmiotta (see the spot marked Crash Site on the map of Wallingmiotta on page 7). To add a sense of urgency to the crash, set a real timer for 9 minutes. For the final minute, switch to turn-based game time following the sequence of events detailed below.

The flyer has the following options available for crash landings.

- The flyer has two *potions of feather fall*. When a creature drinks the potion, they come under the effects of the *feather fall* spell for 1 minute (no concentration required)
- Omnaweahl has prepared *resilient sphere*, but it can only protect her from the crash.
- The chairs' restraints give advantage on Constitution saving throws made to avoid taking damage from the crash.

THE DESCENT

The Descent table below gives the round-by-round sequence of events starting at 1 minute before the crash.

Round. The round is the combat round (6-second intervals) where the characters make preparations to land.

Seconds Remaining. The seconds remaining is the amount of game time the characters have until the flyer crashes.

Altitude. Altitude is the height the flyer is at the start of the round.

Feather Fall Distance. When a character uses a *potion of feather fall* or similar spell or effect and leaps from the aircraft as it descends, roll the dice listed for the round. The result is the number of miles south of the crash site the character lands in the forest.

Events. Any special circumstances that happen during the crash are detailed here.

THE CRASH

Once the flyer hits the tree line, it takes the flyer three rounds to come to a complete stop as the trees of the Wallingmiotta break the flyer's fall.

ROUND 1

The flyer must make a DC 10 Constitution saving throw. All of the flyer's components take 70 (20d6) bludgeoning damage from the trees on a failed saving throw, or half as much damage on a successful one. Any creature still inside the flyer must also make a DC 10 Constitution saving throw. A creature makes this check with advantage if they are wearing the flyer's restraints. A creature takes 17 (5d6) bludgeoning damage on a failed saving throw or half as much damage on a successful one.

ROUND 2

The flyer is tumbling through the trees now and must make another DC 10 Constitution saving throw. All of the flyer's components take 35 (10d6) bludgeoning damage from the trees on a failed saving throw, or half as much damage on a successful one. If the flyer's hull's hit points fall to 0, each creature within the flyer is flung from the aircraft and must make a DC 10 Constitution saving throw. A creature takes the excess damage from the crash on a failed saving throw or half the excess damage from the crash on a successful one. If the flyer's hull was destroyed, ignore round 3.

ROUND 3

So long as the flyer's hull has hit points remaining, it must make another DC 10 Constitution saving throw. All of the flyer's components take 17 (5d6) bludgeoning damage from the trees on a failed saving throw, or half as much damage on a successful one. If the flyer's hull's hit points fall to 0, each creature within the flyer is flung from the aircraft and must make a DC 10 Constitution saving throw. A creature takes the excess damage from the crash on a failed saving throw or half the excess damage from the crash on a successful one.

CRASH SURVIVOR DISPOSITION

For each creature involved in the crash (whether they jumped from the flyer or crashed with it), roll a d10 and consult the Crash Survivor Disposition table on the next page to determine what happened to them following the crash. Each disposition is described after the table. A result of "No special disposition" means nothing out of the ordinary happened.

CRASH SURVIVOR DISPOSITION

Crashed with flyer Leaped from flyer Disposition

1-2	1-2	Stuck in a tree
3	3	Landed in water
4-5	—	Pinned by wreckage
6-10	7-10	No special disposition

Landed in water. The creature lands in a pond, river, or creek, and must swim to shore.

Pinned by wreckage. The creature is restrained by the wreckage of the flyer. The creature or another creature must use its action to make a Strength check to free the creature from the wreckage. The DC for the check is $2d10 + 5$.

Stuck in a tree. The creature is stuck $3d4 \times 10$ feet off the ground in a tree from which they must find a way down. Each round that they are stuck, roll $1d20$. On a result of 20, the branches snap and they fall to the ground, taking $3 (1d6)$ falling damage for every 10 feet they fall.

THE CRASH SITE

It's roughly 3 hours after sunset when *Old Spirit* crashes in the Wallingmiotta. Dawn isn't for another 6 hours. Depending on the damage *Old Spirit* took during the crash, it may be in a single, heavily-damaged piece or blasted to bits all over the Wallingmiotta.

Any creatures who came down with the flyer in the crash will be found within $1d10 - 1 \times 10$ feet of the crash, possibly in a special disposition. This includes Omnaweahl who is likely still inside the flyer itself and unharmed thanks to her *resilient sphere*.

The challenge now is recovering from the crash. There is a possibility that some of the characters are miles away from the site, especially if they leaped from the ship before it came down.

After O has a moment to shake off the trauma from the crash, she encourages the characters to assist her with the following issues:

- The ship's emerald Odonburgite core must be secured. O will not compromise on this. Dinzer technology is extremely valuable and emerald Odonburgite is rare. If the flyer was completely destroyed in the crash, then the core can be found within $1d10 - 1 \times 10$ feet of the crash site. Otherwise, it's still in place.
- The two toolboxes kept in the engine room likely survived the crash. Each one acts as a *bag of holding* and contains replacement parts for the ship. If the flyer was completely destroyed in the crash, then the toolboxes can be found within $1d10 - 1 \times 10$ feet of the crash site. Otherwise, it's still in place.
- The storage/weapons locker of the flyer should be secured as well. It contains two *wands of magic missile*, two *eldritch casters* (acts as a light crossbow, but in place of bolts, it fires force energy as the *eldritch blast* spell), and a *wand of fireworks*.
- Being that it's night and that they are in a dangerous place, they should try to secure shelter as soon as possible.

While they will want to find any characters who are separated from the main party, she suggests that they wait until the morning to reconnect. In the meantime, if they can recover her *wand of fireworks*, she can send a signal over the treetops.

FINDING ITEMS FROM THE WRECKAGE

It will take those at the wreckage 1 hour to secure all of the items listed above. The core is the easiest to find since it glows green. Once O has it, she wraps it in leather and places it into her pack. She also insists on carrying both of the ship's toolboxes, one of the *eldritch casters*, and a *wand of fireworks*. However, there is a 10% chance that each of the characters lost one of their packs and is unable to find it.

SENDING THE SIGNAL

Once O finds the *wand of fireworks*, she locates a clear point and launches it into the sky. Any creature within 20 miles of the crash site will see the blast above. Characters who see the fireworks have advantage on Wisdom (Survival) checks to track the crash site. However, the chance of random encounters also goes up. Instead of a random encounter occurring on a result of 18-20, random encounters in the night occur on a result of 16-20. See the section on Random Encounters for details.

SETTING UP SHELTER FOR THE NIGHT

If **Old Spirit **is still intact, it makes a good shelter.

Otherwise, O and the characters at the crash site will need to find or create a shelter. In addition, characters who have not reconnected with the other members of the party must also seek shelter.

To set up shelter, have a character make two ability checks: Intelligence (Nature) and Wisdom (Survival). If the character has a relevant tool proficiency such as Carpentry, they can substitute their tool proficiency bonus in place of one of the other ability checks. Additionally, if the characters have tents, camping gear or *Old Spirit* is still intact, he/she may replace one of their ability checks with an automatic success.

The DC for each check is 15. Consult the Setting up Shelter Results table to see how the character did.

SETTING UP SHELTER RESULTS

Result	Value
0 successes	<i>Uncomfortable shelter.</i> The characters do not gain the benefits of a long rest.
1 success	<i>Secure shelter.</i> The characters gain the benefits of a long rest as normal, but there is still a possibility for random encounters.
2 successes	<i>Very secure shelter.</i> The characters gain the benefits of a long rest as normal, and they are safe from random encounters until the morning.

RECONNECTING WITH THE PARTY

Any characters who were separated from the party must try to find the party. When a character starts to travel towards his/her party, make a DC 15 Wisdom (Survival) check on their behalf. The check is made with advantage if they saw



Wallingmiotta

1 Hex = 10 miles

O's signal.

On a successful check, the character heads directly for the crash site. Refer to the section on travel times below to determine how fast they travel.

On a failed check, the character is lost. Roll a 1d4 - 1. The result is the number of miles added to the character's distance from *Old Spirit's* crash site. A lost character can spend 1 hour trying to reorient himself or herself. At the end of the hour, make another DC 15 (Wisdom) Survival check on the character's behalf. This time, the character won't receive the benefits of O's signal. Also, if the check is made at night, the character makes the check with disadvantage. This process continues until the character passes one of their checks.

If the distance two or more separated characters have between them is the same, there is a 50% chance each round that they find each other in the forest and reconnect.

THE WALLINGMIOTTA

Following the crash, the adventurers find themselves in the wildest part of the Wallingmiotta, just slightly north of the Basilisk's Spine Mountains.

Omnaweahl recognizes where the party is and explains the gravity of the situation. It is assumed she explains this in the morning:

"When we crashed, we'd just finished clearing the Basilisk's Spine Mountains. The mountains are some 30-50 miles south of us," says O. She points toward the south where you can see the tall spires of the mountain range even at this distance.

"To the west," she points, "probably 50-100 miles from here is Troubled Run, the river that separates the hobgoblin lands of Gar Warbrizz from the Wallingmiotta. Hobgoblins have no love for Dinzers, so it's unlikely we'll find help there. That means that we've got 150-200 miles to the east of us of nothing but forest. Our original destination was Barnemouth, and that's to the north. But that's probably 200 miles from here."

O sighs and places her hands on her hips. "No matter which we look at it, there's at least two or more weeks of travel in front of us. I cast *sending* this morning to get in touch with my brother Ophiar to let him know what's going on. He hasn't responded yet. If I don't hear back from him in eight hours, I'll try again. If any of you have similar capabilities, I suggest you do the same. I'd rather not use up my daily allotment sending messages. This is a dangerous place and I'll need all the firepower I can muster. Literally."

From there, the characters can decide on what they want to do. Despite Barnemouth being hundreds of miles away, O seems determined to reach there. She believes that Barnemouth will provide clues to help them find Aruxius' location in the Wallingmiotta. On either side of the Wallingmiotta are centaur lands. She doesn't believe that the centaurs are inherently dangerous, but are very territorial.

Hundreds of years of warring have left them wary of working with the other humanoid races. The goblinoid tribes of Gar Warbrizz, while currently in a time of peace with the other humanoid nations, don't like magic and have been known to imprison humanoids "suspected of espionage." Even if they knew where Aruxius was, they wouldn't share the information. It's possible to travel through the Basilisk's Spine, but that presents a whole new set of challenges as the mountains are nearly impassable without proper gear. Omnaweahl explains that it could take a month or more to get through the range without using one of the common passes. Even then, they'll be north of the Wound, still in dangerous territory.

HOW TO TRAVEL THROUGH THE WALLINGMIOTTA

Using the player's map of Wallingmiotta, identify the hex in which the party is currently located (likely, they all start at the crash site). Don't share this information with the players if the party is lost. Otherwise, show the players the party's location by pointing to the appropriate hex on their map of Wallingmiotta.

Let the players determine which direction the party wants to go and whether the party plans to move at a normal pace, a fast pace, or a slow pace.

One of the characters must be the navigator. Each day, make a Wisdom (Survival) check on the navigator's behalf to determine if the party becomes lost.

Also, roll for random encounters throughout the day and check for food consumption. The forest is relatively easy to forage in, requiring a DC 10 Wisdom (Survival) check to secure food and water (see chapter 5 of the PHB for details).

TRAVEL DISTANCES

On the maps of Wallingmiotta, each hex measure 10 miles across. Characters moving at a normal pace can travel 1 hex per day. If the characters move at a fast pace, the easiest way to deal with their progress is to roll a d4. On a roll of 3 or 4, they advance 1 additional hex that day. Characters moving at a fast pace take a -5 penalty to their passive Wisdom (Perception) scores, making them more likely to miss clues and walk into ambushes.

If characters set a slow pace, roll a d4. On a roll of 1 or 2, they advance 1 fewer hex that day (in other words, they don't move). On any other result, their caution is rewarded, and they travel the same distance as a group moving at a normal pace. Characters moving at a slow pace can move stealthily. As long as they're in the open, they can try to surprise or sneak by other creatures they encounter.

If you prefer to track miles, you may do so. Travel times are then 10 miles per day at a normal pace, 15 miles per day at a fast pace, or 9 miles per day at a slow pace. A character with a flying speed of 30 feet can travel 4 miles per hour.

NAVIGATION

At the start of each new travel day, the GM makes a Wisdom (Survival) check on behalf of the navigator. The result of the check determines whether or not the party becomes lost over the course of the day. The DC of the check is based on the

day's most common terrain: DC 10 for fields and coasts, or DC 15 for the forests. Apply a +5 bonus to the check if the group sets a slow pace for the day, or a -5 penalty if the group is moving at a fast pace.

If the check succeeds, the navigator knows exactly where the party is on the player's map of Wallingmiotta throughout the day.

If the check fails, the party becomes lost. Each hex on the map is surrounded by six other hexes; whenever a lost party moves 1 hex, roll a d6 to randomly determine which neighboring hex the party enters, and do not divulge the party's location to the players. While the party is lost, players can't pinpoint the group's location on their map of the Wallingmiotta. The next time a navigator succeeds on a Wisdom (Survival) check made to navigate, reveal the party's actual location to the players.

RANDOM ENCOUNTERS

As the characters travel through the Wallingmiotta or they are camping in a shelter that isn't very secure, roll a d20 three times per day of game time., checking for encounters each morning, afternoon, and evening or night. An encounter occurs on a roll of 16 or higher. Then, roll another d20 and check the Wallingmiotta Encounters table for the location appropriate to where the characters. Each day that the characters are in the Wallingmiotta after the first day (the morning after the crash), add 1 to roll (to a maximum of +5). The encounters are described after the table.

WALLINGMIOTTA ENCOUNTERS

Encounter	Ayas Kelren	Fields	Forest	Neepawa Bowels
Beasts	1-6	1-7	1-7	1-10
Centaur Clans	7	8-15	8-9	—
Fey	8-9	—	10-11	11-12
Giant Beasts	—	16	12-13	13-18
Gnomes	—	—	14	—
Goblinoids	—	17-18	15	—
Kobolds	—	—	16-17	19-20
Tremor	—	—	18	—
Undead	10-21	—	—	21
Explorers	22	19-20	19-20	22
Knight-in-Shining-Armor	23+	21+	21+	24+

BEASTS

The characters come across a nest, herd, or family of wild animals. Most animals will act indifferent to the characters, however, some may attack if desperate or it is protecting its young. Roll on the Beast Encounters table to determine the nature of the encounter.

BEAST ENCOUNTERS

d6 Encounter

1	1d4 + 1 ankhegs
2	2d4 apes
3	1d6 + 2 black bears
4	2d4 boars
5	1d4 swarms of poisonous snakes
6	3d6 wolves

CENTAUR CLANS

The nomadic centaurs who live to the fields east and west of the Wallingmiotta are powerful, territorial, and unpredictable. When you roll a result of a centaur clan, use the tables below to determine the details of the centaur clan. Roll on each one in turn to determine the clan's name, components, and unique traits.

The Clan Name table is set up to create three-word names. These are often the names given to them by their enemies (hobgoblins in particular) as they may have their own name in their native tongue.

The Clan Composition table determines how many centaurs and horses the band contains. The Clan Leadership table indicates the clan's commander (if it has one) and gives a modifier to apply to the composition results: for a clan led by a unicorn, double all the results, and for a clan that lacks a leader, halve them. Commoner centaurs use the **centaur** stat block, except they only have 21 (3d10 + 6) hit points and lack the Charge special trait as well as Multiattack, Pike, and Longbow actions. Centaur druids use the **centaur** stat block, except they have Wisdom scores of 15 (+2) can cast the same spells as the **druid** NPC. Álogos are detailed in the Hand of the Eight Supplement C.

Roll once on the Special Creatures table to see which special creature is part of the clan and in what numbers.

The Clan Identifiers and Attitude tables add some distinctive flavor to the clan.

CENTAUR CLAN NAME

d6	Name Part 1	Name Part 2
1	Force of	Arrows
2	Hand of	Blood
3	Runs with	Fury
4	Sings with	Radiance
5	Sound of	Screams
6	Trumpet of	Thunder

CENTAUR CLAN COMPOSITION

Clan Composition	Number Appearing
Centaur druids	1d4 + 1
Warriors (common centaurs)	6d6
Commoners	4d10 + 10
Riding horses	4d6

CLAN LEADERSHIP

d6	Leader	Number Appearing	Modifier
1	Unicorn	Double	
2-4	Álogo	None	
5-6	None	Halve	

SPECIAL CREATURES

d20	Special Creatures
1	1 air elemental
2-5	3d6 elk
6	1d4 elven druids
7-9	2d6 griffons
10-12	2d6 hippogriffs
13	2d6 hobgoblin prisoners
14	1d6 pegasi
15-16	2d6 wolves
17-19	2d6 wood elf scouts
20	1 young bronze dragon

NOTABLE CHARACTERISTICS

d10	Characteristic
1	Elkhorn headdresses
2	Colorful mohawks
3	Faces painted red
4	Tribal tattoos
5	White handprints on bodies
6	Arms and legs dressed with feathers
7	Armor made of goblinoid bones
8	Ceremonial chanting
9	Dark brown keffiyehs
10	Camouflage bodypaint

CLAN ATTITUDE

d6	Attitude
1	Friendly towards humanoids
2	Fear of magic
3	Scouts watch from a distance
4	Hostile towards orcs and goblinoids
5	Refuses to speak Common
6	Surrounds trespassers

FEY

Having little to fear from trespassers, Wallingmiotta fey treat outsiders with curiosity more than hostility. Often, they watch from a distance, only making themselves seen in order to

remind humanoids who the true lords of the Wallingmiotta are. Roll on the Fey Encounters table to determine the nature of the encounter.

FEY ENCOUNTERS

d6	Encounter
1	3d6 blink dogs
2	2d6 dryads
3	1 or 3 green hags
4	1 satyr
5	3d6 sprites
6	1d3 treants

GIANT BEASTS

While the mundane beasts of the Wallingmiotta may react towards the characters with fear and trepidation, the same cannot be said of their larger cousins. Giant beasts see Medium and smaller creatures, humanoids especially, as rare treats. As such, they are aggressive, especially in Neepawa Bowels. Having said that, most are looking for an easy meal and will retreat at the first sign of danger. Roll on the Giant Beasts Encounters table to determine the nature of the encounter.

GIANT BEAST ENCOUNTERS

d8	Encounter
1	3d6 giant bats
2	2d4 giant boars
3	3d6 giant centipedes
4	1d4 giant crocodiles
5	3d6 giant poisonous snakes
6	2d6 giant spiders
7	2d4 giant toads
8	4d6 giant wasps

GNOMES

Forest gnomes are the rare exception to the Wallingmiotta's aggressive nature towards humanoids. They act as guardians of the forest and have strong relationships with many of the beasts and fey there. Even Tremor respects the presence of the gnomes. The only creatures who do not respect the gnomes are the undead elves that roam the northwestern edge of the forest. All of the gnomes that characters encounter will know the location of Aruxius' cabin and will gladly provide directions in exchange for a funny story, interesting trinket, or a warm meal.

When the characters encounter gnomes, roll on the Gnome Encounter table below to determine the nature of the encounter. Each encountered is detailed after the table.



GNOME ENCOUNTER

d6	Encounter
1-2	Gnome trickster
3	Gnome village
4-6	Gnome wanderer

Gnome trickster. A **gnome illusionist** (see the Hand of the Eight Supplement C for details) uses its illusions to trick and trap the characters as they travel through the Wallingmiotta. The gnome does not wish to harm the characters (at least not fatally) only to annoy and humiliate.

Gnome village. Carved into tree stumps, large mushrooms, or mounds, the characters discover a gnome village of 6d6 chaotic good gnome **commoners**. The gnomes are governed by a gnome mage or **druid** (50% chance for either) and protected by fey. To determine the nature of the gnomes' protectors, roll 3 times on the Fey Encounters table. The gnomes are helpful but warn they aren't fighters. However, if they feel threatened (such as by the presence of the Knight-in-Shining-Armor), their protectors will assist.

Gnome wanderer. A gnome **commoner** accompanied by small beasts such as a squirrel, badger, rabbit, mole, or woodpecker, greets the characters. The gnome can provide directions for the characters.

GOBLINOIDS

A war band of goblinoids is scouting through the Wallingmiotta. The goblinoid war band consists of 6 **hobgoblins**, 2 **bugbears**, and 10 **goblins**. The war band is lead by a **hobgoblin** captain. While not outwardly aggressive towards the characters, they will try to glean as much knowledge as they can from the characters on the whereabouts of gnomes, centaurs, or other intelligent creatures in the forest.

KOBOLDS

Mean Ash is the ruling kobold clan of the Wallingmiotta. Like gnomes—who they hate—the forest does not act aggressively towards the kobolds. It's believed by Wallingmiotta scholars that the kobolds represent balance in the forest, bringing their tyrannical ways to the normally chaotic good forest.

A kobold war party always consists of 4d6 **kobolds** led by a kobold druid (use the **kobold** stat block except it has a Wisdom score of 15 and the **druid** NPC's spell list).

Kobold war parties are almost always aggressive towards the characters. Furthermore, their appearance is always predicated by one or more traps with the purpose of driving the characters into one of their kill holes.

When rolling a kobold encounter, roll a d6 to determine the trap that starts the encounter. Each is detailed after the table.

KOBOLD TRAPS

d6	Encounter
1-2	Fake monster
3-4	Forest fire
5-6	Pit trap

Fake monster. As the characters are traveling through the forest, they spot the outline of a gargantuan creature 100 feet to the right or left of them (never ahead or behind them). The "creature" raises its arms and roars (through the use of ropes-and-pulleys and a megaphone inside the creature's head). And its eyes glow (torches). At a distance of 100 feet through the trees, a successful DC 17 Wisdom (Perception) check reveals that the creature is a construction made of logs, leaves, and untreated leather. Within 20-feet of the monster, a character can tell that it's obviously a fake. An **ogre** wearing blinders stands at the front of the creature, its body tethered to the "monster." The ogre can pull the beast forward.

If the characters move in the opposite direction of the creature, they move towards a kobold trap. The trap is a low, 10-foot wide pass that creates 10-foot high natural walls on either side of the pass. The walls of the pass are lined with spikes. A creature that tries to climb out takes 1d4 piercing damage. Once the characters are within the pass, the kobolds raise hidden walls from the ground, blocking exits at either side. The walls have AC 15, 18 hp, and are immune to poison and psychic damage. From there, the kobolds attack from hiding.

If the characters don't fall for the fake monster, the kobolds command the blinded ogre to move forward to give it the appearance that the monster is attacking.

Forest fire. The kobolds light a ring 20-foot diameter of fire that surrounds the characters on all sides. The fire is carefully set to avoid catching the rest of the forest on fire. From there, the kobolds attack from hiding, firing their slings from the other side of the fire. A character can use their action to extinguish a 5 foot square of fire. Otherwise, if a character moves through or starts their turn in the fire, they take 5 (1d10) damage from the flames.

Pit Trap. Use the rules in Page 5 of the DMG for details on simple pits. The pit is 10 feet deep and spiked. Once the characters are at the bottom of the pit trap, the kobolds appear and use baskets to dump 4 **swarms of poisonous snakes** onto them. From there, they attack with their slings.



TREMOR

Tremor is a 25-foot tall bear that crashes through the Wallingmiotta. While many believe Tremor is one of the Great Titans, this is untrue. Tremor was created spontaneously through fey magic. He now acts as the ultimate protector of the forest.

Tremor does not move through the Wallingmiotta quietly. He can be spotted or heard from 300 feet away as he crashes through the trees and underbrush. Any creatures he sees as hostile towards the forest—likely the characters—he attacks and fights until killed.

Because **Tremor** (see the Hand of the Eight Supplement C for his stat block) is so deadly, it's unlikely that the characters will be able to fight him off without assistance. Furthermore, because Tremor is a part of the Wallinmiotta, the Wallingmiotta's natural inhabitants (namely the fey, gnomes, and kobolds) will not assist. "It is the will of the Wallingmiotta," will be the reply they give in their respective native tongues.

The best way to avoid Tremor is to flee (which is tough, considering his relative speed) or to hide from him. Once the characters have hidden for 1 minute, Tremor leaves. After 10 minutes, he is out of range.

UNDEAD

Wallingmiotta was once home to the elven kingdom of Kelren. Centuries ago a plague wiped out the elves. Now, the ruins of this once great civilization are haunted by their undead remnants. The undead elves are automatically aggressive towards any group that does have an elf in its ranks. Even then, there is a 20% chance that they attack a group that contains an elf. Roll on the Undead Encounter table below to determine the nature of the encounter.

UNDEAD ENCOUNTERS

d10	Encounter
1	1d2 ghosts
2	2d4 shadows
3	1d6 specters
4-6	3d6 skeletons
7	1d3 wights
8	1d2 wraiths
9-10	3d6 zombies

EXPLORERS

The party runs into another band of explorers, likely from north of Fairknot River. The party consists of a **mage**, a **knight**, a **scout**, and 1d6 **guards**. Roll a d6. On a result of 5-6, the explorers have been looking for the group after seeing *Old Spirit* crash land.

KNIGHT IN SHINING ARMOR

The remote traveler alpha-class that attacked the characters at the Long Shadow Casino in Orbea appears, flying via a rocket-like device strapped to its back. Encounters with the Knight in Shining Armor are detailed in the section bearing its name below.

LOCATIONS IN WALLINGMIOTTA

The map on page 7 depicts the area the Wallingmiotta forest covers and its surrounding environs. The same map appears in Supplement C for the players to reference as they move through the wilderness. The remainder of this section describes these key locations, which are presented in alphabetical order for ease of reference.

If there is a particular site that you want the characters to discover and explore, you can move the site so that that it falls along their path, and give it a new name if necessary. For example, the kobold village of Mean Ash doesn't have to be in the location marked on your map. You can place it anywhere you want, or create another kobold village that has a similar configuration. Many other locations described in this section are just as adaptable. In addition to relocating a site, you can add or remove monsters and traps to make it harder or easier.

ARUXIUS' CABIN

The danaavrakt illusionist, Aruxius, lives in a small cabin at the edge of Neepawa Bowels. The encounter with Aruxius is described in the section bearing his name.

AYAS KELREN

The Wallingmiotta takes on a very different appearance once the characters enter the territory. Once home to the Kelren elves, the trees are darker and less lush, the air is cooler, and mist clings to everything. Gray clouds hang overhead during the day, blotting out the sun. While traveling through these woods, the characters will hear whispers in the wind and see shadows out of the corner of their eyes.

The region of Ayas Kelren (which translates to the "Lands of Kelren") is warped by the death of the elves, creating one or more of the following effects:

- Undead within Ayas Kelren have advantage on all of their Intelligence, Wisdom, and Charisma saving throws.
- Navigators have disadvantage on their Wisdom (Survival) checks to find their path while traveling through Ayas Kelren. Instead of rolling for a random hex, the group moves 1 hex closer to Imfe Aiqua.

- If a humanoid spends at least 1 hour within Ayas Kelren, that creature must succeed on a DC 13 Wisdom saving throw or descend into madness determined by the Madness of Ayas Kelren table. A creature that succeeds on this saving throw can't be affected by this regional effect again for 24 hours.

MADNESS OF AYAS KELREN

If a creature goes mad in Ayas Kelren, roll on the Madness of Kelren table to determine the nature of the madness, which is a character flaw that lasts until cured. See the DmG for more on madness.

MADNESS OF AYAS KELREN

d10 Flaw (lasts until cured)

1-6	"I am overcome with great sadness and do not wish to travel any further."
7	"I believe that I am the reincarnation of an ancient elven warrior."
8	"I must go the ruins of Imfe Aiqua, City of the Elven Kings and find the Tomb of Ruehnar Kelren."
9	"I will stop at nothing to unleash the Great Titans on the land and bring about the doom of our world."
10	"I must speak with the dead of Ayas Kelren. They harbor secrets."

Ayas Kelren is detailed further in the spin-off adventure, *Glaive of the Revenant King*.

BANSHEE'S TOWER

The wail of the banshee can be heard through the forest for miles around. In the nearest gnome village, they pretend it is the call of a very persistent screech owl, but few actually believe it.

On a low rocky hill near the middle of the forest is the old tower, scorched and partially collapsed. The banshee's home is on the second floor of the tower in the room open to the sky because of the partial collapse of the third floor. However, this is not where she died. The red-haired elven daughter of the lord of this tower was imprisoned in the dungeons below when the tower fell. The same dungeons where she was forgotten and died of deprivation pining for her father, her home, and her people.

The Banshee's Tower is detailed further in the forthcoming spin-off adventure titled *The Banshee's Tower*.

BARNEMOUTH

Barnemouth is home primarily to humans but it is also home to a considerable number of northern-based wood elves who fled the persecution of the northern orc tribe, the Drakescales. It is the largest town along the Fairknot River before it spills into the north end of the Omerian Ocean.

Barnemouth is known for its massive statue of Godefroi Barnemouth the Loving, a contemporary of Camor. The statue does not look like a paladin, but more like an older, loving grandfather. Despite his years of service for the northern armies, this is how Barnemouth preferred to be remembered.

Interestingly, there are no temples in Barnemouth. At one point, the city was home to worshippers to Tholona the Dawn, but during the Cleansing that followed the War of Gnohr, the early Barnemouthers collapsed the temple. While the aggression towards religious worship isn't as strong as it was two hundred years ago, those who follow divine faiths—including paladins—are shunned by the locals.

The Drakescale orcs have once again started their march south towards Fairknot River. Already, the town of Camor has reported attacks in the forests north of their village. It's only a matter of time before Barnemouth sees action.

If the characters reach Barnemouth, they can restock, rest, and gather rumors. Barnemouth is detailed further in Chapter 6 of the *Hand of the Eight, The Fantastic Lie*.

BASILISK'S SPINE MOUNTAINS

The colossal mountain range that spans the width of Omeria and divides the northern end of the continent from the central end is the nearly impassable Basilisk's Spine Mountain. The mountain range originally had many names depending on the culture that lived near it. When Duda Weysevain traveled through the mountains and along the coast that now bears his name, he noticed on his map that the range resembled a large, multi-legged lizard, hence its modern name. Many of the geographical features that Weysevain recorded around the range take its name from the Spine.

A newer mountain range, the snow-capped peaks are treacherous and difficult to cross. In addition, it is a volcanic range rife with earthquakes, landslides, and other geological calamities.

The rules for climbing and crossing through the mountains are detailed further in Chapter 6 of the *Hand of the Eight, The Fantastic Lie*.

CAMP HUMMINGBIRD

One of the few human encampments in the Wallingmiotta that has remained, Camp Hummingbird is home to roughly 150 researchers from all over Omeria. The majority of the researchers are scholars (**commoners** with Intelligence and Wisdom scores of 13 with one or more Intelligence-based skill proficiencies), **nobles**, and **guards**. There are **veterans** who lead the military operations in Hummingbird, and they answer directly to Caustis Mèyor (LN female half-elf **knight**). Meanwhile, the lead scholar at Hummingbird is a neutral Dinzer human **mage** named Enuxar.

Although Enuxar leads the expeditions through Ayas Kelren, it is Mèyor's unusual nature that gives the researchers advantage. Mèyor is unaffected by the evil that permeates the ancient elven lands. While the automatic assumption is that it must be because of her half-elven heritage, research has shown that other half-elves—and sometimes even full elves—are still affected by the woods' dark call. Furthermore, the undead of Ayas Kelren ignore Mèyor, allowing her to travel freely. After some serious convincing on Enuxar's part, Mèyor will travel into Ayas Kelren with a special scrying device he equips her. Enuxar hopes to discover the ruins of Imfe Aiqua. For whatever reason, the city is not where it once stood and any who have entered the lands of Ayas Kelren with the intent to find the city never return.

Overall, the Camp is friendly to the characters, especially if O is still among them. If the characters spend at least 1 hour in the camp, they can find someone who can show them where Aruxius' cabin is located on their map of the Wallingmiotta.

Camp Hummingbird is detailed further in the spin-off adventure, *Glaive of the Revenant King*.

CANYON OF CRAWLERS

A series of unusual, labyrinthine canyons tear through a nearly 100-square-mile section of the Wallingmiotta. The canyon is filled with all manner of horrible creatures, including giant beasts, dinosaurs, undead, oozes, and aberrations. When the characters come across it, they have two options: they can avoid the location and travel around it, which could potentially add multiple days to their travel time. Or they could travel through it. The latter option is faster, certainly, but far more dangerous.

The Canyon of Crawlers is detailed further in the spin-off adventure, *The Canyon of Crawlers*.

FAIRKNOT RIVER

The southern border of the northern Omerian city-states and townships is marked by Fairknot River. The cold-water river emerges from springs in the Basilisk's Spine Range in the east and deposits into the northern Omerian ocean in the west. Notable towns and cities that dot its banks include Barnemouth, Rivertown, and, of course, Noble Knotside.

A wide river, Fairknot River is always filled with ships traveling up and down the river trading goods at the dozens of villages on either side of it. Very few bridges span Fairknot River as the Wallingmiotta has been "off-limits" to most humanoids since before the time of the Kelren elves.

FIELDS OF POSEA

The western edge of the Wallingmiotta is an expanse of grasslands, hills, and savannahs called the Fields of Poseas. The fields are dominated by the nomadic centaur clans. However, goblinoids pushing north of Gar Wabrizz have started to encroach in the lands of the horsefolk. So far, the conflicts have been nothing more than a few notable skirmishes. However, if the goblinoids persist, it may lead to an all-out war between Posean clans and Glonklad's hordes.

GONGSPIRE

The fortress village of Gongspire has long held the honor of never being breached. Currently, its military force—known as Spireans—are working to clear out Drakescale orc settlements in the Amber Forest to the north.

HELLSTINGER NESTS

The first day that the characters begin traveling through Wallingmiotta, they discover that Old Spirit crashed in the middle of a hellstinger wasp colony. Although the wasps aren't active at night, in the daytime, they are very active and unusually aggressive.

While in the same hex as the hellstinger wasps, do not roll random encounters as usual. Instead, the characters are attacked so long as they remain within the hex during the morning and afternoon by 3d6 **giant wasps**. There are

literally thousands of wasps in the area. It is impossible to kill them all off outside of major magic likely beyond the characters' level.

IMFE AIQUA

Imfe Aiqua was the capital city of the elves of Kelren. Now, it lies in ruins at the center of Ayas Kelren, permanently tainting the northwestern end of Wallingmiotta with its curse. Imfe Aiqua is detailed further in the forthcoming spin-off adventure *Glaive of the Revenant King*.

KILLING GROUNDS

Bones and half-eaten carcasses litter the ground of this hex. The Killing Grounds are home to two deadly **tyrannosaurus rexes** that the natives of Wallingmiotta have named Stomp and Render. When the characters enter the hex of the two, roll random encounters as normal. But instead of the usual random encounters, the characters encounter one of the dinosaurs or possibly both. Roll d6. On a roll of 1-2, the characters encounter both dinosaurs at the same time.

The tyrannosaurus rexes are both very aggressive, but not particularly intelligent. Hiding from the dinosaurs usually discourages them, forcing them to leave to look for easier prey. However, if attacked, they automatically become reckless. While reckless, the dinosaur has advantage on its attack rolls and attack rolls made against the dinosaurs are made with advantage.

KNOTSIDE

If there was a "capital of the north" it'd likely be Knotside. The city is home to some 20,000 northerners, mostly humans, but with a fair number of gnomes, elves, and halflings as well. Although Knotside has a royal family in place, the Selfridges, Knotside is primarily a democracy. The current elected leader of Knotside is Principal Tam Netheroak (LG male half-elf **noble**), whom most Knotsiders view as fair and just. However, his six-year tenure is soon up. Representatives from the three major parties of Knotside are already starting their campaigns to replace Netheroak.

Originally, Knotside was the elven city of Imfe Mythse Anore. The Anorians were tyrannical worshippers of an ice demon named Vapul and brought hardship to northern Omeria. Under the leadership of Kelren the Blade, the elves of Imfe Aiqua joined forces with an army of humans from Presson's Enclave to rid northern Omeria of the Anorian forces and their dark god. Omeris Knot the Fair, a paladin of Presson's Enclave and leader of the humans during the Anorian Conflict, assumed leadership of the conquered city. Knot lent his name to both the city and river.

Although Knotside is a city known for its strong trade relationships with the northern city-states, its chief export is lumber thanks to the Amber Forest to the north. Despite protests from Aiquano elves and Wallingmiottan gnomes, Anorian converts, the survivors and descendants of the Anorian Conflict, were put to use in the forests as lumberjacks and rangers.

Knotside is a major city full of adventure and intrigue, perfect as a starting point for many adventures (see DMDave.com for details). If the characters reach Knotside, they can spend 1-hour searching for clues to Aruxius' whereabouts with no roll needed—someone shows them on their map where his cabin is.

Knotside will be detailed in future installments of the *Hand of the Eight* and other adventures.

KONGRADOL'S REST

Ten-thousand years ago, as man was just starting to discover civilization and the elves ruled the land, a race of beings called dulons lived high in the mountains of Omeria, particularly the Basilisk's Spine (or Ailmar Lura in the elven tongue). Though few, the dulons were significantly more advanced than the other humanoid races of pre-human-dominated Omeria. Many of the modern races of Omeria were created by the dulons in order to help them build their great empire. The ancient elven text, *Vulen Luxisys*, suggests that the dulons were preparing for an event they called The Eternal Day. Although the text isn't clear, it reads that, on that day, a dark force known as Poqir would bring doom to the land. To combat the coming of the dark force, the dulons created five great weapons: the Titans.

In time, the dulons vanished from the world and with them their technology and mostly their memories. Human scholars who read the elven texts and heard the stories believed that the dulons were mythological. But five-hundred years ago, a band of explorers from Knotside discovered an ancient cave at the western edge of the Wallingmiotta. The cave was unlike any ruins or dungeon they had ever discovered. Strange, green crystals grew from the walls and floors, emitting radiant energy throughout the complex. The adventurers discovered the remains of the bizarre dulons and their technology. And they also stumbled upon one of their Titans, Kongradol the Worm. Fortunately, Kongradol had not risen from its slumber in 5,000 years.

Upon seeing the Titan, one of the adventurers, Oxon the Eye, entered a trance. Oxon, in a language later learned to be the tongue of the dulons, echoed the dulon fears of the Eternal Day. Odon, Oxon's brother who witnessed the trance, wrote in his journal that Oxon spoke of seven catastrophic events, each of them grave omens. Following those events, the eighth and final catastrophic event, the Eternal Day, would signal the arrival of Poqir and the end of all existence.

The Worm still sleeps, its resting place guarded by the Saigroth, a trio of ancient elven warriors who are rumored to have the blood of dulons flowing through their veins.

Kongradol's Rest is detailed further in the spin-off adventure, *Glaive of the Revenant King*.

LIAR'S CAVES

Liar's Cave was once an elven outpost cut into the stone of the natural cave by a variety of magics. The elves that built it and lived there were outcasts among their kin and survived with just the bare necessities of a few dozen lacquered human peasants as furniture, a library of a few thousand esoteric tomes, and less than a decade's supply of finely-prepared intoxicants. Needless to say, they were desperate.

The stench of elven desperation was enough to attract other predators hunting for their arcana – the elves only ended up living here for less than a decade before the complex was completely wiped clean by something. It has been used a few times since by one group or another. For many years the lowest section of the structure was flooded with cold water dividing the structures into two distinct mini-fortresses. It isn't known who finally drained the water, but now a series of small drains keep this area from



"RUN!" SCREAMS OMNAWEAHL. BEFORE
YOU CAN EVEN ASK HER WHAT IT IS, SHE
DRAWS HER ELDRITCH CASTER AND TAKES
OFF RUNNING...

flooding (but it remains very wet and the floor is slippery to the point of danger).

Somewhere along the way, the cave picked up the sobriquet of Liar's Cave – and most people know of it that it is up in the hills in the bush about six hours walk to the northeast. But few know anything about the history and most don't even know about the structures within.

The Liar's Caves are detailed further in the spin-off adventure, *The Liar's Caves*.

MEAN ASH VILLAGE

The Mean Ash tribe are descendants of the Cold Ghost tribe that once lived in the tunnels below the Basilisk's Spine. Driven off by the Von Dorals, the Mean Ash adapted to the Wallingmiotta and eventually became a part of its environment. Like the gnomes who inhabit the mysterious forest, the Mean Ash are accepted by the fey and forest itself. The giant bear, Tremor, in particular, cherishes its relationship with the Mean Ash, who see Tremor as their great Father-Protector.

The Mean Ash village proper is home to some 500 **kobolds**. Foliage-covered nets blanketing the already-dense canopies blot out the sunlight, casting the village in perpetual darkness. The abodes of the kobolds do not resemble typical humanoid dwellings, either. Instead, the kobold homes resemble a massive beaver dam consisting of fallen logs, mud-caked walls, netting, and other oddities that creates a deadly maze filled with beasts, dark fey, monstrosities, traps, and of course, the diabolical Mean Ash clan itself. No non-kobold humanoid has entered the Mean Ash village and survived to tell the tale.

The current leader of the Mean Ash is Gurn Vumsegg, a wild magic sorcerer. Although most kobolds live for only a handful of decades, Gurn has been alive for at least 100 years. It's rare that the kobold chief ever leaves the Mean Ash village. Instead, he prefers to work in private at the heart of the dam, sending out his forces to do his dirty work. Rumors persist that Gurn draws much of his power from the severed head of the long-deceased emerald dragon, Zedryno the Jealous.

NEEPAWA BOWELS

The marsh-covered lands of Neepawa Bowels cut through the center of Wallingmiotta. While the bowels are not magically tainted like the cursed woods of Ayas Kelren to the northeast, they have their fair share of dangers. Giant beasts are particularly prevalent in the area, as are kobolds of the Mean Ash clan.

Travel through the bowels is particularly grueling. The characters cannot move at a fast pace through Neepawa Bowels. And to move at a slow pace and still make progress, the d4 roll must come up with a result of 4. Otherwise, the characters do not move for that day.

PELLA'S WISH

Second only to the Mean Ash village in terms of population, the large gnome village of Pella's Wish can be found in the southwestern portion of the Wallingmiotta. Like their natural enemies, the kobolds, the forest gnomes of Pella's Wish are well-protected by the fey of the Wallingmiotta.

A typical gnome village, Pella's Wish forms a symbiotic relationship with the trees. The gnomes create their domiciles within naturally hollowed out trees, large rabbit holes, and sometimes, below mushroom caps. Small animals, particularly squirrels, rabbits, badgers, and woodpeckers live with the gnomes, beloved like close friends and relatives.

Secretly a disguised **couatl**, Wilgrim Potts counsels the gnomes and has done so for over 500 years. Wilgrim was close friends with the Dinzers when they traveled through the Wallingmiotta. He pointed them towards many of the forest's points of interest including Kongradol's Rest, the elven city of Imfe Aiqua, and eventually the northern human city-states. These days, Potts keeps to himself, but occasionally travels to visit his friend, Aruxius to the west of the forest. During his vision at Kongradol's Hold, Oxon foretold that Wilgrim would live to see the Eternal Day come to pass.

TREMOR'S CLIFF

Tremor is a 25-foot tall bear that roams through the Wallingmiotta (detailed above in the Random Encounters section). When he is not hunting or protecting the forest, Tremor retires to a 100-foot-tall cliff face located south of the Neepawa Bowels. At any given time, there is a 10% chance that Tremor is resting on the cliff.

However, Tremor is not alone. A **harpy** named Yoraene lives on the cliff with Tremor in a nest made from discarded plate mail armor. She uses her song to soothe and calm the bear so he can sleep. More clever than most of her kind (her Intelligence score is 9 and she has the same innate spells as a **green hag**), Yoraene enjoys testing creatures who dare approach the cliffs. Those who pass her test will be given safe passage through the forest. And those who fail her test are instead eaten by Tremor. So far, no one has passed her test. She worries Tremor is getting fat.

RIVERTOWN

Rivertown is an unfortified fishing town. It lies at a crossroads between Knotside, Gongspire, and Barnemouth. One of the more religious communities north of the Fairknot, Rivertown's inhabitants practice a nature religion, much like druids. The priests at the local Temple of Rebirth serve as lawmen, chroniclers, and intermediaries between the normal citizenry and a powerful goddess of rebirth. The region's original founder, a gnome named Olian Stoneberry promised the goddess that his people would respect the land in exchange for bountiful harvests and game. The region is still dangerous, in places, but there are hardly any bad harvests.

Characters who enter Rivertown that spend 1-hour gathering information will learn the location of Aruxius' tower in the Wallingmiotta.

Rivertown is detailed in the adventure *Quarantine in BroadSword Monthly #2*.

TROUBLED RUN

The southwestern border of the Wallingmiotta is along the edge of the appropriately named river, Troubled Run. The Run is difficult to navigate as it is filled with white water rapids, steep waterfalls, and swirling whirlpools for almost its entire 200-mile length. At regular locations along the river, the goblinoid hordes of Gar Wabrizz have created bridges to

surpass the river. However, the centaur clans that ride the Fields of Posea work diligently to destroy these whenever and wherever they are found.

THE KNIGHT-IN-SHINING-ARMOR

While it can not fly as fast as Omnaweahl's peregrine-flyer, the remote traveler alpha-class (see Hand of the Eight Supplement B) can still fly at incredible speeds. With its rocket pack, it gains a flying speed of 120 feet per round.

It took the Knight-in-Shining-Armor a full day to fly across the Desolation of Ditimaya and over the Basilisk's Spine Mountains. It immediately discovered the wreck of *Old Spirit* and searched the wreckage for survivors, salvageable goods, and the emerald Odonburgite core. Then, without hesitation, it began tracking the characters.

Each day that the characters are in the Wallingmiotta, the Knight hunts them. As a construct, it does not require air, food, water, or sleep. Nothing can stop it from finding its quarry.

Once the characters finally encounter the machine, read the following:

Omnaweahl stops in her tracks.

"Wait. do you hear that?" she gives signals to shush you all.

All you hear are the ambient sounds of the forest. But then, like a low roar, you hear something approaching—it almost reminds you of the sound a *fireball* makes as it is loosed from the tips of a wizard.

In the sky above, you see the contrail of something flying above you. And by the looks of it, it's moving towards you at breakneck speeds.

"Run!" screams Omnaweahl. Before you can even ask her what it is, she arms herself with her *eldritch caster* and takes off running...

When the **remote traveler alpha-class** is within 300 feet of the characters, they can make out what it is. After two more rounds, it finally lands, skidding to a halt. Without so much as a word, it starts to attack, targeting any of the characters it suspects has the book.

The Knight-in-Shining-Armor is a dangerous combatant. Since the characters last saw the machine, it reloaded its spell-storing mechanism with a web spell. Its plan is to subdue its quarry, kill it while it is incapacitated, then take the book.

However, the weapons Omnaweahl brought from the ship should be enough to even the playing field. If the remote traveler's hit points are reduced by half or more, it retreats so it can recover from its wounds. But it will likely attack again on the same day, using stealth and guerilla tactics to catch the group off guard.

No matter how much damage Omnaweahl deals to the machine, it will not harm her. You might make this apparent to the characters during their battles with the machine. They might even suspect that she is involved with its operation (she's not).

There are certain locations that the Knight won't enter or attack the characters. The knight avoids Camp Hummingbird and it won't go into the swamps of Neepawa Bowels. While it might enter the cursed lands of Ayas Kelren, it mostly shies away from there as well.

HOW TO STOP THE KNIGHT-IN-SHINING-ARMOR

The Knight is relentless, and once it's discovered the characters, it won't let up until they are dead or it is dead. To stop the machine, the characters will need to come up with a creative plan to stop it. Here are some options:

PREVENT IT FROM ESCAPING

Thanks to its regenerative abilities, the Knight wisely flees whenever its hit points are reduced below half. To destroy the machine, the characters will need to find a way to cut off its exits and then destroy it. It won't be easy, however, as the Knight's controller is highly trained and won't let it easily fall into a trap.

FIND HELP

There are many creatures throughout the Wallingmiotta who may help the characters defeat the remote traveler. A centaur clan may offer to help the characters in exchange for the characters helping them with trespassing hobgoblins. Similarly, Gar Wabrizz hobgoblins might help the characters if they give the characters provide information on the centaurs. Even the gnomes of Pella's Wish might help. Extra creative characters might even get the bear, Tremor, to help them.

ARUXIUS

Once the characters locate Aruxius, they find his cabin at the northern end of Neepawa Bowels. Read the following:

At the top of a great fall, a well-lit cabin stands. Something about this area makes your senses come alive. The leaves on the trees seem brighter. The water feels colder. Even the air feels both abrasive and comforting all at once. A narrow, twisting stone path crawls along the edge of the waterfall to the cabin.

Before you can start your ascent, a bearded gnome trots down the steps, his fair feet smacking in the collected puddles. A corn cob pipe pokes out from his thick lips and he squints at you through one, large emerald eye.

"By the trees, it's about damned time. Youda thunk y'all were crossin' the Obsidian Plain or something."

The gnome rubs his round gut and cracks his neck, then turns on heel and heads back up.

"Well, ya comin' or not?"



It's likely the characters assume that the gnome is Aruxius. The gnome is actually the **couatl** Wilgrim in his gnome disguise (see Pella's Wish above). He's visiting Aruxius when the characters show up but is well aware that the characters and O were on their way.

If he's asked whether or not he is Aruxius, he simply shrugs.

"Maybe I am. Maybe I'm not. Who knows who I am today?"

Wilgrim never reveals his true nature to humanoids. Only Aruxius is aware of Wilgrim's true form.

The smell of warm, baked goods fills your nostrils. Soft yet lively music from somewhere—you can't quite pinpoint where

—plays. The inside of the cabin is quaint and cozy.

Plush furniture fills nearly every nook and cranny. There is furniture in the room for the gnome, smaller than what a human-sized person could sit in, and then is furniture sized for someone much larger.

The gnome skips across the room, snatches a cookie off a platter on one of the small tables, and plops onto a gnome-sized couch.

"Well, it's them, innit?" comes a voice with a thick Murktown accent. You don't immediately see the speaker. The gnome shrugs, taking a bite of the cookie, "I suppose it is."

"Bloody hell, Wil, these hardly look like the saviors of the world!" you finally see the source of the voice. A squirrel wearing northern Omeria livery crawls onto the backside of the couch. Its thick whiskers twitch as it removes its thick, spectacles and cleans them on the edge of its tiny tunic.

"Maybe they are? Maybe they aren't?" the gnome shrugs.

The squirrel isn't Aruxius either. His name is Jelbi, and he is a **fey squirrel** (see the Hand of the Eight Supplement C).

The gnome and squirrel don't say much more than that. Wil answers most direct questions with cryptic answers—"maybe it is, maybe it isn't?"—whereas Jelbi is a lot shorter in his responses—"the 'ell if I know, mate!"

The characters are free to search the cabin as they please. Overall, there is nothing of value within the cabin. All of the rooms are simple, often over-decorated—like one would expect from a grandmother who keeps every item of sentimental value—and small in some portions while comically oversized in others.

Aruxius' cabin is alive with illusions, as well. Open a drawer and out fly butterflies made of pure light. Look in a mirror and your mirror image starts singing a song back to you. Sneeze and a lamp responds, "Oh my! Bless you."

Once the characters settle in, Aruxius finally arrives.

Finally, a man wearing a brightly colored robe enters the cabin. The man is easily 8-feet tall, with massive hands and feet. His skin has a gray hue to it, a bit like ash, and his hair is short and blonde. His eyes are golden, like a cat. Still, despite his strange appearance, he smiles warmly when he sees you.

"Well," he says in a low, booming voice. "Here they are."

If Omnaweahl is still with the party:

Omnaweahl drops to one knee. "My lord, Aruxius, you do us all a great honor by having us in your home."

Aruxius laughs. "Please! Stand Omnaweahl of Odonburg. It is *you* who do me a great honor by joining me and my friends here."

The giant man squeezes into a large armchair and crosses his feet. Still chuckling, he removes the huge sandals from his feet and sets them next to the chair. The squirrel, Jelbi crawls onto his shoulder.

Aruxius sits quietly while he waits for the characters to speak. If they fail to say anything, Omnaweahl steps in and offers Prime to the giant.

"Ah!" the giant says, taking the book in his huge, gray hands. He pulls a pair of gold-rimmed glasses from the chest pocket of his robe and sets them on his nose at a loose angle so he has to tilt his head to look through them. "I remember this old

book."

Aruxius opens the book and thumbs through it. Wil stands and stretches, then walks over.

"Is it still as boring as I remember it?" the gnome asks reading over Aruxius' shoulder.

"Boring to some, maybe," sighs Aruxius. "But to most, a valuable clue."

After a moment he stops looking through the book and shuts it. With the tip of his finger he traces the edge of its cover, smiling nostalgically.

"Two-hundred years ago, this book was given to me as a gift from an old friend. Of course, when it was written, no one knew what it would mean for the world. They just knew it would lead to great danger.

"You see—this is more than just a book, my friends. This is the chill you feel at the back of your neck when something doesn't feel right. This book is the flutter you feel in your chest when you think someone is lying to you. This book is a terrifying doorway into a new world. One that I'm not sure mankind is ready for.

"The world is full of many monsters, friends. Some monsters have claws and teeth and attack you in the dark and fill the air with their howls. Others are small and invisible, but just as deadly, capable of wiping out entire cultures. And then there are those monsters who are more than just creatures. They are concepts and ideas that infect and spread. Those monsters use weapons of passion, fear, paranoia, and hatred. Those are the most dangerous monsters as you never notice them until it's too late. And the greater those monsters become, the more difficult they are to destroy.

"One of those monsters was spawned from this book."

Aruxius removes his glasses and places them back into his pocket. He stands.

Suddenly, the room grows dim. Red light fills the room from outside, like an eclipse.

If the characters were in Qola when the Black Bird attacked, the scene is similar.

For a moment, you see the world as it truly is: Aruxius is no longer a man, but a great, muscular creature with the features of a tiger, except its fur writhes around it like snakes. The gnome Wilgrim is replaced by a winged serpent wearing an ornate gold headdress. The talking squirrel Jelbi glows, its light illuminating its corner of the room.

The tiger-creature-that-was-once-Aruxius opens its maw. Red light seeps out like smoke. Without moving its mouth, the creature speaks a phrase in a language you don't

understand.

You watch as the cover of the book in his hands starts to melt. The unreadable words dissolve from the front of the cover, then drip onto the floor. For a moment, the phantom ink sizzles before it eventually evaporates. Once the cover of the book completely melts away all that is left is an old bundle of papers held together by two pieces of undecorated plywood and a leather cord.

The room begins to shake violently. Air starts rushing through the windows and doors. All of the furniture in the tiny cabin slides, collapses, and breaks.

The tiger-creature says something again, this time in a language you can understand, "Seek the Tower of Burshai on the tallest peak of the Basilisk's Spine. There, all will be revealed."

And then...

The characters wake, staring at a blue sky, almost as if they had woken from a strange dream. They are on the banks of the same waterfall. The cabin is still there, but it looks as if it's been uninhabited for years. The planks are rotten, the walls are overgrown with ivy, insects and small animals—none of which can speak—crawl through the remains. Even the stone path leading up the waterfall is mostly erased by time's hands. A character who makes a successful DC 10 Intelligence (Nature) check may surmise that the cabin has been like this for at least ten years. There are no signs that Aruxius, his friends, or even the characters were ever inside.

Despite the strange illusion, one thing remains the same: the characters still have the book *Prime*. Except, it no longer looks as it once did, but as it appeared when it was originally given to Aruxius two hundred years ago.

Burned onto the plywood covers of the book is its true title:

The Journal of Duda Weysevain

ADVENTURE CONCLUSION

Whether this adventure concludes after the perpetual spell cast upon the book is removed by Aruxius or following a second confrontation with the Knight-in-Shining-Armor, the characters have two major clues.

First, they were told by Aruxius in his **rakshasa** form to find the Tower of Burshai on the tallest peak in the Basilisk's Spine mountains.

Second, they can finally read the contents of *Prime*. *Prime* is none other than *The Journal of Duda Weysevain*, the first northern explorer to cross the Basilisk's Spine Mountains four hundred years ago and discover the Ditimayan people and the coast that now bears his name.

The story continues in Chapter 6 of the* Hand of the Eight* adventure path, *The Fantastic Lie*.