Thirst for Knowledge

AUTHORS Charlie Brooks, Robert Gresham, Michael Whitney,
COVER ARTIST Grzegorz Pedrycz
INTERIOR ARTIST Robert Gresham, Jacob Blackmon,
Dave Alsop, Grzegorz Pedrycz
CARTOGRAPHY BY Charlie Brooks

CREATIVE DIRECTOR Robert Gresham
EDITORS Robert Gresham, Micheal Whitney
WAYWARD ROGUES PUBLISHING LOGO BY
Robert Gresham
PAGE BACKGROUNDS Robert Gresham
LAYOUTS BY Robert Gresham

PUBLISHER Robert Gresham

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The elves of Celmæ have a secret origin, forgotten even by themselves, but a group of adventurers are about to discover that hidden past.

"Thirst for Knowledge" is an adventure for four to six 9th-level characters on the medium advancement track. PCs who complete this adventure should reach 10th level by its conclusion.

**ADVENTURE BACKGROUND**

Sages familiar with the history of Celmæ’s elves know the race appeared shortly after the Shattering. In truth, they came from the stars, some as explorers, and others as servants to the sinister mi-go. Following their emergence on Celmæ, the elves aided the gnomes below the surface, battling giant aberrations called gugs. They soon found that proximity to these monsters caused a supernatural, allergic reaction – the progenitor of ghoul fever.

A great elf hero from this era, Delwyzndynn Moluthaine, contracted the cursed disease, becoming the dreaded ghastlord Mortalbane. The undead horror seized control of the Endiel Forest, where he continues to reign unopposed.

Centuries ago, a mi-go named Miktas crash landed on Celmæ, his emergency teleport failing him, and encasing his scout ship in stone beneath the surface of the planet. Before he could explore, an elemental fire medusa caused him to flee to the lower, trapped deck of the ship, where he sealed himself in a cryo-chamber (See part 2 of the Ravenous Ruin: A Feast of Ashes). The medusa took control of the upper deck, lairing there, and trapping Miktas below. Recently the medusa was defeated by adventurers, who explored the ship’s upper level, and recovered several strange metallic bricks, taking them to the dwarves of Orvast.

The dwarves sent scouts back to this mysterious “cave,” seeking additional information, but disappeared, as did the ensuing rescue party. Now the dwarves must turn again to the adventurers for justice and to quench their thirst for knowledge.

**ADVENTURE SYNOPSIS**

Following the disappearance of two search parties in the ruined siege fort, a group of dwarves from Orvast approach the PCs for help. Returning to the site, the PCs find that the dwarves opened a passageway leading deeper into the trapped ship. There they face a ruthless mi-go cleric and his minions. Victory provides access to a chamber infested with brain oozes. After defeating the oozes, the PCs speak with the preserved mind of a forgotten sage, learning the true history of the elves. However, they also discover that Mortalbane may now possess an incredibly destructive weapon.

**CHAPTER ONE RETURN TO THE RUINS**

Several weeks pass after the PCs’ last adventure, allowing them to pursue other business in Omnilibertas. Eventually, a group of dwarven ambassadors led by Caedris Brannor (NG female dwarf expert 7) from Orvast approaches them, asking for a private audience and bearing grim news. Read or paraphrase the text below.

Caedris holds out some familiar metal bricks. “Our sages spent a fortnight trying to unlock the secrets of these relics. They serve as storage devices for ancient lore, but that’s all we’ve discovered. “We sent scouts back to the cave… then a rescue party...”
when they didn’t return.”
Caedris offers the bricks to you.
“We should have asked you from the start. Will you seek out the secret of these records and recover our missing brethren?”

Caedris offers a reward of 6,000 gp for the recovery of the fallen dwarves and 2,000 gp more if they learn the secrets of the spheres. Once the PCs accept the quest, it is time to return to the cave.

JOURNEY TO THE CAVE

The journey to the cave is quiet. Within the medusa’s former lair, though, they find a strange new creature.

A dwarf lies disemboweled on the floor. The creature next to it looks like a six-foot-tall metal pillar with a single gold eye. Metallic strands probe the corpse’s entrails, performing some sadistic experiment.

Dead Dwarf: This was one of the members of the rescue party (GM option: this dwarf might also be one of the members of the party that helped the PC’s defeat the fire-elemental medusa in the previous adventure.).

Creature: The metallic monster is Yarik, a variant roper who serves as an agent of Miktas. Yarik originated on a distant planet. The creature thus looks metallic instead of rocklike and has some unique abilities of his own.

Yarik (Variant Roper)

XP 12,800  CR 11
CE Medium aberration
Init +7; Senses darkvision 60 ft., low-light vision; Perception +24

DEFENSE
AC 31, touch 15, flat-footed 28 (+2 deflection, +3 Dex, +16 natural)
hp 138 (12d8+84)
Fort +14, Ref +10, Will +16
Resist cold 10, fire 10; SR 27
Weaknesses electrical frenzy

OFFENSE
Speed 10 ft.
Melee bite +19 (3d8+15/19-20)
Ranged 6 strands +13 touch (cerebral manipulation or pull)
Special Attacks cerebral manipulation, pull (strands, 5 ft.), strands

TACTICS
During Combat Yarik attempts to use its cerebral manipulation ability on targets. Only when they prove resistant to the power does he drag them closer to use his bite.
Morale Yarik fights to the death.

STATISTICS
Str 30, Dex 17, Con 25, Int 13, Wis 16, Cha 12
Base Atk +9; CMB +19; CMD 34 (can’t be tripped)
Feats Improved Critical (bite), Improved Initiative, Iron Will, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (strands)
Skills Climb +25, Knowledge (dungeoneering) +16, Knowledge (religion) +13, Perception +24, Stealth +24 (+32 in metallic areas)

Languages Aklo, Common, Mi-Go

SPECIAL ABILITIES
Cerebral Manipulation (Ex) When Yarik hits with a strand attack, he can either pull the target closer or manipulate the target’s nervous system with an electric pulse. The target must make a DC 23 Fortitude save or obey one command from the roper: drop a held item, fall prone, or make a standard attack against a target of the roper’s choosing. Electricity resistance or immunity prevents this ability from working. The save DC is Constitution-based.

Electrical Frenzy (Ex) If Yarik takes electrical damage, he must make a DC 20 Fortitude save or become confused for one round.

Development: The roper stands atop a secret passage that the dwarf scouts uncovered and marked for ease of finding later. Yarik blocks the hatch but can be removed by force or through diplomacy. If the PCs opt for the latter, the roper listens to arguments that appeal to his greed or curiosity. Yarik begins as unfriendly, requiring a DC 21 Diplomacy check to improve his attitude. If made helpful, he allows access to the marked hatch. Even then, though, he refuses to give up
his dwarven “prize,” reasoning that the PCs don’t need a dead dwarf. He does, however; surrender its equipment.

**Treasure:** The dead dwarf still carries a potion of *cure serious wounds*, a fully-charged wand of lesser restoration, and a pouch containing 25 pp.

**Ad-Hoc XP Award:** If the PCs bypass Yarik using diplomacy, award them XP as though they had defeated him in combat.

## CHAPTER TWO: SECRETS FROM THE PAST

The first team of dwarven scouts discovered the secret panel concealed by Yarik. A metal ladder descends 20 feet to the lower decks of the ship. The walls and floor are six inches thick and crafted of a smooth, silver space metal. The metal functions as lead, disrupting scryng abilities.

Unjoked noted otherwise, ceilings on this level are only six and a half feet high. All doors are locked metallic hinges that slide from a hidden space in the wall. Creatures without appropriate authorization can open the doors with a DC 20 Strength check or bypass the lock with a DC 30 Disable Device check. Air vents connect each room, and creatures of Tiny size or smaller can fit through them. Entering an air vent first requires a standard action to remove the metal grating that covers it and provides access to the next adjacent room. However, no vents connect to Chamber 14.

A few of the ships old systems still function, including auxiliary lighting. As such, the walls give off a dull red glow. This provides dim light in each room.

### C1 SECURITY CHAMBER (CR 9)

Read or paraphrase the following.

**The ladder leads into a cramped rectangular chamber with no apparent furniture or features. The gray metallic door to the north has runes engraved upon it.**

**Runes:** The runes are Elven and read, “Engineering and navigation – authorized officers only.”

**Trap:** The door is trapped to prevent intruders from interrupting Mikfas’ experiments on his dwarven victim. Unless the trap is disabled, it triggers as soon as somebody touches the door. A cloud of nightmare vapor fills the room and a high-pitched screeching noise echoes through the ship. The clockwork soldiers from Area 2 enter two rounds later to deal with intruders.

### Nightmare Vapor Trap (CR 10)

**Type:** Mechanical; Perception DC 25; Disable Device DC 20

**Effects:**
- Trigger: location; Reset: repair
- Effect: poison gas (nightmare vapor); never miss; onset delay; multiple targets (all targets in room)

### C2 SENTRY ROOM (CR 9)

**This chamber features a wide glass panel with numerous black buttons, silver dials, and flickering lights.**

**Panel:** This panel serves primarily for alerts and communications. A DC 25 Disable Device check allows a character to broadcast messages throughout the lower deck. Such broadcasts can be heard from any room on this level.

**Creatures:** Three clockwork soldiers stand guard in this room. They remain motionless until somebody triggers the trap in Room 1 or enters this room without authorization.

### Clockwork Soldiers (3) CR 6

**XP:** 2,400 each

**hp:** 64 each (*Pathfinder Bestiary 3*)

**C3: STORAGE ROOM**

Read or paraphrase the following.

**Weapon racks line one wall of this room, but most of the equipment has rusted with age. An open chest lies in the corner of the room, with a thin layer of slime in front of it.**

**Knowledge (dungeoneering) (DC 22):** To identify the slime as belonging to a brain ooze.

**Weapon Racks:** The assortment of weapons here are all broken; save for three *javelins of lightning* that are still in functional condition.

**Treasure Chest:** A search through the chest’s contents uncovers a *gem of brightness*, a *necklace of adaptation*, and 100 gp stamped with ancient elven runes from before the race’s arrival on Celmue. These coins can be sold at twice their value.

**C4: STORAGE ROOM (CR 10)**

Read or paraphrase the following.

**The room smells heavily of rotten food and moldy wood. Several barrels here have rotted out with age. A glass panel is built into the eastern wall.**

**Barrels:** The barrels hold stagnant food, water, and wine.

**Panel:** A DC 25 Disable Device check activates this console, which identifies the vessel as the *Wayward Rogue* and provides a passenger list. The manifest lists Delwynynyn Molthaine as Captain and Eloyssa Molthaine as Senior-Chief Medical Officer.

**Creatures:** A trio of brain oozes lurk within this room.

### Slurry of Stolen Sages (3)

**XP:** 3,200 each

**hp:** 75 each

**Tactics**

**Before Combat:** If an alarm has been sounded, the brain oozes hide and try to attack with surprise.

**Morale:** When only one ooze remains, it attempts to open up an air vent to escape, hoping to reach other brain oozes. If it succeeds, brain oozes may hunt the PCs in pairs, using air vents for ambushes.
**C5: COMPROMISED DEFENSIVE POST (CR 9)**

Read or paraphrase the following.

A denting wall reflects the light oddly here, creating a constant red flicker. Two twisted metal cylinders lie on the ground, apparently having fallen from a mount on the wall. In the center of the room, a swirling black mass with writhing tentacles slides across the metal floor. As the creature lurches forward, it moves off a pile of polished white bones.

**Heal (DC 15):** To identify the bones as belonging to a recently-slain dwarf.

**Wall:** This wall was denting in battle. The flickering of the lights give a strobe effect but do not restrict vision further.

**Cylinders:** These laser cannons were destroyed by the dwarves. The mounts served as rotating turrets.

**Creature:** The constantly-shifting black mass is one of several chaos beasts that Miktas augmented.

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**Augmented Chaos Beast (CR 9)**

XP 6,400

Entropic advanced chaos beast (*Pathfinder Bestiary 2*)

CE Medium outsider (chaotic, extraplanar)

Init +8; Senses darkvision 60 ft.; Perception +15

**DEFENSE**

AC 24, touch 15, flat-footed 19 (+4 Dex, +1 dodge, +9 natural)

hp 103 (9d10+54)

Fort +11, Ref +10, Will +6

**Defensive Abilities** amorphous, resistant to transformation; DR 5/lawful; Resist acid 10, fire 10;

SR 10

**OFFENSE**

Speed 20 ft.

Melee 4 claws +15 (1d6+5 plus corporeal instability)

**Special Attacks** smite law

**STATISTICS**

Str 21, Dex 19, Con 20, Int 14, Wis 16, Cha 15

Base Atk +9; CMB +14; CMD 29 (can't be tripped)

**Feats** Dodge, Improved Initiative, Mobility, Toughness, Weapon Focus (claw)

**Skills** Acrobatics +16 (+12 to jump), Climb +17, Escape Artist +16, Knowledge (planes) +14, Perception +15, Stealth +16, Survival +12, Swim +17

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**C6 DEFENSIVE POST (CR 9)**

A soft whirring noise comes from two metal cylinders mounted on the walls here. The cylinders move in a sweeping arc, as though patrolling the room. The warped ceiling above resembles a cluster of metallic coils.

**Trap:** The cylinders are part of the ship's laser defense system. The lasers fire upon any creature that enters the room without first uttering the deactivation command. In addition to disarming them, characters can destroy the turrets. They have a hardness of 5 and 30 hit points.

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**Laser Turret Trap CR 10**

**Type** mechanical; Perception DC 25; Disable Device DC 25

**EFFECTS**

**Trigger** visual; **Reset** automatic (every round)

**Effect** Atk +15 ranged touch (3d8+3); multiple targets (up to four)

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**C7: STASIS CHAMBER**

A portion of the floor here has been dug out to create a 15-foot-deep pit. In that pit stands a large glass tube filled with some sort of liquid. A strange-looking four-armed giant lies unmoving within the liquid.

**Pit:** Delwynndynn had the floor of the ruined Wayward Rogue torn up here to create a pit where he could experiment on the captured gug.

**Tube:** The tube once held the gug in a temporal stasis, but a power surge in the past limited the effect. Although the gug is well-preserved, it died long ago.
C8 HAUNTED RUIN (CR 9)
Read or paraphrase the following.

Dust and debris choked this room, and part of the area lies crushed under rock from the Belowlands. A bony hand wearing a silver ring protrudes from the rubble.

Rubble: The destruction of the Wayward Rogue’s wing caused the collapse of this chamber.
Skeleton: The skeleton here belonged to Idril Elensar; one of Delwynndynn’s companions. A portion of her essence remains behind, deeply concerned that Delwynndynn’s quest for vengeance against the mi-go would be his undoing.
Haunt: A haunt triggers as soon as any living creature comes within ten feet of Idril’s corpse.

Idril’s Warning CR 9
XP 6,400
Notice Perception DC 25 (to see movement around the rubble)
hp 18; Trigger proximity (1 round onset delay); Reset automatic (10 minutes)

EFFECT
A spectral elven woman appears and says, “Delwynndynn, we can live in peace. Do not let your hatred of our old masters consume you.”

The scent of rotting flesh fills the air. All living creatures in the room must make a DC 21 Will save or become afflicted with ghoulish fever. Those who fail the save suffer the initial ability damage immediately.

Treasure: The ring on the skeletal hand is a ring of protection +2.

C9 CHAOS BEAST LAIR (CR 9 OR 11)

This corridor has a grated floor, beneath which lies a stagnant black slurry.

Slurry: The space beneath the corridor is four feet deep and once served as supply storage. It now serves as a dumping ground for alchemical waste brought from Room 11. One 5 ft. by 5 ft. panel of grating can be removed with a DC 12 Strength check. Any non-chaotic creature coming into direct contact with the chemicals must make a DC 20 Fortitude save or be sickened for 1d6 rounds. Any lawful creature who fails the Fortitude save is also nauseated for one round.

Creatures: One chaos beast lairs in each of Rooms 9a and 9b. The door to Room 9a is ajar; if the alarm has been raised, these chaos beasts now stalk the corridor. The other chaos beast attempts to join the fight as soon as it hears the sound of battle but must first force its hatch open.

Augmented Chaos Beast (CR 9) (See Chamber 5)
XP 6,400
hp 103
Treasure: One unfortunate dwarven scout met his end in Room 9b. His possessions include a flame tongue, a potion of cure serious wounds, and 135 gp.

C10 PERIMETER CORRIDOR (CR 9)

The lights in this narrow corridor glow brighter. A clanking noise echoes throughout the corridor, seeming to emanate from the central chamber it surrounds.

Clanking Noise: This noise comes from the machinery in Room 14, which has been damaged but is still functional.
Central Chamber: Mititas has sealed this room with an arcane lock from her treasurer’s seal. A DC 40 Disable Device check undoes the lock, but a silent alarm causes the mi-go to leave Area 13 to stop any entrance into the room.
Creatures: Three clockwork soldiers patrol the perimeter. When one is attacked, the others come to join the battle.

Clockwork Soldiers (3) CR 6
XP 2,400 each
hp 64 each (Pathfinder Bestiary 3)

C11 POOLS OF CHAOS (CR 9)

This chamber houses several cauldrons that hold a viscous black liquid. A pair of dwarven bodies lie next to the northernmost cauldron, each with their skulls split open.

Heal (DC 10): To notice that the dwarves have had their brains removed.
Cauldrons: Each of these cauldrons holds alchemical concoctions developed by Mititas to enhance chaos beasts. If applied to the skin of a chaotic evil creature, the liquid acts as an oil of aid. All other creatures touching the liquid take 1d6 points of negative energy damage for every alignment step away from chaotic evil they are, to a maximum of 4d6 damage for lawful good creatures.
Creatures: Two brain oozes stalk this chamber, defending the cauldrons from intruders.

Brain Oozes (2)
XP 3,200 each
brain ooze (Pathfinder Bestiary 3)
hp 75 each

C12 DWARVEN PRISONERS (CR 9)

Half a dozen tables with attached shackles lie in this room. Four dwarves lie restrained on the tables here. A pair of brain-like creatures with tentacles lies between the tables, occasionally pausing to torment their prisoners.

Dwarves: Each prisoner is a dwarf warrior 5 with 5 hit points remaining. Their Intelligence has been drained to 0 by the oozes, but they still twitch when exposed to the creatures’ electric tentacles.
Creatures: If the alarm has not been raised, the oozes spend a round tormenting the dwarves before attacking. Otherwise, they strike immediately.

Brain Oozes (2)
XP 3,200 each
brain ooze (Pathfinder Bestiary 3)
hp 75 each
C1 Mi-go Lair (CR 12)
Read or paraphrase the following.

The floor slopes downward, extending the ceiling height to almost 15 feet. A bleeding dwarf lies strapped to a table and a lanky creature with insectoid wings and clawed legs stands over it, raking the dwarf's skull with a cruel pair of claws.

Dwarf: This dwarf represents Miktas' latest experiment. He has 5 hit points and his intelligence has been drained to 0. The mi-go is in the process of etching a symbol to Cthulhu into the dwarf's skull.
Creature: The mistress of the chaos beasts and brain ooze on this level, Miktas has spent recent days harvesting dwarven brains to create more ooze. The mi-go sees the arrival of the PCs as an opportunity to experiment on new patients.

Miktas CR 12
XP 19,200
Mi-go cleric of Cthulhu 9
CE Medium plant
Init +9; Senses blindsight 30 ft., low-light vision; Perception +24
Aura aura of madness (30 ft. DC 19, 9 rounds/day)

DEFENSE
AC 27, touch 19, flat-footed 21 (+3 deflection, +5 Dex, +1 dodge, +8 natural)
hp 176 (16d8+105)
Fort +22, Ref +15, Will +18; +2 insight bonus vs. mind-affecting; Immune cold, plant traits; Resist guarded mind

OFFENSE
Speed 30 ft., fly 50 ft. [good]
Melee 4 claws +16 (1d6+4 plus grab)
Special Attacks channel negative energy 9/day (DC 18, 5d6), evisceration, part the veil, sneak attack +2d6
Domain Spell-Like Abilities (CL 9th; concentration +14)
8/day—vision of madness (+/-4)
Cleric Spells Prepared (CL 9th; concentration +14)
5th—greater command (DC 20), flame strike (DC 20), nightmare (DC 20)
4th—confusion (DC 19), freedom of movement, summon monster IV, unholy blight (DC 19)
3rd—blindness/deafness (DC 18), dispel magic, invisibility purge, protection from energy, rage
2nd—death knell (DC 17), enthrall (DC 17), hold person (DC 17), lesser restoration, touch of idiocy, zone of truth (DC 17)
1st—cause fear (2, DC 16), lesser confusion (DC 16), doom (DC 16), protection from good, sanctuary (x2) (DC 16), shield of faith (at will)—bleed (DC 15), detect magic, mending, read magic
D Domain spell: Domains Madness, Void

TACTICS
Before Combat If given time to prepare, Miktas casts sanctuary before a battle begins.
During Combat Miktas begins combat by casting summon monster IV to create 1d3 fiendish dire bats to serve as a shield between herself and the PCs. She then seeks to divide and conquer the PCs with confusion, hold person, and cause fear.
Morale If reduced to fewer than 20 hp, Miktas casts sanctuary and tries to escape.

STATISTICS
Str 18, Dex 20, Con 23, Int 23, Wis 20, Cha 19
Base Atk +11; CMB +15 (+19 grapple); CMD 34 (42 vs. trip)
Feats Combat Reflexes, Deceitful, Dodge, Extra Channel, Improved Initiative, Improved Natural Armor, Improved Natural Attack (claw), Weapon Finesse
Skills Bluff +20, Disable Device +10, Disguise +20, Fly +9, Heal +24, Knowledge (arcana) +16, Knowledge (geography) +13, Knowledge (planes) +17, Knowledge (religion) +17, Perception +24, Sense Motive +24, Spellcraft +25, Stealth +21, Racial Modifiers +4 Bluff, +4 Disguise
Languages Abyssal, Aldo, Celestial, Common, Draconic, Infernal, Mi-go
SQ deceptive, item creation, no breath, starlight
Combat Gear wand of cure critical wounds (14 charges), greenblood oil, Other Gear treasurer's seal, silver holy symbol of Cthulhu, spell component pouch

Development: The PCs can use Miktas' treasurer's seal to open the doors to Room 14.
Ad-Hoc XP Award: Award the PCs 400 XP for each dwarf they save from Miktas throughout this adventure.
C14: HOLD OF THE SAGES (CR 12)

This chamber houses several glass tubes on pedestals, each with wires connecting to a large brass central tank. Most of the tubes are broken, with the greenish liquid inside draining into a large pool on the ground. Only one tank remains intact, and it holds a humanoid brain.

**Tubes:** These tubes once held the brains of ancient sages; whose wisdom guided the elves. As the collective brains of these great sages came into contact with the mix of chemicals on the floor and the radiation emitted from the Wayward Rogue's crash, they transformed into brain oozes. Only one brain remains intact after all these years. As the PCs enter the room, they receive a telepathic warning from this brain, granting them a +4 to Perception checks to avoid surprise.

**Liquid:** Any square covered in the greenish liquid is considered difficult terrain.

**Central Tank:** This tank has a number of gauges and lights on it. Its purpose is revealed in Part Three.

**Creatures:** Seven brain oozes lurk in this chamber.

**Brain Oozes (7)**
XP 3,200 each
brain ooze (Pathfinder Bestiary 3)
hp 75 each

**TACTICS**

**Before Combat** The oozes take hiding places around the chamber as soon as they hear somebody at one of the doors.

**During Combat** The oozes engage each PC in melee, save for one. Remaining oozes hang back to target that individual with charm and dominate effects. Once an ooze is injured, it flies to another corner of the chamber to cast spells while one hanging back steps up.

**Morale** The oozes continue to fight until the PCs outnumber them at least two to one, at which point they make one last attempt to use their spell-like abilities before fleeing.

**PART THREE: THE LOST SAGE**

Once the PCs have defeated the brain oozes, the lone sage remaining reaches out to them, communicating telepathically.

“Hello? You are... visitors? We have not had your kind here in many... centuries? Millennia? It is so hard to remember.”

The sage can fill the PCs in on the adventure background up until the crash and can also answer the questions below.

**Who are you?** “I am not sure. I think I was once a woman...but what kind? I cannot say. I do not remember my species – only that I was the eldest of my kind. The elves offered me immortality. I must have accepted their offer.”

**What purpose does this chamber serve?** “Before the others...lost themselves, this was a gathering of the greatest minds of the galaxy. We showed the elves and their masters wonderful new worlds.”

**What are the metal bricks?** “Those are data records. By touching them to the control console and using my magic, I can show you the history of this ship.”

ACCESSING THE DATA BRICKS

As soon as the PCs press one of the data bricks to the central console, they hum in unison. Combined with the psychic powers of the forgotten sage, the bricks allow everybody in the room to simultaneously relive certain memories.

The hallway lights up and the floor seems to move. Images of a dashing elven captain and his barely-concealed contempt for the fungal masters known as the mi-go swirl through your minds.

“Celfae calls from a distance,” says the captain’s voice. “We shall answer.”

Time lurches forward. The ship shudders violently. The crew barely has time to brace for impact before the vessel crashes down, present location.

The images come faster. The survivors abandon the ship, but years later the captain returns with several plague-stricken allies. He argues with his advisors in front of a glass vat holding a bizarre four-armed giant.

Finally, the vision coalesce into diagrams of an item you recognize as the Radiant Shard: “What they have done to us is unacceptable,” says the captain. “We will end this. We will activate the beacon, bring this plague to those fungal beings, and then return my people home.”

If questioned about the visions, the sage identifies the captain as Delwynnydynn. “He is the Blade of the Sun, our greatest champion.”

As to the beacon, the sage speculates that the word refers to the ship’s core – a core which, the sage explains, was sealed years ago by dwarven scavengers. “Even if the core were returned, the ship would not fly. But if detonated, the effect could be devastating on this planet.”

The brain canister holding the sage can be removed. It has a hardness of 5 and 15 hit points. The sage can communicate telepathically with a range of 100 feet.

RETURNING TO ORVAST

Upon returning to Orvast, the PCs gain an immediate audience with the king. When he hears Delwynnydynn’s name, his eyes bulge and he becomes visibly angry.

“Hells take that creature! Will history never let him go?” After composing himself, the king continues. “That thing the sage referred to as a hero is one of the world’s greatest threats. He is known as Mortalbane, the First Ghost. And you come here telling me that he has an item of great power – something that can create an explosion that can be seen from the stars. I implore you – travel to Endiel Forest. Recover the Radiant Shard from Mortalbane before he wrecks more havoc upon this world.”

Whether the PCs accept this mission or not, they receive the promised reward for their deeds. Although the trail of Adventure leads to the Endiel Forest, where many more secrets lie in wait. Continued in part four of the Ravenous Ruin: The Forest of Starving Spirits!
The Ravenous Ruin Continues!

The dwarves of Orvast have made a terrible discovery among the ruins of an elven siege fort and now an ancient cosmic threat arises.

Will the characters be able to rescue their dwarven allies, or will they unwittingly release a dangerous alien priest?

This adventure is part two of the Ravenous Ruin, and is designed for 9th level characters on the medium experience track.

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