

SATYR GROVE

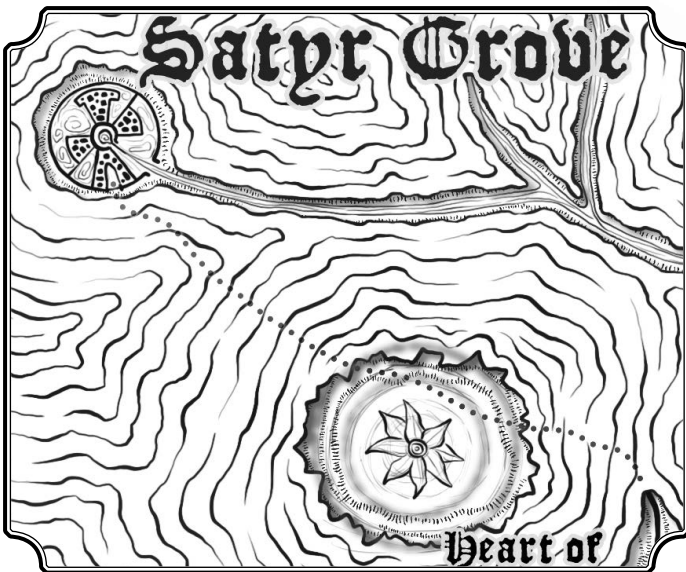
“We have seen it scribed in the stars. But the astral movements are obscure at best and outright deceitful at worst. We must first gather more information.”

Farenhal, Witness of Satyr Grove



atyr Grove is a jewel of fey craftsmanship and the spiritual core of El-Unore Reaches. Alas, the fey settlement is the closest to the source of corruption in the Heart of Decay. It is only thanks to the magical water that is produced at its center that the hamlet barely resists the cursed corruption.

The ruler of Satyr Grove is Witness Farenhal, an aloof, meditative satyr who has spent decades observing the night skies in search of insight and wisdom. Witness Farenhal, along with the two centaur sages in Satyr Grove, has uncovered a sliver of hope for the region. But the fight against decay must be enacted by non-fey as they are not so gravely affected by the creeping rot. The stargazing satyrs and centaurs have sent word south to Y'renlune to summon outsider mercenaries and sellswords to their forest grove. The fey expect newcomers any day now. Time is of the essence and must not be wasted.



Level 2 Settlement

► **Danger.** Unsafe. Check for a **Random Event** every two different areas the characters visit (4-in-6 chance).

► **Atmosphere.** Satyr Grove appears to constantly battle the corruption that slowly seeps in from the Heart of Decay. Close-by locations are already under the influence of the rot. The fey inhabitants make use of valiant stoicism and do not portray fear or despair yet.

1. TRAIL OF GOSSAMER

The way to Satyr Grove slithers through the northern forest. It is known as the Trail of Gossamer due to the abundance of harmless spider swarms in the area. Alas, the emergence of the Heart of Decay slowly kills the forest and creates a large opening. The Trail of Gossamer passes worryingly close to the enormous rot flower.

► **Unreachable Heart.** When the characters pass by the dead zone, they can only witness the Heart of Decay from afar. A spherical force field equivalent to a wall of force surrounds the Heart of Decay. The characters cannot interact with it at this point in the campaign but the fey in Satyr Grove may have uncovered a way to do it.

► **Rotten Guardians.** If the characters linger too long by the force field, two **vine blights** and a **spider swarm** emerge from the barren soil and attack the party.

► **Fey Remains.** The Trail of Gossamer from the Heart of Decay to Satyr Grove is dotted with a dozen corpses of fey creatures that collapsed to the extraplanar rot on their way to the satyr sanctuary. A healer who inspects the remains for 10 minutes learns that the rot has caused a burn-like effect on the body tissues that cuts down to the bone. It is surely an agonizing way to die.

RANDOM EVENT

d6	Details
1	Three elves arrive in town carrying a rot-stricken satyr . The poor satyr has a 2-in-6 chance of making it through the night. If a character with healing knowledge volunteers to care for the satyr that night (area 5), his chances of survival rise to 4-in-6.
2	Two myconids arrive in town with bad news. The Mushroom Forest has fallen to the rot. They beg the characters for help.
3	Four satyrs come seeking Witness Farenhal. They claim the Royal Gardens to the south have been stricken by the rot. Some elves stayed behind to care for it but only the water of the Nymph Muses (area 12) can cleanse the befoul rot.
4	Two dwarven thugs arrive in town. They came looking for work after hearing rumors of the mercenary call for participation.
5	The Heart of Decay blooms. The powdery rot substance rains for 1 hour while the fey hide in their wooden huts.
6	A heavy mist bathes the entire town while the moon is visible even during the day. The seers confirm this is a bad omen.

Satyr Grove

The spiritual core of El-Unore Reaches is set in the depths of the northern forest ranges. Satyr Grove is the humble home of the wisest and most reclusive fey in the domain. The walls and edifices are aligned with obscure astral bodies; a testament to the stargazer heritage that satyrs and centaurs have carried on for generations.

1. Trail of Gossamer
2. The Threshold
3. Y'ren River Tributary
4. The Overflowing Horn
5. Aun's Hospice
6. Chapel of Roots
7. Fairy Commune
8. Ironhorn's Abode
9. Dream of Botany
10. Jorahan's Forge
11. Hall of the Witness
12. Nymph Muse Effigies



2. THE THRESHOLD

Unlike other settlements, the entrance to Satyr Grove is wide open; it does not even have a gate. A centaur named Six Wings of Sorrow awaits by the 20-foot-tall wall. The centaur is jubilant to see non-fey outsiders. Six Wings of Sorrow offers to escort the characters to area 11 where Witness Farenhal shall promptly give them an audience.

► **Rumor.** If asked about the region's situation, the centaur claims there is word in town about a solution to the rot. Six Wings of Sorrow says the stargazer seers have seen something of deep significance in the night skies.

3. Y'REN RIVER TRIBUTARY

This is one of the numerous tributaries that feed the Y'ren River, the artery of El-Unore Reaches. Unlike other streams that begin in springs or high regions. The water here comes from the magical spring of the Nymph Muses (area 12). The water has healing and rot-resistant properties but it is only effective when collected here. Downstream, near the Heart of Decay, the magic water is diluted by other streams and loses all of its potency.

4. THE OVERFLOWING HORN

The Overflowing Horn, a stern establishment, brims with fey patrons: satyrs, elves, and centaurs gather. The fey are somber, empty-looking, and silent beneath the ancient, gnarled oak beams of the hut.

A sign by the door portrays a nymph pouring water in the same manner as the effigies in area 12. In merrier times, the fey would be laughing and dancing but the rot has caused havoc in the locals' state of mind. The fey are not cowards and are willing to perish in Satyr Grove if such a tragedy comes to pass; hence their demeanor.

► **The Barkeep.** A satyr named Vartianni tends to the bar and serves barley ale and berry liquor. Vartianni moved to Satyr Grove two years ago and does not yet adopt the same mannerisms as his stoic, aloof brethren. She is visibly worried as she tries too hard to tell jokes and stories to lighten the mood in the hall. Vartianni sighs with relief when outsiders come as she is convinced the fey are doomed and their fate certain. She recommends the party to seek Witness Farenhal.

5. AUN'S HOSPICE

A gnarly tree grows through the hut and pierces the roof. Its foliage is verdant despite the powdery rot. Aun, a **dryad**, is bonded to this tree. Inside the wooden hut, there are dozens of piled cots and hammocks, many of them currently occupied by rot-stricken fey creatures that battle each minute against impending death. Aun is a healer by trade but her arts have proven to be of little use against the rot. Even bathed with the Nymph Muses' sacred water, some creatures are too far gone to be saved.

► **Accommodations.** Aun's Hospice is the only place in town with spare cots for the characters. Aun apologizes profusely for their having to share sleeping space with the improvised hospital but there is no other way.

► **The Centaur.** Rot-stricken but steadily recovering, the **centaur** named Gloriously Bright tells the story of how his scouting party used all kinds of weapons and some spells to break through the Heart of Decay's force field. Two of his friends perished trying and he was the only one strong enough to crawl back home despite the rot. Gloriously Bright has vowed to fight the rot and would gladly join the party if and after he makes a full recovery.

6. CHAPEL OF ROOTS

An effigy of Gede made of dried roots, branches, and spider silk stands before a row of wooden pews. A few elves and satyrs sit in silent prayer, seeking solace from the despair of their kin in Satyr Grove. Characters that sit for the sunset mass and seek Gede's blessing gain **inspiration**; evidence of the goddess's interest in them.

7. FAIRY COMMUNE

This hut is taller than the rest. Its surface dotted with windows that fairies use to come in and out flying.

Around four dozen **sprites** live in this dwelling. Due to their small size, the edifice is large enough for their lot. Fairies choose to live in this manner, all in the same place; a practice akin to how bees organize in their hives.

► **The Royal Gardens.** The fairies gather daily in the Royal Garden, southwest of Satyr Grove. Alas, the gardens have been afflicted by the rot and are not safe anymore. Two **sprites** beg the characters to bring a cart of water barrels from area 12 to the gardens to help.

8. IRONHORN'S ABODE

In stark contrast with the other satyrs in town, Ironhorn practices sword stances and movements by his home. The **satyr** is battle-scarred and wears an iron horn prosthetic after losing it in a battle a decade ago. Ironhorn is waiting for a chance to join an adventuring party to help the locals get rid of the rot. He understands his weakness against it but his resolve knows no bounds.

► **Mushroom Forest.** Ironhorn is friends with the mushroomfolk that live north of Satyr Grove. They have brought troubling reports of the rot creeping into their dwellings. If allowed to tag along, Ironhorn suggests parting north to the **Mushroom Forest** and bringing several barrels of magic water from area 12 to bathe the mushroom stalks and guard them temporarily from corruption. Ironhorn believes this is a valiant cause.



9. DREAM OF BOTANY

Gallant Emerald Heart, a female centaur, moves by tall shelves within her home that is part dwelling, part sun-house, part garden. The senior centaur is familiar with most herbs and fungi in the Material Plane and knows how to mix them to concoct the most marvelous potions and unguents. Characters looking to identify the properties of strange plants, herbs, or potions can come to Gallant Emerald Heart for such information. The centaur is glad to share her knowledge with others.

10. JORAHAN'S FORGE

A stone forge is attached to the north side of this hut. Jorahan, a **satyr**, is the only blacksmith in Satyr Grove. Normally, he works with iron to produce all manner of small things like arrowheads and horseshoes for the centaurs. Lately, however, the need for steel weaponry has caused him to improve his forge and work non-stop so he can produce such blades. Jorahan is limited in his task as there is no mine nearby and the fey do not do such tasks often. If the characters secure a cart of iron ore, Jorahan thanks them by crafting a *+1 longsword*. It takes 2 days to bring the ore from the mine in Miller Hill, a settlement on the eastern side of El-Unore Reaches.

11. HALL OF THE WITNESS

In a grand hall bedecked with wildflowers and vines, a robed satyr noble holds court atop a throne of twisted oak, serenaded by flute melodies and the murmur of the fey creatures that look up to his wisdom.

► **The Audience.** Witness Farenhal is blissful to see the characters. The satyr claims he can only explain all he knows about the current situation through a magical, oneiric experience (see **Dream of the Fey**). The witness believes the Heart of Decay will completely consume El-Unore Reaches within 1 month. After the characters learn this, Witness Farenhal makes an offer of 2,500 gp and the title of Rot-Slayers to the characters. If they manage to save the realm, the witness shall pay.

► **Pressing Matters.** Witness Farenhal also explains that two nearby locations, the **Royal Gardens**, and the **Mushroom Forest** are in dire danger and begs for help.

12. NYMPH MUSE EFFIGIES

Within a lute-shaped monument at the heart of Satyr Grove, two solid gold statues of beautiful nymphs hold vases that pour an endless supply of water. The pond by their feet is the birthplace of the Y'ren River Tributary.

► **Sacred Water.** Drinking a mug of this water heals 1d8 HP (once per day). In addition, it increases the chances of survival of creatures resisting the regional rot. It can also be used to water plants and fungal growths to guard them against the nefarious effects of the Heart of Decay.

DREAM OF THE FEY

In the Hall of the Witness, the characters are given a stupor-inducing potion to allow them to commune with the stargazer ruler in the dreamscape. In this oneiric communion, the following information is revealed:

1. Three sources of arcane energy are hidden in the temples in El-Unore Reaches. Disabling them might make it possible to reach the Heart of Decay.
2. There are rumors of powerful fey incantations inscribed on the ancient pillars of Stargazer Summit. One of them is the *Dream of the Eladrin Fey*. According to old records, this incantation may be useful to dispel the force field around the heart.
3. The battle against the rot has occurred in the past many times. It is still unclear whether it cannot be avoided or whether the locals must fight to keep it at bay so that life can safely regrow and thrive.
4. The witness has seen, written in the stars, the characters' involvement in current affairs. Alas, due to the party's distance from fey ancestry, the details of their future remain obscure. No fey seer in El-Unore Reaches can accurately predict what is to be of the characters in this perilous quest.
5. A tomb of ancient fey knights lies south of Satyr Grove. Witness Farenhal believes it is unrelated to the cycle of life, rot, and rebirth. However, legends speak of a fabled centaur blade hidden therein.



THE ROYAL GARDENS

Featuring cartography by Domille's Wondrous Works

The gardens in their normal state.



ADVENTURE HOOK

Trapped Fairies. The characters learn from the fairies in the Fairy Commune (area 7) that one of their sacred places, the **Royal Gardens**, has been overtaken by the rot. Worst still, some fairies are captive after erratic spiders spun webs in the gardens. Two fairies named Gos-sal and Jardig offer the characters two *potions of healing* and a monetary reward for helping out (100 gp).

Level 3 Encounter

► **Light.** Partially covered by the forest canopy, the place is in shade during the day and pitch dark at night.

► **Smells and Sounds.** The lulling sound of insects and birds suddenly vanishes within 20 feet of the gardens. Something dark has taken hold of this ancient place.

FEY ALLIES

The characters do not come alone on this quest. Four brave **sprites** fly by their side. If the characters have befriended Ironhorn, the **satyr**, he is eager to come too.

THE JOURNEY

The Royal Gardens are located southwest of Satyr Grove. It takes less than 1 hour to reach them during the day.

ANCIENT LORE

A historian knows that these gardens were part of a large elvish hall millennia ago (DC 14 History). Elvish kings ruled this land back then. Since their obscure demise, the gardens have become a place of worship and prayer.

VERDANT GROWTH, HERBS, and enormous fragrant flowers line a circling walking path that has stood in this forest for eons. Water lilies float on a quiet pond by the south side of the garden. The frogs there croak despite the arachnid threats that loom by the forest canopy.

CAPTIVE FAIRIES

Four **giant spiders** have spun a web 15 feet above the gardens; seven fairies are trapped in the webbings. The spiders have enveloped two of them in silky cocoons but the rest have been left in the webs to attract more fairies.

These spiders, deranged by the rot's influence, fight until slain and have no sense of self-preservation. Upon defeating the spiders and freeing the fairies, the Heart of Decay's influence becomes stronger (see below).

FLOWERY ABOMINATIONS

AS THE CHARACTERS regroup and save the fairies, the smell of the giant flowers is replaced by a stench of rot and decay. The flowers become engorged and grow maws with sharp teeth. The four flowers (**vine blights**) are the result of the Heart of Decay's influence. These are dangerous foes that may decimate the party in a moment. Fortunately, the flowers are fixed in place, something the characters can exploit to destroy them.

► **Cleansing.** Spraying the magic water from area 12 in the Royal Gardens protects them for 1 week.

Rot flowers (vine blights) emerge from the corrupting influence.





MUSHROOM FOREST

Featuring cartography by Domille's Wondrous Works

ADVENTURE HOOK

Rotting Fungi. The characters hear from Ironhorn, the satyr, that the denizens of Mushroom Forest are suffering from the cursed rot. It has affected them terribly. There is still a chance to save the fungal people.

Level 3 Encounter

► **Light.** Mostly covered by the forest canopy, the place is in dim light during the day and pitch dark at night.

► **Smells and Sounds.** The sound of fungal patches releasing noxious spores in bursts interrupts the natural sounds of the northern forest. The stench is pungent.

► **Spores.** Breathing the spores in the area causes creatures to violently cough and retch (DC 13 Constitution, once per hour). Failure by 5 or more deals 3d6 damage.

FEY ALLIES

The characters may not be alone on this quest. If the characters have befriended Ironhorn, the **satyr**, he comes along with four of his **elf** neighbors. They carry barrels of magic water from the Nymph Muses (area 12).

THE JOURNEY

The Mushroom Forest is located north of Satyr Grove. It takes less than 1 hour to reach it during the day.

THE MUSHROOM FOLK

THE POOR MUSHROOMFOLK have been overtaken by the rot. Eight **myconids** stand motionless around the giant purple-cap stalk (see map). Others of their kin have fled south already. Alas, these beings are too far gone. Upon seeing the characters, they become aggressive and attack. They cannot be reasoned with. Only after combat can the party attempt to clean the place from the rot.

► **Cleansing.** Spraying the magic water from area 12 in the Mushroom Forest protects it for 1 week.

Mushroom Forest completely overtaken by the decay.

