The Lost Wonder

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Introduction

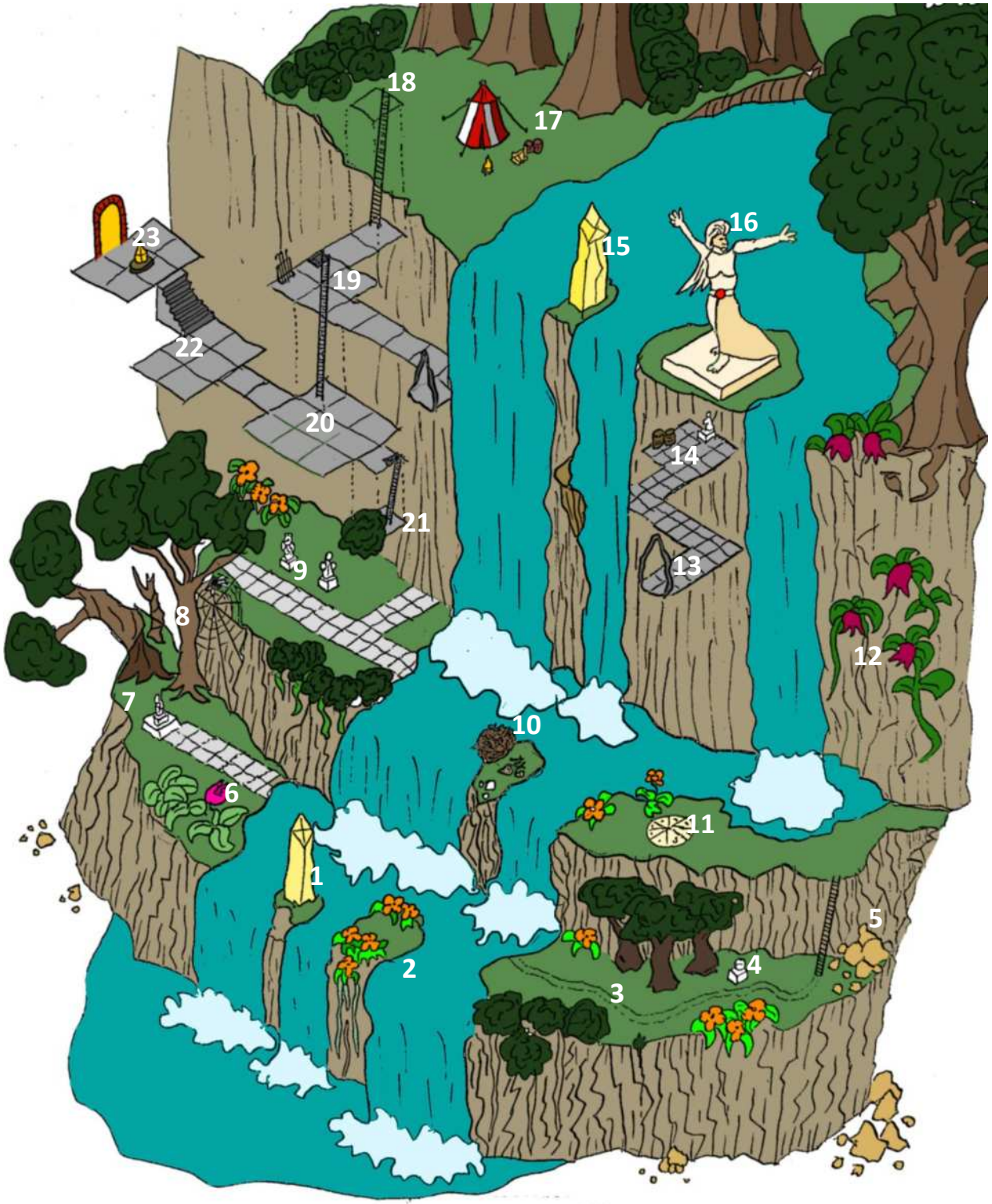
Your party gets hired by a group of monks worshiping the Sun Goddess to investigate the apparent profanation of her sanctuary. The scholars consider this place to be a wonder of nature, and its location is disclosed only to the most trusted servants of the goddess. The players must inspect the site and, if possible, reverse the desacration.

Sanctuary

After three days of travel through dense forest, the party arrives at the bottom of a waterfall in a remote valley. The statue of the Goddess atop the waterfall is somehow damaged but extremely hard to reach. The climbing begins.

1. Lower solar obelisk - an obelisk made of solar crystal. When the statue is complete, the sunbeam from the upper obelisk reaches the lower one creating a beautiful rainbow.
2. Rare flowers - flowers that could be used to create a **healing potion** (it takes around 2 hours to make one potion from them).
3. Fey grove - an eerily silent grove. When someone investigates the trees, they find several bodies of tiny fey burnt to ashes.
4. Urn of Sepharion - a prayer here gives players a vision of an angry burning man shouting at them (the man is Drack). If broken, the urn reveals jewelry worth around **100 gold pieces** and gives bad luck to the person who broke it.
5. Shaky ladder - risky climb, falling rocks.
6. Carnivorous plant - guardian of the sanctuary, attacks on sight.
7. Statue of Saratos - a statue of a legendary priest. Touching the statue gives players a vision of a solar beam reflected by the statue's shield.
8. Spider-infested tree - easy climb, four giant spiders wait for travelers.
9. Talking statues - two statues that whisper praise to the Goddess.
10. Harpies nest - three old and very aggressive harpies guard the passage to the upper sanctuary. The partially eaten body of Drack's mercenary (**chainmail, sword, helmet**) lies beside the nest.
11. Broken shield - a polished shield weighing over 300 lbs that fell from the statue. If properly attached, it sends a solar beam through both obelisks to form a blessed rainbow on the bottom of the waterfall.
12. Deadly flowers - easy climb, but the wall is covered in flowers whose smell induces hallucinations that result in serious risk of falling.
13. Cave of the Keeper - a place where Kiara, the old monk guarding the sanctuary, lived. Drack killed her a few weeks ago. The entrance is visible as a cave from the bottom of the waterfall.
14. Keeper's room - **small bedroll, some supplies, climbing equipment**, and instruction on attaching and adjusting the shield (it requires extreme strength and climbing equipment).
15. Upper solar obelisk - used to create the rainbow in the Sanctuary. A **hammer and chisel** lie beside it.
16. Statue of the Goddess - holy site of the Sanctuary. The Goddess can only hear and react to prayers when her shield is attached correctly and positioned to send a sunbeam down the waterfall. Currently, someone broke the connection.
17. Drack Encampment - a camp of a wizard, with several **magic scrolls, an alchemical laboratory**, and a **journal** revealing a plot to prove the faith in the Goddess is fake by destroying her Sanctuary. The wizard plans to sever the connection with the Goddess, humiliate her priests and monks and then incite a mob to plunder her temples. The journal mentions a secret entrance to the Sanctuary (location 18).
18. Secret passage - poorly hidden entrance to the underground of the Sanctuary.
19. Armory - a room with a weapon rack (**holy quarterstaff, blessed mace, magical shield**).
20. Drack - a room where Drack conducts his experiment. He will try to convince the players that the Goddess worship is fake, and the attack on her temples could be profitable for him and the party. If players refuse, he casts protective spells upon himself, and instantly two fire elementals appear between him and the party. If players still refuse, the wizard attacks and fights to the death.
21. Lower entrance - secret entrance to the Sanctuary underground (extremely hard to find when looking from outside).
22. Fire trap - a magical trap that releases a magical explosion upon entry.
23. Gate to the plane of Fire - a portal to the plane of Fire, that allows the travel to the domain of the Goddess (only opens when the Sanctuary is active and the sunbeams create the rainbow).

The quest ends when players repair the statue or join Drack in his plot against the temple.



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