



Child Aspect of the Moon God
This form of the god serves to protect the shrines, and to a lesser extent, their clerics. If all party members are put to sleep, they will find themselves waking in the forest the next morning.



Saving L'Ulf
If desired, L'Ulf can be saved by offering Baba Haloo an additional gift. She will not let him live unmarked; should the party negotiate without insult, Haloo will transform him into a hunchbacked Elf with a rabbit head.



The clawed hand can attack with each of the five claws, but its real threat is that it can climb under an opponent's armor, forcing them to doff it to reach the hand. The hand wears a Ring of Lunar Light (whatever that means.)

CLERIC L'ULF

As far as curses go, you've seen worse. The village cleric, a young Acolyte named L'Ulf, believed fully that his faith was sufficient to banish Baba Haloo from her hut at the edge of town. Baba Haloo must have been amused because rather than eating his face or tying him up with his own entrails (both of which she had used before), she made L'Ulf immortal. Of course, cutting him up into several pieces that simply couldn't die was her idea of funny.

L'Ulf's head now sits before you mouthing out words of utter desperation. His young servant, Pip, holding the head carefully wrapped in a scarf, informs you, "Master L'Ulf requests your aid. Enter the chapel and retrieve the offering box, and take it to the Hag, Baba Haloo. Exchange it for his mortality."

CHAPEL OF THE MOONS

The village chapel is indeed hallowed ground, but that has not stopped the severed parts of the Cleric from returning there. **Your goals are simple:** enter the chapel and deal with the cursed parts of the Cleric, find the offerings box, and take it to negotiate with Baba Haloo (without getting cursed yourself.)

The Chapel of the Moons is a dome with four round windows depicting a different phase of the moon and a locked, double door. Scratching can be heard from just inside the door.

Windows: Each window is blessed so that any damage done to them curses the one who harmed them Blindness whenever the moon is out until the window is fully repaired.

The Chapel of the Moons is a vast, circular room, its uneven, pock-marked floor mirrors the crater shapes the moon. Light from the windows shines in four regions with narrow strips of twilight between each. In the center of the room is a small crater with an altar built upon its lowest point.

REGIONS OF LIGHT

New Moon: The area is bathed mostly in blue light. All spells cast while in this region do their maximum effects.

Waxing Crescent: The area is greenish in light. Ranged weapons do their maximum effect if launched from inside this region.

Full Moon: The area is bathed in pale yellow light. Injured creatures regenerate 1 health per round of not fighting.

Wanning Crescent: The area is awash in an orange light. Melee weapons do their maximum effect from this region.

ALTAR OF THE MOON

To get to the altar, a person must climb down a 10 foot bank. At the foot of the altar is a blown glass bowl the size of a wagon wheel (weighing nearly 300 lbs when full) It is filled with various offering valued at 500gp total.

Approaching the altar, the figure of a young, Elf boy appears standing upon it. He is armed with a bow and clothed in a silver, chain armor. He smiles at you and indicates the bowl. "Make your offering."

If the body parts of L'Ulf are placed upon the altar, the boy will heal them and command the party to take the offering bowl to Baba Haloo to end the curse upon L'Ulf. If the offering bowl or its contents are touched in any other way, the boy attacks.

FOES

The Right Hand of L'Ulf: Great claws have grown from the hand as it attacks like a five legged spider. It can climb any surface. It takes five hits to subdue the hand.

The Body of L'Ulf: The great lump hovers just under three feet above the ground, moving through the regions of shadow between moonlight. It must be grappled first, then dragged. If released at any time, it will move quickly away from the Altar of the Moon and people, staying within the shadowy spaces between pools of light.

The Left Arm of L'Ulf: Armed with a crossbow, this disembodied arm flies about 10 feet from the ground, firing a bolt that magically reloads every other turn.

The Legs of L'Ulf: The legs seem to be dancing in a violent jig. Although they are not hard to catch, they jerk about uncontrollably, injuring anyone that tries to stop or control them. Someone trained in dance or performance, however, can easily recognize the dance and can attempt a "dance-off" against the legs. The Legs make their attempt as a 1d20+5 each round which the opponent must beat with a 1d20 plus any applicable bonus(es): three wins gain control of the legs; each failure costs the competitor a coin (if they have no coins, it takes an item instead) Items and coins lost appear within the offerings bowl.

The Elf Boy: This boy is an aspect of the God of the Moon. It cannot be injured, though it can be grappled with an extreme act of strength. Its bow never misses, though a creature hit does not die but is made to sleep until the next dawn if dropped to 0 health.

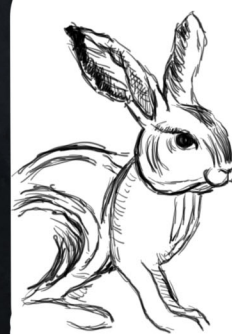
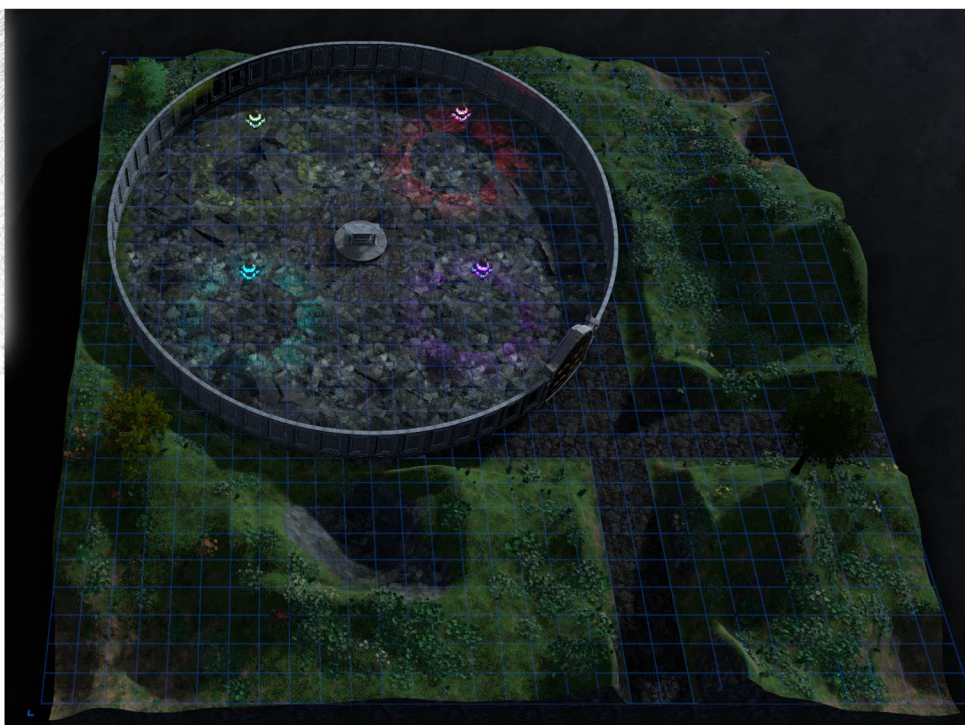
Baba Haloo: Baba Haloo is a Fey Hag, immortal and extremely powerful, evil and good, and utterly unpredictable. If the characters bring her the offering bowl, she will make L'Ulf mortal though he will die immediately. She will give each party member a magical, wooden Rabbit as a reward.



The Cleric L'Ulf has been known to challenge villagers and nobles to dancing competitions for increasing their offerings (double or nothing.) He is a well loved priest.



Baba Haloo is an ancient being of mythic powers. She is barely even subject to the powers of the gods. Mortal threats are meaningless to her, but she is governed by the Law of Gifts: gift givers must be respected and treated in kind.



Wooden Rabbit: These finely carved rabbits transform into a steed the size of a small horse. They can travel for a full day without rest. If damaged or destroyed as a steed, they return instantly to carved form.