

URC1-08

MYSTERIES OF CRYSTAL SPRINGS III

A Two-Round D&D LIVING GREYHAWK®

County of Urnst Regional Adventure

Version 1

ROUND 1: CELEBRATION AND NEGOTIATION

by Gregg Belcher and Tim White

Travel to Dossselford once more to reap the rewards of your hard work saving the town and mayor. Get your first taste of the deep levels, and negotiate your way past overwhelming foes. Uncover the secret past of Crystal Springs, and prevent a psychic catastrophe. An adventure for characters level 3-6.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" among the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

DETERMINING AVERAGE PARTY LEVEL (APL)

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

QUESTIONS AND COMMENTS

The authors of this scenario are happy to answer any questions you may have, and are receptive to constructive comments. You can contact them at tim@cyface.com.

CREDITS AND THANKS

Major contributors to this scenario include Paul Looby from Ireland, and Mike Kenyon from Colorado. Thanks guys!

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THIS IS A TWO-PART SCENARIO

This scenario is meant to be played over the course of about 6 ½ hours. It is broken into two parts to allow it to integrate into a convention with typical 3 ½ hour events. The first part is a pair of interactives, separated by a short tabletop session. The second part is all tabletop. You can run the first part as all tabletop if you wish, it will just be a less enriching experience for the players. You should stop and score, hand out experience and certs after 3 ½ hours, take a break, and then continue with the same group onto Part 2. The scenario is not set up to switch groups of players between rounds, but rather continue directly on the tail of the previous part. Use discretion when deciding where to end. If you need to stretch Part I a bit, and shrink Part 2, you can do that. Just make sure that the overall playtime does not exceed 7 hours. This will ensure a fair set of opportunities for all players across all tables.

ABOUT CRYSTAL SPRINGS

Crystal Springs is a hilly area of strange blue-veined crystal in the extreme southeastern County of Urnst, right on the border with Nyrond. The waters of the Franz River flow from its crystalline hills. Rumors have flown since as far back as anyone can remember about the origin of this area, its inhabitants, and the powers that the crystals may have.

The nearest major settlement in the County of Urnst to this area is Dosseldorf. This small town is at a low, rocky point in the Franz that has been used as a ford for generations. The mayor of Dosseldorf, a Sorcerer named Nimar, has lived there for many years, and spends much of his time researching Crystal Springs.

The Mysteries of Crystal Springs adventure series explores the nature of the springs, and gives brave adventurers a chance to have a hand in taming the dangerous inhabitants.

In this adventure, the PCs will get a solid taste of the true nature of Crystal Springs: A gigantic fortress of crystal that was formerly located on Luna, and crashed to Oerth millennia ago. The primary inhabitants were the ancestors of some specific people in this area. The next adventures will reveal more about this. This adventure also presents a greater breadth of encounter types than previous scenarios.

The dark forces conspiring to use the residents of the upper parts of Crystal Springs to ferment trouble in this area of the County have decided to focus elsewhere, and indeed the primary agent of this conspiracy in the area will be discovered to be dead in this adventure.

DM SYNOPSIS

FOR THE MYSTERY OF CRYSTAL SPRINGS I AND II

Part I introduced the PCs to Dosseldorf, Lord Mayor Nimar, and the Crystal Springs area. A large group of duergar had been paid by an agent from Radigast City to raid the surface using the tunnels in the Crystal Springs area. The PCs stopped the initial foray of the dark dwur onto the surface.

The PCs could only go so deep in the Mystery of Crystal Springs I because of a magical seal that was erected long ago to keep the denizens of Underdark where they belong. The Duergar bypassed the seal using duergar-specific magical pendants given to them by the agent, but the PCs could not bypass them in Crystal Springs I.

In the Mystery of Crystal Springs II the PCs returned to the Dosseldorf at Nimar's request. They discovered that he had been trapped in a case of crystal, and they had to venture past the seal (which Nimar had opened) and retrieve some chimes and pendants to free the Mayor. To do so, they fought off Crystal Spiders, darkmantles, and xorn, as well as some more duergar.

This adventure, the third in the Crystal Springs series, takes the characters back to Dosseldorf to receive rewards for all their hard work, as well as continue their exploration, and they discover the source of a nasty earthquake.

SINCE THE MYSTERIES OF CRYSTAL SPRINGS II

Since the end of Crystal Springs II a number of things have been going on in Dosseldorf.

The Cobblersons, with whom the PCs stayed in Crystal Springs II, have rebuilt their barn. Many PCs contributed to the fund to rebuild the barn, and they are listed by name at the end of this scenario. Be sure to check your PCs against this list to ensure that they receive proper thanks from the Cobblersons. It is possible that some poor DMs did not fill out their adventure summary with the names of the PCs that contributed to this fund in their round, so apologize to and PCs who did contribute and are not listed. This adventure will feature a barn dance to inaugurate the new barn.

Nimar has attuned the pendants recovered from the duergar in Crystal Springs II to the PCs. Thus, they can use them to pass the seal without actually opening it. Also, Nimar has done considerable research on the Xorn, in hopes of enabling the PCs to negotiate passage past their domain.

Melinda Weathertoe has embarked on a serious career as a bard, and has written some material celebrating the PCs accomplishments in the Springs. These materials are included at the end of this scenario.

Ronco Weathertoe broke his leg cleaning snow off his roof, and is laid up by the fire in his store. Kewana of Pelor healed him, but he's still very sore.

Yurj the Tickler and Kewana of Pelor have been seeing some of each other. But their relationship is not too serious, yet.

Many people have been settling in Dosseldorf, and using the ruins on the outskirts of the town as the basis for their homes. Many are complaining about how far they are from the town center, and how they would like to have stores and services closer to them. The new town members are rumbling that maybe they need a more active mayor.

Nimar has been off on business in the Radigast City area, and only recently returned. His absence has only increased the annoyance of "The Newbies".

The body of the agent who had been paying the duergar to invade the surface was discovered, and only minimal clues gleaned.

ADVENTURE TIMELINE: ROUND 1

Barn Dance Interactive (90 min): The PCs attend the Cobblersons' barn dance, and socialize with the townsfolk, until midnight, when an earthquake originating at Crystal Springs will rock the area. Nimar will hurriedly send them off to the Crystal Springs area to investigate, with advice and an item to help them communicate with the Xorn.

To the Springs! (10 min): The group receives marching orders and items from Nimar, and heads to Crystal Springs to investigate the earthquake.

Travel and Capture By the Xorn (15 min): The PCs travel to Crystal Springs (not too far from the Cobblersons') and pass the seal. They are surrounded by Xorn, and must make clear their peaceful intentions, using the advice and item given to them by Nimar.

The Elder Xorn (10 min): The PCs must negotiate safe passage to the deeper levels with the elder xorn of this group, and see what information they can get from him on the nature of the earthquakes and of Crystal Springs itself.

Insane Air Elemental (20 min): The PCs must deal with an insane air elemental who is trying to escape Crystal Springs.

The Village of the Earth People Interactive (90 min): The PCs come upon a large trading village of the "Earth People", a group of earth elemental-kin. The PCs role-play with these creatures, trade with them, and so forth. Finally, shouts ring out as a group of salamanders from the fire area attack.

INTRODUCTION

You should find out how many of the PCs have played the previous two adventures, and let them know that they are on their way to Dossselford to once again meet with Nimar. Try and get them to talk about their characters, what they've been up to, and maybe a little about what happened on their previous trips here. Try to keep it as in character as possible. Once they have gotten into the role-playing groove, you can read the introduction.

If the PCs have played previous Mysteries of Crystal Springs adventures, Nimar has invited them to the barn dance. Give them the invitation, located in the appendix.

If the PCs have not played before, they can attach themselves to another PC who has, or Yurj can have invited them to the dance earlier in the week.

THE BARN DANCE

Fall is beautiful in Dossselford, and the river Franz sparkles with sunlight, and you see bright-colored trout happily feeding on the plethora of insects. Most of the biting bugs seem to be keeping their distance, and your walk is quite pleasant.

You make your way southeast along the Franz, past the green woods turning to shades of amber, orange and red, and the fields of various farmers, some of whom wave to you as they finish their work in the fields.

As you approach the Cobblersons' farm, the wispy clouds are backlit with brilliant orange by the setting sun, and you are momentarily stunned by the beauty of the sunset. Then the sound of music reaches your ears, and you make your way toward the large new barn, which seems incredibly sturdy and larger than the others you've seen around Dossselford. Dozens of townsfolk dressed in bright colors and wearing big smiles happily scurry about, setting out steaming plates of food, and doing a final sweep of the barn floor.

The smells and sights are enticing, and you eagerly head toward the fun. Some of you are greeted by name, while others are greeted with a friendly pat on the back. Everyone seems very friendly and glad to have their heroes join them for a meal.

Melinda is there with two of the Cobblerson boys, and they strike up a lively tune on simple instruments. People are clapping their hands to the music and some are dancing up a storm.

ACTIVITIES AT THE BARN DANCE

Dancing: The PCs can dance with the townsfolk and each other. There is lively music all night, provided by local jug band-type musicians and Melinda.

Performing: The PCs are welcome to perform if they have talent (or are very drunk). The townsfolk will do their best to appreciate it.

Eating: There is quite a spread put on by the locals, and the PCs can indulge. Also mead, beer and wine are available.

Games: The locals are playing various games, some of chance, some of skill. The PCs can get in on the fun.

Bonfire: A large bonfire is blazing, the PCs can gather round and sing and socialize.

EVENTS AT THE BARN DANCE

Toasting of the Adventurers: Nimar and friends will offer cheers and good words about the adventurers for helping them save the town. Melinda will sing her new song.

Newbie Confrontation: The newbies, who support the Lord of the East (Baron Duncombe), will continually insult Nimar, both to his face and to those gathered.

Wedding Announcement: Yurj the Tickler and Kewana of Pelor announce their engagement.

Earthquake: At the end of the evening, an earthquake will strike. See below for details.

PERSONALITIES AT THE BARN DANCE

☛ **Ronco Weathertoe** (halfling male Rog5: age 45; Bluff +10, Sense Motive +15). Ronco is a gregarious fellow, an ex-adventurer who settled in Dossselford to raise his family. He spent many of his later adventuring years traveling with Nimar, and knows him quite well. Like most halflings in the County of Urnst, Ronco speaks with a thick Minnesotan accent (think *Fargo*, or better yet, *Drop Dead Gorgeous*). He has had many great adventures, including much dungeon delving. If the temple of Zodal is mentioned, he will let on that some of his cousins work there, and that his is a great fan of the priests of Zodal who "Saved my bacon many times, donchya know." If he notices anyone flirting seriously with Melinda, he will try and gently discourage things from going too far. Ronco's wife passed on many years ago, and he has raised Melinda pretty much on his own.

Ronco is known for his love of cutting very complex deals for goods that somehow always end up with the buyer paying exactly the going price for the items (i.e. the *Player's Handbook* price).

☛ **Melinda Weathertoe** (halfling female, Brd2: age 20; Perform (lute, sing, flirt) +8, Charisma 16). Melinda helps her father run the store, and chafes under his protective 'custody'. She is quite flirtatious, which aggravates Ronco to no end. She tends to stick to the shorter males, especially halflings. She knows the shop very well, and can help anyone find anything in the big piles with no problems. Although she wants to break away from her father, she does love him dearly, and isn't sure that the life of adventurer is for her. (She's seen too many scars over the years). Melinda has become an accomplished bard over the last few months, and has a very nice singing voice. She really likes to bat her eyes, and is known for teasing adventurers mercilessly. She is a quite attractive halfling, and even humans find her proportions and

wiggle pleasing. If there are any bards in the group, particularly any halfling bards, she will try to pump them for information about the life of a traveling bard in the County of Urnst. Melinda also has a Minnesotan accent (see info for Ronco above), although it is a little less noticeable, since Melinda has lived among humans much of her life here in Dosseldorf. Melinda is also an accomplished baker, and is known for her sticky buns, which she always offers to customers.

☞ **Anel Cobblerston** (human female, Com2: age 24): Anel moved here from Brotton about three years ago with her husband Larf. She is a happy, outgoing farm wife, who loves her husband and her boys. She is delighted to have all this attention paid to her at the dance, and is taking the moment to shine as a hostess. She met many of the PCs in Crystal Springs II, and will talk to them by name. Her sons, Mager and Folum, are listed separately below.

☞ **Larf Cobblerston** (human male, Com3: age 25): Larf Cobblerston, who has come to the edge of civilized Urnst to start anew, owns the farm. He has a wife, Anel who moved here with him from Brotton, and two boys, Mager and Folum who were born here. Larf is distrustful of strangers. He is wanted in Brotton for stealing and constantly fears that someone will find him and haul him away from his new crime-free life. Since Crystal Springs II, Nimar has confronted Larf about his issues, and pledged to protect him personally if any authorities do come. Since this assurance, Larf has become a whole new man. He is happy, outgoing, and does his best to help everyone around him.

☞ **Mager Cobblerston** (human male, Com; age 12): Curious and intelligent; Mager likes to find out everything about everything. He is a little shy, but very talkative with people he knows.

☞ **Folum Cobblerston** (human male, Com1: age 11): Folum likes to play, and play little practical jokes. He is much more physical than Mager, and likes to play rough games and wrestle.

☞ **Nimar** (human male Sor10; age 55): Nimar is the Mayor of Dosseldorf, and is described in the appendices.

☞ **Yurj the Tickler, human male Rgr4**: CR 4; Medium-size humanoid (human); HD 4d10+12; hp 32; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +3 melee (1d8+2/19-20, longsword [he keeps it behind the bar]); SA Favored enemy (animals +1 [his favorite enemy is fish]); AL NG; SV Fort +6, Ref +4; Will +3; Str 15, Dex 16, Con 14, Int 11, Wis 10, Chr 14.

Skills and Feats: Hide +8; Move Silently +10; Profession (barkeep) +6; Ambidexterity (virtual), Dodge, Iron Will, Mobility, Track, Two-weapon Fighting (virtual).

Yurj is the proprietor of the Ticklish Trout, the inn and tavern in Dosseldorf. Yurj is an expert fish tickler, and

keeps a tank of trout behind the bar to practice on, and serve to his customers. Not known as a stunning conversationalist, Yurj is a superb listener, and grunts appropriately in almost any conversation. He has a thick Slavic accent (a Schwarzenegger accent will do). He lived in the Flinty Hills for many years before deciding that although he liked to be alone, the life of a solitary ranger was a little *too* much solitude. He likes to try and guess people's favorite drinks, but is rarely gets it right.

☞ **Kewana of Pelor**: Kewana is a priestess of Pelor who moved to the Dosseldorf area about 3 years ago. She was replacing a very old priest who passed on naturally in front of the fire. The town is still not completely trusting of her (they still call her "the new priestess"). She is earnest and patient, and does her best to try and fit in. She adventured for a few years in the County and in Greyhawk before deciding to settle down and find a flock. She usually starts her sentences calmly, and then gets very excited (and speeds up) at the end. She is attractive enough, but is still "too much into the gods" to find a husband. If flirted with, she will respond, but try and turn the conversation to Pelor as soon as possible.

☞ **Elegos** (human male Exp: age 44): Elegos is the most prominent merchant in town, and the unofficial deputy mayor. He tends to take over the politics of the town when Nimar is away. He is respected, if not liked by most of he town.

☞ **Rudak** (human male Com2, age 21): Rudak is the *de facto* leader of the "newbies" a group of young toughs who have recently started causing trouble in town. Most people don't know it, but he and Elegos are close.

☞ **Folon** (human male Com1: age 19): He is Rudak's slavish sycophant. He follows him everywhere, and agrees with everything he says.

Rumors and Tidbits

These bits of information will come out from various NPCs during the barn dance.

- Dosseldorf has grown a huge amount since the Countess declared it a free town six months ago. Although the town still owes some nominal fealty to the Lord of the East and the Countess, it is not required to send troops or produce up the feudal chain.
- A body was found in the fields along the road that is suspected to belong to the dark agent who was paying the duergar. It was completely devoid of moisture, dried out like a raisin. No one was sure how long he lied out in the sun, but he seemed awfully dry, regardless. The body was found and buried over a month ago. Nimar is reluctant to go dig it up, and insists that they searched the body thoroughly.
- Trigol is totally unsafe. People carry weapons to go grocery shopping.

- The Cult of Kyuss is spreading throughout the county. They have been seen in Radigast, and even as far south as Trigol.
- There is some secret group of powerful men that secretly runs things around here.
- The Attloi are showing up in this area in large numbers. Why?
- The Rhennee are showing up in the area in record numbers. Why?
- Thank Beory that the Lord of the East moved north a few years ago. Things have been much better without him around.
- Nimar and the Lord of the East never got along.
- The Lord of the East is hiring non-human mercenaries.
- Iuz is regaining power.
- There is a demon that escaped the *Crook of Rao* that is hiding in Trallant.

The Earthquake:

You are having a good time at the dance. The evening has settled in without you hardly noticing, and you pause for a moment to gaze up at the super-bright stars that litter the sky. You see Luna high above, dappling her soothing gray light over the Franz, and the fields beyond.

The bonfire blazes warmly, and its warmth comforts you, since the night has cooled considerably.

At this point, get a feel for where all the PCs are.

Suddenly, you feel the earth move under your feet.

The trees shake, and you hear a tremendous roar. You see large cracks appear near the glade of trees, and the bonfire collapses. Tables pitch over, and those still dancing lose their footing.

The earthquake ends as suddenly as it began, and you shake your head to clear it.

After they have had a chance to react to the earthquake, Nimar will appear, amid crying and damage control. The barn is unharmed.

"The quake was centered under Crystal Springs! Grinx believes that it wasn't a natural earthquake either! (meow!) I'm afraid there will be more, and probably even more powerful earthquakes to come!"

"Could you possibly investigate? I fear that the damage in town may be extensive, especially among the new homes built from the ruins. I will have my work cut out for me."

This is the end of the interactive portion. You should break everyone up into tables and DMs before continuing.

TO THE SPRINGS!

If the PCs agree to go Nimar says:

"I've tuned those dark dwur pendants so that we can use them. But there's no hurry to head back in there. Oh, I also have been researching xorn customs, and I think I might be able to negotiate with them. They are actually quite intelligent."

"Filling your cupped hands with dirt is a sign of peaceful intentions among the xorn. They can see that you respect the earth, and hold no weapons. They also value various types of earth as trade material."

"Use these potions if the xorn don't speak common. Remember what I said about the xorn and dirt!"

Good luck! (Meow!)"

As you hurry toward Crystal Springs, and the source of the earthquake, you see the once happy gathering has turned into a mass of sobbing people, and many have already left to see what effect the earthquake has had on their homes.

Hopefully, you can prevent this from happening again.

Nimar will give them the following items from the bag of holding at his hip:

- Three cure light wounds potion per PC
- Two potions of tongues (give only if no one in the party can cast tongues)
- One stone amulet per PC. This amulet grants passage through the seal

Give the PCs the certs for these items immediately. There are no certs for the stone amulets.

If asked how he knows about the nature and source of the earthquakes, Nimar answers

"Magical divination, I could explain, and Grinx has been around enough to feel certain things, but we don't have the time to teach about inter-planar communication."

If the PCs don't agree to help, the adventure ends.

TRAVEL AND CAPTURE BY THE XORN

You travel through the night and reach Crystal Springs a few hours before dawn.

Give the PCs the chance to do any preparation, such as gathering dirt and rocks for trade items.

You wind their way to the familiar canyon, and into the dark cave. It is strange to see the normally bright crystalline cavern so dark, and it underscores your somber mood.

The group will need a light.

You make your way through the water, toward the plug, and you notice that the caverns have collapsed somewhat. Many of

the crystal formations have broken off, and lie in crumbled pieces all around.

It is slow going through the rubble. Have the players make some Dexterity checks for effect.

Finally, you reach the plug, still sealed from when you shut it the last time.

It is up to the PCs how to proceed. Most probably, they will use the amulets to pass through the seal, and into the tunnels beyond. Once they have gone in a bit:

You note that the tunnel you expected to pass through has been collapsed recently—presumably by the earthquake. Instead a passage leads off to the left. This passage looks recently cut or chewed. It appears to be the only option.

Assuming that the PCs go forward:

You head down the new tunnel, and are amazed at how smooth it is. After a good half-hour of walking in almost a straight line, the crystal around you takes on a soft glow.

At first, you are worried, but then you realize that the sun above must have risen and is causing the glow filtering down through the Crystal.

Make the PCs nervous by describing the cracking sounds that the crystal is making as it settles after the earthquake. Bits of crystal sometimes fall from the ceiling or walls just in front of or behind the party. You can even have PCs make Reflex saves (DC15) to avoid falling crystal, although if they fail it should be minimal damage.

If you are doing well on time, you can make the tunnel system more complex. Just have them end in a large room.

Xorn Ambush:

You are approaching what appears to be a large room.

Let the PCs react. As they are crossing the room, xorn will step out from behind rocks, and one will tunnel up from below right in front of the group. Have the PCs make Listen checks (DC 22) to avoid being surprised. There is a lot of crystal cracking and snapping going on, the sound of the xorn moving in their element is very hard to detect.

The xorn will surround the party. If a few PCs run off, they will be ignored. The xorn prefer to surround the group. Hopefully, the PCs will make the peace sign of holding out dirt in their cupped hands. There is enough crushed and broken crystal on the ground here for this purpose if the PCs brought none in with them. These xorn do not speak common. They are young xorn, raised here in the fortress in recent years. Emphasize how powerful and fearsome they look. If need be, mention what a hard time the PCs had killing one wounded Xxorn, much less a whole group of whole ones.

The xorn will give the PCs 5 rounds to get a peace offering and *tongues* going. After that, they will start trying to herd the PCs out of the cavern, back the way

they came. This will take a long while, hopefully giving the PCs time to convince the Xorn of their peaceful intentions.

Of course, if the PCs attack the Xorn *en masse*, the PCs may die in the battle that ensues. If only a single character attacks, they will quickly be killed, and you can leave their corpse behind to rot in Crystal Springs forever. Don't kill the entire group for one stupid PC; kill the stupid PC.

Crystal Xorn notes: These are normal Xorn (*Monster Manual* page 187) that have been mutated by their long exposure to the crystalline environment of the Springs. Since they have always existed on the material plane, they are now classified as native outsiders. They are a dark jade color and texture, with glowing yellow eyes and red-crystal studded arms.

ALL APLS

➤ **Crystal Minor Xorn (25):** hp 19, see *Monster Manual* page 187.

Once the PCs get *tongues* going, they can speak with the xorn, who are intelligent, but very protective of their area. They want to be sure the PCs aren't "in league with the dark short people", who killed one of their number several months ago.

If the PCs mention that they killed a xorn, the xorn refuse to believe this, and instead blame the duergar. They will also mention that they went on a war party and killed hundreds of the duergar, far from here, and that they won't be back.

If the PCs request passage, the xorn will escort the party to their leader "He to Whom Crystal is Earth". The *tongues* potion will last for 3 minutes of real time. You can describe the words getting harder to understand as the duration runs out. Luckily, the elder xorn speaks common.

THE ELDER XORN

You are escorted through more of the freshly cut tunnels, and eventually to a large open cavern. On a large chunk of crystal in the center of the cavern sits the largest, fattest xorn you have ever seen. His skin is a shocking shade of orange, and it is studded with fist-sized blue crystals. He is in near constant motion as his three arms shovel crystal into his gaping maw.

The grinding sound of his maw and innards as they process the crystal is extremely grating to your ears, but the other xorn urge you forward.

You approach within 30 feet of the elder xorn, and the grinding, crunching sound is almost deafening. He does not seem to notice you.

The PCs must shout at the elder xorn to get his attention. Shouting in common works just fine, although he will be happy to chat in his native language if the PCs use the other potion.

He is very big, and very fat, but also very hungry. It takes a lot of crystal to keep him going. These days, he is little more than an eating machine.

He will speak loudly, and gratingly, and slovenly. (Imagine a steam shovel speaking).

If the PCs request passage, he will agree, as long as the PCs pay tribute.

The amount of tribute he initially demands will depend on the wealth of the group, and how much respect they pay him. You need to have a feel for the wealth of the group before you get to this encounter. Typically, players complain continuously about their finances, so it shouldn't be too hard. The group should have to think twice about the amount of the tribute, and feel compelled to negotiate the price down.

Here is the absolute minimum he will accept under the best of circumstances. You should start your demands higher (based on the wealth and obsequiousness of the group), but be willing to negotiate down. Don't be a pushover; make the negotiation interesting by telling stories of the young xorn starving, the duergar invading, the earthquake ruining good food, and so forth. Under no circumstances should certified items be included in the tribute.

Minimum Tribute:

20 pounds of "exotic food," i.e. dirt from outside the Crystal Springs, or some other creative rock or dirt substitute. It takes about an hour to go back outside and get this dirt if the PCs did not bring it with them, and one of the following:

- Any type of gem of at least 20 gp value to chew on.
Or
- Any 50 coins to snack on: 50cp or 50gp, he doesn't care. Don't mention this up front; just say "50 metal disks", or "50 of your coins." Let smart PCs get away cheaper, but don't let them change coin on the spot they don't have with them. They can't run back to Dosseldorf and change money, he is too impatient (unless they really annoy him, see below).
Or
- 10 pounds of any other metal: swords, armor, cooking pots, etc.

Seeing their hard-won possessions swallowed and burped on by a giant xorn should be tough for the PCs. If they don't push him too hard on the negotiation, he will eat whatever they give him with relish, and seem pleased. If they pushed him hard, he will claim to still be hungry, and hurry the PCs out of his sight, before he decides to eat their minerals "in a meaty wrapper".

Play this as a tough negotiation. The elder xorn doesn't trust the PCs, and if they aren't flattering and obsequious to him, he will take offense at every little thing. He is worried about the PCs not only harming his hatchlings, but bringing other monsters into the area behind them. A Sense Motive check (DC 17) will reveal this. He is also very hungry, and every minute they spend

chatting with him makes him hungrier, and more irritable.

If the PCs used the second *tongues* potion, they may not know the elder xorn speaks Common. Thus the elder xorn may be able to eavesdrop on their side conversations, until it behooves him to reveal that he speaks perfect common.

The xorn will try and hurry the PCs along once he gets his tribute, so he can go back to eating.

He will instruct the young xorn to lead the PCs to the entrance to "the old area".

If they really annoy him, he will raise the minimum tribute price to whatever you think is reasonable based on how much they annoy him. Under no circumstances should certified items be included in the tribute. He might also decide that they are wasting his time and ask them to come back tomorrow, when they have learned proper respect.

The point of this encounter is to allow suave and negotiation-oriented PCs to use their skills to make this encounter go smoothly and cheaply. Thug characters may have to pay a lot more, but should still be able to succeed. Regardless, this should be a tense situation, with the PCs fearing that they will be eaten at any moment.

Eventually, they will need to secure passage. If you feel that they have treated him in such a manner that there is no way that he would grant them access, and you have sent them away and had them come back, end the scenario.

What the Elder Xorn Knows About the Earthquake:

Smart PCs will ask the elder xorn about the earthquake. If the PCs have been respectful, he will talk about the "Area of the Masters".

"The rumbling of the earth must mean that the Masters have awakened and they will rule the crystal again. The people of Earth will once again have to serve their Masters, and Air, Fire and Water will serve them too."

The great creature shudders, and then resumes his eating.

The PCs will get nothing else from the elder xorn. If they press, he will ask them if they want to pay more tribute, or if perhaps his young should have a taste of fleshy earth.

Once the negotiation is complete, the elder xorn will give them directions to go deeper into the complex.

"Go down the orange tunnel, and you will find a village of Earth People who will guide you further. Oh, by the way, there is some disgusting creature of the Air down that tunnel at the moment. You may have to dispatch it to go any further. My people won't touch it. Good luck!"

"He to Whom Crystal is Earth"

➤ **Crystal Elder Xorn:** CR 10; Huge Outsider; HD 22d8+132; hp 231; Init +0; Spd 20 ft., burrow 20 ft.; AC 20 (touch 7, flat-footed 20); Atk +32 melee (4d8+11, bite) and +30 melee (1d6+5, 3 claws); SA Burrow; SQ Xorn qualities; Face/Reach 10 ft. by 10 ft./by 10 ft.; AL N; SV

Fort +20, Ref +13, Will +16; Str 33, Dex 8, Con 23, Int 10, Wis 14, Cha 8.

Skills and Feats: Hide +19, Intuit Direction +23, Knowledge (minerals) +19, Listen +24, Move Silently +24, Search +29, Spot +29, Cleave, Great Cleave, Multiattack, Power Attack, Sunder

Burrow (Ex): A Xorn can glide through stone, dirt, or almost any other sort of earth except metals as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* cast on an area containing a burrowing xorn flings the xorn back 30 feet, stunning the creature for 1 round unless it succeeds in a Fort save.

Xorn Qualities: **Immunities (Ex):** Immune to fire and cold; **Resistance (Ex):** Electricity resistance 10; **Half Damage from Slashing (Ex):** minimum 1 point; **All-Around Vision (Ex):** +4 to Spot and Search (included above). Cannot be flanked; **Tremorsense (Ex):** Xorns can automatically sense the location of anything within 60 feet that is in contact with the ground.

Stop the Insanity!

APL 4 (EL 3)

🔥 **Medium Air Elemental:** hp 26; see *Monster Manual* page 81.

APL 6 (EL 5)

🔥 **Large Air Elemental:** hp 60; see *Monster Manual* page 81.

THE VILLAGE OF THE EARTH PEOPLE INTERACTIVE

You head down the path toward the crystal village.

The pech speak very broken common, but are fluent in Undercommon, and Terran. Thus, chances are good that this encounter will feel very much like a 'native village', and that is the intent.

The purpose of this encounter is to give the PCs a chance to roleplay with the 'natives', find out as much about the earthquakes and Crystal Springs as they can, and get clues as to what awaits them deeper. They will also have a chance to make some money through shrewd trading.

When the PCs approach the village, they will be met by two pech armed with spears. They will cross their spears over the path, and greet the group:

"You of surface welcome. No cause trouble. You hurt people. Urk Darlon u Valonk destroy you like earthquake destroy tall rock."

If the PCs make appeasing noises, they will be let into the village. If attacked, the pech will whistle, and 10 more pechs, 3 earth elementals, and 2 earth mephits will arrive and fight the party until the PCs run. An additional 5 pech, 2 earth elementals, and 1 earth mephit will arrive

every 10 rounds of combat as needed (see appendix for village stats).

Looking at the village, it is an odd combination of beautiful crystal spires that appear largely used, and simple structures of crystal slabs put together using earth. There are a variety of crystalline creatures moving through the village. Most are pech, but there are also large creatures that you assume to be Earth Elementals that appear to be used as beast of burden. Also there are several small flying creatures.

Beyond the village is a large opening that is a beautiful crystal archway. Beyond the archway appears to be a vast room of beautifully colored light.

As you watch the scene, one of the smallish earth creature, much like a miniature gargoyle, flies up to you.

"You be strangers from the surface. The shaman foresaw you coming. Do you wish to trade or are you here to see Chief?"

At this point, allow the players to direct the action. Let them determine who they want to visit and what they want to do. The villagers have been told by the shaman that the Everlasting Mineral of Wisdom (EMoW) wants to speak to the stranger when he calls. Until then they will be allowed to travel anywhere in the village. The chieftain's wife will try to hold a feast in the PCs honor, if they agree. A list of possible activities and the major NPCs are below.

The party will not be allowed to go through the archway until the EMoW calls them. If the party seems bored or time is running short, feel free to move forward to the Everlasting Mineral of Wisdom.

ACTIVITIES IN THE VILLAGE

Trade: Gems fascinate the pech. They have large collections. However, they also have need of metal, and it is very hard to find down here. Thus, they will gladly take coin or metal items in exchange for gems. It is possible to make very good trades with them. PCs can gain 25% in value by trading coins for gems.

Market: There is a small marketplace where the PCs can sample the rocky goodies of the Village.

Wrestling: The pech are happy to wrestle the PCs.

EVENTS IN THE VILLAGE

Feast: The village will come together in one of the spires to hold the feast. The party will be put at a table at the front with the Chieftain, wife, and the emissary. If there is no feast or someone does not attend, it is possible to see him go through the arch.

At the feast are mushrooms for the 'fleshy ones', a successful Wilderness Lore (DC15) or Herbalist (DC 12) will determine the poisonous ones. Eating the poison mushrooms will take a Fort save (DC 12), will cause nausea and 1d3 con loss.

CHARACTERS IN THE VILLAGE

Remember all the creatures in the village are crystal in nature. Even the Air Mephit Emissary has bits of crystal spinning through his body.

The Chieftain, Pech - Kalan

Kalan has ruled here for three hundred years. He is the eldest among the pech expect for his wife. Kalan was a curmudgeon on the day he was born, and time has done nothing to lessen that. Kalan cares nothing of manners. His goal is to rule his people not make nice.

What he knows:

- The earthquake came from below.
- Urk Darlon u Valonk (The Everlasting Mineral of Wisdom) has said he will not speak on this until the emissaries from the other three elements arrive.
- The air and water emissaries are already here.
- The fire emissary is surprisingly missing.
- The creatures from the land of water have taught us common.

The Chieftain's Wife, Pech - Dalian

Dalian and Kalan have been married since before he became Chieftain. She is the Ying to his Yang. She is thrilled that the party has arrived and will demand that her husband throw a festival tonight in their honor (See festival above). Dalian will want to know about each PC and will try to make them feel at home. She speaks the best common in the village.

What she knows:

- The earthquake is the worst that anyone can remember.
- The air emissary, Vashoo, is talkative yet rarely says anything.
- The water emissary, Piscator, thinks he better than the rest of us.
- The party should go see the Shaman. He is the most knowledgeable in all the village.
- The creatures from the land of water have taught us common.

The Earth Mephit Village Shaman-Talak

Takal is eldest of the entire village. He looks much like the Crystal that surrounds him and he can no longer fly. He appears very old. His father served the Masters, and he considers the Masters to be his gods. He is very much like an elder druid or earth priest and should be played that way. He speaks slowly and thoughtful, often touching the earth to feel it's presence. Like other villagers his common is broken.

What he knows:

- That earth did not make earth quake.
- That perhaps masters have awakened. (Praise to the Masters).

▪ That although the party looks like the masters, they are not one with Crystal. All Masters (Praise...) are one with the Crystal.

▪ That only Urk Darlon u Valonk has lived since the time of the Masters, and he knows many things.

▪ The creatures from the land of water have taught us common.

The Chieftain's Daughter, Pech – Taleea

Taleea is a very attractive pech. She is shy and giggly. She has a number of ladies in waiting gathered around her at all times, preening her.

The Air Mephit Emissary - Vashoo

Vashoo is an airhead. Talking to Vashoo is as good as talking to yourself, because Vashoo loves to hear himself talk but knows nothing about anything. His common is better than the villagers'.

What he knows (almost nothing but here's some suggestions):

The People of the Air felt a movement about the air. They were so concerned that they sent me. Now, clearly this is an important mission.

The Everlasting Mineral of Wisdom is the most amazing creature. Now I have never met him but I hear he is big on protocol. I hear that you must not anger him.

So you want to know about my land. Well, it is all air you know, but I believe there is a path for you earth bounds. I believe it comes from ancient times when the elements did more together.

The Water Mephit Emissary - Piscatora

This female mephit appear boorish, egotistical, and pretentious. Actually she is cunning and seeks knowledge of the earthquake from all sources. She will try to get the PCs to agree that water is the superior element.

Salamander Attack!!!!!!

Right before the end of the interactive, a pech will come running in and shout:

"Huge army of Salamanders! Heading this way! Sound alarm! We must defend village from Evil Fire People!"

CONCLUSION

The salamander attack cliffhanger will be resolved in Part 2.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary role-playing experience award. The role-playing award should be given for consistent character portrayal and contribution to the fun of the game. You can award different role-playing amounts to different characters.

Award the total value (objectives plus role-playing) to each character.

Barn Dance

Attending	50 XP
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Elder Xorn

Attacking the Xorn	-50 XP
Successfully Negotiating Passage	200 XP

Insane Air Elemental

Defeating or Releasing the Elemental	200 XP
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Village of the Earth People

Attending	50 XP
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Total experience for objectives	500 XP
Discretionary role-playing award	0-75 XP

Total possible experience	575 XP
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2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things that it later finds unreasonable but which were allowed at the time.

The Village

- 25% gain in gems from trades

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.

APPENDIX B – MAJOR NPCs

Nimar, Mayor of Dossselford

Class: Sorcerer 10

Race: Human (Flan-Suel Mix)

Age: 55

Height: 5'7"

Weight: 143 lbs.

Str 11 --
Int 16 +3
Wis 13 +1
Dex 14 +2
Con 10 --
Chr 18 +4

Saves:

- Fortitude +5
- Reflex +5
- Will +8

AC: 18 (Ring+Dex)

HP: 31 **Init:** +2

Weapon	To Hit	Dam	Crit
Dagger	+5	d4	19+/x2

Class/Racial Abilities/Heroic Feats:

- Grinx, Cat Familiar. It can convey touch spells for Nimar and *command* cats. Nimar can converse with it and other cats at will.
- Toughness
- Great Fortitude
- Spell Focus (Evocation)
- Extend Spell
- Empower Spell

Skill	Ranks	Total
Alchemy 14	+17	
Bluff	1	+5
Concentration	14	14
Diplomacy	2	+6
Innuendo	1	+5
Knowledge – Arcana 14	+17	
Knowledge – Nature 7	+10	
Knowledge – Religion	5	+8
Knowledge – Urnst	6	+9
Spellcraft	10	+13

Magic Items: bracers of armor +6.

Spells: (cast C 6, 1st 7, 2nd 7, 3rd 7, 4th 6, 5th 3)

Cantrips: Disrupt Undead, Fear*, Light*, Mage Hand, Prestidigitation, Ray of Frost, Read Magic, Resistance.

1st: Jump, Mage Armor, Magic Missile*, Shield, Sleep.

2nd: Mirror Image, Stinking Cloud*, Strength, Web*.

3rd: Keen Edge, Lightning Bolt*, Tongues.

4th: Ice Storm*, Stoneskin.

5th: Cloudkill*.

Due to Spell Focus, Evocation spells (), are +2 for save DC.*

Appearance:

Personality: Nimar has kind of a crusty English accent. He really likes females, and will often stare at the females of a group while talking, even if responding to a question from a male. However, he really prefers to look and not touch (they might distract him unduly from his work), and will get flustered if anyone gets too close.

He is nice enough, but tends to have a distracted air while listening to people. He doesn't mince words, and will not hesitate to interrupt people to cut to the heart of what they are saying, while up to that point not seeming to pay attention at all. While not precisely arrogant, he is the mayor and a powerful Sorcerer, and is used to people respecting him, despite his slightly batty air. He has a good sense of humor, and likes to crack jokes.

History: He is a powerful Sorcerer, and adventured for many years (the last few with Ronco) before retiring to Dossselford to devote his time to investigating Crystal Springs. He became the mayor by accident about 15 years ago, when a horde of orcs attacked the village and he took them out nearly single-handedly. The citizens of Dossselford like him because he is strong enough to defend and lead the community, enforcing justice when need be, and stays out of their hair the rest of the time.

INVITATION TO THE COBBLERSON'S BARN DANCE

The brave heroes who have helped defend Dossselford in the past, and who helped the Cobblers' to fund the rebuilding of their barn, invite you to celebrate the completion of their new barn at a Barn Dance and Celebration.

Everyone is welcome

MYSTERY OF CRYSTAL SPRINGS III

A Two-Round D&D LIVING GREYHAWK®
County of Urnst Regional Adventure

Version 1

ROUND 2: DISCOVERY AND DESTRUCTION

by Gregg Belcher and Tim White

Travel to Dosseldorf once more to reap the rewards of your hard work saving the town and mayor. Get your first taste of the deep levels, and negotiate your way past overwhelming foes. Uncover the secret past of Crystal Springs, and prevent a psychic catastrophe. An adventure for characters level 3-6.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

4. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
5. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
6. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" among the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

DETERMINING AVERAGE PARTY LEVEL (APL)

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

- 5) Determine the character level for each PC participating in the adventure.
 - 6) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 7) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 8) If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- 4) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 5) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 6) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

QUESTIONS AND COMMENTS

The authors of this scenario are happy to answer any questions you may have, and are receptive to constructive comments. You can contact them at tim@cyface.com.

CREDITS AND THANKS

Major contributors to this scenario include Paul Looby from Ireland, and Mike Kenyon from Colorado. Thanks guys!

Tim would like to thank his wife, Robin Hartwig for being a great idea refractor, and for near-infinite patience.

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We would also like to thank our playtesters: Scott Dunphy, Daniel Llewellyn, Patrick Ocampo, Christine Russel-Ocampo, and Matt Langford.

THIS IS A TWO-PART SCENARIO

This scenario is meant to be played over the course of about 6 ½ hours. It is broken into two parts to allow it to integrate into a convention with typical 3 ½ hour events. The first part contains a pair of interactives, and we suggest that it be run in the evening. The second part can be run the following morning. If you have a one-day event, chances are you will be running the interactives with at a table rather than as an actual interactive. This is fine; it just won't be as easy for all the PCs to interact with all the NPCs. You should stop and score, hand out XP and certs after 3 ½ hours, take a break, and then continue with the same group onto Part 2. The scenario is not set up to switch groups of players between rounds, but rather continue directly on the tail of the previous Part. Use discretion when deciding where to end. If you need to stretch Part I a bit, and shrink Part II, you can do that. Just make sure that the overall playtime does not exceed 7 hours or so. This will ensure a fair set of opportunities for all players across all tables.

ABOUT CRYSTAL SPRINGS

Crystal Springs is a hilly area of strange blue-veined crystal in the extreme southeastern County of Urnst, right on the border with Nyronnd. The waters of the Franz River flow from its crystalline hills. Rumors have flown since as far back as anyone can remember about the origin of this area, it's inhabitants, and the powers that the crystals may have.

The nearest major settlement in the County of Urnst to this area is Dosseldorf. This small town is at a low, rocky point in the Franz that has been used as a ford for generations. The mayor of Dosseldorf, a Sorcerer named Nimar, has lived there for many years, and spends much of his time researching Crystal Springs.

The Mysteries of Crystal Springs adventure series explores the nature of the springs, and gives brave adventurers a chance to have a hand in taming the dangerous inhabitants.

In this adventure, the PCs will get a solid taste of the true nature of Crystal Springs: A gigantic fortress of crystal that was formerly located on Luna, and crashed to Oerth millennia ago. The primary inhabitants were the ancestors of some specific people in this area. The next adventures will reveal more about this. This adventure also presents a greater breadth of encounter types than previous adventures.

The dark forces conspiring to use the residents of the upper parts of Crystal Springs to foment trouble in this area of the County have decided to focus elsewhere, and indeed the primary agent of this conspiracy in the area will be discovered to be dead in this adventure.

DM SYNOPSIS

CRYSTAL SPRINGS I AND II

Part I introduced the PCs to Dosseldorf, Lord Mayor Nimar, and the Crystal Springs area. A large group of duergar had been paid by an agent from Radigast City to raid the surface using the tunnels in the Crystal Springs area. The PCs stopped the initial foray of the dark dwur onto the surface.

The PCs could only go so deep in Part I because of a magical seal that was erected long ago to keep the denizens of the Underdark where they belong. The duergar bypassed the seal using duergar-specific magical pendants given to them by the agent, but the PCs could not bypass them in Crystal Springs I.

In Crystal Springs II, the PCs returned to the Dosseldorf at Nimar's request. They discovered that he had been trapped in a case of crystal, and they had to venture past the seal (which Nimar had opened) and retrieve some chimes and pendants to free the Mayor. To do so, they fought off Crystal Spiders, darkmantles, and xorn, as well as some more duergar.

This Adventure, the third in the series, takes the characters back to Dosseldorf to receive rewards for all their hard work, as well as continue their exploration, and discover the source of a nasty earthquake.

SINCE CRYSTAL SPRINGS II

Since the end of Crystal Springs II of this series, a number of things have been going on in Dosseldorf.

The Cobblers, with whom the PCs stayed in Crystal Springs II, have rebuilt their barn. Many PCs contributed to the fund to rebuild the barn, and they are listed by name at the end of this scenario. Be sure to check your PCs against this list to ensure that they receive proper thanks from the Cobblers. It is possible that some poor DMs did not fill out their adventure summary with the names of the PCs that contributed to this fund in their round, so apologize to and PCs who did contribute and are not listed. This adventure will feature a barn dance to inaugurate the new barn.

Nimar has attuned the pendants recovered from the duergar in Crystal Springs II to the PCs. Thus, they can use them to pass the seal without actually opening it. Also, Nimar has done considerable research on the Xorn, in hopes of enabling the PCs to negotiate passage past their domain.

Melinda Weathertoe has embarked on a serious career as a Bard, and has written some material celebrating the PCs accomplishments in the Springs. These materials are included at the end of this scenario.

Ronco Weathertoe broke his leg cleaning snow off his roof, and is laid up by the fire in his store. Kewana of Pelor healed him, but he's still very sore.

Yurj the Tickler and Kewana of Pelor have been seeing some of each other. Their relationship is not too serious, yet.

Many people have been settling in Dosseldorf, and using the ruins on the outskirts of the town as the basis for their homes. Many are complaining about how far they are from the town center, and how they would like to have stores and services closer to them. The new town members are rumbling that maybe they need a more active mayor.

Nimar has been off on business in the Radigast City area, and only recently returned. His absence has only increased the annoyance of "The Newbies".

The body of the agent who had been paying the duergar to invade the surface was discovered, and only minimal clues gleaned.

SYNOPSIS OF PART 1

The PCs attended the barn-raising dance at the new barn of Larf and Anel Cobbler, whom the PCs had stayed with in Mysteries of Crystal Springs Crystal Springs II. The PCs had a good time at the Barn Dance, dealt with the Newbie disturbance, and sampled many local delicacies.

Late into the dance, an earthquake struck, and with Nimar's help, they rushed to Crystal Springs to try and discover its source.

They negotiated their way past the elder xorn, and disposed with a rogue air elemental on his behalf, and then made their way to the Village of the Earth People. They traded with, and got to know the Earth People in the village, and found out some strange things about the history of the Crystal Springs area in the process. Salamanders from the fire area were spotted marching on the village, and the PCs rushed to prepare the defense.

TIMELINE CRYSTAL SPRINGS III, PART 2

Salamander Attack! (30 min): A group of salamanders from the fire area attacks the Village of the Earth People and the PCs assist in the defense.

Blessings of the Earth People (15 min): The Everlasting Mineral of Wisdom expresses his thanks to the PCs for helping to save the village, and offers to anoint their weapons to better deal with what lies below. He also tells them to seek the gray area.

The Air Area (30 min): The PCs travel through the air elemental area and meet up with a gelatinous cube housekeeper and its grumpy owner. They also strive to keep their footing in the windy area.

Confluence of Elements (10 min): Exiting the Air area, the group finds the entrance to the Water Area (which is blocked), and the entrance to the travel shaft, which leads below. They must deduce how to open the door to enter the travel shaft.

Travel Shaft (15 min): The PCs discover a shaft that leads down in to the heart of the fortress, and must discover

how to operate it. They then head down, looking for clues as to the source of the Earthquakes.

Engineer's Lounge (30 min): The first place the group decides to stop on the way down the travel shaft is the lounge used by the engineers of the complex. They encounter a painting showing Oerth from Luna, and some interesting books.

Engine Control Room (30 min): The PCs find the engine control room for the complex, and see scrying screens showing illithids messing with the engines below. An obvious lever lets them increase or decrease engine power. They must decide what to do. Either way, the exit will shut, and the escape pod door will open.

Escape Pod (20 min): When the PCs investigate the escape pod, shadows and skeletons attack them. After defeating them, they must get everyone into the escape pod and launch it to the surface.

Humanoids (20 min): The escape pod exits in to a cavern where some humanoids (goblins and bugbears) were foraging for fungi. Bruised and battered, the PCs must fight them, intimidate them, or negotiate with them. In the room is the backside of a magical seal like the one they came through to get in, that their pendants will let them pass through to get out.

Back to Dossselford (10 min): The group travels back to Dossselford, and informs Nimar of what they found, and that they have stopped the earthquakes for the moment, but not forever.

INTRODUCTION

The shouts of panic echo through the Village, and the chief runs up to your group. "Ahh! Whole army of salamanders attacking us! They have broken treaty! We defend ourselves! Please, new friends and trading partners, you help us?"

Assuming the PCs agree:

"Oh thank you! We forgot much about making war. Their army looks strong! The Everlasting Mineral of Wisdom told me that we to protect the House of Treasures at all costs, but all our people trying to head off main force. If I show you building, you defend it?"

Assuming the PCs agree:

The chief leads you through the maze of stone buildings and to an unassuming structure near the center of the village. The chief points at the structure saying, "Please keep house of treasures safe! If fire people take them, then earth people will die of shame! May the blessings of the stone be with you". With that, he turns to see to the defense of the rest of the village.

The PCs may ask him questions if they wish, otherwise he heads off to see to the village defenses. Common answers:

- They should not go into the building unless chasing an invader. The items within are sacred.
- The invaders are Salamanders, and Salamanders are evil.
- No mercy should be shown to the infidels.
- Hopefully, the villagers will be able to stop all of the invaders, but a small number might get through, and if they do, this is where they will head.
- The PCs should have at least 15 minutes before any invaders get this far.

The PCs now need to decide how to defend the structure. A map of the building and surrounding area is provided at the end of this scenario. The building is 15-foot square, and 10 feet high, and there is only one entrance. The building is gray stone with black flecks, and the roof is slightly domed. The buildings around it are of similar construction.

The PCs should have plenty of time to prepare a defense. Have them place figures on the map where they are located.

Have them wait a few tense seconds once they are in position, while they hears shouts and cries from far off:

You hear earthy screams and fiery battle cries coming from far off, as well as the sounds of swords on stone. It's hard to tell how the battle is going from just the far off sounds.

After a bit, while the PCs get more and more nervous and bored, have the group make Spot checks (DC 17). Those that make it will notice a stealthy group of salamanders running from building to building, looking for something, and heading in their general direction.

It's up to the PCs what they do next; the Salamanders are heading their way, and will arrive at their building in 5 rounds. Once the salamanders get to the building, the whole party will notice them, if they hadn't before.

A further Spot check (DC 17) will let the PCs determine how many Salamanders are in the group (See the tiered stat blocks for an appropriate count).

Once the party spots the salamanders, one way or another, roll initiative.

The salamanders will quickly realize that the building that the PCs are around must be the building that they are looking for, and will try and dispose of them and get into it.

Once half the salamanders are down, they will try and run. At this point, the group must decide whether to leave the building unguarded and give chase, or let them go. If all the PCs chase, a second group of salamanders will sneak into the building and raid it. If the PCs leave any guards, then the salamanders won't attempt an attack.

If for some reason the PCs do go into the building, they will see stone shelves with dozens of multi-colored crystal shards on them. The Everlasting Mineral of Wisdom can sense the vibrations of these crystals, and

will respectfully request that they be returned if a PC “borrows” one.

APL 4 (EL 7)

🔥 **Flame Brothers** (3): hp 16 each; see *Monster Manual* page 159.

🔥 **Average Salamander** (1): hp 43; see *Monster Manual* page 159.

APL 6 (EL 9)

🔥 **Flame Brothers** (3): hp 16 each; see *Monster Manual* page 159.

🔥 **Average Salamander** (3): hp 43; see *Monster Manual* page 159.

Once the PCs have defeated or chased off their salamanders, the battle will end outside the village, and many of the villagers will chase them, and seal off the entrance to the fire area.

Once this happens, the chief will return and thank them for defending the building. He will then escort them to the Everlasting Mineral of Wisdom for “proper reward”.

BLESSINGS OF THE EARTH PEOPLE

The group will be escorted to the Everlasting Mineral of Wisdom, and if anyone is seriously hurt, they will be offered healing. (*cure light wounds* only from the village shaman—a 7th-level adept—up to four castings).

Once healing is taken care of, and the PCs agree to visit the Everlasting Mineral of Wisdom:

The chief leads you deeper through a blue crystal archway into a huge cavern, and he stops at a very large, very old-looking blue crystal domed building. All around the dome appear to be other crystal domes that have collapsed with age. He stops at the gaping hole in the front of the building, and seems afraid to continue. “You must go in alone. I must warn you—the Everlasting Mineral of Wisdom is very old, and he is sometimes very hard to understand. He can hardly move at all anymore. Be sure to kneel and show him proper respect or he may smite you. He wishes to reward you for defending the House of Treasures, but I would not recommend displeasing him. Good luck.”

The chief seems very nervous. A successful Sense Motive check (DC 15) will reveal that he seems to be more in righteous awe of the Everlasting Mineral of Wisdom than actually afraid of him.

If the PCs enter:

As you enter the structure, you are overwhelmed with the smell of rocky dust and age. The lighting is dim, and swirls of dust further obscure your vision. The room is filled with empty stone

desks, except for a raised dais in the center of the room occupied by an enormous black crystal desk. Behind the desk is a large stone figure, which was perhaps once black, but is now layered in gray dust. The figure is not moving, and there does not seem to be anything else in the room.

If the PCs approach and kneel, the Everlasting Mineral of Wisdom will speak. He will ignore them until they all kneel, or they approach within a few feet of his desk, at which point he will speak. His lips do move, but just barely. A Spot check (DC 15) is required to see them moving in the dim light.

The Everlasting Mineral of Wisdom was once a earth spirit summoned into a body the Masters made from the Crystal of the fortress. He was created to be the majordomo of the whole fortress. After the fortress crashed to Oerth, he slowly ceased to find any useful purpose until he froze into position behind his desk. He speaks very slowly, with the same amount of space between every word, even across sentences. His voice is very deep and gravelly. He has what sounds to the PCs like an English accent. He can also move his right pinky a little, which he usually only does when speaking of the Masters, or if he becomes agitated.

Here are the topics that the Everlasting Mineral will cover during the conversation. You can tick them off as you cover them. They are listed in the most probable order that they will come up. Key words from each topic are bolded to make them easier to spot.

- He will ask that any items from the House of Treasures be returned. He will assume the PCs took the items to protect them personally, and would like them returned now that the raid is over. There is no way these items can be removed from the scenario.
- He is thankful that the PCs protecting the artifacts during the raid.
- He has heard that the PCs are seeking the source of the earthquakes.
- He believes that the earthquakes are a result of the masters' displeasure of the meddling of those from below.
- The Masters are the ones who originally built this place, and “watch us from beyond”.
- He won't confirm that the Masters are dead or alive, only that they watch.
- He recommends that they go deeper into the complex, to the “gray zone” to seek a way to stop the earthquakes.
- They must travel through the Air area to get to the “gray zone”.
- Their weapons are not powerful enough to deal with what lies below.
- Oil of power would make their weapons powerful enough.

- He has some *oil of power* in his desk drawer that they can have.

This is just a sample of the way that the conversation might go. Please modify it to suit the responses of the PCs.

The Everlasting Mineral of Wisdom will answer as many questions as he can, in his way. He will be cryptic, and not directly reveal anything of what is to come.

The *oil of power* is in a drawer in the side of the desk facing the Everlasting Mineral of Wisdom. The PCs must get right up next to him to remove the flask from the drawer. There is only one visible drawer, and the flask was put in there for when the PCs arrived by *unseen servant*. The Everlasting Mineral of Wisdom radiates power, and anyone standing next to him must make a Will save (DC 17) to avoid being frightened and having to leave the dais. If no one is can save and get the flask, the Everlasting Mineral of Wisdom will cast *mage hand* to give them the vial.

The Everlasting Mineral of Wisdom will use *hold person* on PCs that attack him. If this does not end the situation, the watching chief will summon 16 earth mephitis guards, and 2 large earth elementals if the Everlasting Mineral of Wisdom is attacked.

The Everlasting Mineral of Wisdom will insist that the PCs apply the *oil of power* to their weapons immediately, as the potency is greater in his presence. This is not true, but the Everlasting Mineral of Wisdom wants to ensure that they get the Oil onto their weapons before they enter a combat where they might need it. The flask contains one application of Oil per PC. Each application will coat one melee weapon.

Oil of power: When applied to either a melee or natural weapon this oil grants a temporary +1 enhancement bonus to both attack and damage. The duration is 5 minutes. Applying the oil is a standard action that provokes an attack of opportunity.

The Everlasting Mineral of Wisdom will instruct the chief to guide the PCs to the entrance to the Air area (just beyond the village, set into the crystal wall).

♦ **Everlasting Mineral of Wisdom, earth spirit** Sor3; CR 15; Medium-size outsider (earth); HD hp 101; AC 25 (touch 10; flat-footed 25) No Melee attack; +9 range; Fort +11, Ref +0, Will +14; Str 4, Dex 10, Con 16, Int 22, Wis 20; Chr 26.

The chief will probably be impressed with how the PCs conducted themselves, and say so. Assuming it is appropriate, based on the actions of the PCs, he will welcome to come back to the village at any time in the future, and wish them luck on their quest.

He doesn't know any more about the masters than what the Everlasting Mineral of Wisdom told them. He does speak of them with a spiritual reverence, however.

If asked about the fire area, the chief will tell them that he has had the entrance sealed for the safety of the village. He will also say that he hopes that the salamander uprising is defeated by the Fire King (an efreeti).

If asked about the Air area, he will mention that it is horrible, open, and airy. He will also mention that they must be very brave to go there. A Sense Motive check (DC 15) will reveal that he has actually never been to the air area. If pressed, he will assure the PCs that they should survive, and to watch out for the tricky air mephitis.

The chief will mention that the air can be "a little gritty for fleshy folk", and that they should get some salve from the shaman to protect themselves.

At this point in Terran, he tells Talak, the shaman, to give the party the ancient salve for the journey through the Lands of Air. The shaman will give the party enough salve for each PC. The air salve is nearly clear. The salve prevents damage to the PCs skin while in the air area (below).

THE AIR AREA

It takes a search check (DC 20) of the general area of the village to find this entrance if they were not guided here by the chief.

Set in to the towering smoky crystal wall is a misty archway. The archway is framed with a single strip of smooth blue crystal with white veins running through it. Mist flows down from the top of the archway and down onto the ground, crawling along for a few feet before dissipating.

Once through this door, the group will be in a short (10-foot long) tubular hallway of blue and white crystal. In front of them is another misty archway.

Once through the second archway:

You are standing on what appears to be a floating road made of clouds. The road is about 15 feet wide, and small tubes of cloud line the edges. The air is thick but cool, and you see wisps of cloud chasing each other across the pale blue open space. Above, below, and all around is the same blue sky, with no land or horizon in sight. The road stretches off into the distance beyond your vision. Occasionally, little whirlwinds of crystal spin by.

If the PCs have not applied salve to their exposed skin they will take 1 point of subdual damage per round while in the air area.

The PCs cannot fall off this road—if they fall, they will instantly be transported back up onto the road via a *dimension door* spell. The same is true for any objects dropped off the side by someone standing on the road.

The road and the little roll along the edges are made of spongy cloud material that cannot be harvested. It won't separate from the main body, and cuts pass through harmlessly.

The road continues for about 30 minutes' walk before widening into a large open area, whose edges cannot be seen from the center. As soon as the PCs reach this area, they will hear the soft tinkling of a bell not too far off.

This bell is attached to the gelatinous cube housekeeper that patrols this area, keeping it clean. The bell warns those who know about it where the cube is so that they can avoid it.

Since the PCs don't know about the bell, they will no doubt be suspicious, but confused. Since they are foreign objects to the cube, and a source of much needed food, it will head right for them. The cube's air elemental keepers remove any undigested objects from the cube on a regular basis, so it is completely transparent.

The cube will head directly for the group. Listen checks (DC 16) will reveal that the bell sound is approaching, but other than that, they will not be able to detect it until it is on top of them.

Due to the nature of the Air area, the cube is much harder than normal to Spot, requiring a check at DC 30.

If the group runs from the bell, they will easily outpace the cube, and can reach the exit without incident.

APL 4 (EL 4)

➤ **Gelatinous Cube, advanced 7 HD:** CR 4; Huge ooze; HD 7d10+48; hp 87; Init -5; Spd 15 ft.; AC 3 (touch 3, flat-footed 3); Atk +3 melee (1d6+4 and 1d6 acid, slam); SA Engulf, paralysis, acid; SQ Blindsight 60', transparent, electricity, immunity, ooze; Face/Reach 10 ft. by 10 ft./10 ft; Fort +6, Ref -3, Will -3; Str 10, Dex 1, Con 19, Int—, Wis 1, Cha 1.

Ooze: Immune to Mind-influencing effects, poison, sleep, paralysis, stunning, polymorphing. Not subject to critical hits.

Engulf (Ex): Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponent, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt opportunity attacks must succeed at a Reflex save (DC 13) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body.

Paralysis (Ex): Gelatinous cubes secrete an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed at a Fortitude save (DC 16 or be paralyzed for 2d6 rounds. The cube can automatically engulf a paralyzed opponent.

Acid (Ex): A gelatinous cube's acid does not harm metal or stone.

Transparent (Ex): Gelatinous cubes are hard to see, even under ideal conditions, and it takes a successful Spot check (DC 15) to notice one.

APL 6 (EL 6)

➤ **Gelatinous Cube, advanced 12 HD:** CR 6; Huge ooze; HD 12d10+68; hp 158; Init -5; Spd 15 ft.; AC 3 (touch 3, flat-footed 3); Atk +7 melee (1d6+4 and 1d6 acid, slam);

SA Engulf, paralysis, acid; SQ Blindsight 60', transparent, electricity, immunity, ooze; Face/Reach 10 ft. by 10 ft./10 ft; Fort +8, Ref -1, Will -1; Str 10, Dex 1, Con 19, Int—, Wis 1, Cha 1.

Ooze: Immune to Mind-influencing effects, poison, sleep, paralysis, stunning, polymorphing. Not subject to critical hits.

Engulf (Ex): Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponent, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt opportunity attacks must succeed at a Reflex save (DC 13) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body.

Paralysis (Ex): Gelatinous cubes secrete an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed at a Fortitude save (DC 16 or be paralyzed for 2d6 rounds. The cube can automatically engulf a paralyzed opponent.

Acid (Ex): A gelatinous cube's acid does not harm metal or stone.

Transparent (Ex): Gelatinous cubes are hard to see, even under ideal conditions, and it takes a successful Spot check (DC 15) to notice one.

If the group defeats the monster: They will find a tiny, but loud bell, they will be accosted by the cube's keeper, an air mephit after about 10 minutes.

What have you done! My poor housekeeper! It's been with me for years! How am I supposed to keep this place clean now? Didn't you hear the bell and get out of the way?

The voice comes from an air mephit, which has zoomed down to investigate the carnage. Like most creatures in Crystal Springs, it is covered with little crystalline bumps. The air mephit will try and convince the PCs to come back on a regular basis and clean up this area to make up for killing the housekeeper. The area is, of course, spotlessly clean and has been for decades. That's why the cube was so hungry.

If the PCs agree, the air elemental will calm down, and agree to chat with them. Mention of the Everlasting Mineral of Wisdom will also calm down the mephit. If all else fails, it will also accept coin (min 5gp) for the loss. No magic items should be part of this payment. If the PCs can't come to an agreement with the air mephit, and don't mention the Everlasting Mineral of Wisdom, it will run off, saying that "they will be sorry later".

If they can calm it down via one of the ways above, they can chat with the mephit. If asked about the Masters, the Air mephit will respond:

The Masters created this place, and trapped all of us here! We were happy in our home, but they captured us, and moved us all

here to be their slaves. We're like caged animals! It is enough to drive someone insane! It was bad enough when we had to cool them when they were too hot, but now they sleep and we still cannot leave.

I hate them! Do you hear that, you foul creatures? I hate you! Curse you and your fortress! I don't care if you do return one day as they say! It can't be any worse than this!

If asked about the insane mephit encountered earlier, it will respond:

What do you expect! Cousin SilkyFlow was a little unstable when they brought him here, and this place is enough to send anyone over the edge! It's so small! Only a few miles in each direction! Ahh! The walls are closing in!

A successful Sense Motive check (DC 12) will reveal that this poor mephit is about to go the way of "cousin SilkyFlow". If the PCs try to touch him, or attack him, he will fly off at top speed, screaming.

If the PCs didn't calm the mephit down, and it ran off: It will run to the end of the walkway, and try and invisibly blow them off the walkway once they approach (to no ill effect of course, since they Dimension Door back up), but to their great annoyance. This will make the last 100 feet of the walkway take 30 minutes instead of 5. They must make Reflex saves (DC 17) to stay on the road. Belting together or other precautions will reduce the DC to 13.

The open area is about 30 minutes' walk across, and another cloud road continues directly opposite the first. If the PCs don't go directly toward it (They can just see it from where they encountered the cube) they will hit the rolled-cloud rim of the large area, and can follow it around to the walkway.

A dark blue crystal wall appears out of the mist as you near the end of the road of clouds. Set into the wall is a misty archway like the one you entered from. A short (10-foot long) tubular dark blue hallway leads to another archway.

CONFLUENCE OF THE ELEMENTS

Past the second arch is a long, narrow hallway that curves off to your right and left. The ceiling is far above, maybe 100 feet. The wall to your left is clear crystal, and you see water beyond. A dim glow comes from high above the water, and casts rippling shadows on the smooth white crystal walls that for the rest of the hallway.

Strange creatures swim past, seemingly unaware of your presence. Some of them are enormous, and swim by with agonizing slowness, their dark shadows ominously blotting out the dim glow.

If they want details on the creatures, show them the Tojunda (Monster Manual page 177) as an example.

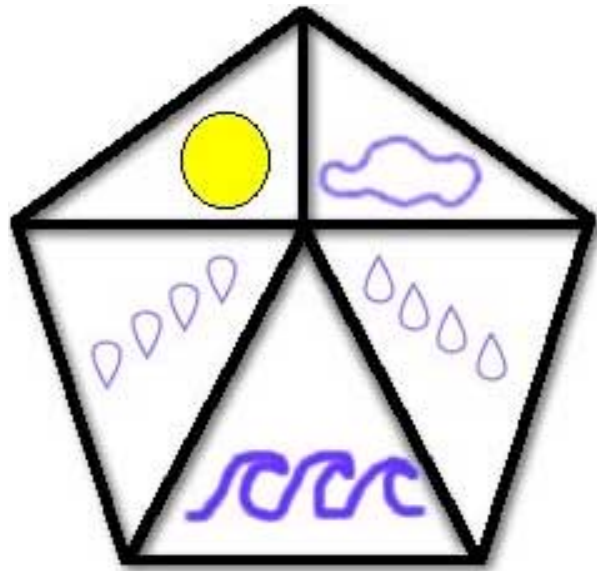
After about 10 minutes of walking to the left, they will come across a cave-in. It looks like the tall ceiling

collapsed at one point any make further travel in this direction impossible.

The hallway to the right of the entrance is also caved in after about a 10 minute walk, but just before the cave in is a panel in the left (inner) wall.

This panel is the entrance to the travel shaft that leads below into the main body of the complex. There were once four such entrances, but the rest of them were effectively blocked by cave-ins. This is currently the only way to descend.

The panel is a puzzle, meant to keep the "dim witted elementals" in their own areas without an escort from the Masters.



Each panel of the door can be depressed. The images are carved into each panel. The door as a whole is convex, with the center point pushing out the furthest.

To open the door, the panels must be depressed in order. The panels represent the water cycle. They must be depressed in the cycle below:

Sun (Upper Left), Water (Bottom), Evaporation (Left), Clouds (Top Right), Rain (Right).

Any panel can be used as the starting point, as long as the overall order is followed from that point on.

If at any time a panel is pressed out of order, a ray of frost will shoot out of the center point at the creature pressing the panels. (Even if the panels are being pressed with a stick or other proxy). The ray is +10 melee touch attack against the target. If it hits, it deals 1d3 points of damage. There is no saving throw. If the target is still smeared with the salve from the Everlasting Mineral of Wisdom, the damage will be reduced by 1 point (minimum 1).

Once the door is open, proceed to the next encounter.

THE TRAVEL SHAFT

A short, tubular hallway leads to an open archway.

Beyond the archway, you can see what appears to be a large open shaft leading up and down. From the hall you are standing in, a short platform extends out into the shaft.

Just beyond the platform is a black crystal disk, which floats in the shaft, touching the platform. Above the disk is a silver ball, which is suspended by unknown means about four feet up.

The shaft is about 30 feet in diameter, and the walls are a smooth, milky-white crystal, which glows brightly. Scattered throughout the walls of the shaft below you are dozens more platforms and archways. You can see that there are bands of color ringing the shaft around each group of platforms.

The shaft goes up about 50 feet, and then appears to have been blocked by a long-ago cave in, which dropped large sheets of crystal over the shaft. There is no sign of any other debris that may have been created in that cave-in.

The black crystal disk is about six feet in diameter, and the silver ball is about a foot in diameter. There does not appear to be anything holding up either of them.

The disk will hold the entire party's weight, and is stable, although a little wobbly when people move around on it.

The shaft is similar to the walkway from the Air area, in that if a PC falls, an effect similar to the *dimension door* spell whisks them onto a nearby platform (although not onto the disk). Items are treated similarly—although they aren't guaranteed to end up on the same platform as any other item. In fact, you don't necessarily end up at the nearest platform. It's quite random. As they descend, they will find various bits of crystal debris lying on random platforms. Those items were whisked their by the *dimension door* effect after the cave-in.

The archways leading off all of the platforms except for the first one are closed with crystal doors. The doors are marked with strange symbols. A successful Decipher Script check (DC 25) will reveal that the markings are nonsensical—just random groupings of letters and numbers in a language unrelated to anything they have seen before.

Operating the flying disk: Sliding one's hands along the surface in the direction you wish to go maneuvers the disk. It's like a trackball where you move your hand and not the ball. If someone tries to move the ball, they won't be able to—it seems frozen in place. Once they discover how to operate it, have them make Dexterity checks per the schedule below to maneuver:

DC	Task
10	Move Up or Down at slow speed
17	Move Up or Down at fast speed
15	Dock at a Platform
12	Move Side to Side

A failed check requires everyone on the disk to succeed a Reflex save (DC 18 for those standing, and DC 14 for those who are sitting). If the save is failed the PC falls off

the disk (and be transported via the *dimension door* effect to a random nearby ledge).

Each zone of color is about 20 feet high, and has 2-10 platforms spaced around the shaft. The succession of colors as they go down is as follows: Blue, Green, Orange, Gray, Yellow, Red, Purple, Black

Their target is the gray area, where there are two doors. Both doors are even with each other, and look exactly the same except for their markings.

The first door the PCs choose to enter in the gray area will lead to the engineer's lounge.

If for some reason the PCs end up going to any more rooms (which they shouldn't, but you never know) they will experience an endless succession of empty 10-foot by 10-foot rooms. Hopefully they will give up at that point. If they don't, then have a few more earthquakes hit, and shake the place up. Note to them that the earthquakes are coming from deep in the complex. If necessary, remind them that the Everlasting Mineral of Wisdom to them to seek the gray area.

Once in the black area, the crystal does not glow. It becomes very dark, and even torchlight seems to be absorbed. If they continue down, they will eventually find themselves at the top of the shaft again, having encountered another *dimension door* effect that takes them all the way back up.

THE ENGINEER'S LOUNGE

This platform looks like any of the dozens you have seen so far, it's only distinguishing feature being the fact that it is in the gray band of the shaft.

A smooth gray crystal door guards the entrance to whatever lies beyond. The door does not appear to have a handle of any sort.

The door opens automatically when it is touched by flesh. Thus, sticks, stones, or gloved hands will not open it.

The door can also be broken down with a successful Strength check (DC 25). The door does slide open very quickly into the ceiling when touched with flesh. This could lead to some embarrassment for people breaking down the door.

Beyond the first door is 10-foot hallway of smoky gray crystal, and then another door identical to the first.

A successful Spot check (DC 20) will reveal a small red crystal embedded in the wall of the short hallway toward the ceiling. This crystal will begin to glow once people enter the lounge proper. Until then, it does nothing.

The second door opens in the same manner as the first, but the outer door must close before the inner one will open, and vice-versa.

Swirls of coarse dust scamper out of the room in the wake of the opening door. Beyond, you can see a hexagonal crystal room. In the center of the room is a large piece of faceted crystal furniture. Everything is covered with a thick layer of coarse dust.

This room was once the lounge used by the engineers who maintained the psychic and magical infrastructure of the fortress. Most of them were mages. This room was considered off-limits to most in the fortress, and enchantments were put in place to chase out intruders, and to protect the valuable art and artifacts in this room. These enchantments will activate after the PCs have explored the room for about 10 rounds (1 minute).

Before the enchantments activate, the PCs will notice:

The wall to your left facing into the room is covered with a dusty tapestry. The dust obscures the images on the tapestry, but the background appears to be predominantly black.

The dust can be brushed off of the tapestry in about 5 rounds. A successful Wisdom check (DC 12) while brushing the tapestry, or a successful Spot check (DC 16) while watching the tapestry being dusted will reveal that there appears to be openings in the wall behind the tapestry. The image on the tapestry is included at the end of this scenario.

If the tapestry is lifted away from the wall (Strength check, DC 20), 6 cubbyholes will be revealed. The Tapestry is solidly attached to the ceiling, but can be pulled down with a Strength check (DC 30). It can be held away from the wall far enough for someone to slip in and raid the cubbyholes. The cubbyholes can be emptied of their treasure at a rate of one per round. Holding the tapestry out from the wall for this purpose requires a Strength check (DC 20) each round. Additionally, the 5th and 6th rounds require a Constitution check (DC 16). Failure of any check causes the tapestry to hit anyone behind it for 1d6 points of damage, and they are then trapped. A trapped PC cannot empty the cubbyholes. Escaping from behind the tapestry requires a Strength check (DC 18). The tapestry weighs 1000 lbs., and is 12 feet wide, and 9 feet high.

Each cubbyhole contains 1 statuette each worth 200 gp. The statuettes depict muscular looking men in various poses, holding a small sphere. Upon closer examination, the shaven-headed men seem to have some sort of low bony crest along the top of their skulls.

Once the security enchantments activate:

Suddenly, a small hole opens in the wall to the left of the tapestry! Crystal spheres shoot out of the hole and head right toward you.

After the first round of combat, a Sense Motive check (DC 14) will reveal that the objects are trying to herd the PCs out of the room.

A Spot check (DC 20 if they haven't seen the red crystal in the hall before, 14 if they have) reveals that the red crystal on the wall in the hallway is now glowing red.

If all the PCs retreat to the hallway, the inner door will shut, and not reopen (it can still be broken down, per the description above).

This encounter takes some creativity on your part to describe how the spheres are attacking. It pays to practice this.

APL 4 (EL 4)

☛ **Crystal Guardians** (2): CR 2; Tiny construct; HD 2d10; hp 11 each, Init +1; Spd Fly 30 ft. (perfect); AC 16 (touch 13, flat-footed 13); Atk +1 melee (1d3, slam); SA Spell-like abilities, SQ Construct; Face/Reach 2 ½ ft. by 2 ½ ft./0 ft.; AL N; SV Fort +0, Ref +2, Will – 5; Str 10, Dex 12, Con–, Int–, Wis 1, Ch 1.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Spell-like Abilities: at will—ray of frost; 3/day—ray of enfeeblement; Each as a 3rd-level sorcerer (base DC = 11 + spell level).

APL 6 (EL 6)

☛ **Crystal Guardians** (4): CR 2; Tiny construct; HD 2d10; hp 11 each, Init +1; Spd Fly 30 ft. (perfect); AC 16 (touch 13, flat-footed 13); Atk +1 melee (1d3, slam); SA Spell-like abilities, SQ Construct; Face/Reach 2 ½ ft. by 2 ½ ft./0 ft.; AL N; SV Fort +0, Ref +2, Will – 5; Str 10, Dex 12, Con–, Int–, Wis 1, Ch 1.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Spell-like Abilities: at will—ray of frost; 3/day—ray of enfeeblement; Each as a 3rd-level sorcerer (base DC = 11 + spell level).

THE ENGINE CONTROL ROOM

The doors and entry hall for this room are identical to those for the lounge.

Before you is a narrow room with a large sheet of painted white crystal hanging from crystal chains on the left hand wall.

In front of the sheet is a long, black crystal desk.

On the desk is a clear crystal tube stood on end. The tube appears to be filled with a red liquid. Around the tube's midsection is a crystal ring.

Two crystal chairs are near the desk, one tucked under, and one on its side in front. Scattered near the chair on its side are the bones of what appears to be a human.

Dust covers everything, and the room seems oddly intense, as if the air itself were faintly vibrating.

The painting on the sheet is of a strange room, where you see three large crystal hemispheres on the floor. Near one of the hemispheres you see what appears to be a brain on four legs with tentacles reaching out and touching the sphere. Near this creature are two tall, purple humanoids with large heads and tentacles where their mouths should be.

This room was used to remotely monitor and control the psychic engines that power the fortress. Because of psychic interference and leakage, it was unpleasant and dangerous to monitor them from nearby.

The desk is 10 feet long, as is the sheet. The sheet is 6-foot high, and about an inch thick. The sheet cannot be removed from the room without shattering it. The desk is attached to the floor. There are more controls on the desk, but they will not appear until the fortress is at full power. It is currently running at half, or maintenance power.

The engines are actually located far deeper in the complex, and cannot be physically accessed in this scenario. A good thing, because they are currently being toyed with by a party of illithids and mutated intellect devourers.

The Bones: Close examination of the bones will reveal that the bones are lighter and thinner than human bones, (even thinner than an elf's), and that the skull has a pronounced sagittal crest (ridge of bone – looks kind of like a fin on the head). The skull is overall larger than a human's as well.

The purpose of this encounter is to have the PCs move the ring on the tube either up or down, and to see that such movement affects the image on the crystal sheet.

If someone sits in one of the chairs and pulls up to the desk, the crystal sheet will come to life, and show an image of the engine room:

Suddenly, the crystal sheet's white surface becomes a painting of a strange scene. The painting depicts a large crystal chamber, with a number black crystal domes protruding from the floor.

A group of unusual monsters is gathered around one of the domes. Two of the monsters look like tall, skinny humans with purple skin, and a hideous octopuslike head. The remaining two monsters appear to be large brains on legs, and they have tentacles extended to touch the black dome.

The observation panel updates very slowly (once every 10-20 seconds) so the image will appear to be static at first glance. A Spot check (DC 15) or a Search check (DC 10) will reveal that the tall creatures have are shifting position slightly.

Finally, once the painting has their attention, they will see one of the brains rear back, and magical crackles of energy are crackling along the tentacles of the creature.

When this happens, the level of the red liquid in the tube mounted on the control panel will dip slightly for a moment or two.

A successful Intelligence check (DC 15) will reveal that the brain like creatures appear to be sucking energy out of the domes, and that the red liquid is displaying the current energy level of the domes.

A second successful Intelligence check (DC 15) will reveal that the ring around the crystal tube may control the energy level.

A successful Spot check (DC 13) reveals that the ring around the tube can be moved up or down along the tube.

The cycle of the brain creature sucking power and the level dipping will continue every minute or so. On one particularly good slurp, the whole complex will shake.

A successful Intelligence Check (DC 12) will reveal that this slurping is the source of the earthquakes. The crystal is conducting the vibrations to the surface.

Closer Examination of the Painting: The crystal is completely smooth, but the image appears to be an oil painting trapped inside the crystal.

At this point, the PCs have two choices. They can either push the ring down the shaft, or push it up the shaft. A successful Wisdom check (DC 12) will reveal that pushing the ring up should increase the overall power, while pushing it down will decrease it.

The ring is a little sticky, but will move with enough pressure. Once the ring is moved in one direction or the other, it will slide on its own to the end of the tube in the direction it was started. It can't be stopped without shattering the tube, and once it reached the end it cannot be moved again for 1 hour. During this time, the mechanisms of the fortress are realigning themselves. The fortress will rumble slightly.

On the painting, if they push the ring up:

Energy flows unbidden from the dome into the brain creatures, and they swell up momentarily, before exploding in a gory shower!

On the painting, if they push the ring down:

Energy flows unbidden out of the brain creatures, along their tentacles and into the domes. The creatures shrink up momentarily, before imploding in a gory shower!

Again this is all happening is slow motion (more like stop motion) on the painting since the updates are very slow.

Once the ring is moved, the door the PCs came through will slam shut. On the opposite wall, another door will open, leading to a small 10' circular room with a low (6') ceiling. A section of the crystal over this door (on the control room side) glows faintly green.

The door they came through can be broken down (see the original description for details).

This small room is the next encounter.

THE ESCAPE SHAFT

Once the PCs get the door to this room open by moving the ring up or down, it's inhabitants will drift out of the room and into the Control Room.

These creatures are the remnants of some mutineers that were locked in here as the fortress was crashing. This room is an escape shaft, meant to quickly allow those in the Control Room to leave. It was rendered inoperable by those remaining in the control room when the mutineers were placed inside. The mutineers were not told that it was inoperable when they went in, and died knowing that

they had been betrayed as they had tried to betray their peers. By moving the ring, the PCs reactivate the shaft.

The creatures are very aggressive, and will fight to the death.

During the battle, the whole complex will rumble slightly, as the mechanisms realign. PCs might interpret this as the complex falling apart. Don't discourage this impression; the goal at this point is to get all the PCs into the escape shaft room.

The properties of the crystal walls of this "escape shaft" room prevented the shadows from passing through the walls.

APL 4 (EL 6)

☛ **Shadows** (2): hp 20 each; see *Monster Manual* page 161.

☛ **Medium-size Skeletons** (10): hp 7 each; see *Monster Manual* page 165.

APL 6 (EL 8)

☛ **Shadows** (4): hp 20 each; see *Monster Manual* page 161.

☛ **Umbra Hulk Skeletons, Large skeletons** (7): hp 20 each; see *Monster Manual* page 165.

Inside the room:

There are a number of rounded crystal projections from the walls of this room that appear to be handholds. Near the door is a large green crystal that seems loosely set in the wall.

A successful Search check (DC 10) reveals that the green crystal can be depressed. Unless all the PCs are in the room, the crystal will not depress, and will instead glow red for a few seconds before turning green again if touched.

Once all the PCs are in the room, and the crystal is depressed, the room will shoot upward in its shaft. A Reflex save (DC 12 if holding a handhold, DC 17 if not) is required for a PC to keep their feet.

They will suffer 1d4 points of subdual damage if they fall. Once they hit the ground, a successful Dexterity check (DC 15) is required for them to regain their feet and grab a handhold.

The room will shoot upward for about 40 seconds, (which will seem like a long time to the PCs), before it hits the thin cover of crystal at the top of the shaft and bursts out into a cavern in Crystal Springs near the surface, but on the opposite side from where they entered.

THE GOBLINS

The "escape pod" bursts out into a cavern, hits the ceiling, and then lands on a bed of relatively springy fungi. PCs using the handholds will take 1d6 points of subdual damage during the crash, or 1d10 if not.

The door will open if the button is pressed again.

Unfortunately for the PCs, a party of Crystal goblins and vugbears who are gathering fungi is visiting the cavern.

The humanoids will cower in fear from the PCs for a while, but will eventually attack, especially if attacked.

Once the PCs open the door:

The door grinds open, and you see a crystal ceiling above you. The lighting and type of the crystal reminds you of the upper caverns. Suddenly, you hear voices, and they aren't speaking common!

Anyone who speaks goblin will recognize "What is that thing!" "I don't know. Looks like the walls. Is it dangerous?"

Once the PCs peek over the edge of the door hatch (which is facing up) they will see:

You see a large well-lit crystal cavern. The crystal is pale blue, and the light seems to be coming from the sun just beyond. The cavern floor is covered with various types and colors of fungi. On the far wall, you see what appears to be the backside of a stone plug just like the one you entered through.

Gathered near a hole in the right-hand wall is a group of crystal-studded humanoids, which are looking your direction with wide eyes.

The PCs, if they can speak goblin, can use a variety of Bluff or Diplomacy methods to get out past the goblins. Just about anything should work.

The PCs can, of course, fight the goblins. They will fight to about half strength, and then run for the raft that is tied up on the underground stream just beyond the hole they were gathered near. Note to the PCs that it looks extremely dangerous in the stream. They aren't supposed to give chase, and chances are they will be beat up enough that they won't want to. If they try, have them shoot out a water plume onto the ground outside the Springs (regardless of skill checks). They don't know the forks of the underground stream.

APL 4 (EL 7)

☛ **Goblins** (4): hp 4 each, see *Monster Manual* page 107.

☛ **Goblin Whippingboys, male goblins War2** (2): CR 1; Small humanoid (goblinoid); HD 2d8+2; hp 10 each, Init +1, Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atk +2 melee (1d2-1 subdual, whip); AL N (E); SV Fort +4, Ref +1, Will +0; Str 8, Dex 14, Con 12, Int 10, Wis 11, Chr 8.

Skills and Feats: Climb +2, Intimidate +3, Jump +2; Exotic Weapon Proficiency (whip).

Possessions: Studded leather armor, whip.

☛ **Bugbears** (3): hp 18; see *Monster Manual* page 27.

☛ **Goblin Shaman, male goblin Clr3**; CR 3; Small humanoid (goblinoid); HD 3d8+3; hp 18; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atk +2 melee (1d8-1,

morningstar); SA Spells, spontaneous cast inflict spells, rebuke undead; SQ SQ Spells; AL NE; SV Fort +3, Ref +2, Will +5; Str 8, Dex 12, Con 10, Int 10, Wis 15, Chr 10.

Skills and Feats: Concentration +5, Heal +4, Hide +3, Listen +2, Move Silently +2, Spot +2; Toughness, Run

Possessions: Studded leather armor, morningstar, wooden holy symbol of Nerull.

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0—detect magic, resistance (x3); 1st—cause fear*, bane, obscuring mist, comprehend languages; 2nd—invisibility*, hold person, darkness.

* Domain spell; Deity: Nerull; Domains: Death (1/day—death touch, 3d6) and Trickery (Bluff, Disguise, and Hide are class skills).

APL 4 (EL 9)

☛Goblin Whippingboys, male goblins War2 (6):

CR 1; Small humanoid (goblinoid); HD 2d8+2; hp 10 each, Init +1, Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atk +2 melee (1d2-1 subdual, whip), or +2 melee (1d8-1, morningstar); AL N (E); SV Fort +4, Ref +1, Will +0; Str 8, Dex 14, Con 12, Int 10, Wis 11, Chr 8.

Skills and Feats: Climb +2, Intimidate +3, Jump +2; Exotic Weapon Proficiency (whip).

Possessions: Studded leather armor, whip.

☛Bugbears (5): hp 18; see *Monster Manual* page 27.

☛Goblin Shaman, male goblin Clr5; CR 5; Small humanoid (goblinoid); HD 5d8+3; hp 28; Init +1; Spd 30 ft.; AC 15 (touch 12, flat-footed 14); Atk +2 melee (1d8-1, morningstar); SA Spells, spontaneous cast inflict spells, rebuke undead; SQ SQ Spells; AL NE; SV Fort +4, Ref +2, Will +6; Str 8, Dex 12, Con 10, Int 10, Wis 15, Chr 10.

Skills and Feats: Concentration +5, Heal +4, Hide +5, Listen +2, Move Silently +3, Spot +2; Toughness, Run

Possessions: Studded leather armor, morningstar, wooden holy symbol of Nerull.

Spells Prepared (5/4+1/3+1/1+1; base DC = 12 + spell level): 0—detect magic, resistance (x3), virtue; 1st—cause fear*, bane (x2), obscuring mist, comprehend languages; 2nd—invisibility*, hold person (x2), darkness; 3rd—animate dead, summon monster III.

* Domain spell; Deity: Nerull; Domains: Death (1/day—death touch, 5d6) and Trickery (Bluff, Disguise, and Hide are class skills).

Using their pendants, the PCs can just walk through the plug. Past the plug is a short crystal cavern that leads out onto the surface on the opposite side of the Crystal Springs area from where they entered.

There are plenty of unusual formation in the area of their exit, they can make note of them for future reference.

BACK TO DOSSELFORD

The way back to Dossselford is long, but soon you see the familiar sights of the town in the distance.

As you approach, townsfolk run out to meet you, concerned looks on their faces. Among them are Yurj the Tickler and Kewana of Pelor, who are holding hands. Nimar pushes his way to the front. "Pelor bless you! The earthquakes have stopped!"

Nimar will herd them all into the Ticklish Trout, where they can tell their story. Nimar will take each of them aside as they are resting and drinking, and tell them this:

"Thanks so much for helping us out again! I'm working on the best way to reward you."

If asked about the statues from below, he does not believe that they are magical (they aren't), and the PCs are welcome to keep or sell them.

CONCLUSION

It appears as though you have averted, for a while a least, another disaster threatening the citizens of Dossselford. Who knows when the next disaster will strike?

(The answer is TactiCon 2002).

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Salamander Attack

No treasures stolen by salamanders	100 xp
Each treasure stolen by a PC	-75 xp

Blessings of the Earth People

Behaving appropriately	25 xp
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Air Area

Defeating the gelatinous cube	100 xp
Avoiding the gelatinous cube	50 xp
Calming the air mephit	25 xp

Confluence of the Elements

Opening the door to the travel shaft	25 xp
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Travel Shaft

Figuring out the flying disk	50 xp
Stopping only in the gray area	25 xp

Engineer's Lounge

Overcoming the animated objects	100 xp
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Engine Control Room

Moving the control lever	25 xp
Defeating the shadows	200 xp

Escape Shaft

Figuring out the escape shaft	50 xp
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Goblins

Defeating the goblins	100 xp
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Total experience for objectives	825 xp
Discretionary role-playing award	0-100 xp

Total possible experience	925 xp
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The campaign staff reserves the right to take away any item or gold acquired for things that it later finds unreasonable but which were allowed at the time.

Engineer's Lounge

- 6 crystal statuettes – 200 gp each.

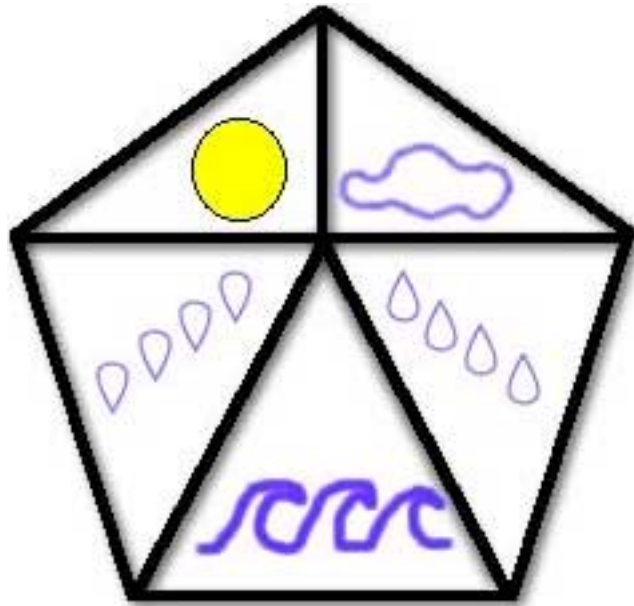
TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

4. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
5. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
6. Theft is against the law, but may be practiced by some player characters. Items that are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

PANEL IN THE CONFLUENCE OF ELEMENTS

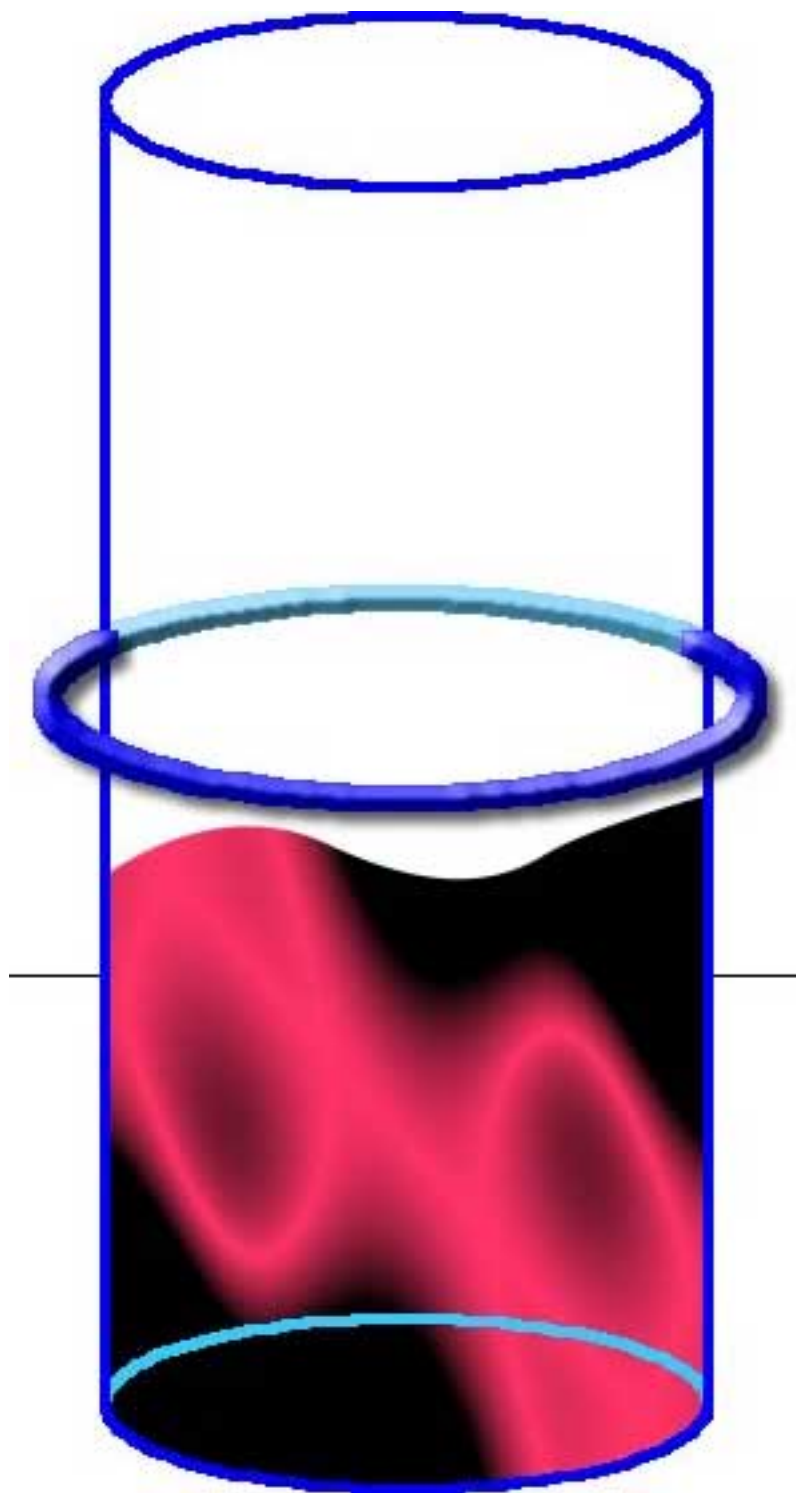


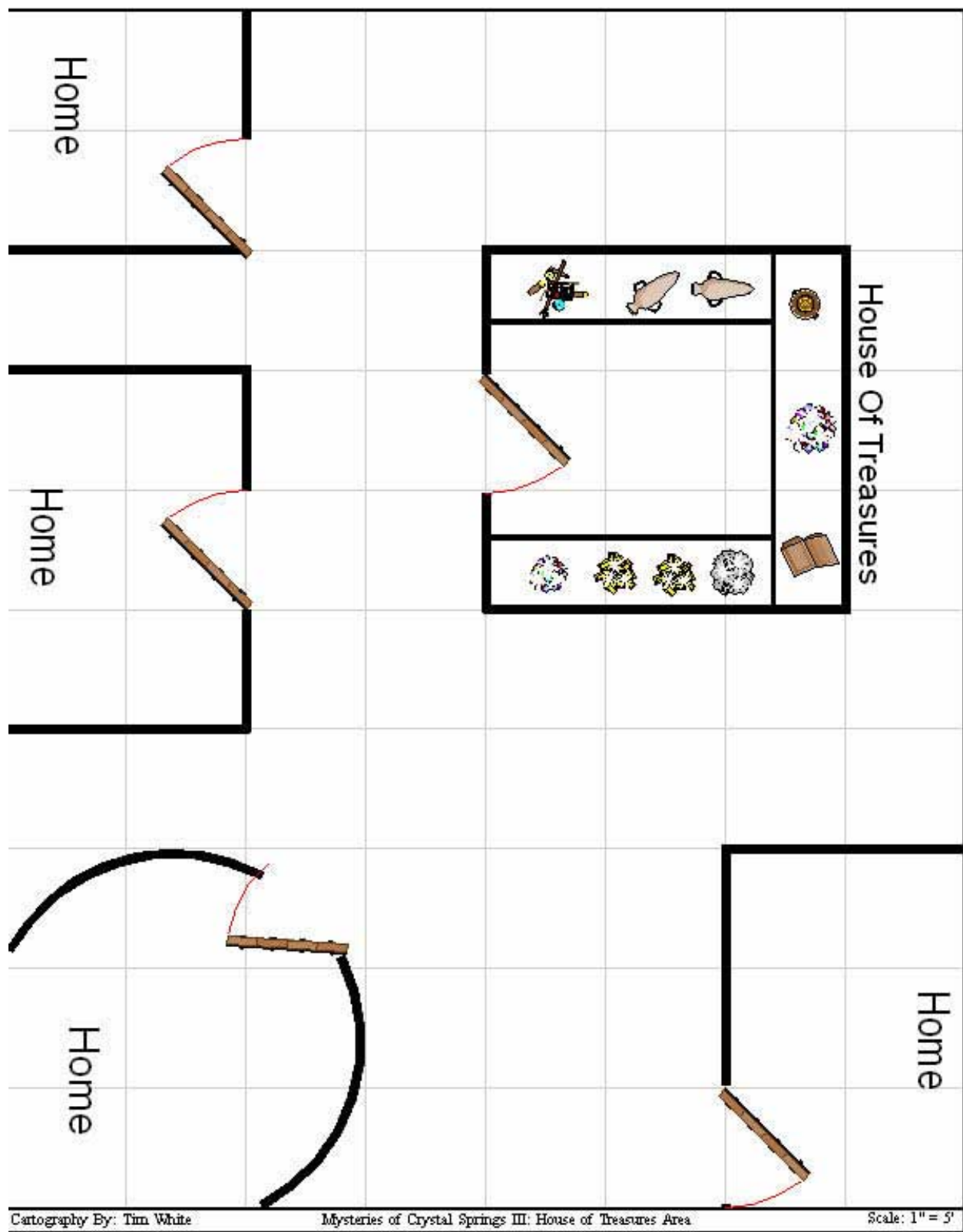
The panel is convex, with the center point pushing out the farthest.

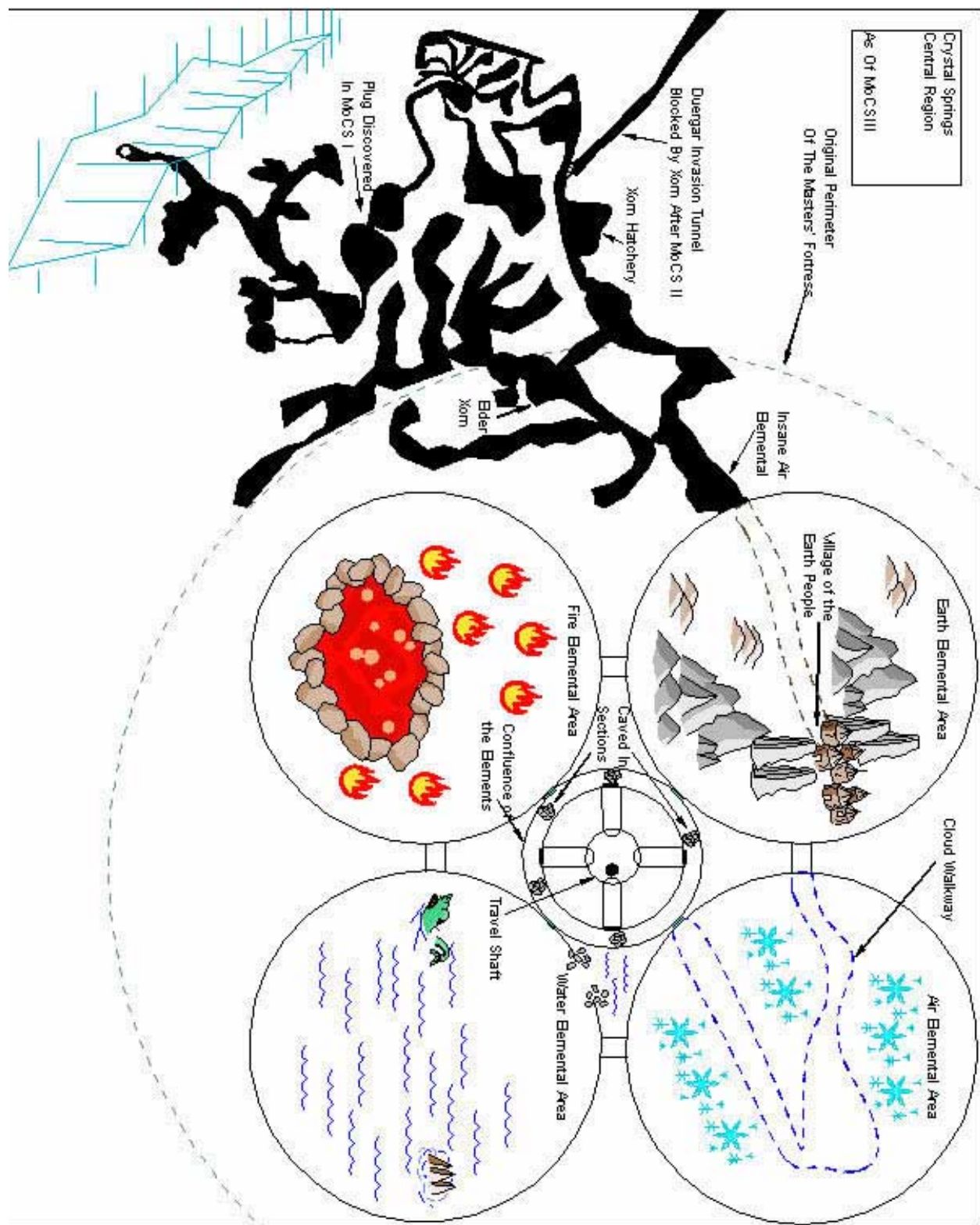
It appears that each panel can be depressed.

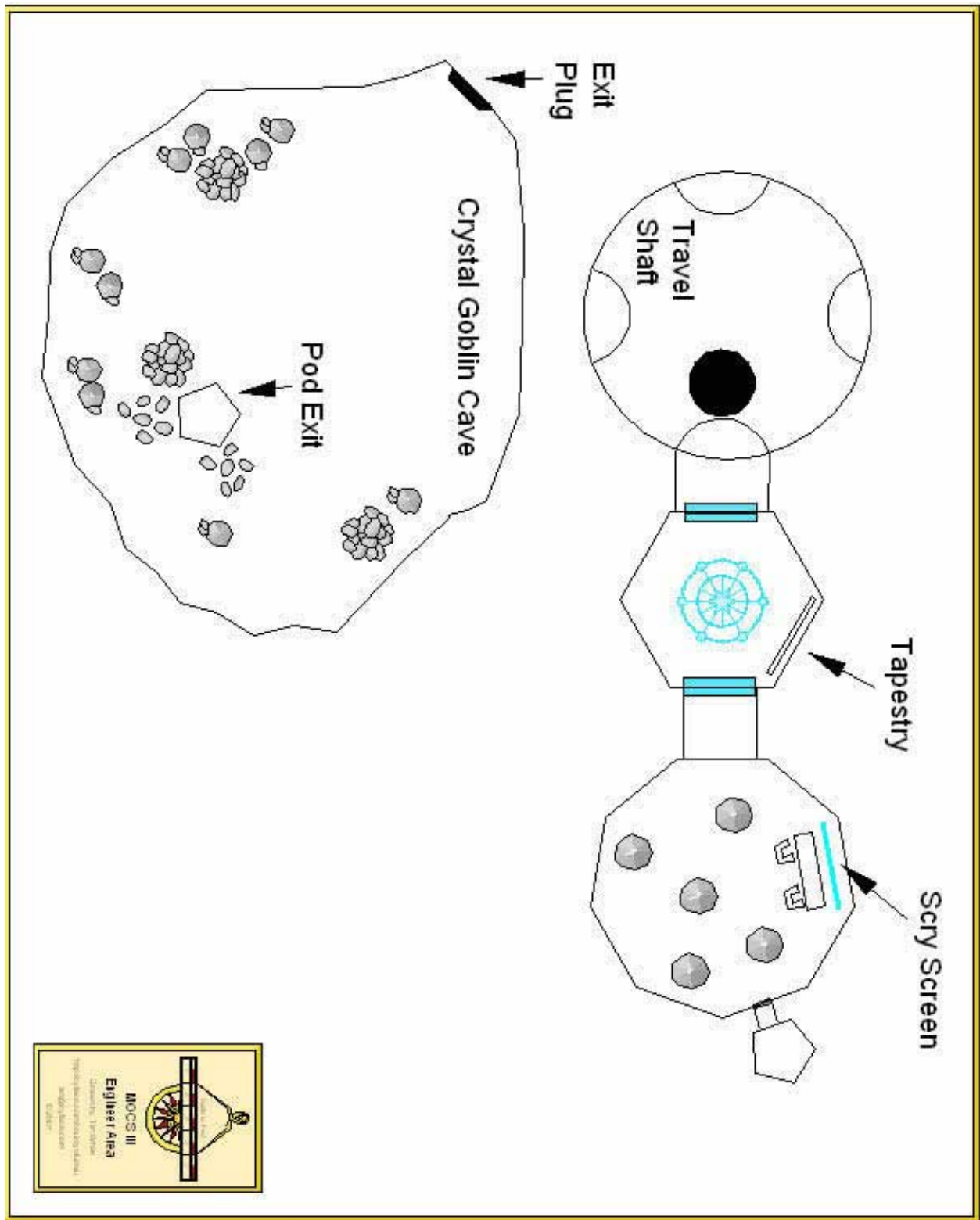
The images are carved into each panel.

CRYSTAL ROD ON DESK









ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.