

VERS6-01B



Crewel Intentions

Part Two

A Two-Round D&D® Living Greyhawk™
Verbobonc Regional Special

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After half a century an indecipherable map has lead you to an uncharted island in search of an unknown treasure! Dark figures oppose you as you race to be the first to face the deadly secrets of this treasure trove. This is the second part of a two round Verbobonc regional special for characters levels 1-10. (APL 2-8)

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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For questions specific to this document and your region, visit the Verbobonc website at www.verbobonc.net and e-mail your triad point of contact (POC). For LIVING GREYHAWK campaign questions email rpgahq@wizards.com

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table DM (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Verbobonc. Characters native to Verbobonc pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per round. Rich Upkeep costs 50gp per round. Luxury Upkeep costs 100gp per round.

Areas of Influence

This adventure allows the following influence for purposes of the Verbobonc Influence document.

- No regional influence

Remind players at the start of this adventure that they may use regional influence to obtain bonuses to Charisma based skills. This will prove important in certain encounters which rely on those types of skills.

Before You Begin

Please review the following items before play begins.

- **Free Adventure Lifestyle [Standard]:** Characters that receive **Player Handout #1** receive free Standard lifestyle for the duration of this adventure.

Adventure Background

Fifty, years ago an adventuring party fought and defeated an evil wizard—a minion of Iuz. In the

treasure that they recovered was an indecipherable map. The map apparently led to a great trove of treasure, but no one in the party could figure out what the treasure was, or where it was located. Kayla O'Bannon (a human bard), Krevalek Granite-Eye (a dwarven wizard), Maribelle Truevoice (a human cleric), Drex (a half-orc barbarian), and Novalis Fleetfoot (an elvish rogue) continued to fight valiantly against the minions of Iuz for many years, but no one was ever able to decipher the treasure map. Now, the group has long-since disbanded and the members are left with fond memories and mementos of their adventures, mementos such as an indecipherable map to a lost treasure. Kayla O'Bannon has the only known copy of the map... and someone has figured out how to decipher it. The attack on Kayla and the ensuing events are the substance of this module.

In Part One, the characters met Brie, a young lady who held the keys to a missing treasure map. After an investigation of the people that attacked Kayla, the PCs are now searching for a lost treasure on an uncharted island.

Introduction: Going on a Sea Cruise

You and your companions have secured travel out into the Azure Sea to find an uncharted island. Captain Josiah Born and his ship, the Osprey, have agreed to take you where you want to go, and Brie has already paid for your passage.

"Please hurry," Brie says emphatically, "I'm afraid that the only way to find Missus O'Bannon will be to get the treasure first and then use it to ransom her back. I'll stay here to help the city guard in their investigation while you follow the map."

Brie hands a scroll case containing a copy of the old map to the Captain. "This should point the way for you sir."

Captain Born nods and takes Brie's hand, "We'll be the fastest ship on the seas m'am. Lady Kayla helped me and my crew a few years back and we've not forgotten her generosity. Ferrying her saviors about is the least we can do."

Putting his hands up to shade his eyes, he scans the sky for a few seconds and continues, "We'd best be about it folks. Time to shove off!"

Captain Born and his crew are a flurry of activity as you sail out of Rhynehurst. In short order, you round past the

city of Dyvers into the Nyr Dyv beyond before turning south into Midbay. The Gem of the Flanaess, Greyhawk City itself, appears in the distances and, under Captain Born's steady hand, you sail on past into Wooly Bay. As the days stretch on, you round the peninsula of the Pomarj into the Sea of Gearnat and before you – the great Azure Sea beckons, holding the secret island that is the end of your quest.

The trip will take several days to complete and the time passes relatively uneventfully. Captain Born and his crew are efficient and friendly, welcoming to the PCs or allowing the PCs their privacy as desired.

The cry drifts down from the crows nest "Land ho!" The small, volcanic island ahead of you is real enough, and it lifts your hopes that the treasure will be real as well. The Osprey gently turns to take you to the southwest shore of the island for an afternoon drop off.

The PCs will have enough time to make preparations for their departure. Captain Born will give them a small rowboat to take to shore while he anchors offshore a few hundred yards. (This is standard practice.) Captain Born gives the characters two days to search the island and will then expect them to at least return and report as to their findings. If they do not return after two days, he will assume the worst and, unfortunately, leave them to their fate. (He's no adventurer, after all.)

If the people who kidnapped Kayla show up, Captain Born will fight to free her if possible. If this happens and he fails in his fight and his ship is taken, he will burn his pennant flag as a warning to those of you going ashore.

Encounter One: Uncharted Island

The afternoon sun is warm, but the soft breeze from the west cools your brow and rustles the trees, giving the sense that the island is alive, breathing, and restless. A quick search of the immediate coastline reveals no paths or structures. It appears that you will have to venture inland to find the treasure you seek.

With a few Survival, Search, or Spot checks – all DC 15 – the characters eventually make their way through the undergrowth towards the dormant volcano that occupies the southwestern edge of the island.

Slashing through the vines and branches, you eventually come to the foot of the dormant volcano that makes up most of the southwestern section of the island. Stumbling

out into a partial clearing, you see before you a large outcropping of rock, cut vaguely into the shape of an arch. Under the arch, set into the volcano, you see a large sheet of green rock. The light green rock is glassy and appears to act as a door of some kind, blocking passage through the archway and into the volcano itself.

The slick, almost neon-green rock is, indeed, a doorway into the volcano. The stone door has Hardness 15 and 90 hp. A weapon striking the door will let loose a shower of sparks and light acid doing 1d2 points of damage to the attacker. It can also be forced open with a Strength check DC 30. This door is one way to enter the complex, but not the only way.

🗲 **Door (Stone)**, Hardness 15, 90 hp; Break DC 30

A DC 22 Search check reveals a small opening approximately 15 feet over the top of the 10 foot high door. The opening looks big enough for a medium sized creature to squeeze through. (Once you remove the bird's nest that currently fills the hole.)

Two Climb checks (DC 20) allow a character to get up to the hole; with two more Climb checks (DC 20) allowing a safe landing on the other side. On the other side, a lever next to the door is the obvious means of opening the entrance to the complex.

The door and the surrounding stones in the complex are not immune to magic, so, if the character have some way to bypass the door (or damage it) with magic, that will work.

Encounter Two: Behind the Green Door

Beyond the archway, large cavern opens before you – marking the entrance to this underground complex. The cavern is approximately 80 feet across and 60 feet wide and contains a large (15x15) fountain near the door. The fountain, empty of liquid, has a large central pillar (5x10) holding a black metal equilateral triangle, point down, with an inverted Y within it. Carved into the pillar are the words "Our Greatest Treasure is the elemental secret hidden in our own life's blood."

A DC 15 Knowledge [Religion] check reveals that this resembles the symbol of Tharizdun (an inverted pyramid), an intermediate deity of eternal darkness, decay, entropy, malign knowledge, and insanity.

Making the check by +5 (DC 20) reveals that this is actually the symbol of the Elder Elemental Eye, an aspect of Tharizdun, an intermediate deity of elemental

evil whose worshippers are of unknown and mysterious origin.

If *detect magic* is employed, the characters can discover that the fountain radiates faint *conjunction* magic while the “key holes” radiate faint *transmutation* magic.

Proceed from here once the party is ready

Beyond the fountain, the room is covered with dust and cobwebs, obviously neglected for quite a long time. This is emphasized as you look high above you. 40 feet in the air, a collection of cages full of corpses hangs in silent testimony to the gruesome nature of this underground lair.

There are four obvious archways leading out of the room. Two are spaced evenly apart in the center wall and one on each of the other two walls opposite the green door. Centered above each archway is an iron symbol.

The arch to the left has a Square.

The center-left arch bears a Triangle.

The center-right arch has two horizontal Wavy Lines.

Lastly, the arch to the right has a Circle.

Otherwise, this large room is devoid of any decorations and holds no furniture to speak of.

The corpses have no gold or items and the cages will come crashing down to the floor if more than 25 pounds of weight is put on them. Additionally, a search of the fountain shows there are four small “slots” shaped like the symbols on each of the doors. (Obviously keys to activate something in the fountain.)

Hidden, above the cages, out of sight, approximately 60 feet above the floor, is a clutch of Darkmantles.

APL 2 [EL 2]

☞ **Darkmantles** (2); 6 hp; see Monster Manual, page 38.

APL 4 [EL 4]

☞ **Darkmantles** (4); 6 hp; see Monster Manual, page 38.

APL 6 [EL 6]

☞ **Darkmantles** (6); 6 hp; see Monster Manual, page 38.

APL 8 [EL 8]

☞ **Darkmantles** (10); 6 hp; see Monster Manual, page 38.

Tactics: Once the party has moved into the room the darkmantles cast *darkness* on themselves and attack. *Darkness* causes the darkmantles to radiate shadowy illumination out to a 20-foot radius. All creatures in the area gain concealment (20% miss chance). Even creatures that can normally see in such conditions (such as with *darkvision* or low-light vision) have the miss chance in an area shrouded in magical darkness. Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, as are light spells of lower level.

Thanks to their blindsight ability, darkmantles are unaffected by *darkness*, but are effectively blinded by a *silence* spell.

Once the PCs have dealt with the darkmantles, they are free to examine each of the doors.

Development:

If the PCs go through the door with the Square, go to **Encounter Three**.

If the PCs go through the door with the Triangle, go to **Encounter Four**.

If the PCs go through the door with the Wavy Lines, go to **Encounter Five**.

If the PCs go through the door with the Circle, go to **Encounter Seven**.

Once the PCs have all four “keys” for the fountain, please continue with **Encounter Eight**. The keys all radiate a faint *transmutation* magic.

Encounter Three: The Square Door

As the solid wooden door falls away from you, an earthy smell rises to greet you emphasizing the smooth, round tunnel that stretches out before you. The tunnel proceeds straight into the mountain for several feet before ending in a short set of stairs. After a brief descent, you find yourself in a small foyer (10x10) with a large, ten foot opening in front of you.

The room is approximately 60 feet across, rounded, and full of small stalactites and stalagmites. Curving between the obstructions, in a serpentine pattern, is a 5 foot wide path that leads across the center of the room to a solid stone altar on the far side. Sitting atop the altar is a stone brace holding an obsidian Square.

The room is 60 across and 15 ft. high, with a slightly serpentine path, 5 ft. wide, that runs through the center of the room, curving alongside several 5 ft. wide

stalagmites. Farther away from the path, along the edges of the room, are larger stalagmites (10 and 15 ft. square). Once there is at least one person 30 feet into the room, or if the obsidian Square is taken off the altar, the creature(s) below will appear from one earth and attack.

The obsidian Square is one of the “keys” for the fountain in Encounter Seven and is trapped. If the trap is sprung, by taking the symbol, the elementals are released.

APL 2 [EL 2]

🔑 **Square Symbol:** mechanical; touch trigger; no reset; Search DC 20, Disable DC 20

🔥 **Earth Elementals, Small (2);** 11 hp; see Monster Manual, page 97

APL 4 [EL 4]

🔑 **Square Symbol:** mechanical; touch trigger; no reset; Search DC 24, Disable DC 24

🔥 **Earth Mephitis;** 19 hp; see Monster Manual, page 182

🔥 **Earth Elemental, Small (1);** 11 hp; see Monster Manual, page 97

APL 6 [EL 6]

🔑 **Square Symbol:** mechanical; touch trigger; no reset; Search DC 28, Disable DC 28

🔥 **Earth Mephitis;** 19 hp; see Monster Manual, page 182

🔥 **Earth Elemental, large (1);** 68 hp; see Monster Manual, page 97

APL 8 [EL 8]

🔑 **Square Symbol:** mechanical; touch trigger; no reset; Search DC 32, Disable DC 32

🔥 **Earth Elemental, large (1);** 68 hp; see Monster Manual, page 97

🔥 **Earth Elemental, huge (1);** 152 hp; see Monster Manual, page 97

Encounter Four: The Triangle Door

Once open, the door reveals a long, spiraling staircase descending into the earth. You feel a rush of hot air caressing your face from below, giving silent testimony to the dormant, but not altogether dead, volcano.

After a few minutes walk, the stairs empty out into a small foyer, perhaps 10x10, with an open wall granting you a view of the source of the increasing heat. A five foot wide pathway leads across a low-ceilinged 60 foot round room, between several small pockets of liquid magma. The pathway is vaguely serpentine in appearance and seems to be hewn out of the same volcanic rock as the stairs and foyer.

On the far side of the room sits a stone altar with a single item on it, a stone brace holding a small obsidian Triangle, approximately the same size as the indentation on the fountain above.

The room is 60 across and 15 ft. high, with a slightly serpentine path, 5 ft. wide, that runs through the center of the room, curving alongside several 5 ft. wide pockets of magma. Farther away from the path, along the edges of the room, are larger pools (10 and 15 ft. square) of magma. Once there is at least one person 30 feet into the room, or if the obsidian Triangle is taken off the altar, the creature(s) below will appear from one of the pools and attack.

The obsidian Triangle is one of the “keys” for the fountain in Encounter Seven and is trapped. If the trap is sprung, by taking the symbol, the elementals are released.

APL 2 [EL 2]

🔑 **Triangle Symbol:** mechanical; touch trigger; no reset; Search DC 20, Disable DC 20

🔥 **Azer;** 11 hp; see Monster Manual, page 21

APL 4 [EL 4]

🔑 **Triangle Symbol:** mechanical; touch trigger; no reset; Search DC 24, Disable DC 24

🔥 **Magmin;** 11 hp; see Monster Manual, page 179

🔥 **Fire Elemental, Small;** 9 hp; see Monster Manual, page 99

APL 6 [EL 6]

🔑 **Triangle Symbol:** mechanical; touch trigger; no reset; Search DC 28, Disable DC 28

🔥 **Fire Mephitis;** 13 hp; see Monster Manual, page 182

🔥 **Rast;** 25 hp; see Monster Manual, page 213

APL 8 [EL 8]

🔑 **Triangle Symbol:** mechanical; touch trigger; no reset; Search DC 32, Disable DC 32

🔥 **Salamander (average);** 58 hp; see Monster Manual, page 219

🔥 **Fire Elemental, huge(1);** 136 hp; see Monster Manual, page 99

Encounter Five: The Wavy Door

Once open, the door reveals a long, spiraling staircase descending into the depths. You feel a rush of cool, moist air caressing your face from below, indicating how far you are about to descend.

You carefully continue down and, after a few minutes, the slippery stairs empty out into a small foyer, approximately 10x10, with an open wall granting you a view of the source of the moisture. A five foot wide pathway leads across the room, between several small pockets of cool, still seawater. The pathway is vaguely serpentine in appearance and seems to be hewn out of the same smooth, water-worn rock as the stairs and foyer.

On the far side of the room sits a stone altar with a stone brace holding a small obsidian Wave, approximately the same size as the indentation on the fountain above.

The room is 60 across and 15 ft. high, with a slightly serpentine path, 5 ft. wide, that runs through the center of the room, curving alongside several 5 ft. wide pockets of water. Farther away from the path, along the edges of the room, are larger pools (10 and 15 ft. square) of water. Once there is at least one person 30 feet into the room, or if the obsidian Wave is taken off the altar, the creature(s) below will appear from one of the pools and attack.

The obsidian Wave is one of the “keys” for the fountain in Encounter Seven and is trapped. If the trap is sprung, by taking the symbol, the elementals are released.

APL 2 [EL 2]

🌀 **Wavy Line Symbol:** mechanical; touch trigger; no reset; Search DC 20, Disable DC 20

🔥 **Water Elementals, small (2);** 11 hp; see Monster Manual, page 100

APL 4 [EL 4]

🌀 **Wavy Line Symbol:** mechanical; touch trigger; no reset; Search DC 24, Disable DC 24

🔥 **Water Mephitis;** 19 hp; see Monster Manual, page 185

🔥 **Water Elemental, small;** 11 hp; see Monster Manual, page 100

APL 6 [EL 6]

🌀 **Wavy Line Symbol:** mechanical; touch trigger; no reset; Search DC 28, Disable DC 28

🔥 **Water Elemental, large;** 68 hp; see Monster Manual, page 100

🔥 **Water Mephitis;** 19 hp; see Monster Manual, page 185

APL 8 [EL 8]

🌀 **Wavy Line Symbol:** mechanical; touch trigger; no reset; Search DC 32, Disable DC 32

🔥 **Water Elemental, large;** 68 hp; see Monster Manual, page 100

🔥 **Water Elemental, huge;** 152 hp; see Monster Manual, page 100

Encounter Seven: The Circle Door

Once open, the door reveals a long, spiraling staircase descending into the depths. You feel blast of air from below, pressing into you as urging you to stay away from whatever awaits you below.

You carefully continue down and, after a few minutes, the stairs empty out into a small foyer, approximately 10x10, with an opening granting you a view of the source of the wind. A five foot wide pathway leads across the room, between several small pits. The pathway is vaguely serpentine in appearance and seems to be hewn out of the same smooth rock as the stairs and foyer. The room itself is pockmarked with small holes in the walls and ceiling, obviously the source of the rushing winds.

On the far side of the room sits a stone altar with a stone brace holding a small obsidian Circle, approximately the same size as the indentation on the fountain above.

The room is 60 across and 15 ft. high, with a slightly serpentine path, 5 ft. wide, that runs through the center of the room, curving alongside several 5 ft. wide pits. (Every pit in the room is 10 ft. deep per APL; ie. the APL 2 pits are 20 ft deep.) Farther away from the path, along the edges of the room, are larger pits (10 and 15 ft. square. Once there is at least one person 30 feet into the room, or if the obsidian Circle is taken off the altar, the creature(s) below will appear from one of the pits and attack.

The obsidian Circle is one of the “keys” for the fountain in Encounter Seven and is trapped. If the trap is

sprung, by taking the symbol, the elementals are released.

APL 2 [EL 2]

🔧 **Circle Symbol:** mechanical; touch trigger; no reset; Search DC 20, Disable DC 20

🔥 **Air Elementals, small (2);** 9 hp; see Monster Manual, page 96

APL 4 [EL 4]

🔧 **Circle Symbol:** mechanical; touch trigger; no reset; Search DC 24, Disable DC 24

🔥 **Air Mephitis;** 13 hp; see Monster Manual, page 181

🔥 **Air Elementals, small;** 9 hp; see Monster Manual, page 96

APL 6 [EL 6]

🔧 **Circle Symbol:** mechanical; touch trigger; no reset; Search DC 28, Disable DC 28

🔥 **Air Mephitis;** 13 hp; see Monster Manual, page 181

🔥 **Air Elementals, large;** 60 hp; see Monster Manual, page 96

APL 8 [EL 8]

🔧 **Circle Symbol:** mechanical; touch trigger; no reset; Search DC 32, Disable DC 32

🔥 **Air Elementals, large;** 60 hp; see Monster Manual, page 96

🔥 **Air Elementals, huge;** 136 hp; see Monster Manual, page 96

Encounter Eight: The Fountain Filled With Blood

As the last of the elemental keys slides into place you hear a soft “pop” from the center of the large fountain. A few seconds later, the sounds of dripping water begin to echo throughout the room, except the dripping isn’t water. The large inverted pyramid and the inverted Y inside it are beginning to stream rivulets of blood, down the pillar, to collect in the fountain.

A few minutes later, as the fountain fills, the warm, wet blood begins to foam and surge slightly, releasing an acrid, iron smell. Fire, water, air, and earth blend with life itself in this macabre masterpiece to madness and death.

What happens next is entirely up to the PCs. They have solved the “puzzle” but must actively search IN

the fountain full of blood to find the doorway down to the treasure trove.

The pillar in the center of the fountain has a secret door (Search DC 15) that opens with a grinding of stone upon stone to reveal a tight spiral staircase leading down to the lower level of the complex.

The fountain’s secret door will remain open for 4 hours, at which time the fountain will empty itself, the keys will all return to their respective altars, and the PCs will have to fight their way through again in order to re-open the secret door. Anyone below during that time will be trapped, although they will have a “way out” described in **Encounter Ten**.

If, at any time, any of the PCs actively sheds their blood into the fountain, they receive the benefits of both a *bleed* spell and a *shield of faith* +3 for the next 4 hours.

Once the characters proceed down the staircase, proceed to **Encounter Nine**.

Encounter Nine: Nothing Left to Lose

As you step over the retaining lip that holds the blood back from the stairwell you again marvel at the intelligence and madness of the people who built this complex. The stairs wind down tightly, gradually widening, until depositing you in a square room lit by an ever-burning torch. The torch illuminates many alcoves and passages, some with chests or empty pedestals. The same inverted pyramid symbol is laid out on the floor of the room in a giant mosaic.

The room is approximately 40 by 40 and has two alcoves per wall. (The PCs enter in the center of the room in a 10 x 10 spiral stairwell.) Novalis has already cleared out this room and disabled all the traps, some of which is obvious, and some of which will give the PCs cause to wonder. All the alcoves are 5x5 and the hallways are 5 ft. wide and approximately 20 – 30 feet long.

If any PC stumbles into Wall C—Alcove 2, please continue with **Encounter Ten**.

Wall A

Alcove 1

An empty pedestal.

(A Search DC 20 reveals that the pedestal used to have a pressure plate set in it, but it has since been disabled.)

Alcove 2

A pedestal holding a small metal urn.

If detected, the flask radiates faint transmutation magic. (The pedestal is not trapped, the flask is a *flask of curses* (DMG pg 275).)

Wall B

Alcove 1:

This hallway ends after 30 feet. Sitting on a low pedestal is a small chest.

This chest has a small bag of powder inside. If detected, the powder radiates moderate illusion. (This is *dust of sneezing and choking*, DMG pg 275.)

Alcove 2:

This alcove holds a 3 foot high set of shelves. On top of the shelves sits a lone pair of supple leather gloves.

If detected, the gloves radiate a moderate transmutation magic. The gloves will act like +2 *gloves of dexterity*. The true nature of these *gloves of fumbling* will become apparent if the wearer is under attack or in a life-and-death situation. (DMG pg 275)

Wall C

Alcove 1:

An alcove with a sack chest on a short pedestal.

This sack is normal and completely empty. (Novalis forgot about it on his last trip down here.)

Alcove 2:

This hallway ends after 30 feet. Tucked into a small alcove here is another small chest sitting atop a plain stone altar with the markings of the mysterious inverted pyramid.

Any character standing on the square in front of the altar will activate a *teleportation circle*. (Search DC 34; Disable Device 34). Proceed to **Encounter Ten** immediately and tell the rest of the party to wait while you deal with this event.

If and when the party members reappear here, and if they think to look, the chest is empty.

Wall D

Alcove 1:

This alcove holds a large chest sitting on the floor.

A Search DC 20 reveals a hidden side panel with a scroll tucked away in it. The scroll is a piece of text from the mad ramblings of a priest of Tharizdun. If

deliberately read, it has a *sepia snake sigil* on it and will affect the first reader per the spell.

➤ **Sepia Snake Sigil.** Reflex DC 15 negates the spell, otherwise 1d4+1 days in suspended animation. Note, this suspended animation will prevent death until it wears off, but not damage from external sources.)

Alcove 2:

This alcove contains a small altar with the inverted pyramid symbol on it. The altar has several sticks of incense that have not been burned yet. Otherwise, it appears unremarkable.

The incense radiates moderate enchantment. It is *incense of obsession*, DMG pg 275.)

Hopefully now the PCs will realize that someone, (a thief) has ransacked this whole complex already and taken most if not all of the choice items

Encounter Ten: The Secret Circles

The brief feeling of disorientation passes as you find yourself in a decent sized cavern of hewn rock. Apparently the creators of the mysterious complex wanted another, secret room... either for a quick getaway, a secret hiding place, or a deadly trap. Only time will tell which one you have stumbled upon.

(Assuming the PC can see their surroundings in a pitch black room, please continue on below.)

The room you occupy is 40 feet square with a 10 ft. ceiling. The walls of the cavern are roughly hewn and lack any kind of ornamentation. A pile of bones in a nearby corner tells you two things almost immediately. First, you are not the first person to come to this place. Secondly, since the bones are still moist and fresh, you are probably in a fair amount of danger.

At this point, go back to the other party members who are still in **Encounter Nine** and give them 7 rounds of actions. At that time please proceed with this encounter whether they all have entered the Teleportation Circle or not.

There are two obvious exits from your cavern room. The first, in one corner, is a five-foot wide archway that seems to open to a similar room beyond. The second is an iron door in the opposite corner.

If they try the archway, read the following:

Beyond the archway is a moderately sized chapel (40x30) that has been completely ransacked. The few pews are all

overturned, some even made into a crude shelter in the corner. A small pile of ash next to the fragile structure indicates a intelligent occupant for this cavern. The altar once held the same inverted pyramid symbol, but the figure now lies broken off to one side.

This room is very basic and unremarkable. The living structure in the corner has no obvious information save for another pile of bones, “probably the last “meal” for whatever lives here.” The walls of the chapel are lined with alcoves full of statues. The statues themselves are of various men and women in poses of complete rage or madness.

There is one alcove that has neither statue, nor anything else in it at all. (Anyone who enters this alcove will be teleported back to a spot immediately in front of the fountain in **Encounter Three.**)

If the characters try the iron door, proceed to **Encounter Eleven.**

Encounter Eleven: Things Get Hairy

If they try the iron door any Search DC at all reveals that it is unlocked and untrapped:

The iron door swings open easily and the immediate stench of rotten meat almost knocks you over. A great pile of dead bodies, both humanoid as well as animal remains, lies in the center of a small chamber. The room is 20x20 and has a 10 ft. wide pool of water in the far corner. Thanks to the runoff from the pile of corpses, the pool is undrinkable, but the soft light shining from the pool could be an indication that it is some kind of watery egress from this cavern.

If anyone searches any of these bodies they will find little of interest. These appear to be the bodies of farmers and other simple townsfolk, even little children. The pile of bodies is quite immense though and could easily be one-third to one-half the population of an entire village. Whatever did this has absolutely no regard for any life but its own.

A sudden flurry of movement from the pool of water grabs your attention as you see a terrifying shape lurching out at you. (A/Two) withered old crone(s) [astride a black horse with flaming hooves] move quickly toward you with (a) bloodcurdling scream(s).

APL 2 [EL 4]

➤ **Sea Hag**; 19 hp; see Monster Manual, page 144

APL 4 [EL 4]

➤ **Green Hag**; 49 hp; see Monster Manual, page 143

➤ **Merrow**; 29 hp; see Monster Manual, page 199

APL 6 [EL 6]

➤ **Green Hags (3)**; 49 hp; see Monster Manual, page 143; and Covey rules, page 144

APL 8 [EL 8]

➤ **Night Hag**; 68 hp; see Monster Manual, page 193

➤ **Nightmare**; 45 hp; see Monster Manual, page 194

Tactics: The hag(s) will target the obvious fighters first, as will the Merrow and the Nightmare. At APL 6, the Covey of hags will emerge from the pool of water and *forcecage* an obvious fighter before choosing individual targets. They will NOT use the forcecube variant of *forcecage*.

After the fight: After this fight is over, the PCs may do as much searching and whatnot as they wish. There is a moderate amount of treasure here, mostly remnants of the victims of the Hag (s), but nothing as much as the PCs were lead to believe by the treasure map. A DC 12 Knowledge [Geography] or Knowledge [Local – VTF] reveals that the victims are from the town of Tristane, which recently was abandoned.

The rumor was that the town was haunted as citizens continually came up missing.

Besides the pool of water leading down a long (1,000 ft) underwater tunnel to a well in the now abandoned town of Tristane, there are no other obvious exits here. The PCs are welcome to try to swim the tunnel. Alternatively, if they enter the alcove that has no statue in the abandoned chapel they will be teleported back to a spot immediately in front of the fountain in **Encounter Three.**)

If the PCs exit to Tristane, they are welcome to make their way back to Rhynehurst with information about the uncharted island, the abandoned town, and whatever else they deem important. When they arrive, Brie will tell them that Kayla was found, along with the body of Novalis Fleetfoot, in an alleyway almost one week ago. Apparently his body had been dead for some time and she was seriously wounded while trying to escape her captors. There have been no more leads or information, though the city guard will be on the lookout for any suspicious black robed individuals.

Brie will offer the adventurers her thanks and Kayla, now recovered, will offer some of the treasure from her old adventuring days from the lock-box under her bed.

"I've no need of it any more, but I'm sure it will serve you well. Please honor me by accepting my gift to you." Please end the adventure here and fill out the appropriate boxes on the AR.

If the PCs discover the "return" teleportation circle, then describe a brief dizzying sensation and continue with **Encounter Twelve**.

Encounter Twelve: Homeward Bound

As you stand in front of the fountain of blood, you realize that something is different. Staked to the lip of the fountain is a letter of some kind.

Give the players **Player Handout #1**.

What's going on: Cousin "T" and company have been scouring the island for anything they can get their hands on that's worth something. Novalis was in debt to them for a lot of money and this was their shot at recouping some of the losses.

Captain Born and his crew are alright; actually they didn't see Cousin "T"'s ship since it was already anchored in a secluded bay further on down the coast. When the PCs return to the Osprey, Captain Born will tell them that he was surprised to see another ship sail past a short time ago, but it was a very sleek, very fast ship that the Osprey will be unable to catch.

Conclusion of Part Two: Your Final Reward

Returning to Rhynehurst City, you find yourselves again in the rooms above the "Silver Lining".

Brie Hawthorn tells you that a few days ago the body of Novalis Fleetfoot was found in an alley near the docks district. Novalis had been dead for some time. With him was Kayla O'Bannon – alive, but apparently wounded while trying to escape her captors. Kayla, resting in her bed, calls to you, "Please, come in here a moment before you go, I've a gift for you all."

The elderly woman in front of you looks very frail and gaunt, still recovering from her great ordeal. "Novalis caused us all great harm with his greed, but I would like to think that you chose to help Brie out of a more noble purpose. Please accept these gifts, not as payment, but as tokens of our affection and the seal of duty. I am well past my adventuring years – but you can still make a difference in this world. Take these mementos and use them to build a better future for yourselves and Verbobonc."

Kayla gestures to Brie who produces a lock-box from under Kayla's bed. "Take these with our thanks. You will always have a home here in Rhynehurst."

The box contains several items from Kayla's days as an adventurer, but none more precious than the hope that one person's efforts can change the world. That hope, the stuff of ballads and legends and dusty old treasure maps, urges you out the door towards your next great adventure.

End Part Two

Treasure

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus role-playing) to each character.

Encounter Two

Defeat the Darkmantles

APL 2	100 XP
APL 4	100 XP
APL 6	100 XP
APL 8	100 XP

Encounter Three

Recover the Symbol

APL 2	125 XP
APL 4	250 XP
APL 6	500 XP
APL 8	875 XP

Encounter Four

Recover the Symbol

APL 2	125 XP
APL 4	250 XP
APL 6	500 XP
APL 8	875 XP

Encounter Five

Recover the Symbol

APL 2	125 XP
APL 4	250 XP

APL 6	500 XP
APL 8	875 XP

Encounter Seven

Recover the Symbol

APL 2	125 XP
APL 4	250 XP
APL 6	500 XP
APL 8	875 XP

Encounter Eleven

Defeat the Hags

APL 2	400 XP
APL 4	600 XP
APL 6	800 XP
APL 8	1,000 XP

Total Possible Experience:

APL 2	600 XP
APL 4	900 XP
APL 6	1,300 XP
APL 8	1,800 XP

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this

treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast identify, analyze dweomer or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Note: In this adventure, the treasure comes from the sale of the “cursed” items that they found (one man’s garbage is another man’s treasure!) as well as the people involved with the PCs. Their gratitude is the recompense for the adventures.

Total Possible Treasure:

APL 2	700 gp
APL 4:	1,100 gp
APL 6:	1,500 gp
APL 8	1,900 gp

Rewards on the Adventure Record

Darkmantle Cloak of Resistance: The master seamstress Kayla O'Bannon was able to fashion a very unique cloak for you from the darkmantle hide you recovered on the island. In addition to the normal resistance properties of a standard cloak of resistance, this wearer of this cloak can invoke a 10' radius darkness effect (as a 5th level caster) as a standard action for up to ten (10) rounds each day. These rounds need not be consecutive, and the cloak wearer is able to see normally while within the darkness effect. The cloak may be upgraded as a regular cloak of resistance, however each upgrade uses the prices listed below due to the unique nature of the cloak.

Faint abjuration/evocation [*darkness*]; CL 5th, *darkness, resistance*; Price 2,000 gp (+1), 5,000 gp (+2), 10,000 gp (+3), 16,000 gp (+4), 26,000 gp (+5)

Brie: Brie has been taken with your willingness to assist Kayla O'Bannon. With Kayla's permission, Brie offers her services as a special cohort (as per the Leadership feat). Additionally, Brie is capable of performing upgrades on woven magic items (cap, cloaks, and vests) for you. You must pay all gold and TU costs as if you were crafting the item yourself using Item Creation. Contact the Verbobonc Triad for further information on Brie

[NOTE: Brie only goes to one player at the table, based on how that character treated Brie through the adventure.]

Notes of Krevalek Granite Eye: You have recovered the notes of the dwarven wizard, Krevalek. Obsessed with cold magic, Krevalek made a number of entries that have enabled you to better adapt to frozen temperatures and climates.

You gain access to the following: feats and spells: Feats – *cold endurance* (FB), *cold focus* (FB), *greater cold focus* (FB), *snowcasting* (FB); spells – *bone chill* (FB), *control temperature* (FB), *frost weapon* (FB), *glaze lock* (FB)

Exotic Marketplace: The marketplaces of Rhynhurst are known for their exotic wares. After any Verbobonc regional adventure, you may spend one (1) TU to travel to Rhynhurst City and explore the exotic marketplace, where you will find vendors willing to sell you the following:

- **Armor:** Dwarvencrafted Battleplate (RS)
- **Weapons:** barbed chain (SS), howler javelin (SS), sharktooth staff (SS)
- **Equipment:** Desmodu cable (SS),

Regular, masterwork, and dwarvencrafted (RS) versions of armor and weapons are available for purchase.

Purchases made immediately after this adventure do not require TU expenditure.

Items found on the Adventure Record

APL 2

- *+1 darkmantle cloak of resistance* (Freq: Regional, limit of one; 2,000 gp, see above)
- *Fochluchan Bandore* (Freq: Regional, limit of one; 1,900 gp; CA)
- *Ring of Swimming* (Freq: Regional, limit of one; 2,500 gp; DMG)

APL 4 (all of APL2 plus the following)

- *Lyre of the Restful Soul* (Freq: Regional, limit of one; 3,000 gp, LM)
- *+1 sharkskin armor* (Freq: Regional, limit of one; 6,035 gp; SW)
- *Incense of Meditation* (Freq: Regional, limit of one; 4,900 gp, DMG)

APL 6 (all of APLs 2-4 plus the following)

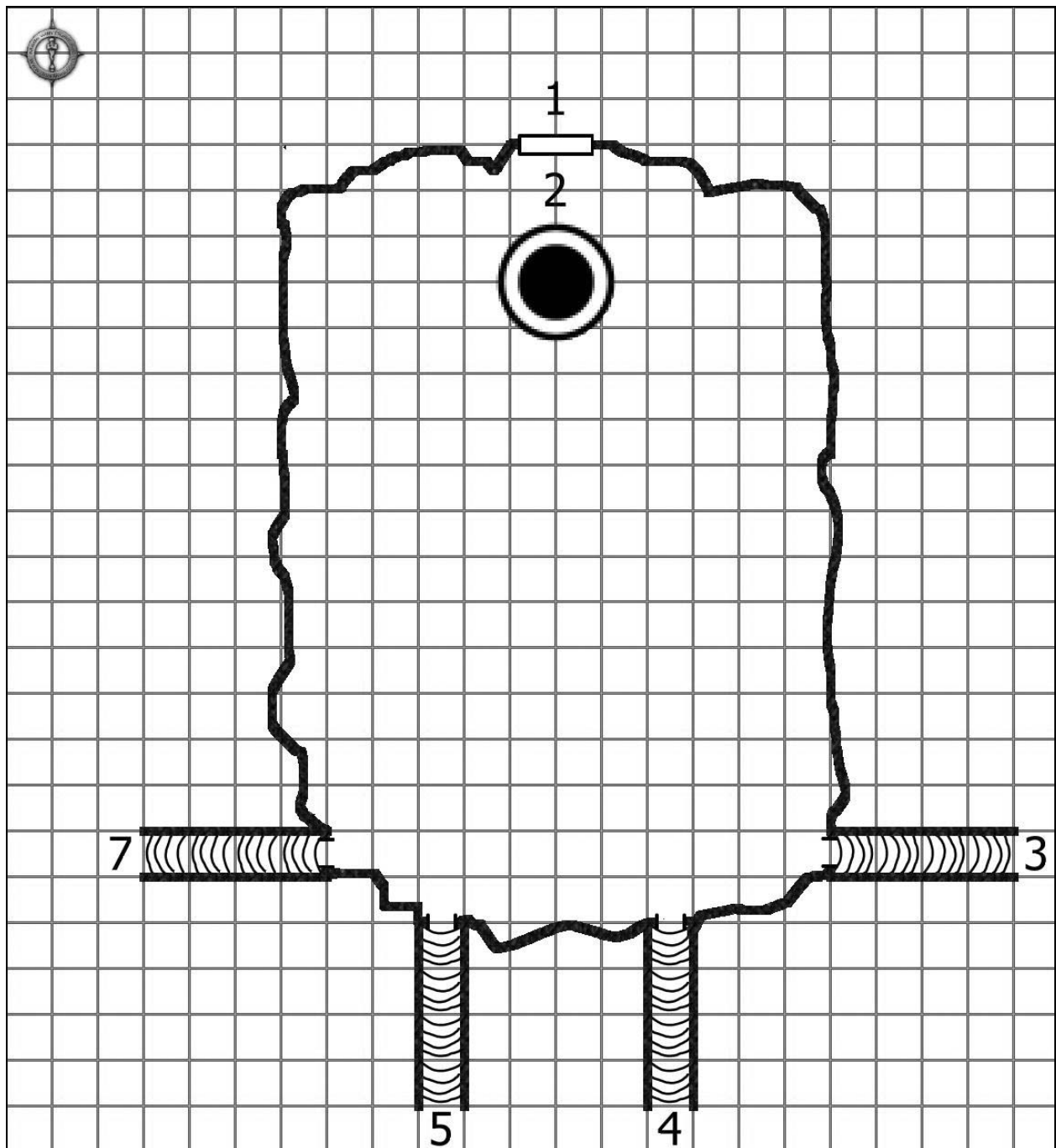
- *+1 greatsword [gloryborn template]* (Freq: Regional, limit of one; 2,950 gp, DMG2)
- *Nightstick* (Freq: Regional, limit of one; 7,500 gp, LM)
- *+2 Vest of Resistance* (Freq: Regional, 4,000 gp; CA)

APL 8 (all of APLs 2-6 plus the following)

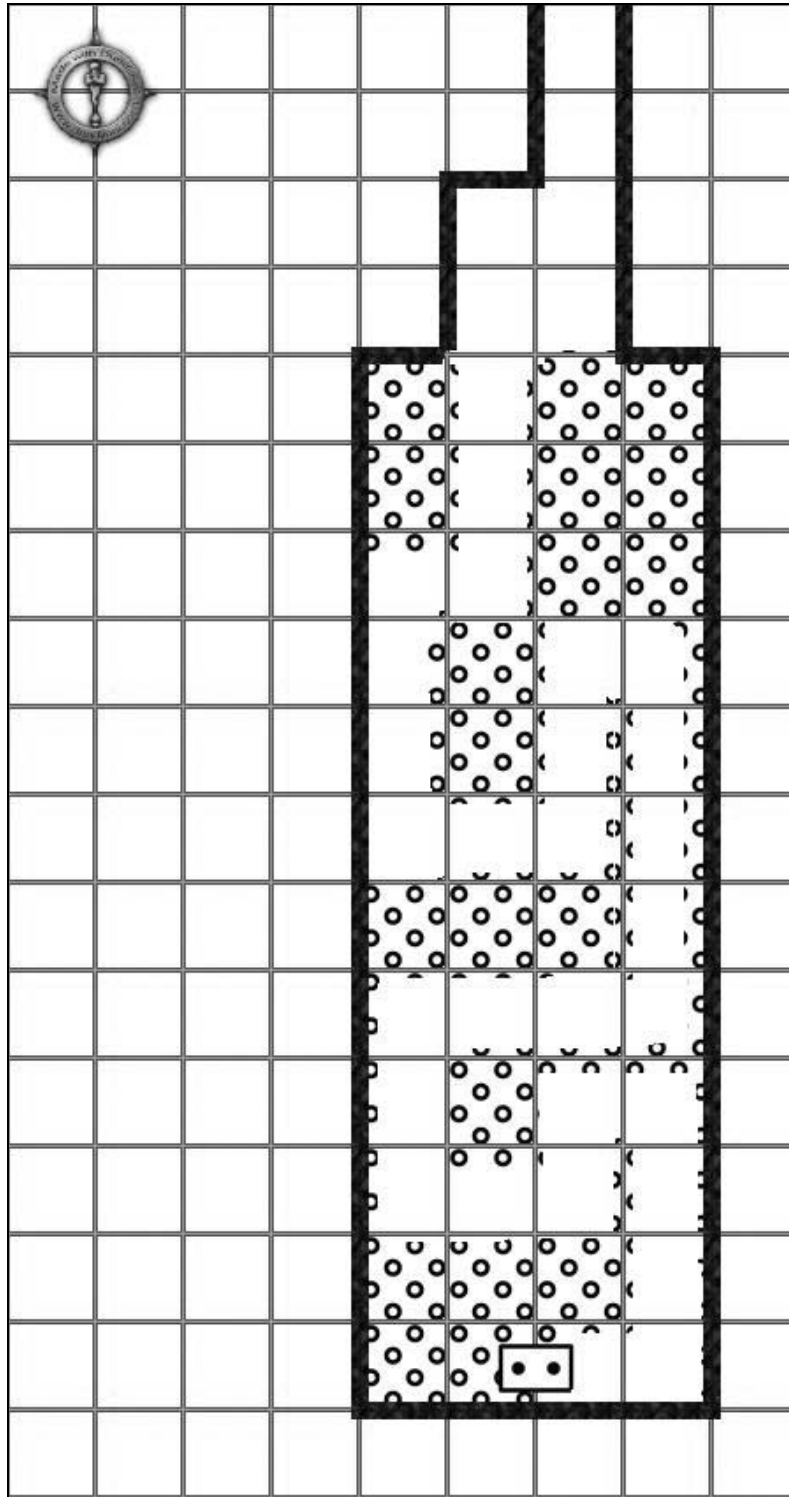
- *Mantle of second chances* (Freq: Regional, limit of one; 6,000 gp; DMG2)
- *Vest of Legends* (Freq: Regional, limit of one; 16,000 gp, DMG2)

Appendix One: DM's Maps

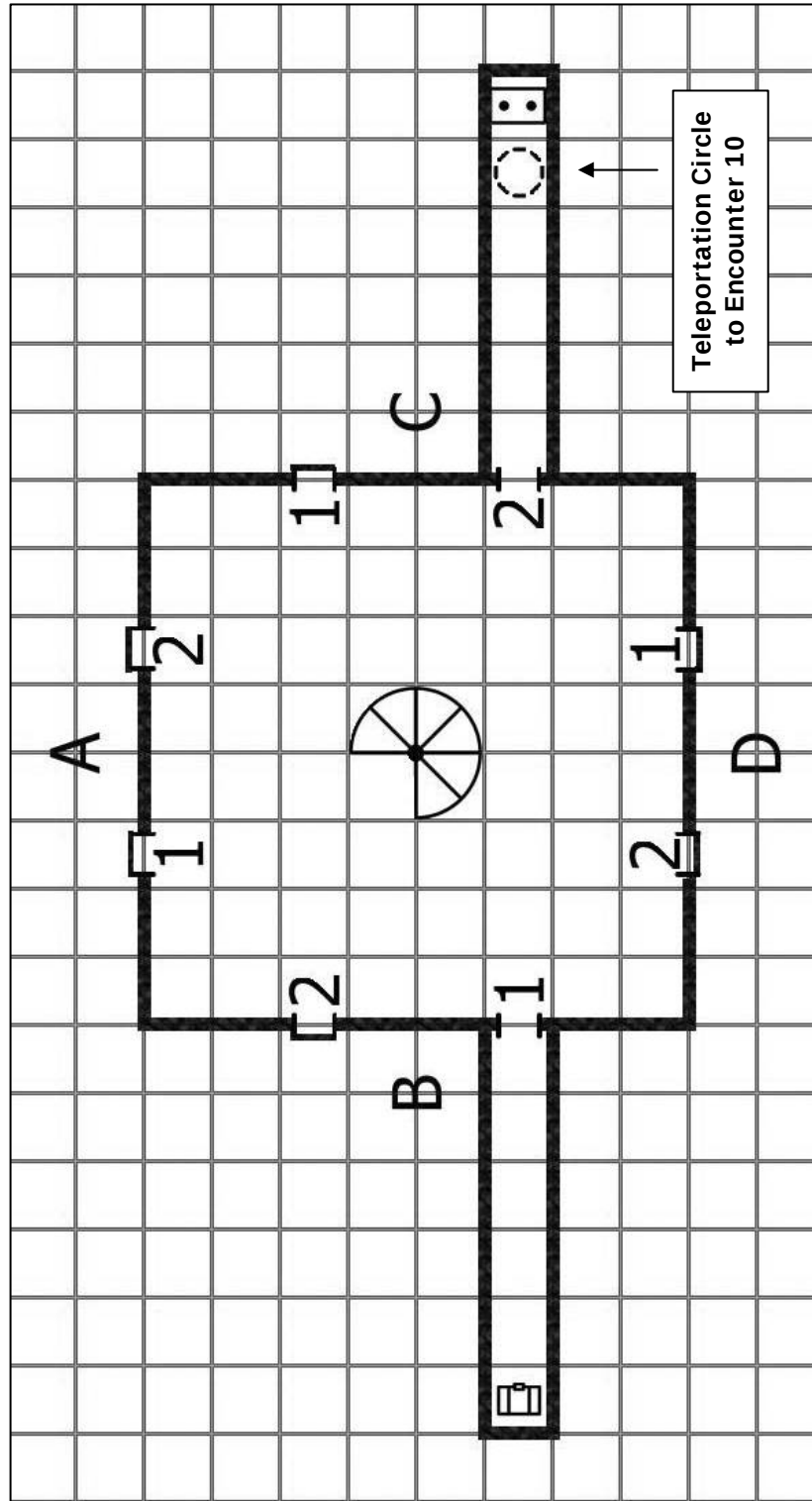
Map 1: Encounters 1 and 2



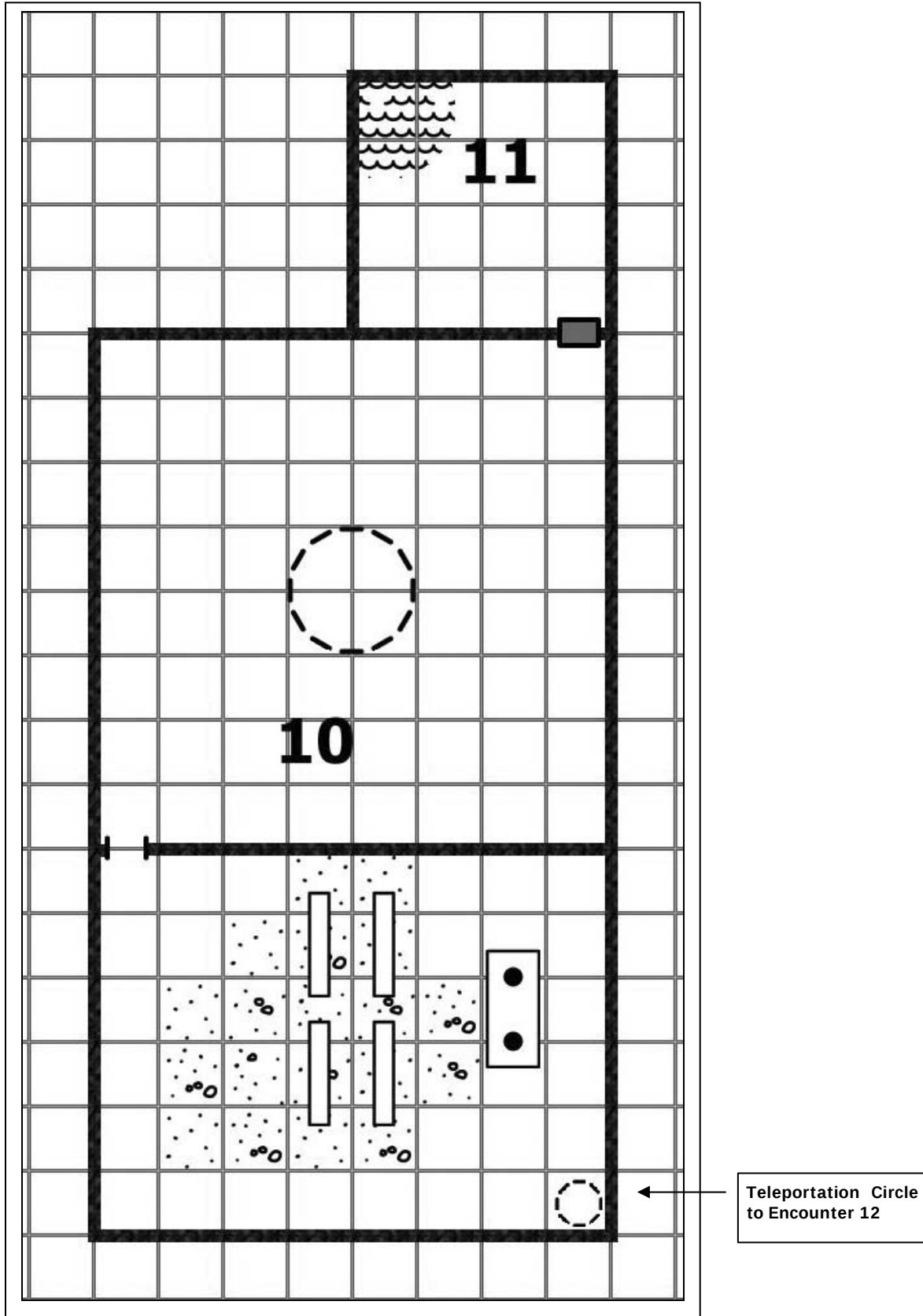
Map 2: Encounters 3, 4, 5, and 7



Map 3: Encounter 9



Map 4: Encounters 10 and 11



Player Handout #1

If you're reading this note - congratulations, you made it out alive. Which appears to be more than ole Novelis can say.

You've probably also come to the same conclusion that we did. Nothing to find, eh? Looks like Fleetfood has led us all on a wild goose chase. 'Course, at least we found enough gold to make it worth our trip. Don't know if you can say the same. Looks like I'll have to take a loss on this business venture.

The good news is you're still alive. Sometimes you just break even.

Cousin "T"