

# CRYPT OF THE UNKNOWN

**A One-Round Living City Module**

**By Christopher Reed**

You are awoken from your nightmares and asked to find a young lady in mourning. However, the only answers seem to lie in a mysterious crypt. Can you survive the unknown chaos that lies within and return her home? An adventure for tiers 1-5.

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag 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 to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsulize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module 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 bold italics. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

## Tier Structure

To determine the tier, add the level of all the characters. Multi-classed and dual-classed characters count as their highest level plus one for each additional class. In addition, add the levels of any adventuring NPCs the PCs bring, and the full hit dice of any animals which can enter combat on the side of the PCs. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>
T1:	4-12	5-13	6-14	7-15
T2:	13-22	14-24	15-26	16-28
T3:	23-32	25-35	27-38	29-41
T4:	33-42	36-46	39-50	42-54
T5:	43+	47+	51+	55+

## JUDGE'S BACKGROUND

**NOTE: This adventure will require a good amount of flexibility from the judges. It is highly recommended that the entire module be read before running, as you have to make up one of the encounters on the fly from player input.**

Since, the PCs will have a good deal of involvement into what goes into a small part in the module, the judge will have to do a great deal of role-playing and improvising, as will each of the players at the table.

Make sure that each player has a writing utensil and some paper to write on, as it will be important for this tournament.

It may also be helpful to the judge to have the *Monstrous Manual* with him while running this tournament.

Two years ago, a man who calls himself 'The Master' laid his eyes upon the lovely Grace Silverheart. 'The Master' had a great desire to take Grace with him on his journeys.

However, Grace already had the love of her life, Claude Goldmoon. So a year pasted but 'The Master' could take it no more, so he prepared a powerful spell and used it to secretly kill Claude hoping Grace would fall into his arms. Only 'The Master' knows how Claude really died. However, Claude's death caused Grace a great sorrow, and her once joyous smile was lost.

'The Master' tried to sway Grace, but to no avail. So he devised a plan hoping to change her mind; he kidnapped her and has taken her to a mysterious and chaotic place called the 'Crypt of the Unknown.'

Grace is currently inside this crypt, but is quickly dying due to the mysterious and chaotic nature of the place. 'The Master,' being a jealous man, gave her an ultimatum: be his forever or perish here. Grace has made her choice and is currently quickly rotting away.

The PCs will start the adventure getting ready for the evening. During the evening each of them will have a nightmare. The players will be asked to make up and write down their nightmares, and give them to the judge. Little do the PCs know that this nightmare may come to greet them sooner than they think.

The PCs will awake from their nightmares by the sounds of ringing bells, which comes from the messenger boy, Billy. He will deliver a note asking for their help. Those PCs who respond to the call for help, will meet Tray Silverheart. He will inform the PCs of the disappearance of his sister, Grace. She was visiting the grave of her late lover, who died to an unfortunate accident. Tray will ask the PCs to locate her, suggesting that they search for her at the grave of her late lover, among other places.

When the PCs arrive, they will find clues that she had been there recently, but just disappeared. Further investigation will result in a strange event, wherein the PCs will be teleported to a nearby location.

Once in their new location, the PCs will encounter several ogres or hill giants, who also had a similar experience of being teleported and are not necessarily hostile.

After defeating (or talking with) the ogres or hill giants, the PCs will reach the crypt, which has been named "The Crypt of the Unknown." Here they will run across a puppy, which if talked to, will relay information about being lost and not remembering how he got here.

Moving onto the crypt, the PCs will find that it has a single large door that they must figure out how to open before entering. Once inside the crypt, the PCs will travel down an extremely long hallway that slopes downward to yet another door. If the PCs aren't careful, they might very well get hurt here.

Behind the door is a scene made from the nightmares of the PCs from the introduction. After facing their nightmares, the PCs will find a door leading to a room with ten doors. The PCs will have to search for the correct door out of this place; the other doors unleash various magical effects on the PCs.

Once finding the correct door to open to continue onward, the PCs will come to a room with four doors. Each door will have a fourth of a piece of puzzle that the PCs will need to use to open a secret hidden fifth door. However, behind each of the four doors is a small puzzle that the PCs will need to figure out.

Behind this fifth door is an argos, who has been instructed to guard Grace. After defeating the argos, the PCs will finally meet the cause of their being here-- Grace Silverheart and her captor, a man who calls himself 'the Master.' The PCs will have several choices to make in order to free her from her captivity, but will ultimately need to make a decision.

In the end, the PCs will be returned to Ravens Bluff.

## PLAYER'S INTRODUCTION

*It has been a long busy day for you, and you are glad to settle in for a night of peaceful sleep. You find yourself slowly drifting off to sleep. Eventually, you enter the world of dreams and it is extremely restful, serene and peaceful for each of you. At least for a moment. Then something changes, and horrible images begin to form ...*

Each PC will have a nightmare during the night. At this point have each player grab a sheet of paper and write what he or she dreamt about. Inform the players that the more detailed their dreams are, the more enjoyable the module will become. Give the players about 10-15 minutes to do this, as this information will be used later.

## ENCOUNTER ONE (Just getting started)

*As you wake from your terrible nightmare, you hear bells from outside your place of residence.*

When the PCs look to see what's going on outside, continue with the following:

*Standing outside your door on this early morning, is a boy of about ten years old. In each of his hands he has a bell that he is ringing apparently to get someone's attention.*

He is getting several people's attention, in fact. Add in some irate shop owners and such as that, to whom Billy asks if they are adventurers. They reply in the negative, and he explains that he is looking for adventurers. If the PCs respond, continue with the following:

*As you approach the young boy, he stops ringing the bells and looks at you. "Are you an adventurer? If so, my name is Billy and I've been hired to deliver this message to any adventurers who will answer the call."*

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

## ENCOUNTER TWO (Reporting for duty)

If the PCs follow the young messenger boy, continue with the following:

*It is still early morning as you follow the young boy along with the several other individuals who he has gathered. It would appear that they too are adventurers, just like you.*

At this point give the PCs a chance to describe themselves and also introduce themselves to each other. When the PCs are done doing so, continue with the following:

*After getting to know the others who are following this ten-year old boy around the city at this early morning hour, you finally arrive at the location that you have been called too.*

*The home is small but it would appear that much care has been given to it over the many years.*

*Billy struts up to the door and gives it a little rap. After a few moments, the door opens and behind it stands a half-elven male.*

*He looks upon you for a moment, smiles slightly then fishes for some coins in his purse and gives them to Billy.*

*With that Billy runs merrily into the darkness of the early morning.*

The PCs will be invited inside at this point by the half-elven male, Tray Silverheart. After the PCs are comfortable inside his small home, he will inform the PCs as to the reason he has asked for their assistance.

Yesterday, his sister, Grace, went to the gravesite of her late lover, Claude Goldmoon. It had been exactly one year since the day he died. She never returned and he does not know where she is. He fears that she may also be lost and hopes that this is not the case.

He can give the PCs the following information:

- Grace is a twenty-one year old half-elven female with reddish hair. She is considered to be extremely attractive by many of the men in town.
- Grace was wearing a lovely white dress that had fairy wings on the back. She wore this outfit as her late lover enjoyed seeing her in it.
- Claude Goldmoon was a twenty-seven year old half-elven male. He was known to be very intelligent and had a desire to search the unknown.
- Claude was found dead a year ago. He was found on a small hill just outside of Ravens Bluff. It appeared that his soul had been sucked out of him. The body that remained was very thin, almost skeletal but no wounds were found. It remains a mystery what exactly was the cause of Claude's death.
- Tray has not contacted the City Watch, as he does not believe they will help him since Grace has not been missing for a long period of time. However, he fears that time is of the essence and she needs to be found as quickly as possible.

Tray has little to offer the PCs as a reward for finding his sister. He can offer them each 15 silver pieces.

He will allow the PCs to search Grace's room, if they believe it will be of help. If the PCs do search the room, they will find that the room is immaculate and everything seems to have its place right down to the smallest item. Inside the room are a bed, a writing desk and a small nightstand. PCs, who search the room will also notice that there are several paintings of Claude. On the writing desk are a exquisite feathered pen and a dairy.

The last entry in the diary reads:

*"My love, it has been one year since we last touched. I have missed you so. I do not know why you*

*were taken from this world so early. But I will do all that I can do keep you alive in my heart and maybe one-day, I will find a way to bring you back into my arms."*

The City Watch has no additional information and was unaware of the disappearance of Grace Silverheart.

Divination spells which are cast to ask what happened to Grace will only reveal that she was at the gravesite and then suddenly disappeared.

The PCs will be unable to reach any of the other Silverheart family or Claude Goldmoon's family either for additional information, as they do not live near Ravens Bluff.

### **ENCOUNTER THREE (Searching for a Clue)**

When the PCs near the location of the gravesite, read the following:

*You have spent several hours to get to the gravesite of Grace's late lover, Claude Goldmoon, as it is located near the Highbank Forest. As you approach, you see a small tombstone near a large oak tree.*

When the PCs approach the tombstone, read the following:

*Coming upon the tombstone, you see a red rose has been placed upon the base of it. You also see a piece of paper that has been tightly rolled up beneath the red rose. A small piece of red ribbon has been used to keep it rolled up. The tombstone reads (in Common) "Here lies our dear friend Claude Goldmoon. May he rest in peace."*

If the PCs look at the rolled-up piece of paper, give the PCs **Player Handout #2**.

After the PCs have had several minutes to look around, continue with the next encounter.

### **ENCOUNTER FOUR (In the Middle of?)**

*Suddenly, you start to feel a strange feeling in your stomach. The strange feeling starts as a churning but quickly becomes a sharp pain. You can only grab your stomach and hope that it quickly goes away.*

*As you start to fall to the ground, you feel a wind hit your face. You look up at the tombstone to see the letters upon it swirling around on the granite that it is*

*made of. The letters H, E, L, P seem to push their way to the center.*

*A flash of light from a hill off in the distance catches your eye, as the wind continues to brush past your face. Soon you feel the sensation of being twirled around and around like a child's toy top. You awaken and find that you and your comrades are no longer where you were.*

At this point give the PCs a chance to discuss what has happened and look around at their unknown surroundings.

The PCs will find themselves on the top of a small hill. Rangers, druids and those PCs with the appropriate proficiencies (such as Local History, Navigation, etc.) will realize that they are not in the same general climatic and terrain region of Ravens Bluff. There are no trees and little vegetation here, just the grass that lies at their feet. Everything around them looks the same, except for a crypt that lies off in the distance.

After the PCs have had a moment to look around, a soft wind will move past them and they will hear an exceptionally soft whisper, but the words are not quite audible.

When the PCs head towards the crypt, read the following:

*As you head towards the only building you can see, several large creatures appear out of nowhere and move towards you.*

As the ogres or hill giants approach (or prepare for combat), they will speak in broken common, "*Where we at? We not home. Why you do that?*"

The ogres or hill giants were teleported/transported here just as the PCs were and simply want to go home. The PCs can attempt to talk to them. The ogres speak orgish, orc, and troll. The hill giants speak their own language plus a tongue Common to all giants. If the PCs have a way to communicate with them and can promise to return them home shortly, they will not attack.

### **Tier 1**

**Ogre (2):** Int Low; AL CE; AC 5; MV 9; HD 4+1; hp 17 each; THAC0 17; #AT 1; Dmg 1d10; SA nil; SD nil; MR nil; SZ L (9' tall); ML 12

Saving Throws: PPDM 13; RSW 15; PP 14; BW 16; S 16

### **Tier 2**

**Ogre (5):** Int Low; AL CE; AC 5; MV 9; HD 4+1; hp 25 each; THAC0 17; #AT 1; Dmg 1d10; SA nil; SD nil; MR nil; SZ L (9' tall); ML 12

Saving Throws: PPDM 13; RSW 15; PP 14; BW 16; S 16

### **Tier 3**

**Ogre (8):** Int Low; AL CE; AC 5; MV 9; HD 4+1; hp 25 each; THAC0 17; #AT 1; Dmg 1d10; SA nil; SD nil; MR nil; SZ L (9' tall); ML 12

Saving Throws: PPDM 13; RSW 15; PP 14; BW 16; S 16

### **Tier 4**

**Hill Giants (4):** Int Low; AL CE; AC 3; MV 12; HD 12+2; hp 62 each; THAC0 9; #AT 1; Dmg 2d6+7 (clubs); SA Hurling rocks (2d8); SD nil; MR nil; SZ H (16' tall); ML 14

Saving Throws: PPDM 7; RSW 9; PP 8; BW 8; S 10

### **Tier 5**

**Hill Giants (6):** Int Low; AL CE; AC 3; MV 9; HD 12+1; hp 85 each; THAC0 9; #AT 1; Dmg 2d6+7 (clubs); SA Hurling rocks (2d8); SD nil; MR nil; SZ H (16' tall); ML 14

Saving Throws: PPDM 7; RSW 9; PP 8; BW 8; S 10

Each of the creatures has a large sack with scraps of food (giants each have 4 throwing rocks as well). One of the sacks contains a small pouch (*powder of stone to flesh*), while another has a gold bracelet worth 550 gp and two gemstones worth 100 gp each.

## **ENCOUNTER FIVE (The Only Path)**

*As you continue towards the tomb or crypt, you see a small little puppy approaching you from it.*

The little puppy will run towards the PCs, hoping to play with them. The dog is a resident of this strange land, and has lost his way home.

If one of the PCs is able to talk to the dog (the dog can understand Common very well, but cannot speak it, and will attempt to communicate with tail wags and pantomimes and whatever else seems reasonable to you), he will state that he is lost and cannot find his way home, ever since he saw the bright light. He will ask the PCs if they will help him find his way home.

*As you approach the crypt, you can see that the crypt is about fifty feet high and about one hundred feet wide. It has one large door, which is about twenty feet*

***high and ten feet wide. A large sign on the top of the crypt reads "Crypt of the Unknown."***

The PCs will need to figure out a way to open the large door. The door is currently locked. To open the door, the PCs could:

- Knock it down. Only PCs with a Strength of 18/91 or greater would have a chance to open it on a straight roll.
- Doing 100 points of damage to the door will cause it to break up enough for the PCs to squeeze through it.
- Pick the lock with a -10% chance per tier (so an attempt on tier 5 would have a -50% chance to open the door).
- Cast the *knock* spell.

Attempts to teleport inside or outside the crypt will prove unsuccessful. Also, once inside the crypt any means of magic to exit the crypt will prove unsuccessful (such as *teleport*, *plane shift*, *passwall*, etc.).

If the PCs made friends with the ogres/giants from the last encounter, and brought them along, then the creatures will be happy to wait outside the crypt for a day or so while the PCs explore inside. They cannot fit into the door comfortably (the giants cannot fit at all), and so they will refuse to enter.

## **ENCOUNTER SIX (Entering the Crypt)**

When the PCs look into the crypt, continue with the following:

***As you peer into the crypt, you see nothing but total darkness. The stillness is almost palpable.***

The front hallway into the crypt has several *continual darkness* stones placed into the walls. It also has been silenced so nothing can be heard in the hallway. If any PCs can see in magical darkness, inform them that they see a hallway that resembles a slide.

The hallway from the door slopes downward with a steep slope (about 45 degrees). It is also greased, and so very slick.

PCs entering the crypt without checking the ground beforehand will have to make a Dexterity check at half (fractions rounded down) to step back outside rather than fall down the slippery slope.

Traveling down the slide has its own dangers, which are not apparent until the *continual darkness* has been passed through (at least 40 feet of slide). The

darkness and silence end after 30 feet, but the spear trap is not apparent until that time. Read the following to PCs on the slide only:

***As you move down the hallway slide, you come out of the magical darkness. Overhead you see a flash of metal, perhaps a blade. Within seconds, you see a second and a third.***

Above the slide are a total of twenty blades that have been set to receive a charge; each spaced out several feet apart. Each blade is at a different height from the slide, with this distance getting smaller and smaller the further the PCs travel down the slide. Thus the PCs on the slide will see blades getting closer and closer, and will eventually impale themselves on one of them. The blades do 2d4 points of damage. Make this sound exciting and dangerous.

Once a PC hits a blade, roll an item saving throw for the blade vs crushing blow (16) to see if it snaps off and the PC slides into the next blade (and more damage). Once a PC stops sliding, it is easy to use the blades as handles to get around the remainder and reach the bottom of the slide.

Any PC who uses another way down the hallway (such as *flying* or uses a rope to slowly go down the hallway slide) will not be effected by the trap, as they will easily be able to see the blades before coming onto them.

When the PCs reach the bottom, they will see a single door before them. When they enter open the door; proceed with the next encounter.

## **ENCOUNTER SEVEN (What a Nightmare)**

**NOTE: This next encounter may be difficult for some DMs to run. You may wish to give the players a five-minute break at this point in time, while you re-read the nightmares that each of the players wrote down.**

**If absolutely necessary, an additional part has been added so you don't have to run this encounter 'on the fly.'**

At this point, it is time to use your creative skills. After having read the nightmares that each of the players wrote down, come up with an encounter that attempts to use each of them. Be creative and have fun, *but limit this encounter to fifteen minutes*. Do not spend any more time here, as the characters may not finish the event.

It is up to you as the game master to weave this tapestry of images and intensity for the players so that

they truly feel as though they have seen their nightmares during their waking hours.

The encounter does not have to be a combat. Instead it can be those things in their nightmares appearing out of the mists to call to them. Some examples:

- Perhaps someone's worst nightmare was to watch their wife die, then pull her out of the mists and allow the pc to almost get there as she is being cut down or the house bursts into flames.
- If the PC is afraid of loosing their honor, the bring them to court as the gavel falls. They have not had a chance to refute the charges yet were found guilty of cowardice or greed or treason. The gallows awaits them just beyond the mist.
- Sir Blane survived as a child when the rest of the family was slaughtered by orcs. Could the orcs be waiting just behind the mists and the darkness to snatch back what they forgot so long ago?

Try to use combats only where really appropriate. This will be more fun as a roleplaying and horror scene than as another combat in the adventure. Damage and effects of combat should be treated as if the PCs are fighting illusions (which they should be). So a rust monster might eat up someone's plate armor, but in reality the armor is fine and returns to looking fine after the encounter is over. If charges from items are used, or one-shot items used up, they are used up.

When the PCs have completed this encounter (or spent fifteen minutes here), they should be directed to the next encounter by whatever means you feel would fit the situation. Sudden "waking" sensations would be really effective.

## ENCOUNTER EIGHT (The Doors Beyond)

*Escaping from your nightmares, you find yourself in a room with ten doors. Each door is numbered and each looks different. As you look behind you, you notice that the entrance you originally came through no longer exists.*

The PCs will not be able to use the door they just passed through. Before the PCs lie ten doors and the PCs must determine which one is the correct door.

Door number two will lead the PCs to the next encounter.

What lies behind each of the ten doors, is listed below in separate sections.

### DOOR #1

*As you head through door number one, you hear the sounds of coins falling along with giggles and laughter. Before you see a small room no bigger than a closet with five gems lying on the floor.*

The gems each have a different value. The gems value are:

- 1000 gp
- 500 gp
- 100 gp
- 50 gp

Total value is 1650 gold pieces. If this room is re-entered, the gems are not there; they only appear one time.

### DOOR #2

*Opening this door, you see a long hallway before you.*

When the PCs head down this hallway continue with the next encounter (Encounter 7). They will not be able to return to this room once they travel down the hallway, however.

### DOOR #3

*As you head through door number three, a wave of magic washes over you.*

The PC who opened the door will have set off a modified *Mordenkainen's disjunction* spell, which only affects the PC (and his items) who opened the door.

**This disjunction effect is temporary, and all items which seem to lose enchantment regain their regular powers after the adventure is over.**

For the PC(s) affected, check items when the PC tries to use them, not immediately. That way you don't give away the effect.

If the door is closed and then reopened, the effect will occur again.

### DOOR #4

*As you head through door number four, you see several bursts of energy that appear to be missiles racing towards you.*

The PC who opened the door is hit with one *magic missile* per tier level, causing 1d4+1 points of damage each.

If the door is closed and then reopened, the effect will occur again.

## DOOR #5

*As you head through door number five; you hear the sounds of sobs and crying. You peer up to see a long dark hallway with metal bars extending from the floor to the ceiling. These thick sturdy bars span the length of the hallway.*

*You can guess that this is a jail or holding cell. Behind some of the cells, are several figures, some of which have risen to their feet as you entered.*

There are a total of ten cells, five on each side of the hallway. Cell number one is the first one on left. Cell number six is the first one on the right.

The PCs can easily see through the bars, but all of the cells are locked. The PCs could use any of the following ways to open the cells:

- Bend the bars.
- Pick the lock with a -5% chance per tier (so an attempt on tier 5 would have a -25% chance to unlock a particular cell).
- Cast the *knock* spell.
- Use the silver key that can be found behind door #10.

**Cell blocks one, four, six, and nine** are empty.

In **cell number two** contains a human female named Mildred. She would be average looking but is currently quite dirty and frail due to lack of food. She is unable to speak.

Her husband, Howard, is in **cell number seven**. He appears to have been quite strong one day, but is now withering away. He too cannot speak.

If both are released, they will immediately run to each other and hug for a great deal of time. Afterwards, they will hug each of the PCs in thanks. If a way of communicating is found (such as drawings, hand gestures, or use of *ESP*) they will try to convey that they were brought here by a human male with a black beard several months ago. They believe that they will be fed to some creature that this man has as a pet.

In **cell number three** are two small children (both human). One is a young boy, named Arnold, around ten years old, while the other is a young girl, named Dorothy, about six years old. Both wear clothing that has been turned into tatters. They are unsure about how or why they are here. They are both very scared and will seek comfort.

In **cell number five** is a crazy little gnome. He has been here for several months and remembers nothing. In fact, if confronted, he will tell everyone to just let him free.

He will attack the PCs if they try to hold him down or keep him from leaving.

**Gnome, gm F1:** AL CN (*crazy*); AC 6; MV 6; hp 8 (*currently 1*); THAC0 20; #At 1; Dmg 1d2 (fist); SA nil; SD nil; Str 15, Dex 18, Con 14; MR nil; SZ M; ML 11

Saving Throws: PPDM 14; RSW 12; PP 15; BW 17; S 13

In **cell number eight** is a thin, extremely old human male, who has forgotten his name, with a long gray beard. He wears a white robe. If approached, he will ask '*Who goes there?*' since he is blind. He will attempt to answer the PCs, but doesn't recall much as he is senile. Any answers the PCs ask him will bring a crazy answer, which makes little sense.

In **cell number ten** is a dwarven male named Rot Nailbender. He is currently beard-less and has many cuts upon his face. He appears to be of average age, but strong and still stocky.

He will tell the PCs that a black-bearded human brought him here after killing his wife. Once here, several giants pummeled him to the ground and his beard was cut off. He seeks revenge and will willingly die in his attempt.

If he is handed a weapon he will gladly go with the PCs. He strongly prefers a hammer or axe, but any weapon will do.

**Rot, dm F6:** AL CG; AC 10; MV 6; hp 60 (*currently 6*); THAC0 14; #At 1 (3/2 with hammer); Dmg *weapon* + 1 (weapon + strength); SA nil; SD nil; Str 17, Con 18; MR nil; SZ M; ML 20

Saving Throws: PPDM 11 (6 poison); RSW 8; PP 12; BW 13; S 9

## DOOR #6

*As you open door number six; you feel an intense heat hit your face. As you look around, you see the room appears to be on fire.*

A blast of magical fire hits the PC in the face. PC takes 1d6 points per tier of fire damage; save for half.

If the door is closed and then reopened, the effect will occur again.

## DOOR #7

*As you head through door number seven; you feel as if someone has touched you on the shoulder. The small room behind is totally white.*

PC is affected by an *aid* spell for the remainder of the adventure. This effect only happens the first time the door is opened; subsequent PCs opening the door cannot get the same effect.

### DOOR #8

*As you head through door number eight; a thick gas pours forth from the door filling the center room completely.*

PCs should save vs poison or be affected as if by a stinking cloud, which is really bad since the only way to escape is to use one of the doors.

### DOOR #9

*As you open door number nine; you feel an intense chill hit your face. As you look around, you see the room is covered in ice and snow.*

A blast of magical cold hits the PC in the face. The PC takes 1d6 points per tier of cold damage; save for half.

If the door is closed and then reopened, the effect will occur again.

### DOOR #10

*As you head through door number ten; you see a small white room that is very bright. Hanging on a thin silvery thread is a silver key.*

If any PC touches the key, they will take 1 point of damage per their current level from an electrical shock. This damage can be avoided if they took precautions, such as grabbing the key with a piece of cloth or similar material. It is touching the key with flesh that causes damage. Note that this effect does not apply after the characters leave this encounter.

## ENCOUNTER NINE (Puzzled)

*As you walk down the hallway, you come to an entrance into a room. Peering into this room, you notice that there are four doors on the far wall. Two are to the left side, while two are to the right side. In the middle of the two sets of doors is a gem with an indentation on the wall around it. It would appear that the indentation might just be a piece of the wall that is missing.*

The PCs have to answer the four puzzles in this room to continue onward. Each door has one puzzle, and a piece of the key which will let the PCs leave the encounter.

As each door is opened, give the appropriate puzzle and the piece of **Player Handout #3** which is the right puzzle. The puzzles appear on the wall behind the door once it is opened.

Inform them that they may **not use** any books to aid them in their answers to the questions/puzzles. *If they need this type of assistance, do not reward them with the experience for this encounter.*

Once one PC gives an answer, that is considered to be the party answer, with all the benefits or consequences. If the answer that the PC gives is incorrect, the PC temporarily loses one point off from their prime requisite for 2d8 turns. If anyone is reduced to zero in their prime requisite, their soul will be sucked away, much like being drained to zero levels.

After the correct answer has been given for a particular puzzle, one of the four pieces sought will appear before them on the floor under the puzzle.

When all four pieces have been gained and placed around the gem, a fifth door will appear. When the PCs enter this door, continue with the next encounter.

The four questions/puzzles are:

1. What is greater than Ao,  
More evil than Orcus,  
The poor have it,  
The rich need it,  
And if you eat it you will die?

**Answer:** Nothing

2. If you have a corked bottle with a coin inside and you need to get the coin out of the bottle, but you can't break, crack or alter the bottle, nor can you remove, damage or alter the cork, how can you get the coin out of the bottle?

**Answer:** Push the cork into the bottle and then jiggle the bottle until the coin comes out.

3. What is the next number in this sequence? 1 2 4 7 12 \_\_\_

**Answer:** 20. The solution can be found by adding the two previous numbers plus one. For example, one plus two plus one equals four.

4. So you come to save her, but first you must name the gods in order that I speak of their portfolio.

You see I had *passion*<sup>1</sup> for her like a blazing *fire*<sup>2</sup> or grave *disease*<sup>3</sup> within me. She was *happy and joyous*<sup>4</sup> and it filled my heart with *song*<sup>5</sup>.

But *good fortune*<sup>6</sup> was not with me, only *misfortune*<sup>7</sup>, which led me to *hatred*<sup>8</sup> of him. So I

did comment *murder*<sup>9</sup> and brought about his *painful*<sup>10</sup> *death*<sup>11</sup>. And afterwards, *stillness*<sup>12</sup> filled the *air*<sup>13</sup> and the seasons changed from *spring*<sup>14</sup> to *summer*<sup>15</sup>, to *autumn*<sup>16</sup>, to *winter*<sup>17</sup> until a year had passed.

But now I am her *protector*<sup>18</sup> now and she can forget about her *loss*<sup>19</sup>, who lies within the *earth*<sup>20</sup>. And this is *just*<sup>21</sup> as it was me who should have been with her all along, as it is my *duty*<sup>22</sup>. If you cannot understand this than a *battle*<sup>23</sup> will occur and I promise you that your *destruction*<sup>24</sup> will be the end result.

#### Answer:

- |                     |                     |
|---------------------|---------------------|
| 1 Seune             | 13 Akadi            |
| 2 Kossuth           | 14 Lathander        |
| 3 Talona            | 15 Chauntea         |
| 4 Lliira            | 16 Miellikki/Myrkul |
| 5 Milil             | 17 Auril            |
| 6 Tymora            | 18 Helm             |
| 7 Beshaba           | 19 Shar             |
| 8 Bane/Iyachtu Xvim | 20 Grumbar          |
| 9 Cyric             | 21 Tyr              |
| 10 Loviatar         | 22 Torm             |
| 11 Bhaal/Kelemvor   | 23 Tempus           |
| 12 Eldath           | 24 Talos            |

The PCs can make Religion checks to match portfolios with deity names. Don't let them make more than three of these checks; this is a thinking puzzle, not a dice-rolling one.

## ENCOUNTER TEN (The Unknown)

*As you open the next door, you are sucked through it with little chance to resist. You gaze about your current location and find that you are in a cavernous area about thirty feet by thirty feet. Looking up, you also notice that the ceiling is thirty feet high.*

*The smell of flowers hits your nose. Before you lies a huge blue and violet amoeba that has one central eye and a hundred smaller eyes and many sharp-toothed mouths. Behind this amoeba, lies yet another door.*

When the PCs go through the door, they will encounter an argos, who has been instructed to guard the door that lies behind it, by 'The Master.'

The argos will attack as many PCs in melee as it can or it will use as many smaller eyes on each PC as the tier level.

The argos, in addition to the melee attack or spell from the smaller eyes, will cast one of the three different powers per round; *alter self*, *color spray*, or *ray of enfeeblement*.

Please read the see **DM Aid #1** for additional information on the argos.

### Tier 1

**Argos (1):** Int Low; AL NE; AC 0; MV 9, Fl 3 (B); HD 5; hp 20; THAC0 15; #AT 1 per victim or 1 spell per PC; Dmg 1d4; SA see below; SD see below; MR 25%; SZ L (10' diameter); ML 16

Saving Throws: PPDM 11; RSW 11; PP 12; BW 13; S 12

### Tier 2

**Argos (1):** Int Low; AL NE; AC 0; MV 9, Fl 3 (B); HD 6; hp 40; THAC0 15; #AT 1d2 per victim or 2 spells per PC; Dmg 1d4; SA see below; SD see below; MR 25%; SZ L (12' diameter); ML 16

Saving Throws: PPDM 11; RSW 9; PP 11; BW 13; S 10

### Tier 3

**Argos (1):** Int Low; AL NE; AC 0; MV 9, Fl 3 (B); HD 8; hp 60; THAC0 13; #AT 1d3 per victim or 3 spells per PC; Dmg 1d4; SA see below; SD see below; MR 25%; SZ L (16' diameter); ML 16

Saving Throws: PPDM 10; RSW 9; PP 11; BW 12; S 10

### Tier 4

**Argos (1):** Int Low; AL NE; AC 0; MV 9, Fl 3 (B); HD 10; hp 80; THAC0 11; #AT 1d3 per victim or 4 spells per PC; Dmg 1d4; SA see below; SD see below; MR 25%; SZ G (20' diameter); ML 16

Saving Throws: PPDM 8; RSW 9; PP 9; BW 9; S 10

### Tier 5

**Argos (1):** Int Low; AL NE; AC 0; MV 9, Fl 3 (B); HD 10; hp 80; THAC0 11; #AT 1d3 per victim or 5 spells per PC; Dmg 1d4; SA see below; SD see below; MR 25%; SZ G (20' diameter); ML 16

Saving Throws: PPDM 8; RSW 9; PP 9; BW 9; S 10

An argos resembles a giant amoeba. It has one large, central eye with a tripartite pupil, and a hundred lashless inhuman eyes and many sharp-toothed mouths. An argos can extrude several pseudopods, each tipped with a fanged maw that functions as a hand to manipulate various tools.

Argos move by slithering; they can cling to walls and ceilings. They can levitate and fly at the very slow rate of 3.

Argos colors tend toward shades of transparent blues and violets; they smell like a bouquet of flowers. They are huge beasts ranging in size from 10 to 20 feet in diameter, weighing about 200 pounds per Hit Die. Though they exhibit signs of being intelligent tool users, they do not wear clothes, choosing rather to carry gear stored in temporary cavities within their bodies. However, their digestive juices often ruin devices with two to three weeks.

An argos can attack with one to three weapons or items, or it can enfold a victim in a pseudopod and attack with 1d3 mouths for 1d4 points of damage each. It may attack as many foes in this way as it can physically reach.

If an argos rolls a natural 20 on an attack, it envelops its victim, swallowing him whole. A swallowed victim suffers 2d8 points of damage each round from the creature's digestive juices. The victim may attempt to cut his way free from within, using only short cutting weapons. He must inflict 8 points of damage to break free.

The eyes of an argos, like those of a beholder, have a variety of special powers. An argos can bring 1d10 of its eyes to bear on any target. (**NOTE:** In this module, the tier level will determine the number of eyes. So at tier one, the argos will use one eye, etc.) The large, central eye can focus only on targets that are in front of the creature (within 90 degrees of the "straight-ahead point" of the central eye). Though the creature has nearly 100 eyes, only 20 special powers have been noted; therefore a number of eyes must possess the same power.

Each point of damage inflicted on an argos eliminates one eye; the DM decides which powers are reduced in the process. It is possible to target to target one particular eye by attacking with a -4 penalty to the attack roll.

Each ability of an argos's eye is treated as a spell effect. Use the argos's Hit Dice as the caster level. Roll 1d20 and check the following table for a particular eye's power:

1. *Blindness*
2. *Burning Eyes (Hands)*
3. *Charm Monster*
4. *Clairvoyance*
5. *Confusion*
6. *Darkness, 15' radius*
7. *Dispel Magic*
8. *Emotion*
9. *ESP*
10. *Fumble*

11. *Gaze Reflection*
12. *Heat Metal*
13. *Hold Monster*
14. *Improved Phantasmal Force*
15. *Irritation*
16. *Light*
17. *Slow*
18. *Suggestion*
19. *Tongues*
20. *Turn Flesh to Stone* (tier 4 and 5 only)

The central eye can use one of three different powers once per round. It can create a personal illusion (an *alter self* spell), or it can cast a *color spray* or a *ray of enfeeblement* spell.

Once the PCs have defeated the argos, they may use the door to proceed to the next encounter.

If they take the time to search the body they will find a silver necklace with ten beads, each about the same size as an eyeball (*beady eye necklace*).

## ENCOUNTER ELEVEN (Saving Grace)

*As you enter the last and final door within the "Crypt of the Unknown," you see a skeletal figure with long beautiful red hair and a pair of fairy wings with her back turned towards you. She does not approach you or even take notice that you have entered this room.*

*Within moments, a door out of the wall appears and through it steps a striking man with a thin black beard. He is dressed in attire consisting entirely of black and white.*

*"Impressive that you have made it this far, though alas for naught. You see, I am 'the Master' and only I can save her now. But I will not for she shall be mine forever. She has chosen not to be with me and for this she must perish as we speak.*

*"I have given her a chance to live with me forever in a great and grand style. But she has chosen scorn me and wilt away into what you see before you.*

*"I ask that you to save her by convincing her to come to my side forever."*

The skeletal figure is Grace and she is very near her death, only the magic of the crypt is keeping her alive now. But it is also what has brought her to this state. She has two turns until she will start to crumble to dust. Once this has started, nothing can save her.

The PCs have a couple of options at this point; they could:

- Attempt to convince Grace to go with 'the Master.' She will refuse and will crumble to dust in two turns. 'The Master' will thank the PCs for trying to persuade Grace and transport them home, possibly with some ogres/giants in tow. Mark that the PC made this choice on their character sheet under the 'notes' section.
- Have one of their own take Grace's place. Grace will protest at first, but if the PC insists she will not refuse their kind offer. The Master, on the other hand, will not allow this to take place. Grace must love him, or she must die. He is not interested in the PCs.
- Attack 'the Master.' He takes the round to disappear, which might be with a lot of damage. He does not attack the PCs, and is not interested in fighting them (or indeed in them at all).

The PCs may try other techniques and should be encouraged to do so. Just remember that 'The Master' wishes to be with Grace and will not simply just let her walk away. He is obsessed to the point of death. Use your best judgment in the matter.

If the PCs do manage to free Grace (or at least arrange it), they will need figure out a way to return her to her original state. They probably won't be able to do so, since not even a *heal* spell can restore her now. The PCs will have to take her home as is. She won't die, but she will slip into a coma as soon as she is taken out of the crypt.

If any of the PCs ask Grace why they were brought here, she will inform them that she was enslaved by 'The Master' and his pet (the argos), who agreed to give a small group of adventurers the chance to save her if they could survive the contents of his unknown crypt. However, she suspects that he never really had planned to let her go but wanted to show her a different side in order to win her over.

### How to get home?

Thirty minutes after The Master teleports away, the characters are teleported back to their starting point, with Grace and any ogres or hill giants that happen to be with them at the time. This could cause additional problems, which the characters must work out.

## CONCLUSION (The End)

If the PCs saved Grace, Tray will be thankful to have her back, and will commit her to the care of expert healers until a remedy can be found. He will be

concerned that 'The Master' seems to have escaped, since he might try again. He will give the PCs four potions left from Grace's father's adventuring days. They are listed in the treasure summary.

If the PCs did not free Grace, or let her die, then Tray will be very sad but happy to know what happened. He will send the PCs away and grieve for a long time.

Any ogres/hill giants teleported with the PCs will look around in wonder and slowly wander off, to be attacked by City Watch officers (they are monsters in the city). Great carnage could ensue, all of which would be the PCs' fault. The PCs will have to either let them die or stop the slaughter and get the creatures out of town.

## The End

## EXPERIENCE POINTS

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. NEW: PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party's tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character's individual award exceed the party tier.

For example, if the party has a 2<sup>nd</sup> level PC, a 5<sup>th</sup> level PC, three 6<sup>th</sup> level PCs, and an 11<sup>th</sup> level PC, the group falls into tier 3. The 2<sup>nd</sup> level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11<sup>th</sup> level PC also gets tier 3 experience.

Tier 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4
Tier 3:	Character levels 5 and 6
Tier 4:	Character levels 7 and 8
Tier 5:	Character levels 9+

PCs should get the experience points of the tier for which they qualify, regardless of which tier is actually played. For example, if you have a Tier 3 group and you have to bump the combats by one tier to challenge them, they still get the experience points for a Tier 3 group, not for a Tier 4 group.

<b>Encounter Two:</b>	
Search Grace's room and find note	25 xp
<b>Encounter Four:</b>	
Talk to giants before attacking	50 xp
Defeating or appeasing the giants	100 xp
<b>Encounter Six:</b>	
Avoiding trap	50 xp
<b>Encounter Eight:</b>	
Finding the door out in four or fewer doors	50 xp
For freeing the prisoners	50 xp
<b>Encounter Nine:</b>	
Solving door #1's puzzle	25 xp
Solving door #2's puzzle	25 xp
Solving door #3's puzzle	25 xp
Solving door #4's puzzle	50 xp
<b>Encounter Ten:</b>	
Defeating the argos	150 xp
<b>Encounter Eleven:</b>	
Saving Grace	100 xp
Maximum Experience for Objectives:	700 xp
Role-Playing Experience:	0-500 xp
<b>Total Possible Experience</b>	<b>1,200 xp</b>
For Tier 2:	2,400 xp
For Tier 3:	3,600 xp
For Tier 4:	4,800 xp
For Tier 5:	6,000 xp

## TREASURE SUMMARY

PCs may keep items from the scenario which are listed on the treasure list 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 PCs cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
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 PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.

3. Theft is against the law, but may be practiced by some PCs. Items which are worth more than 5,000 gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives one Infamy point for being a known thief. For other items which meet the criteria in #1 above, use your judgment on 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 which it later finds unreasonable but which were allowed at the time.

### Encounter Four:

- Gold Bracelet worth 550 gp
- 2 Gemstones worth 100 gp each
- *Powder of stone to flesh*: This powder, when sprinkled over something made of stone, will change the stone into a flesh form. The volume affected is equal to one human-sized being for the whole dose of powder. The effect is permanent.

### Encounter Eight:

- Gems worth 1000 gp, 500 gp, 100 gp & 50gp (total 1650 gp)

### Encounter Ten:

- *Beady eye necklace* (10 beads): This necklace has ten beads (eyes) mounted into it. When pulled from the necklace, the user may see through one of the eyes as long as it remains within 60 feet. If the eye is rolled, the user must make a saving throw vs. spell or become dizzy and confused until the bead is destroyed. If crushed while in use, the user must make a saving throw vs. spell or be blinded. The eyes cannot be closed and the user cannot avoid looking through them. If any monster with a gaze attack looks at the eye in use, the user must make the appropriate saving throw (possibly each round), and may not "look away." If not destroyed, each bead remains an eye for one hour before deactivating (each only works one time).

### Conclusion:

- 15 sp each

These are given only if the PCs bring Grace back alive:

- *Potion of fluidness*: The imbiber of this potion—and all gear carried—turns into a one-gallon puddle of water for 1d8 hours. During that time the imbiber can flow through cracks and gates, under doors, hide in ponds, pools of rain, and other bodies of liquid. Melee and missile attacks against the character are at  $-2$  to hit, and the user suffers only half damage. Ice-based attacks do  $+1$  point of damage per die.
- *Potion of rest*: After drinking this potion, the imbiber is relieved of all fatigue, receiving the benefits of eight hours of sleep.
- *Potion of thinness*: This potion affects the imbiber as if a *duo-dimension* spell was cast on the imbiber for 2d4 rounds.
- *Potion of undead*: Drinking this potion causes the imbiber to be polymorphed into the appearance (and odor) of a zombie for  $1d4+1$  hours. The character cannot be turned and retains all original statistics and Armor Class. There is an 80% chance that other undead will believe the character to be a true zombie.

### **Fame Award**

None. Tray wants to keep the whole affair as quiet as possible.

## **Player Handout #1**

*Greetings Adventurer,*

*I would like to thank you for initially answering the call. I beg you to follow this young messenger boy to my place of residence, as I fear for my sister.*

*She has been missing since early yesterday morning and never made it home last night.*

*Once again I beg you for your help.*

*Tray Silverheart*

## Player Handout #2

My love, I have missed you greatly this past year. I still have not forgotten you and your loving touch upon my heart. I have realized that I can love no other and would rather die before doing so.

Know that I miss you always.

Grace

## Player Handout #3

### PUZZLE #1

What is greater than Ao,  
More evil than Orcus,  
The poor have it,  
The rich need it,  
And if you eat it you will die?

### PUZZLE #2

If you have a corked bottle with a coin inside and you need to get the coin out of the bottle, but you can't break, crack or alter the bottle, nor can you remove, damage or alter the cork, how can you get the coin out of the bottle?

### PUZZLE #3

What is the next number in this sequence?  
1 2 4 7 12 \_\_\_

### PUZZLE #4

You see I had *passion* for her like a blazing *fire* or grave *disease* within me. She was *happy and joyous* and it filled my heart with *song*.

But *good fortune* was not with me, only *misfortune*, which led me to *hatred* of him. So I did comment *murder* and brought about his *painful death*. And afterwards, *stillness* filled the *air* and the seasons changed from *spring* to *summer*, to *autumn*, to *winter* until a year had passed.

But now I am her *protector* now and she can forget about her *loss*, who lies within the *earth*. And this is *just* as it was me who should have been with her all along, as it is my *duty*. If you cannot understand this than a *battle* will occur and I promise you that your *destruction* will be the end result.