

A Fool's Errand



A Swords & Sorcery Adventure

Written By Shane Ward

Requires an adventuring party of 4 Level 3 PCs



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A Swords & Sorcery Adventure For OSR games.

Written By Shane Ward

Cartography By Matt Jackson

This adventure is suited for a party of 4 players, of levels 3.



Credits

Written By Shane Ward,
3 Toadstools Publishing
3toadstools.blogspot.ca

Cartography & Logo By Matt Jackson.
<http://msjx.org/>

Cover art pexels.com

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Compatibility

This adventure & setting has been designed for OSR rule sets, which emulate older versions of “The world’s most popular role playing games”. Any system conversions should be relatively easy.

Armour Class: Both ascending & descending armour class are represented in monster stat blocks. Unarmoured is 10 in ascending armour class and Unarmoured is 9 in descending armour class. The stats are written as follows (Descending) Ascending, ex (9)10

Stat Block: *Monster Name AC, HD, MV, #AT, DMG, SAVE, SPECIAL*

Hit Dice: All hit dice for monsters are d8 unless otherwise noted.

To Hit Bonus: When using ascending armour class monster to hit bonuses are found by the amount of hit dice. Example: 3HD monster has a +3 bonus to hit.

Monster XP: Every system has a slightly different way of determining the amount of XP for when a monster is slain or defeated. Generally it goes by the higher the amount of hit dice the more Experience points acquired.

Treasure XP: In some systems you gain experience points for the amount of gold collected, that is the case in this adventure. If the system you are using doesn’t then it’s not really a worry other than the characters trying to find a place to put everything!

Saves: Where called upon a gamesmaster may have a player roll a save. This can be whatever saving throw you feel is appropriate. Example: Vs Poison, Vs Strength.

To Hit Bonus Descending:

| Monster Hit Dice | Defender Armour Class | | | | | | | | | |
|------------------|-----------------------|--|--|--|--|--|--|--|--|--|
|------------------|-----------------------|--|--|--|--|--|--|--|--|--|

| HD | AC 9 | AC 8 | AC 7 | AC 6 | AC 5 | AC 4 | AC 3 | AC 2 | AC 1 | AC 0 |
|---------|------|------|------|------|------|------|------|------|------|------|
| 1 to 2+ | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| 3+ | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| 4+ | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| 5+ | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| 6+ | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 7+ | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 |
| 8+ | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 |
| 9+ | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| 10+ | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 |

Ability Checks: Where called upon a gamesmaster may have a player roll an ability check. The gamesmaster can use either the roll under method, or the DC method. Example: Strength check (roll under strength with a d20 to be successful) or DC 12 (roll over DC12 with any added Strength bonuses). In the case of the DC method the gamesmaster can determine the level of difficulty he or she deems appropriate.

Crimhuck:

This adventure starts off in the City of Yahleui (Yeah-lou), in my swords & sorcery setting of Crimhuck. You can find more information on Crimhuck here:

<https://3toadstools.blogspot.com/p/crimhuck.html>

The elevator pitch for Crimhuck is that it's a human centric continent, only a small part of it has been explored. The one great city is Yahleui, a place of debauchery, fine wine, and tall tales from barbarians. It is ruled by a great Shah (Halack Grandise). The merchants are decadent and rich, they vie for control of the city. Magic is dangerous and rare in Crimhuck.

You can however place this dungeon into whichever world you are running without too much work. It is set up to be fairly modular.

Adventure Premise:

A local jester (Gat) is looking for an ancient tome detailing long forgotten dances, it is called the "Grimoire Of Collected Dance" written by Halin Dwarivsh. He hopes to take his stage show to the next level. He hires the PCs to track it down after finding the possible location of the tome. In return for the tome, the PCs will receive a treasure map and some gold. The jester is part of a local troupe, (him and his brother). The brother (Lath) is very cynical and believes this book to be cursed. He has overheard the conversations his brother has been having, and is quite worried about the outcome. He has hired a local sorceress to make sure that the book remains hidden. Unbeknownst to either party, a demon has been on the trail of the cynical brother and is using this tome for his own means.

The Hook:

One of the great stage acts in the city of Yahleui are the twin brothers Hastag. Their shows in the marketplaces attract the attention of many local fans, typically standing room only. As part of the stage crew, you've overheard many tibits behind the scenes. One of the brothers Gat, a very upbeat fellow has been talking about a magical tome that would make their shows even better. His cynical brother Lath believes this to be a fool's errand, and tells Gat on a regular basis that he should just give up his search. One night after Lath passes out from too much drink, Gat approaches you.

"I think I may have found the resting place of the dancing tome, I doubt this will be easy. Are you interested in finding it for me? In return I have a map that I believe leads to treasure below the city. Of course I have some gold that I'm willing to give you as well".

"Not far from the city is an abandoned cave, some say that there is foulness within. After speaking with a great sage, I believe this maybe the resting place of the lost tome".

GM Information On The Cave:

The cave is located not far from the city, within a rocky outcropping, a few miles from the main road out of the city. From there the land gives way to desert in the west. Getting to the cave should be relatively easy, however if you would like to add a few random encounters you can use the ones located in the dungeon description. Alternatively you can start the adventure right outside the cave and bring the PCs up to speed on the background and adventure hook.

Room Mechanic:

The sorceress and a demon are both hot on the trail of the PCs. The sorceress will attempt to stop the PCs at all costs from finding the book. The demon made a pact with Lath for his soul, and it's almost time to collect the debt. He has been scrying both brothers to find out where they are located, but as of yet has not been able to locate them. He may offer to help the PCs, and in return they are to deliver the book to Lath instead of Gat. The book contains a magical summoning spell pulling Lath into the ether, so that the demon can collect Lath's debt.

For every room the PCs enter, roll a d20 (until both events come up). The inside of the cave contains old magik, and in some cases a complication may happen.

| D20 | Event |
|-------|---|
| 1 | All magical items & gold disappear. |
| 2-8 | Nothing happens. |
| 9-14 | The sorceress appears hot on the PCs trail. |
| 15-19 | The demon appears with his offer. |
| 20 | All torches and food disappear. |

There Goes The Gold & Magic:

A shimmering green light moves back and forth within this area. If the orb is investigated it will start to move slowly around everything in the room, emanating a low hum. Within a mere second, any gold and magical items wink out of existence, never to be seen again. The orb disappears in a puff of smoke.

Encounter With The Sorceress:

The Sorceress will attempt to sneak up on the PCs using invisibility, once close enough she will either charm or put the PCs to sleep. Her intention is to keep the PCs from finding the book. Once the PCs are incapacitated she will move on and try and find the book herself. She has placed a scrying spell on the book, and if the PCs already have it she will be aware. In which case she will offer them gold for it, if they turn it down she will have no choice but to fight it out.

Sorceress AC (9) 10, HD 4d4, MV 30", #AT 1, DMG 1d4 Dagger, SAVE M4 Spells: (2, 2) Charm Person, Sleep, Invisibility, Mirror Image. The Sorceress carries the following: 250 GPs, a potion of healing, 2 petrified dog ears, A pouch filled with teeth, and a writ detailing Lath's plot to retrieve the book.

There Goes All The Light & Food:

A thousand points of light are interconnected from the floor to the ceiling in various angles. They shimmer the colour of red, and emit a high pitched whine. Anything passing between the lights will set off the effect. All torches will be extinguished, sources of ignition and all rations will disappear. Once that happens the light rays will slowly fade.

Encounter With The Demon:

A fine mist swirls around, it slowly takes the shape of an otherworldly presence. First the torso, and then the grotesque head comes into view. Teeth extend from the maw almost to the chest of the corporeal monster. The air turns colder, and all lights dim (whether magical or mundane). With a slow gurgling voice, the monster speaks:

Ah Heroes of great measure! A proposition I have for you. Continue your quest, but not for the jester, for me. I will reward you greatly. You see the conniving Lath has a date with me. A date with his destiny. The book you seek, I put a summoning spell on it specifically for him. I will pull his soul into the abyss! Alas I cannot grab the book myself. In return for this small favour, I have something of my own to offer. Are you willing to make a deal? Or shall I find someone else to do my bidding?

Unfortunately for the demon, it cannot materialize completely, as most of it remains within the abyss. However the PCs do not need to know that. If the PCs refuse the offer, the demon will start to chant a powerful spell (materializing a vile lizard to kill the PCs). Any attempts at attacking the demon will fail, swords will pass through it's mist. The demon will laugh, and watch as the lizard devours them.

Conjured Demonic Giant Lizard Minion, AC (2) 17, HD 6d6, MV 60", #AT 3, DMG 1d8/1d8/1d10 Claw/Claw/Acid poison, SAVE F6. Special: Poison can be emitted every other round (allow a save). The Poison is fast acting, after 1d6+1 rounds the infected victim will become incapacitated, and then lunch for the lizard.

Everyone agreeing to the Demon's proposal will receive a dark tattoo on their left wrist, it is in the shape of a circular rune with two lines crossed through it. This is the mark of the demon.

If the PCs accept the demons offer, the following will appear:

- **A bag of gold and silver overflowing** (400 GPs & 250 SPs)
- **A suit of ebony plate mail** (+2), If any enemy rolls a 1 while attacking someone wearing the suit, it will emit a greenish acid spray causing 3d4 damage.
- **4 Potions**
 - Invisibility, Healing , Polymorph Self , Treasure Finding
- **A dark silver battle axe covered in strange runes.**
 - The battle axe is sentient and it's special purpose is to slay magic users. It will attempt to assert control over the bearer, especially when magic user's are present.
 - The Axe will add a +1 to all saving throws when attacking a magic user.
 - The axe is empathic and neutral in alignment.
 - It has the ability to detect magic (as per spell).
 - +3 when attacking a magic user/+1 regular.
 - Will 21* Ego 6, Intelligence 15.

****Note:** The Axe may take control of the bearer when first picked up, compare the will score of the Axe to that of the PC. (Strength + Wisdom). Whoever's will score is higher will retain control for the time being.*

Notes About Map:

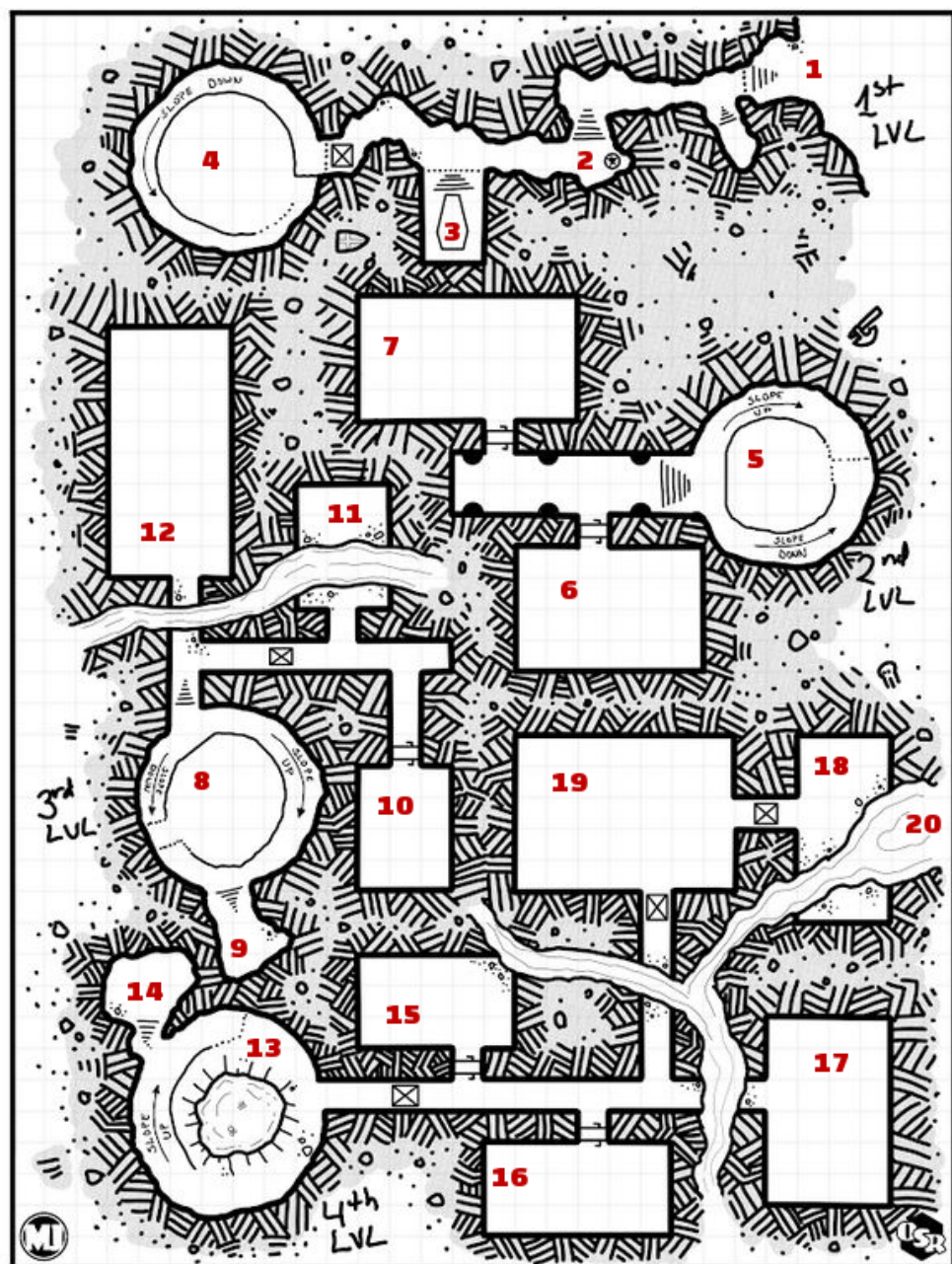
The water is in 'streambeds' so it does not flood. The water flows thru 11 & 12 then flows into the rocks somewhere. Later it shows up in 15 while another waterflow comes in at 20, then those two flow together, meet and form the larger stream which flows through 17's hallway. The slopes in areas 4,5, 8 and 13 are connected, which allows anything to move up and down the levels of the cavern complex.

The Caves:

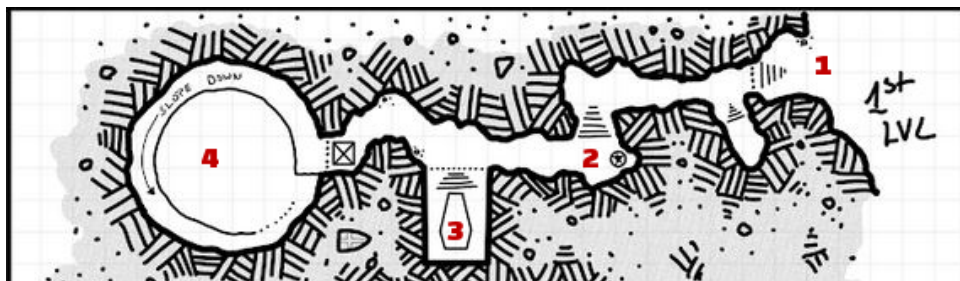
The caves have been home to all manner of creatures over the years. Once a long time ago a crazy sage lived in the depths, he collected books, scrolls and all manner of strange artifacts. He made a deal with the monsters in the caverns above, he would heal them if they got into fights, as long as they protected him and left him alone to study. The third level has been haunted for some time, and the old sage steered clear of the area, preferring to bypass it and walk up to the second and first levels when he needed to get some sunshine (or sustenance). The first level of the caverns is occupied by some cutthroats that have been running an illegal drug operation in the city.

Random Encounter Table

| 1d6 | Encounter |
|-----|--|
| 1 | Swarm Of Biting Flies AC (9) 10, HD 1d6, MV 30", #AT 1, DMG 1d3 Save F1 |
| 2 | 1 Stinger Scorpion AC (6) 13, HD 1d8, MV 60", AT 2, DMG Bite 1d6 Sting 1d4, Save F1, Special: Sting Save vs poison or become catatonic for 1d4 rounds. *Stinger can only be used once |
| 3 | 1d6 Cutthroats AC (7) 12, HD 1d8, MV 30", #AT 1, DMG 1d4 Dagger, SAVE F1 |
| 4 | 1d6 Skeletons AC (8) 11, HD 1d6, MV 30", #AT 1, DMG 1d6 by weapon, SAVE F1 |
| 5 | 1 Acidic Jelly , AC (8) 11, HD 2d6, MV 10", #AT 1, DMG 2d4 spits acid, SAVE F2. Special: Allow a save (acid). |
| 6 | 1 Small Sandworm , AC (8) 11, HD 3d6, MV 30", AT 1, DMG Bite 2d6, Save F3 |



Level 1



Note: The pit trap before room 4. It is 30" deep and connects with the pit trap between room 11 & 12 on Level 2 of the dungeon. If someone falls down, they will receive 3d6 damage.

Room 1) The interior of the cave glows a light phosphorescent yellow. Growing upon the walls and ground is a mysterious lichen. The entrance and room appear to be well travelled.

- There is a tripwire on the exit of this room moving west into the caverns, this will alert the sleeping guards in Room 2. The tripwire is connected to a bell.
- The lichen is diseased and harmful if ingested, allow a saving throw. On a fail, 1d6 damage, -1 CON, violent diarrhea for the next week.
- Buried under a pile of rocks in the corner is a small leather satchel containing: 10 SPs, a small grey polished stone (the stone is magical adding +1 to all saves), and a key ring.

Room 2) There are two small leather throws on the ground, upon them snoring lazily are two large men dressed in makeshift armour. A large stone statue of a prehistoric bird looms over them, it's visage menacing. It's stone teeth look razor sharp.

- If the guards were alerted to the PCs presence in room 1, they would be getting up and arming themselves.

- The statue is magical (however not a golem), It has a “seeing eye” spell cast upon it by the long dead sage. This allowed him to keep an eye on the entrance to his home.

2 Cutthroats AC (7) 12, HD 1d8, MV 30”, #AT 1, DMG 1d4 Dagger, SAVE F1. The Cutthroats have no treasure, one has a set of false teeth, the other has a love letter in his pocket.

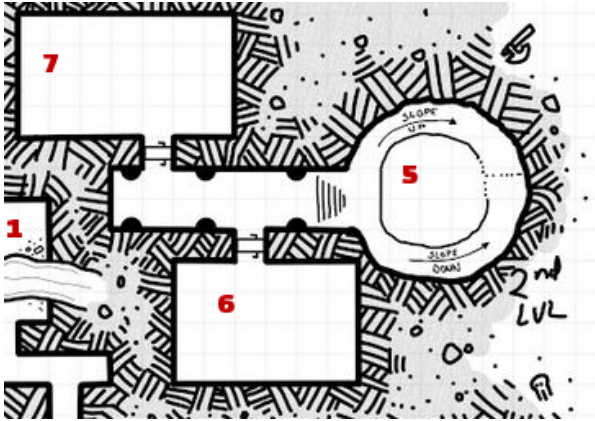
Room 3) A large dark curtain hangs the length of the wall, it is tattered and worn. Behind the curtain is a stone sarcophagus. Upon the walls surrounding the coffin are numerous scratch marks, unintelligible words, and elder runes.

- The coffin is locked and trapped, there is a key in room 1 under a pile of rocks. It can be pried open, but will require a successful strength check to do so. There is a small reset switch near the back part of the coffin that will unset the trap. If the trap is sprung, anyone in front of the lid will have a poison dart shoot towards them. Allow a save, on a fail the PCs is hit with a poison dart doing 1d6+1 damage. In 1d8 turns they will become so bedraggled they will need to rest. Their constitution will reduce to 3, until cured. They will lose their appetite, and have nightmares.
- Inside the coffin is a pile of old dusty bones, piled on top of them are 10 bags filled with a strange organic substance. If anyone tests it (taste, smoke, or eat) they will start to hallucinate. This is the cutthroats drug stash. (The drugs may be worth money with the city, enterprising PCs can attempt to sell it. This could lead to an interesting adventure!)
- There is a bag of 100 GPs, 50 SPs, and a scroll of invisibility within the coffin.

Room 4) This room opens to a circular cavern, a winding passage leads around the side of the room down into the darkness. It smells of decay and dust.

- *Note: The pit trap before room 4. It is 30” deep and connects with the pit trap between room 11 & 12 on Level 2 of the dungeon. If someone falls down, they will receive 3d6 damage.*

Level 2



Room 5) The slope leading downwards is dusty, however there is a trail of boot prints. The walls have strange symbols drawn in chalk.

- *There is a tripwire half way down the slope into Level 2. If it is tripped a bunch of rubble will fall down on top of the PCs from the upper level. Allow a save, damage 2d6.*
- *The strange symbols drawn in chalk are warding runes that are meant to keep out intruders. They will glow green if identity spells are cast on them. Room fifteen contains a viewing area that displays what the spell sees.*
- *Loitering in the hallway beyond area five are six Cutthroats.*

6 Cutthroats AC (7) 12, HD 1d8, MV 30”, #AT 1, DMG 1d4 Dagger, SAVE F1 (key to room 7)

Room 6) The room is haphazardly piled with large crates and leather sacks. The contents of the sacks spill out upon the floor. A brownish leafy substance.

- *This is the storehouse of the illegal drugs the Cutthroats have been selling. The entire loot can be sold to a nefarious merchant in the city. Alternatively it could be returned to the authorities. Either way the drugs are worth a decent amount of gold. Roll 6d6 x 100 for the price of the illegal goods.*
- *The door is unlocked and open.*
- *The room contains a chest with 100 GPs, 50 SPs, and a writ of passage into the city (appears to be falsified information, the cutthroats pose as merchants).*

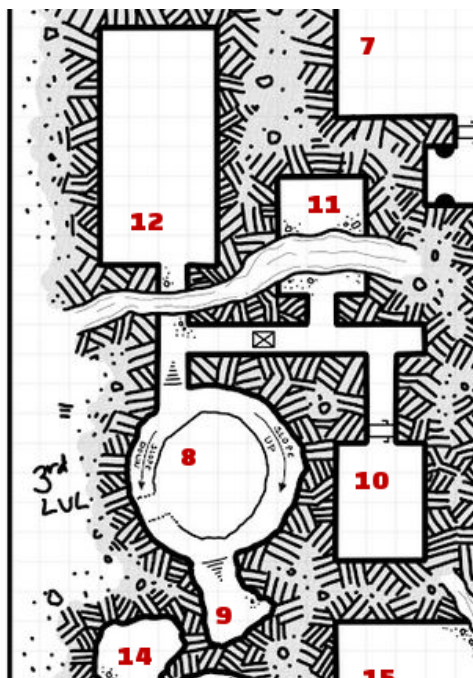
2 Cutthroats AC (7) 12, HD 1d8, MV 30", #AT 1, DMG 1d4 Dagger, SAVE F1

Room 7) The room is strewn with half eaten body parts, and gnawed on bones. A large twenty foot long black skin deteriorates on the floor, it partially blocks the door.

- *The door to this room is padlocked. One of the cut throats in the hallway has a key.*
- *There is a Giant Viper in the room, a pet of the cutthroats. Although it has attacked a few of them. It's been kept as a deterrent to anyone leaving the gang, or talking too much about the operations.*
- *The room contains 4 usable sets of leather armour, 1 silver dagger, a bag of 30 SPs and 10 GPs (that no one wanted to retrieve), a scroll of web.*

Giant Viper AC (5) 14, HD 4, MV 60", #AT 1, DMG 1d3 + Poison SAVE F4. *Save or die horribly in 1d12 rounds.

Level 3



Level 3 is an old crypt, the sage decided to make his home below it, rather than within. For the simple sake that the undead's moaning interrupted his studies. Note: There is a pit trap just to the northeast of room 8, it is a 30" drop, covered by a leather tarp. It winds up on level 4 near rooms 13 & 15. The river flows between rooms 12 & 11, going east. Attempting to cross the river near room 12 will call for an ability check, as it is fast flowing. On a fail, the PC is swept into room 11, and takes 1d6 damage from being banged against rocks and walls. When passing through room 11 in the river a save must be made, or the PC will be swept down the river to god knows where.

Room 8) Reverberating upwards comes the sound of clinking chains and low guttural sounds. The stairs wind slowly downwards.

- At the bottom of the stairs is a pile of zombies that haven't quite figured out how to actually climb them.

4 Zombies AC (8) 11, HD 1, MV 10", #AT 1, DMG 1d6 by weapon SAVE F1. **Immune to sleep and charm.*

Room 9) A set of stairs leads up to a pile of rubble. It appears to have been a dark marble statue, a large hand is visible within the debris.

- *If a search is made, under a pile of rubble is a small compartment in the floor. Within it is a bag of gold (50), and a small ring. (+1 vs undead, when in the presence of undead they glow purplish).*
- *The statue was that of a long dead noble.*
- *Within 1d4 rounds, a group of biting flies will start coming out from the rubble. They are more of a nuisance than anything (treat as a swarm).*

Swarm of biting flies AC (9) 10, HD 1d6, MV 30", #AT 1, DMG 1d3 Save F1.

Room 10) Large cobwebs hang from the ceiling, the ebony slate floor is covered in so much dust that you can see the trails of rat footprints throughout the room. The walls of the room are etched with strange runes and symbols that you have never seen before. In the centre of the room is a large coffin made of a black metallic substance.

- *The runes are Alien in nature, they are unreadable even with magical assistance.*
- *Within the coffin is a crumbling husk of an ancient Alien. It only stood four feet tall when it was alive. It has an elongated head with large deep set eye sockets.*
- *Within the coffin is a small black transmitter that doesn't work. There is a place to put a fingerprint, however it is larger than a human one. Clever PCs may attempt to use the Aliens hand to get the machine to work. In which case it fires up with a strange low whir. The PCs have unknowingly sent a distress*

signal to the aliens home planet. Anyone carrying this device will automatically gain a +2 to any save. The device may be worth 300 GPs to a scholar in the city.

Room 11) The echoes of water splashing against stone reverberate throughout the room. A fast moving river flows through gaping holes in the eastern and western walls. The river spans fifteen to twenty feet. Upon the other side of the river is a heap of trash.

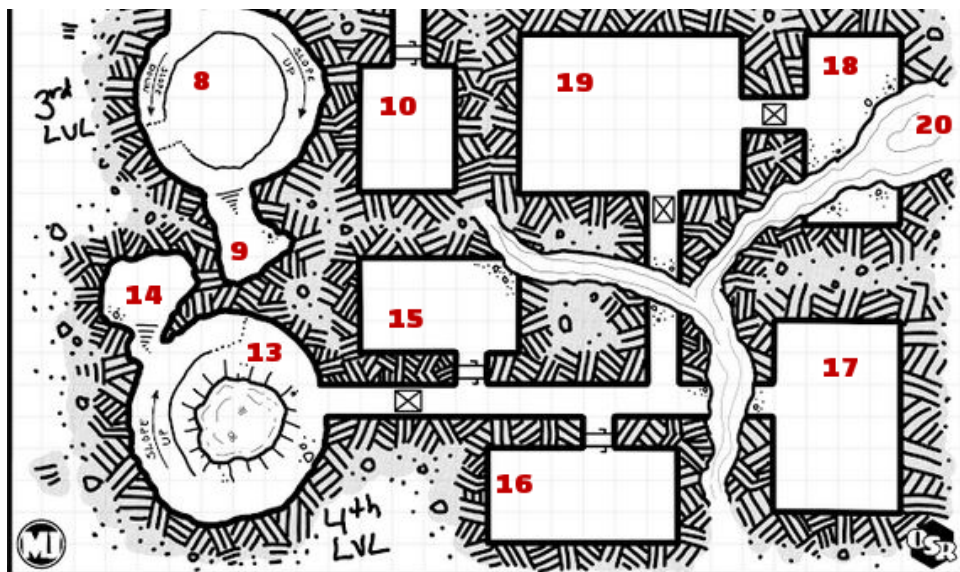
- *The river is extremely fast moving. Anyone wishing to cross it must make an ability check at -4 or be carried away into the beyond.*
- *The trash heap is filled with rancid food stuffs, rotten clothes, leather straps, moldy pages from various books.*
- *At the very bottom of the pile of refuse is a bag of 50 SPs.*
- *There is also a map within the bag detailing a treasure location (GMs choice).*
- *2 Skeletons will animate from the pile of refuse after 1d3 rounds.*

2 Skeletons AC (8) 11, HD 1d6, MV 30", #AT 1, DMG 1d6 by weapon, SAVE F1

Room 12) Strange metal pieces are piled haphazardly throughout the room, making navigating the room almost impossible. The sheets of metal are obsidian in colour and have strange runes written upon them.

- *This is the remains of an Alien spaceship. It was ripped apart and stored here. There is nothing of interest within the room other than the spaceship. The metal alloy may be worth money.*

Level 4



There is a small pit trap near room 15. It is uncovered and shouldn't pose much of a hazard to cautious PCs. The pit is 20 feet deep. The river flows through this area and empties out to the south into the underworld. Bypassing the current of the river will require an ability check, on a fail the PC will be whisked away. The pit traps near 18, 19 are 10" deep and are covered with cloth that looks like stone.

Room 13) The stairs descend into darkness.

- Other than the fact that there's a set of stairs leading up to area 14 and the hallway to the east, not a lot is going on here. The stairs end here.

Room 14) The smell of decay permeates this area. The small room has a hole in the floor, and piles of trash all over the place.

- This was previously a latrine, garbage dump. On occasion trash was moved from here to the underground river. Since the previous occupant is no longer alive, no one has taken care to clean up this mess.
- Have the PCs all roll 1d20. On a roll of 6 a PC will notice a small obsidian collar in the trash. The collar is that of regeneration

however any PC using it has a 45% chance of becoming an alien hybrid. When this occurs the PC becomes a mindless automaton in control of an Alien entity. Allow a save.

Room 15) Soft candle light casts an eerie glow in this room. There is a large pool in the centre of the room, images flash upon the surface. There are book cases lining the walls to the west and east. There is a small crack in the wall where water spews out. About six inches of water continues to the pool in the corner.

- *The door to this room is locked. It can however be broken down with a few successful strength checks. The key is under one of the floor stones. A quick search of the area will show a small crack in the floor and dust wiped away from the spot.*
- *The two candles in the room are magical and never go out. They are worth 50 GP each,*
- *The viewing pool shows what the runes in area five see.*
- *One of the book cases contains the book that the PCs are searching for. It is labelled "Grimoire Of Collected Dance" written by Halin Dwarivsh.*
- *The rest of the room contains the following items of value*
 - *30 various books, 20 GPs each.*
 - *A bag of gold & silver (1d100 GP & 1d20 SP)*
 - *A detailed book on steam automatons, how to build them. (30 GP)*
 - *Mad scribblings about the alien & technology found on Level 3. (40 GP)*
 - *A large cauldron filled with poison. (2d6 damage, there is enough to fill 20 vials of poison. One use).*
 - *A wooden model detailing an ancient city. (100 GP)*

Room 16) This room is sparsely decorated, it contains a bed, a small hearth and a writing desk.

- *The door to this room is unlocked and ajar.*
- *Upon the writing desk is a set of notes detailing information gleaned from the “Grimoire Of Collected Dance”. There is a key to room 15. A small ink jar and pen, and a scroll of protection.*

Room 17) A skeleton in dark robes lays upon the floor. A variety of stringed instruments sit on a small table.

- *If the PCs have the book there is a 4 in 6 chance that the ghost of the sage will appear in this room. He will warn the PCs that the dances contained in the book are cursed and that the book should remain hidden. After learning the dances, he danced himself into a heart attack.*
- *If the PCs are carrying the book when they enter this room the stringed instruments will rise from the table and start playing music. Provided the PCs haven’t read too far into the book, they will be unaffected by the magical music. If they have read the book, they will start to uncontrollably dance. Allow a save. On a failed save they will remain dancing until they are dragged away. Losing one point of constitution and one hit point per round.*

Room 18) An eerie calm surrounds this cavern, the only sound is the rushing water echoing off the rough natural rock formations.

- *A group of ancient merpeople live in and around this lake. They haven’t had a lot of contact with the outside world and are very cautious of strangers. There are 1d8+2 Merpeople in the cavern. They will hide in the water and shadows until they feel it necessary to make an appearance.*
- *Deep under the lake is a twisting tunnel that leads to a small mercy.*

1d8+2 Merpeople AC (6) 13, HD 1, MV 30” Water 60”, #AT 1, DMG 1d6 by weapon SAVE F1.

Room 19) Occupying most of this room is a large statue of a merman holding a trident. The walls contain light torches.

- Upon the statue is the following written in Merpeople & common “You are now entering the domain of King Agul and the free people of the shining city.”
- If the PCs investigate the statue, they will notice that the trident is very real and worth a considerable amount of gold. The trident has a spell on it that will warn the merpeople in room 18 of trespassers.

Room 20) The river opens into a small lake, the shores are steep.

- This small lake is upstream of the river, the current flows southward.
- See room 18.

Conclusions

If the PCs return with the book and give it Gat, he will be overjoyed, and hand them 500 Silver Pieces and a map. He will also give the PCs backstage passes to all of his future performances, along with as much wine as they can drink.

If the PCs tell Gat about his brother's plot, he will become very irate about it, and tell them that he needs to calm down and think about his next step. While he loves his brother, he doesn't want to see him die, or become a slave to a demon. (Note: this is an adventure hook for the future).

If the PCs discovered the alien corpse and sent out the distress signal. At some point a small fleet will arrive near the caverns & the city of Yahleui. The race of aliens is a "grey", they came to the continent of Crimhuck years ago on a mission of discovery & research. They will likely continue that mission after recovering the body.

The merpeople may prove to be allies or enemies depending on how the PCs interact with them. The shining city of the merpeople could be an interesting place to adventure, provided the PCs can find some means of breathing underwater.

Biography

Shane is more of a procrastinator than a writer, but on occasion he does get something accomplished. He discovered the OSR around 2016 and got wildly excited about it! He's written a bunch of content and ramblings on his blog: 3toadstools.blogspot.ca and has released a few adventures on drivethrurpg.com

In his spare time he plays guitar in a cover band, watches weird documentaries on netflix and is on his 15th playthrough of skyrim.

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A local jester (Gat) is looking for an ancient tome detailing long forgotten dances, it is called the “Grimoire Of Collected Dance” written by Halin Dwariivsh. He hopes to take his stage show to the next level. He hires the PCs to track it down after finding the possible location of the tome. In return for the tome, the PCs will receive a treasure map and some gold. The jester is part of a local troupe, (him and his brother). The brother (Lath) is very cynical and believes this book to be cursed. He has overheard the conversations his brother has been having, and is quite worried about the outcome. He has hired a local sorceress to make sure that the book remains hidden. Unbeknownst to either party, a demon has been on the trail of the cynical brother and is using this tome for his own means.

