

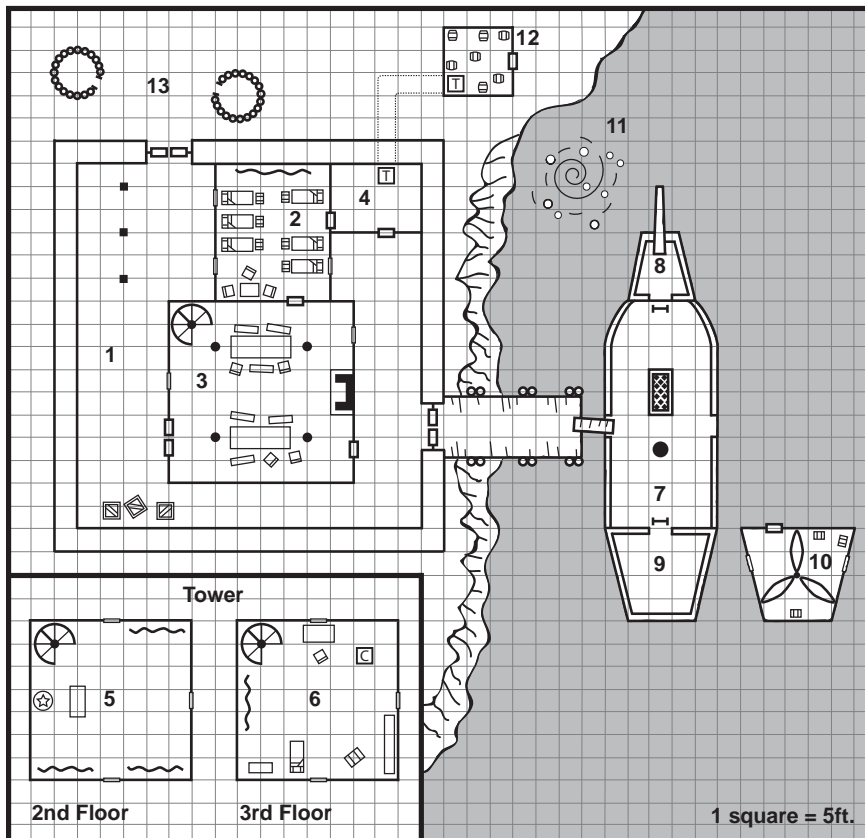
THE BALEFUL SPRING

by S. J. Harris

An adventure for a party of 3-6 characters of 2nd to 4th level.

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Background: Count Arpad of Thistlethire is trying to secure a peace accord with the neighboring lizardfolk of the Lake Ervad. The tribe of lizardfolk have been raiding the county which borders the lake. The Counts' last two emissaries Otto and Horthy have disappeared and the he rather not risk his own men so he is seeking adventurers to secure the accord. Arpad offers the PCs a jeweled sword (worth 500 gp) as payment once the treaty has been signed. Unknown to him his niece Zasa an evil cleric is leading the raids in the county with a following of brigands and enslaved lizardfolk. Her forces occupy the abandoned Cove Fort and she uses the water from the Baleful Spring to control the lizardfolk. The lizardfolk tribe has been trying to rescue their enslaved kin but have failed. The lizardfolk chieftain Kizar tells the PCs that Zasa has enslaved his people and will sign the treaty if the PCs free the lizardfolk and defeat Zasa.

Random Encounters (Surrounding Wilderness)

Roll 1d6 every 2 turns and a result of 1 indicates an encounter.

(Check only 3-4 times per day)

Roll 1d20

1-10: No Encounter (add 2 to next roll)

11-12: Insect Swarm – A swarm of midges surrounds the party.

13-14: Lizardfolk (free) (5)– Will tell the PCs they have not raided the county and that their fellows are magically enslaved by a cleric at the Cove Fort. They will lead the PCs to the Cove Fort and retreat quickly.

15-16: Hazard – Quicksand – PCs make a DEX check or fall into quicksand sink in 1d6+1 rounds requires assistance to escape.

17-18: Elven Patrol (4) – These elves are tricksters and will try to harass the party for amusement.

19-20: Zombie (3) – These zombies are the remains of the Knights of the Golden Sword. Why they are zombies is a mystery.

Random Encounters (Cove Fort)

Roll 1d6 every turn and a result of 1-4 indicates an encounter.

Roll 1d20

1-10: No Encounter (add 2 to next roll)

11-12: Stench - The smell of sulfurous gas floats about.

13-14: Brigand Patrol (4) – These men patrol the cove fort.

15-16: Hazard - Falling Stonework -1d4 damage, DEX save avoids.

17-18: Lizardfolk (Enslaved) Patrol (4), (from Area 11 - Huts)

19-20: Fly, Giant Carnivorous (3)

Room Key:

The Cove Fort: This fort is on the shore of an unnamed cove on the edge of the Lurk Fens and Lake Ervad. The fort is built of volcanic rock from the Bleak Mountains by the Knights of the Golden Sword to guard the north shore of Lake Ervad and was abandoned when the order fell.

1. Courtyard: The entry double doors are guarded by two lizardfolk and their dwarven sergent. The group has poor discipline and are dicing most of the time. They will invite the PCs to play thinking them either sailors or new recruits. Once inside, the courtyard is gravel strewn and has a roofed open stable. A wooden platform is where Zasa gives speeches. Five sailors are hauling crates across gravel unsuccessfully towards the dock.

Lizardfolk (enslaved) (2): AC 5; MV 60' (20')/ Swim 120' (40'); HD 2+1, hp 8; #AT 1 (weapon); Dmg 1d6+1 or 1d6+1 Short Sword, 1d6+1 Spear; Save F2; ML 12; AL N; XP 47 each.

Sgt. Draff Stoneheart: AC 4; MV 60' (20'); HD 1, hp8; #AT 1 (weapon); Dmg 1d8, 1d6 War Hammer; Save D1 ML 8; AL LE; XP 10. Treasure: Ivory Dice, 200 cp, 34 sp, 14 ep, 29 gp

Sailors (5): AC 9; MV 120' (40'); HD 1d6, hp 3; #AT 1; Dmg 1d4 dagger or 1d4 pin; Save F1 ML 7; AL N; XP 5.

2. Barracks: This is the main sleep area for the brigands. Twelve bunk beds with six chests line the wall. Four brigands are asleep in the bunks. A tapestry hangs on the wall of knights doing battle by a lake shore one wields a golden sword. If the tapestry is examined for 6 rounds by a Lawful PC the golden sword will glow softly and appear in thier hand. The Golden Sword has a Lawful aligned and is a +1 weapon which glows in the presence of Chaotic alignment.

Treasure: Chests 1, 2, 4, 6 hold: clothes, valueless personal items, leather belts, and one wool cloak with 23 cp, 14 sp, 13 ep. 17 gp sown into the lining; Chest 3 holds: Ivory drinking horn 30 gp, cloths, boots, leather gloves; Chest 5 holds: cloths, an elven dagger & sheath, pipe & pouch of Halfling smoke weed, 24 gp and 45 cp

Brigands (4): AC 7; MV 120' (40'); HD 1, hp 8; #AT 1; Dmg 1d6 shot sword, 1d6 short bow; Save F1 ML 8; AL CN; XP 10 each.

3. Hall: This hall has a fireplace and two large tables. At any given time there are 1d4 brigands in the room. Two sailors are carousing merrily. The two emissaries Otto and Horthy are bound in ropes in the corner. A spiral staircase leads to the upper floors. If the PCs are detected a brigand will try to drop an iron chandelier on them by pulling the tie peg from the wall. The PCs must make a DEX check or suffer 2d6 damage from the falling chandelier.

Brigands (1-4): See prior stats

Sailors (2): See prior stats.

4. Distillery: This small chamber is where Zasa distills and concentrates the water from the spring. A tunnel is used to transports barrels from the barrel house to the distillery. The arcane distilling process stabilizes the water's effects and it lasts 1 week before becoming normal water. Three nixies were used as a component to stabilize the water their now undead skeleton remains are in the copper still. They will pound and scratch the inside of the still making noise. Those who imbibe the concentrated water are under its effects as the spell *Charm Person* cast as a 3rd level magic user. The first person they interact with will be the default caster.

Skeleton, Nixie (3): AC 7; MV 180' (60'); HD 1, hp8; #AT 1 claw; Dmg 1d4+4; Save F1 ML 12; AL CE; XP 13.

5. Chapel: This is a chapel to the dark goddess. An ebony statue of a woman, an alter, holy book and votive candles are in the room.

6. Zasa's Chamber: This bedchamber is well appointed. A iron brazier is in the center of the room and an ornate frown faced chest near the wall. A trap door in the ceiling leads to an empty parapet. There is a 75% chance of Zasa being found here scheming or writing dire speeches.

Zasa, 3rd-level human cleric: AC 7; MV 120' (40'); HD 3, hp 14; #AT 1; Dmg by spell or 1d6 Quarter Staff; Str 9, Int 13, Wis 15, Dex 13, Con 9, Cha 14; Save C3; ML 8; AL CE; XP 125. Languages: Common, Alignment, Lizardfolk; Equipment: Scroll Curse, Girdle of Protection +1; Spells: (2) 1st lvl spells: Cure light wounds, Cause Fear (1)2nd lvl spells: Hold Person Grimacing Chest – PCs must make save verses Spell like Device or be fascinated by the chest and want lean inside to search for treasure. Those who do so are trapped in an extra-dimensional space and can only be freed by the chest's owner.

Treasure: Hidden under the mattress is 200 sp, 1000 gp, 8 gems worth 25 each, elven jewelry worth 200 gp.

The Ship: Vaar is the elven captain of the cog *Dark Pilgrim*. The ship transports the spoils taken by Zasa's forces to the lakeside town of Vicewick to sell for weapons and supplies.

7. Main Deck: Goods are tied down to the deck. Captain Vaar bought a higher baboon from a trader in Vicewick and named him Joko. Joko serves as mascot and marine on the ship. He is friendly to the captain and crew but will attack others who try to board the ship. **Treasure:** Trade Goods 1473 gp value

Baboon, Higher: AC 6; MV 120' (40'); HD 2, hp 8; #AT 2 (bite/club); Dmg 1d3/1d4; Save F2; ML 8; AL N; XP 20.

8. Fore Castle: Two heavy crossbow mounted on this deck. They do 1d8+1 damage and have 30 quarrels in a case. Three sailors are drinking grog on the deck and will fire on strangers after issuing a warning. They have no treasure.

Sailors (3): See prior stats.

9. Stern Castle: The ships tiller and chart table and rigging box are located here. A crab spider has recently stowed aboard the ship and is hiding in the rigging box.

Crab Spider: AC 7; MV 120' (40'); HD 2, hp5; #AT 1 (bite); Dmg 1d8, poison; Save F2; ML 7; AL N; XP 38.

10. Cabin: This is where captian and the crew sleep. There are six stacked hammocks with three chests. Iron pots hang from the ceiling holding food stuffs. **Treasure:** Chest A: Magically Trapped: *Symbol of Pain* cast by 15th lvl Magic User. 2400 cp, 971 sp, 960 ep, 1730 gp, gem 75 gp vaule, gem 100 gp value, jewelry 400 gp. Helmet ornate 60 gp., cloths; Chest B: 14 gp, 22 sp, 44 cp cloths, mirror, idol; Chest C: 23 gp, 12 sp, 60 cp, cloths, dagger

Captain Vaar , 3th-level elf fighter: AC 7; MV 120' (40'); HD 3, hp 20; #AT 1; Dmg 1d6+3 short bow/ 1d6+1 short bow Str 17, Int 15, Wis 12, Dex 15, Con 15, Cha 13; Save F3; ML 8; AL CN; XP 100. Equipment: *Eyes of the Eagle*; Language: elven, common, gnoll, hobgoblin, orc, lizardfolk

The Environs: The land around the Cove Fort is lightly forested and marshy.

11. Baleful Spring: The spring has bubbling sulfurous water. Those who swim into the spring or drink its waters are subject to it's strange effects. Zasa throws a bucket tied to a rope into the spring to gather the water. The water becomes normal after 1 day unless distilled.

Spring Effects: Roll 1d6

1.Change to a different color for 1d6+1 days; 2.Amnesia for 1d8+1 rounds 3.Babble nonsense when speaking for 1d4+1 rounds; 4.Become incandescent for 1d12+1 rounds; 5.Fall under the effects of a *Charm Person* spell cast as a 4th level Magic User; 6.Nothing Happens

12. Barrel House: This is where Zasa stores the spring water. A earthen tunnel is used to transports barrels leads from the barrel house to the distillery.

13. Huts: The lizardfolk under Zasa's control live in theses squalid huts. They wield spears and short swords. Zasa only allows them food and ornaments of shell and feathers.

Lizardfolk (enslaved) (6): See prior stats.