

The Artifact Staff, The gravel wizard

& the shadow of the scorpion cave
(by @ruunemagick)

AREA 1

the cave entrance has been carved and shaped into a large grimacing demon face. Insider note: Lukas was compelled by the artifact to create this entrance and even though he did as it commanded, Lukas still finds it to be quite tacky. A sense magick will radiate all the rocks surrounding the door to be magickal.



lukas gravel

*Xag'nar
staff 1d8+2
old magickal
intelligent item*

*likes: eating
magickal items
dislikes: not
being attuned
does not miss:
it's creator
misses: the bandit
queen*

(previously lukagrath gravelbeard)

Dwarf Wizard lvl 5
*str - 10 likes: rocks, gemstones
dex - 18 dislikes: being wet, being cold
con - 13 hurting others
wis - 13 does not miss: having "beard"
int - 15 in his last name
cha - 12 misses: his husband*

AREA 6

A long, slender tunnel leads to a room which ends the cave. This room is Lukas' rest chamber, but really is nothing more than a piece of cloth on the ground. Standing out like a sore thumb is a glowing circle of sigils on the cave floor.

Xag'nar the Staff floats here, waiting to be fed, and will compell lukas to attack! If Xag'nar is destroyed, Lukas is free, thanks the PC's, and goes home.

AREA 2

A 20 ft long, 5 ft wide passage leads to a small room. There is nothing exceptional about this room, but if Lukas is hiding here he will summon some "monsters". All monsters are crude rock piles disguised as creatures using illusion magick. Lukas will use his invisibility cloak to cast spells and defend the cave.

AREA 3

Upon entering the larger section of the cave, the PC's will come upon a cliff looking down into a small, still lake. Should they enter the waters, a successful search or perception check will reveal an underground, underwater passage leading to [Area 7]

AREA 4

Here the path splits in two: to the north an unnatural staircase leading to a higher level of the cave [Area 6] Insider note: these steps were made of stone, sand, and magickal means by Lukas, and he can unmake them to cause the PC's to fall 10 ft unless they make a dex save.

To the south, the path of the cave becomes a very thin ledge which leads to

AREA 5

There is nothing in this room save sand on the ground. However, on the western wall there is a spot where if you place your ear, you can hear the water in [Area 7]

AREA 7

after swimming through the secret channel, the PC's will come out of the water into the cave. Treasure: gold, silver, and 5 magickal items.

