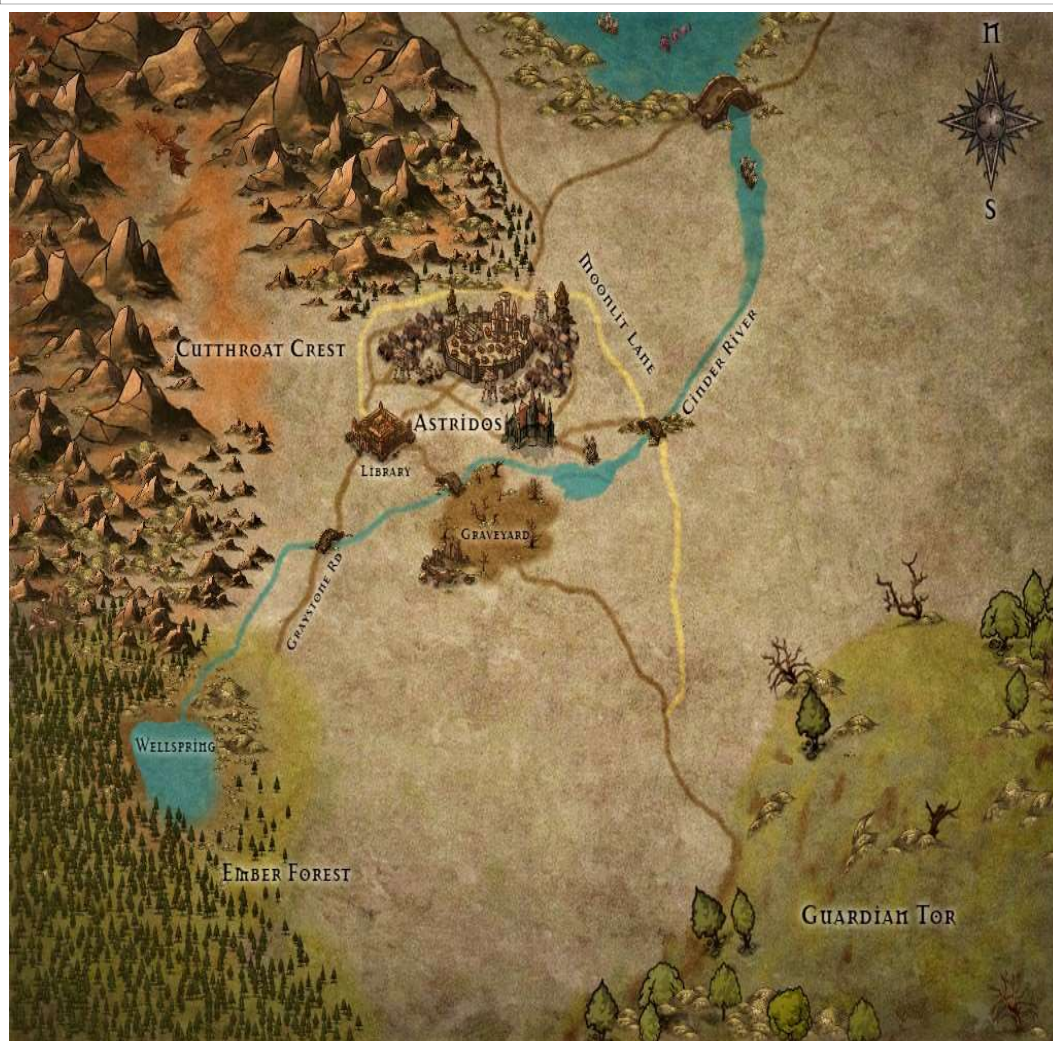


# The Lanterns of Astridos By Nikita Lehman

*Adventurers, I beg of you to light the long-dormant Lanterns of Astridos. The streets of our town have gone dark, and with it, dark creatures roam freely and attack our citizens. Perhaps begin at the Wellspring, and follow the path to Guardian Tor until all 12 are lit.*



**Summary:** All manner of dark creatures have taken up residence in Astridos. Mayor Gormdal and the priests in the town citadel believe that relighting the lasting Lanterns of Astridos will drive the monsters away so that the citizens may live in peace. The flames abated decades ago, and though no one knows why, the town took no action because they now use magical orbs to light the noble areas of the town.

**Wandering Monsters:** **Shadow mastiffs**, **ghouls**, and **Nightwalkers** are said to reside around the Wellspring and Ember Forest. Graystone Rd. is frequented by **undead**, **zombies**, and **shadow** creatures of all kinds. The town library is said to drive people mad, and most would not dare enter it anymore. Reports of undead **goblins** aren't as worrisome as the strange "accidents" that have happened to the dozens of diligent adventurers who decided to try test their luck.

The town graveyard is overrun with undead. The ruins to the southwest are said to house a **necromancer**.

Moonlit Lane is brightly decorated, and most monsters avoid the area. Snake-oil salesmen are more likely to bother adventurers.

The base of Guardian Tor is littered with **wraiths** and small corrupt creatures. No one has successfully scaled Tor and returned to tell of what creatures lie beyond the first 100ft.

**Level:** This adventure can be modified for any level, but the Lanterns of Astridos quest was made with levels 5 through 10 in mind.

**Wellspring:** 3 ghouls are hovering over the water. In the center of the Wellspring, a worn-metal frame encircles an empty chamber with a post driven into the ground 5ft below. The citizens of Astridos are convinced that a Nightwalker resides in the Ember Forest to the west. **Treasure:** a platinum ring with the inscription "surrounded by darkness, invite the monsters into the light." The wearer can cast *Light* 3x/day.

**Ember Forest:** This dense forest can lead to Guardian Tor, but there are no lanterns here, only devilish dogs.

**Graystone Rd:** Along this long road, there are 4 lanterns that must be lit. Be wary, there are many reports of shadow creatures frequenting the area. **Treasure:** A man's wagon has broken down. If the PCs help, he offers them food, wine, and a few gold pieces.

**Library:** The road ends at the Astridos Library. The courtyard contains 4 lanterns, but a puzzle must be solved before a flame can be lit in the area. No fire spells work here. To get to the courtyard, PCs must pass through the now-haunted library first. **Puzzle:** 4 stone plagues, each adorned with a magical rune, must be placed at the base of the corresponding lantern. If not placed correctly, a trap could be set off. **Treasure:** Various magical tomes, one inlaid with a small silver dragon head and trimmed in electrum. A cursed ring rests on a bookshelf.

**Graveyard:** No lanterns here, but it is a quicker route to Guardian Tor than Moonlit Lane. The cost may be greater, however. **Treasure:** A bag of Tricks is halfway falling out of a large hole in one of the dead trees.

**Moonlit Lane:** Okay, so you're a sissy. This road is well-lit with various magical orbs and is relatively free of monsters. A late-night merchant is desperate to make a sale...

**Cutthroat Crest:** Wyverns and juvenile dragons can be spotted along the roads to the east of here, but the further back one ventures, the bigger the dragons become. **Treasure?** A plethora, but do you want to steal from a dragon?

**Guardian Tor:** Along the path up this 700ft-high hill, the final 3 torches await. Wraiths are said to roam the shallow hillside and who knows what lurks further up. **Treasure:** At the peak, a Sword of Inner Fire leans against a tree. This sword can be absorbed into the body of the wielder as a swift action and called back to hand with another swift action. The sword gives her a +5 deflection bonus to AC, a +2 luck bonus to saves, and causes her eyes to burn with flame. At mythic levels, it bypasses fire resistance and fire immunity, and emits an aura that damages non-living foes.

**Cinder River:** This river must be crossed at least twice to light all the lanterns. The crossing at Graystone is relatively safe, but the occasional wyvern ventures here. The Moonlit Lane crossing is far more dangerous, with the bridge partially collapsed and frail.

**Success:** If the PCs light all the lanterns, the monsters flee Astridos and Mayor Gormdal rewards them with 5,000 gold each. Each player also receives a +2 weapon at the GM's discretion.

**Failure:** Don't get ghoulish fever.