

The Archive

THE ARCHIVE BELOW THE TEMPLE HAD NO DEFENSES. NOR DID IT NEED ANY. *The enormous crystal in the center of the cavern emitted a strange energy, making us weaker. The chamber contained an odd and curious assortment of items, but it was impossible to tell what they were – having no magic available to identify them...*

—*Sir Broxis*, SONG OF THE PALADIN

Someone has beat the PCs to the Archive. The Elven Noble Synn is currently looting the room. He hired the band of Orcs and a Manticore to guard the entrance. This encounter features Role Play and interaction. No map is included, as this encounter can be played without one. If the PCs attack the elf, he throws up his hands and announces “I’m unarmed!” Paladins and Lawful Good PCs should stop the attack, or face alignment issues. If pressed, Synn will simply turn in to a tiny bird and escape.

Before entering the Archive, the party must find the secret door. It is located behind the gong. The gong hangs only an inch away from the wall, so two or more PCs (STR total 30+) must pull the gong away from the wall for the thief to look for the door. Of course, the chains break, forcing a DEX check, or the PCs crush their toes. This also traps the thief. Sit back and let the party figure out what to do. They may simply push over or roll the gong aside. In either case, all PCs within 10’ of the gong are Deafened.

Add more underground exploration if you like. Otherwise, the PCs descend a flight of stairs and immediately encounter Synn in the Archive.

ANTI-MAGIC NODE

The cavern known as the archive is a stunning sight. It is a round chamber about 100’ in diameter. Embedded in its central column is a huge glowing crystal. This crystal absorbs all magic within the room. Detect Magic, Identify, and all other spells will simply fizzle here.

This makes an excellent location for a future battle. Perhaps the PCs cannot defeat a powerful mage, and they lure him here...

ONE ELVEN NOBLE

The Elven Prince Synn is currently ransacking the Archive. He is looking for the a potion that will end his wife's wasting curse. Indeed, the elf hired the orcs and placed the skeletons to guard the entrance while he searched for tit. Now that invaders have breached his defenses, he has quickened the pace of his search.

Synn is surprised by the PCs, but quickly regains his composure. He will smile, offering a formal bow to the PCs.

(A successful Diplomacy check reveals that he is either a true prince, or a talented actor.)

THE OFFER

Synn offers to pay the PCs to help him find the potion. He gives them only a vague description, and promises that he will “know it when he sees it.” If the PCs accept, each PC can make a search roll (Perception) to find a random vial. Each time, when presented with it, Synn will scoff, saying “This isn't the one I seek.” He will then place it on a table.

Clever PCs who watch Synn will notice that he attempts to pocket one of the vials when no one is looking, using the Slight of Hand skill. PCs who are not watching him simply use passive perception.

THE FIND

Eventually, Synn exclaims “This is the one I seek! Thank you, here is your gold.” He then pockets the vial, hands the PCs 50 gold, and attempts to leave. He walks out the door immediately unless the PCs stop him. At this point, if the PCs continue to ask him questions, he gives short answers and continues to back out of the door. If hard pressed, he excuses his rudeness and insists that he must leave, time is of the essence.

If attacked or captured, Synn turns into a tiny bird as soon as they've left the Archive and flies away.

The hallway widens, revealing a large room with no other obvious exits. A huge, glowing crystal is embedded in the rock at the room's center. It appears to be an ancient museum, cluttered with shelves full of dusty artifacts, moldy tomes, and mysterious objects.

Before you stands a well-dressed elf. He appears to be ransacking the room. He does not acknowledge your party's presence, as he is consumed with pushing over shelves and smashing boxes. He is shouting “Where is it?” and “It's here somewhere!”