

DF2 THE POLIO

Part 2 of the
Hidden Valoria
Campaign

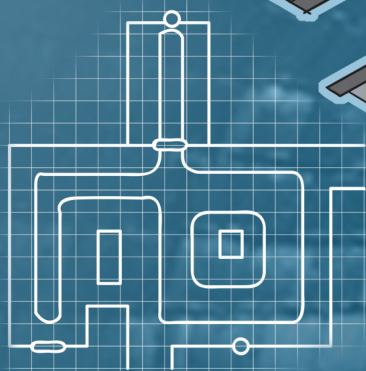
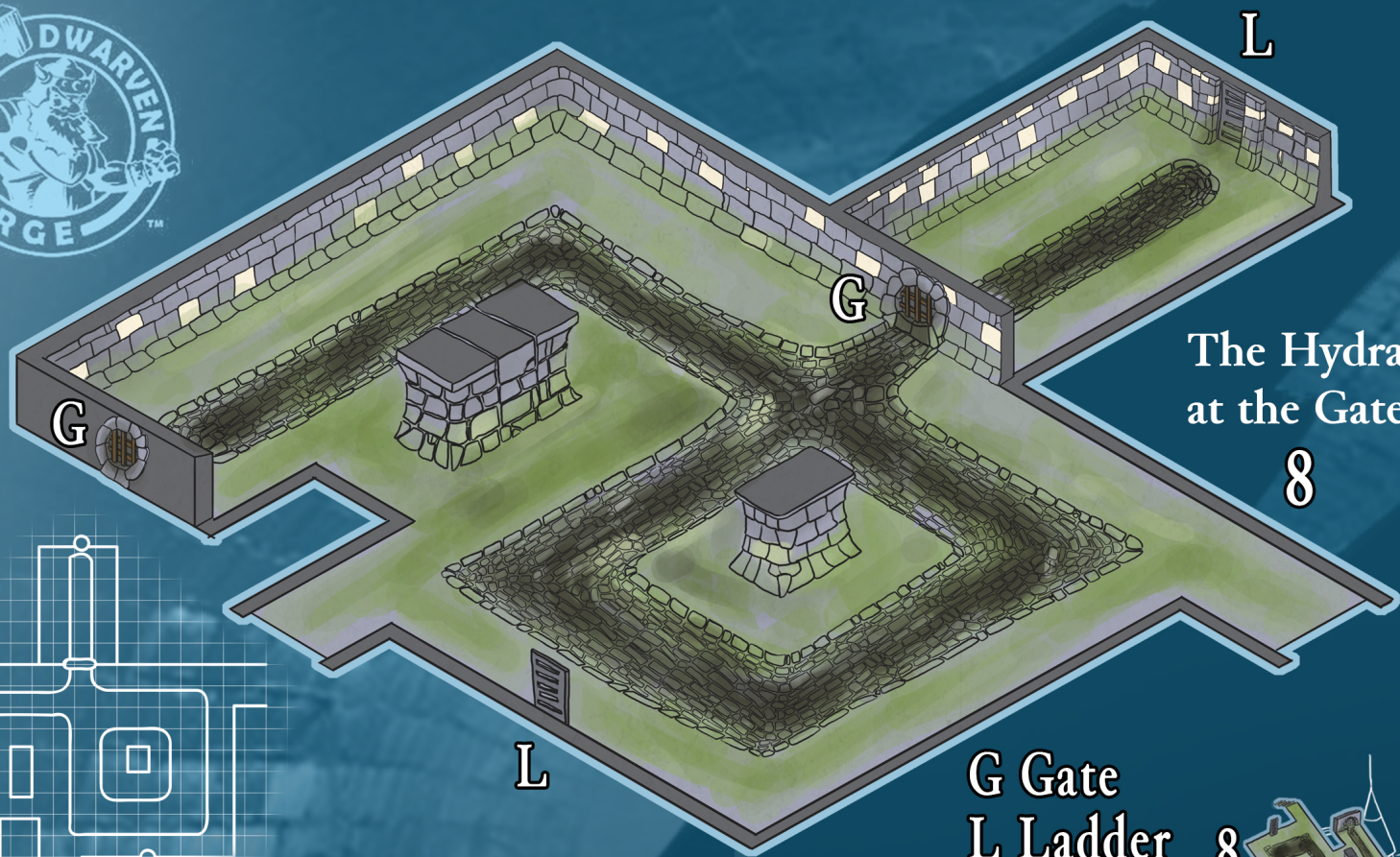
DF2 The Lost
Apprentice

New Monster:
Black Eyes

Gazetteer:
The Gangs of the Patina

Adventure for Levels 3-5
in both
1E & 5E formats!





Mythras City^{of} Valoria Gazetteer

The Patina Court

Introduction

Well, I have to say that getting my feet wet in Valoria was a complete blast. I've never been much of a miniatures gamer myself, so having the chance to 'live' the creations I dreamed up through Dwarven Forge terrain has been an incredible experience.

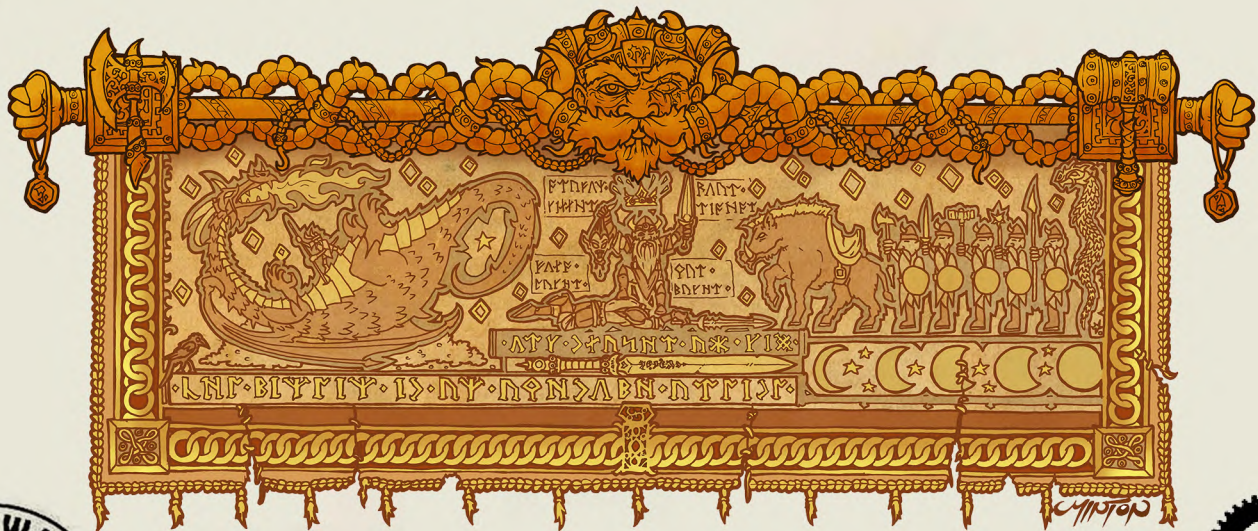
However, as I was laying things out and getting a feel for the world I began wondering about the ability of my players to indeed have their own sandbox inside the Hidden Valoria setting. Most of my adventures do adhere to a harder than normal story arc, and although I tried to give a good deal of optional adventuring in Folio #8 (along with the Patina Court Places Volume 1 expansion), I started to think it would be wise to allow people with great Dwarven Forge sets to create a bit inside the Patina Court as well.

To achieve this, I've broken Folio #9 down into a couple of pre-established encounter zones, and continued to expand the overall story arc, but also opened the sewer level to the Gamemasters looking to

add their own creative wrinkle to the first 'Underhall' of the Patina. As you can see from the maps included, I've laid out a base framework for the sewer system beneath the Patina, but there are several places in which I've created encounters that do not include maps. These 'free zones' are meant to allow you all to create the type of physical tabletop encounter you would like to see, while featuring the monsters I've provided. In this fashion, you can bring to life a particular piece of the Valorian sewers on your own, and I hope that those designing terrain will take the time to send me images of their creations so that I can post them for other Gamemasters to see.

Again, I can't thank Stefan and the Dwarven Forge team enough for helping make this all possible, and I hope that those of you who have purchased this module will enjoy what our companies have helped to create for you.

Scott Taylor



CAMPAIGN BACKGROUND

Continuing the Theme

When we last left our characters, they should have been nicely entrenched into the workings of the Patina Court. Friendships among NPCs should have been formed, and the mystery of the ‘Black Eyes’ taking shape but never fully revealing itself. That will change quickly in Folio #9.

Once the ‘The Alienist’ adventure in Folio #8 is complete, the characters will be approached by Procyon Lotor, the leader of the Black Eyes. He will request their help in recovering the enchanted whistle that will allow the Black Eyes to return to their home in Kalium Rosa’s Tower. Lotor will tell the characters he will provide them the key to the locked door located in the basement of the tower upon return of the whistle.

If and when the players accept the deal with Lotor, they will have to go on a hunt for the whistle that will lead them into conflict with several gangs in the Patina. Once it is established that the Teller Gang actually has the whistle, a showdown will likely take place.

Once the whistle has been recovered, the characters can enter the ‘Cavern Tomb of Rosa’, discovering not only the dead

there, but also a more interesting secret of the Patina – the existence of a forgotten and buried temple complex of Tefnut, long ago corrupted by minions of Set before the flooding of the city. This news leads the party into the sewers to follow the bits and pieces of information recovered from Rosa’s Tomb.

The building of the campaign storyline will play out mainly in the interactions between the party and the various Patina gangs. This conflict, supported by the various NPCs within the Patina, and exacerbated by the Teller Gang’s attempts to throw the scent off them, will require the Gamemaster to utilize all of the relationships the characters have developed over the course of Folio #8. City politics, money, greed, and social climbing can all come into play as the characters seek out the enchanted whistle.

Once the characters are below the streets, the adventure changes gears to a creative dungeon crawl, so be sure the bulk of your role-playing is accomplished before anyone goes down the rabbit hole, so to speak.

'She-Irainne has a smoke in the shadows of the Patina'



Gangs of the Patina:

Below you will find a sociological piece on each gang, but no stats are included. For those, you will need to see encounter points in the adventure section of this module.

The Killerz:

Opus Duskbeard, a disgraced dwarf, runs this small but feared gang near the House of Sigils on Odin's Way. Opus started his life of crime when, as a youth, he embezzled money from his employers. When discovered, he fled to the Patina looking for work as a barrow digger at the Wizard's Knoll. Soon, his reputation caught up with him (as dwarves like to gossip almost as much as gnomes!) and he was forced into the streets. There he persuaded vagabonds and urchins to join him through threats or outright beatings until he had sufficient followers to take over a squatters nest. Though successful, they were too weak to compete with the more established gangs that fed off the locals, so Opus turned his sights on his former employers and dwarven kin. For the last two years, the Killerz have grown adept at murder, extortion, and smuggling, earning themselves a measure of respect from the criminal element of the Patina. To thwart the city guard, they disguise themselves as traders plying their wares between dwarven neighborhoods as they must frequently cross the well-patrolled Odin's Way into the North Quarter for their operations. Duskbeard and his gang are feared on both sides of Odin's Way, for they take no prisoners and seem to have a love for murder.

Knocked Men:

The Knocked Men formed when a group of beggars became disenfranchised with handouts and decided to start taking what they want. Disorganized, schizophrenic, and without much more than numbers and a penchant for preying on the weak, the Knocked Men are some of the most despised members of the Patina Court gang pantheon. They tend to dwell close to the Prometheus Soup Kitchen, but get scattered by the city guard when their numbers swell in the area, or by Galdor of the Eastern Woods if he sees them. Ezera, the razor-thin leader, is notoriously scared of sunlight, and tends to prowl at night with several members of his gang seeking lone citizens to accost. The gang has no proper hideout; each member typically finds a dark place to sleep during the day, and then comes out to scavenge at night. Their most ardent adversary in the Patina is the Beggar's Guild who believes that the presence of the Knocked Men detracts from the handouts they receive.

Ladies of Prophet:

A collection of former prostitutes, abused by their pimp, have risen up and broken their chains. After killing their pimp, and reportedly feeding his body to lizards in the sewers, this nine member gang of all women has begun recruiting other downtrodden women (serving wenches, abused mothers and daughters, etc.) to their cause. What cause? Well, most men in the Patina believe it is to kill men (especially those who are cruel to the opposite sex), but in reality the Ladies of Prophet are seeking to create a temple in

the Patina. Their leader, Istas Ma, is a devout disciple of Artemis, but her subleader, Lumina, favors the deity Loviatar. Both want to see their patrons venerated, but until they can settle on which one, the gang simply spends its days hunting abusive men and gaining combat experience by participating in Brawl Club. Their current base of operations is just behind Murtel's Mortuary, where the lady of that establishment, Brigit Murtel, seems to favor the women by not booting them from the squatter's home that her family has owned for many years.

Moon Dogs:

Perhaps the second most dangerous gang in the Patina, next to the Tellers, is the Moon Dogs who have been on the upswing of late. However, they are currently in a running feud with the city guard for crossing Main Street to the south and looting the wealthy Princess Maria neighborhoods. Run by a man known only as Hestus, this gang of rough and tumble men pride themselves on their bestial nature, and some even whisper that Hestus himself is a were-creature with Lycan-wolf's blood. With a home base just west of the Main Street Shoe Cobbler, this gang doesn't run exclusively through the Patina, especially because of Teller influence, but they do harass citizens when given the opportunity, especially when the moon is full.

New Patina Court NPCs:

As the characters explore the Patina they will have the opportunity to meet new NPCs along the way that may help them in their cause. These new personalities

can be included in the adventure at the Gamemaster's discretion, especially if the characters need some help at certain roadblocks.

She-Irainne:

Forced from the subterranean realms beneath the Erinthor Mountains, She-Irainne hides his true nature as a dark elf. He has been known as a savior to some of the downtrodden in the Patina, acting as a protector, but to those with power he is a cynic and a danger. Although reclusive (especially during daylight hours), he has a great deal of knowledge on the comings and goings of the night cycles of the Patina.

Race: Dark Elf

Class: Magic User/ Thief (Level Unknown)

Deity: Unknown

Alignment: TN(Good tendency)

Galdor of the Eastern Woods of the Golden Sylth:

Typically cloaked and hooded in bright azure with a silver crescent upon his back, this longsword wielding loner is known for living plainly and his willingness to assist those in need. For the people of the Patina, he is the daylight version of She-Irainne, the yin to his yang, so to speak. Easily identified for his long silver hair with the last vestiges of copper still running in streaks beneath, this venerable elf travels to the Patina twice a week to offer assistance to the Prometheus Soup Kitchen and to dole out healing for those citizens who are in need.





'Lanka the Shade scouts out the sewers beneath the court'

Race: Wood Elf

Class: Cleric (Level Unknown)

Deity: The Great Crescent, Elven Moon God,
(Corellon Larethian)

Alignment: NG

Brett Bozeman the Boat Maker:

Boats, created so far from the docks, seem like an odd business, but the Bozeman clan (the name probably an amalgamation of ‘boatman’) has nonetheless been building small craft here for more than three generations. Brett is the current proprietor of a shop known among the folks of the Patina as ‘The Boat Maker’, and his smaller craft include canoes, skin kayaks, and rowboats. Perhaps his best seller is the funeral boat, many of which go to Murtel’s to be entombed or burned, so the people of the Patina often refer to the Boat Maker as the last port of call for the dead. This trade means Brett knows most everyone, and he is the perfect go-between from the Patina to Valoria proper as his shop faces Main Street, but his true business lies within the Patina as he crafts while watching the Beggar’s Fountain on most days.

Race: Human

Class: Fighter (Level 3)

Deity: Poseidon

Alignment: LN

Burks ‘The High Kid’:

Burks is an orphan youth of the Patina, but instead of falling in with a gang, or begging on the street, he

has created a persona as vermin catcher and chimney sweep who works almost exclusively on the rooftops of the neighborhood. Unbeknownst to most citizens, in the evenings Burks slips across the Main and does ‘second story work’ in the Princess Maria District, honing his skills as a thief. Charming, with subtle brown eyes that seem to always offer a smile, Burks is considered a great treasure by most of the Patina – a ‘youth turned right’ who knows much of the comings and goings of the neighborhood.

Race: Human

Class: Thief (Level 4)

Deity: Nike

Alignment: CG

Overall Story Arcs and Threads

Adventure Seed:

As you will see in the module portion of this supplement, the adventures are broken down into several mini-scenarios that allow the players to easily move through the overall story arc of this adventure. Part One will be the search for the enchanted whistle, Part Two will be the search for the entrance to the lower dungeons and the forgotten temple. If you can seamlessly blend the two together and provide a running narrative, you’ll have achieved the goal of Folio #9, which is to transition from starting characters in Folio #8 to boss killing heroes in Folio #10.





Gamemaster's Notes & Suggestions

1. Running the Patina:

When running the Patina in Folio #8, the emphasis was on making friendships and sharing in the hardship of being dirt poor. Hopefully, after playing it, you will have made enough good NPC relationships that the chase around the Patina in Folio #9 should be easier. Still, if you played things out correctly, money will still be an issue for the characters and I will continue to push that forward in Folio #9. When running this adventure, players

should be more comfortable with the setting, and they should be free to move around the Patina, but it will be up to the Gamemaster to continue to foster whatever true campaign feel you've spun.

2. Running the Mystery:

The main mystery of this adventure will be to find the location of the enchanted whistle so that the Black Eyes can return home. This will take the players all through the Patina, and if played correctly, a Gamemaster can

have them interact with all manner of gangs (and if you are playing all these adventures together, be sure to incorporate some of these gangs into the Brawl Club scenario of Folio #8). The continuing mystery will be the location of a forgotten temple beneath the surface, but as stated before, that will be more of a dungeon crawl than a search for a specific item among various NPCs.

3. When and how to introduce gangs:

I've created the scenarios in this adventure to provide my personal preference for how the gangs should be encountered, but that isn't a hard and fast rule. The Gamemaster might even skip some gang encounters if you are looking to trim down the module in length. However, each gang is unique, as are the leaders, so be sure to brush up on them to determine how you want them to interact through personality and modus operandi. In this fashion, each encounter will be more fun for the players.

4. Running Lotor:

Lotor is a wildcard here. You can play him as a 6th level wizard if you so choose and have him accompany the players through the adventure, or you can have him show up at opportune times if players need help. Lastly, you could have Lotor merely provide the key and not deal with him. Personally, I love using

the Black Eyes, and Lotor can be a very fun, curious, and powerful ally.

5. The design of the sewers and your influence on them:

I've provided the main boss battle encounter designs within this Folio, as well as the grid for the sewers, but other encounter zones (listed on the map) are going to be up to you as the Gamemaster to design and build, thus helping to create your own sandbox for the Patina. This allows for greater creativity among the Dwarven Forge players, and for those of you who don't use minis or terrain, I suggest a good descriptor of each encounter zone and then just have at it.

6. Important NPC Contacts:

As much of this is a mystery adventure, there are certain old contacts that will be more helpful to the players. These include Lanka the Shade for the purposes of better understanding the sewer maps recovered from the Tomb of Rosa, Abrella of the Third Eye for locating specific gang members within the Patina, and Cano (Rogue of the Scarf) for insider information on gang operations and whereabouts. I've also listed a few new NPCs that can be encountered in the Patina who could potentially provide help along the way.

Expanding the Adventure

I'm writing this piece because after creating various low level scenarios for the Patina Court Places Volume 1 expansion for Folio #8, I wanted to be sure that all those utilizing Folio #9 would have additional exp gathering and NPC interacting scenarios that could go along with the base adventure. Expanded scenarios for Folio #9 will be included in the updated Patina Court Places expansion, and I highly suggest you take a look at those if you want to add flavor and bonus adventuring within the Patina. They should also really help your players make stronger connections and allies within the neighborhood.

Art of this Issue

I first 'met' artist Josh Godin when then WotC Art Director Jon Schindehette held a challenge on his ArtOrder website for my long running Art Evolution project. I was looking for a different take on an Iconic character, Lyssa, from up and coming artists. Josh ended up placing in the Top 5 of the contest, and that started a back and forth dialogue that has lasted from my days at Black Gate, to Privateer Press, then Gyax Magazine, and now The Folio. This particular cover was originally commissioned by the new TSR Inc. as a cover to Luke Gyax's first adventure for the company, but then lawsuits happened and the project was scrapped. Still,

the cover was done, so I contacted Josh about it and he graciously offered it up to The Folio. Other color art included the back cover inset by Chet Minton, who takes a page from a classic Bill Willingham piece, as well as the two booklet covers. Black and white interiors are done by newcomer to The Folio, Justin Gerard, as well as 'old timers' with us Peter Bradley and Mike Wilson (who also does the color Iconic on the back). Last, but certainly not least, famed Dragon Magazine cover artist Daniel Horne provides a great piece for us, and I'm thrilled to include it in my collection. Our final artist, doing his take on the Black Eyes, is Jeff Laubenstein, and as always, I never get tired of seeing his stuff. I also want to give a special shout out here to my resident artist/designer Andrew Rodgers who has done such incredible renderings for all the maps in every single Folio. As most of you can attest, these adventures just wouldn't be the same without his incredible eye for detail and extrapolation on both my own pure designs and those of Dwarven Forge's terrain builds.

Credits:

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Cartography: Scott Taylor, Andrew Rodgers, & G. Scott Swift

Design/Layout: Andrew Rodgers

Cover Art: 'A Deadly Search' by Josh Godin

Color Module Back Cover Art: Chet Minton

Color Module Back Cover Character Art: Michael Wilson

Color Interior Cover Art: Chet Minton

B/W Interior Illustrations: Michael Wilson, Daniel Horne, Jeff Laubenstein, Peter Bradley, and Justin Gerard

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New Monster

Black Eyes

Chaotic Good

Frequency: Very Rare

Hit Points: 6

Armor Class: 8

HD: 1

Move: 12"

No. of Attacks: 2 (or 1 with weapon)

Damage/Attack: Claw 1-4, Bite 1-4, (or by weapon)

Special Attacks: None

Special Defenses: None

Magic Resistance: Standard

Intelligence: Standard

Size: S

Psionic Ability: NIL

% in lair: 20%

Treasure Type: L, M

Like the Hopping Brains from Folio #8, these creatures are creations of the famed enchanter Kalium Rosa. Where the Hopping Brains were created as guard dogs for the wizard's abode, the Black Eyes were his trusted companions.

Highly intelligent, these small raccoon-like (and crafted using raccoons captured around the Patina) humanoids have a keen sense of intuition, are adept at using magic, and are expert thieves. Using family or clan tactics, they train adept males as petty wizards and cunning females as rogues. Those that don't show promise in one of these traits begin serving within the family as foster parents for the young and caretakers of the property. A few have become skilled at working with the Hopping Brains (like rangers) and help direct them, although this is limited and often requires using the enchanted whistle that has now been stolen.

1E Racial Statistics:

Ability Score Increase: Intelligence and Dexterity both increase by 1.

Age: Black Eyes mature in 6-8 years and have an average lifespan of 40-50 years.

Alignment: Most Black Eyes are chaotic in nature, but males (50%) will sometimes have a lawful alignment, especially if they are magic-users.

Size: Black Eyes average 3 feet tall and weigh about 40 pounds. They are considered size small.

Speed: Base speed is 30 feet.

Natural Thieves: Black Eyes receive the same thieving bonuses as Halflings.

Sense of Smell: Black Eyes are surprised only on a 1.

Languages: Black Eyes can typically speak, read, and write common.

5E Racial Statistics:

Ability Score Increase: Intelligence and Dexterity both increase by 1.

Age: Black Eyes mature in 6-8 years and have an average lifespan of 40-50 years.

Alignment: Most Black Eyes are chaotic in nature, but males (50%) will sometimes have a lawful alignment, especially if they are magic-users.

Size: Black Eyes average 3 feet tall and weigh about 40 pounds. They are considered size small.

Speed: Base speed is 30 feet.

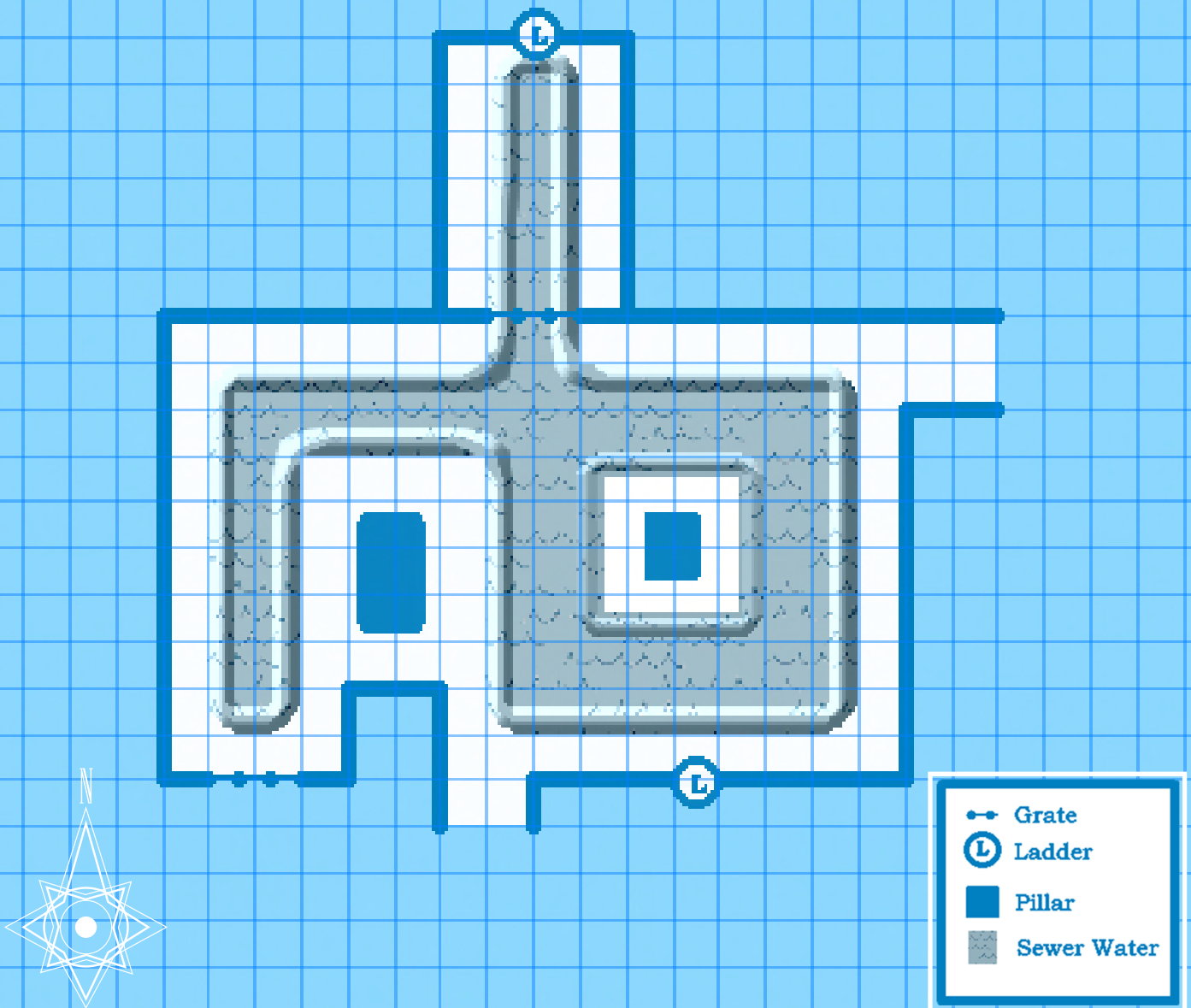
Locksmith: When attempting to open any lock, Black Eyes are considered to be at advantage.

Sense of Smell: Black Eyes are considered proficient in Perception.

Languages: Black Eyes can typically speak, read, and write common.

Black Eyes: [AC 12, Speed 30 ft, HD 2d8+2, HP 10, #AT 2, Hit +4, Dam Claws 3 (1d4+1) Bite 3 (1d4+1), Multiattack]





THE FOLIO



The Lost Apprentice

FOLIO MODULE OF2

An Adventure for Characters Levels 3-5

by Scott Taylor



The Lost Apprentice

An Adventure for Characters Levels 3-5

The Adventure of DF2, The Lost Apprentice, is broken down into three main scenarios that will provide players with the key required to finally enter the Forgotten Temple of Tefnut. Scenario One is a non-terrain adventure that details the pursuit of an enchanted whistle around the Patina Court. Scenario Two features a small dungeon built around Dwarven Forge terrain, created for this particular campaign, as do the encounter zones of Scenario Three. Although dedicated to Dwarven Forge terrain, non-miniature using players will have access to both OSR ‘Blue’ maps and fully rendered 3D maps, so that ease of play is not impacted. The bulk of this adventure is built around players’ familiarity with the Patina Court. (I highly recommend both Folio #8 and the Patina Court Places Volume 1 expansion.) Gamemasters should acquaint themselves with the colorful tapestry of personalities and locations the players will encounter, provide motivations for future adventures, and fluidly define player backstories including how they have integrated into the Patina.

All ‘grey blocks’ are for 5E conversions in this section.

Scenario One:

The Enchanted Whistle

The Hook:

The Hook on this one should be easy because it is provided directly by Lotor after the completion of ‘The Alienist’ in Folio #8. Now, you could have the players contacted by Lotor while still inside the tower, most likely in the basement while investigating the sealed door to the caverns. However, if you didn’t want to, you could have them leave and then have Lotor meet them at their base of operations inside the Patina. Whatever the case, Lotor will make a proposition—find the the enchanted whistle stolen by one of the Patina gangs for his people and he will provide the players with the key to the cavern crypt.

The Chase:

This is where things get a bit more difficult. There are a number of gangs in the Patina (as detailed in the Gazetteer) and the party will have to start going through them to find the whistle. Remember, the whistle is held by the Tellers, but they have been putting on a disinformation campaign to throw the Black Eyes off their scent, thus this will also affect the characters. As the Gamemaster, you can choose any number of gangs that the

characters will need to go through, but I've detailed encounters with four below, before they will finally get into a direct conflict with the Tellers. Also remember, if the characters know Abrella of the Third Eye, they might get a leg up on their investigation and thus skip some of the gangs.

The Truth:

Rexa Teller has the whistle, but once the 'heat' begins to grow, he'll send it to a lieutenant to a sub-hideout, fearing the Black Eyes (or perhaps the characters) are more than he wants to risk his operations on. However, this is also a bit of a ruse. Teller has no real interest in the whistle (it does him no good), but he has been tempted by rumors of the undercity and the riches there. It is his hope that if the characters make friends with the Black Eyes, they might find out secrets concerning the undercity that only those creatures know. If this happens, he intends to follow the characters below the surface and steal their treasure once they are weakened by the monsters that (he believes) dwell there.

The Dungeon:

Well, there is no true dungeon in this scenario, just the streets of the Patina. If you are utilizing DF terrain, encounter zones can be built around alleys or mainly in ruined buildings.

1.

Killerz Moonlit Walk:

Word on the street is that a contingent of Killerz is moving across Odin's Way into the North Quarter at dusk today. One of their members, a dwarf named Pudge Shortwhiskers, recruited to the cause by Duskbeard, is said to carry the whistle on a chain around his neck. This information can be uncovered from contacts within the Patina with three successful Charisma checks (DC 13 Cha), or from a named NPC that the characters have a relationship with on a single success.

In reality, the whistle Pudge carries is for a mastiff that he has trained to flank his party on his forays into the North Quarter. When attacked, he will blow the noiseless dog whistle and call the mastiff to help attack the characters.

6 Killerz Gang Members (Includes Pudge)
[AC 8, HD 4, HP 24, #AT 1, D 1-8 (Mace)]

TREASURE:

45 SILVER AND 6 GOLD SPREAD BETWEEN THEM IN POUCHES. PUDGE CARRIES A +1 DAGGER.

6 Killerz Thugs [AC 11, HD 5d8+10, HP 32, #AT 2, Hit +4, Dam Mace 5 (1d6+2), Multiattack, Pack Tactics (Thugs gain advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet.)]

1 Mastif Hound [AC 8, HD 1, HP 6, #AT 1, D 1-6, Bite]

TREASURE:

NONE.

1 Mastif Hound [AC 12, HD 1d8+1, HP 5, #AT 1, Hit +3, Dam Bite 4 (1d6+1)]

2.

Knocked Men Shell Game:

Indications are that a group of beggars-turned-thieves have come into possession of the whistle during a mugging earlier this week.

The whistle has fallen into the possession of one 'Scabber', a particularly nasty human male who never sleeps in the same location twice. However, three successful Charisma checks (DC 14 Cha) will reveal his current location in a flop house near The Boat Maker's shop along the street behind Main. (Bret Bozeman also knows this information directly.) If one of these checks is failed, the characters will instead find another beggar

who isn't Scabber and have to start all over again. This information can also be had on a single Charisma check (DC 14 Cha) from a named NPC the characters are close to.

Scabber has no whistle, only a bird bone that hangs from a bracelet at his wrist. When found, he is among a small collection of fellow Knocked Men, and they will not give up any possession to the characters and will consider their questioning an affront worth fighting over.

5 Knocked Men Gang Members (Includes Scabber) [AC 8, HD 3, HP 18, #AT 1, D 1-6 (Short Sword), Scabber uses short sword and dagger, so he gets an extra attack roll.]

TREASURE:

23 COPPER AND 7 SILVER SPREAD BETWEEN THEM IN POUCHES.

5 Knocked Men Thugs [AC 11, HD 5d8+10, HP 32, #AT 2, Hit +4, Dam Short Sword 5 (1d6+2), Multiattack, Pack Tactics (Thugs gain advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet.)]

3.

Ladies Bait and Switch:

Indications are that the whistle has fallen into the possession of the Ladies of Prophet who



are seeking to use it in some secret ceremony to steal the virility of the men of the Patina. Finding the Ladies isn't a problem; it is common knowledge that they have a base of operations behind Murtel's Mortuary, and will gladly take a meeting with the characters. They also "have the whistle" and are willing to give it up if the party will do them a favor. Since their girls are well known and barred from the Gracious Arms Inn (two members have been recruited from there much to the owner's lament), they need the characters to retrieve something that a new member left there before joining the Ladies. This item was stashed in the cellar just inside the bar on the first floor. If the characters can retrieve this item, they will exchange the whistle for it.

Retrieving the item (a small bronze statue of the goddess Artemis) will not be particularly easy unless the characters already have a contact in the Gracious Arms. As that is unlikely, they will have to go to the Arms, discover the door to the cellar in the main kitchen with a find/remove traps roll (DC 14 Perception), then find a way past the comings and goings of the staff (sneaking, invisibility, etc.) to get to the door and down into the cellar. Once there, a successful search (1-4 since they've been told where to look) (DC 12 Perception) will uncover the item.

Of course the Ladies don't actually have the whistle, and are simply using the party to get the item they seek. Once they do get the item (and will take it under threat when it is returned to their base), the leader, Istas Ma, will admit she doesn't have the whistle but does know who actually has it-Hestus, leader of the Moon Dogs. However, Istas isn't a truly evil individual and does appreciate what the characters have done for her. To this end, she will tell you that Hestus has been looking for a fight in Brawl Club for a few weeks, but has had no takers. She will gift the largest fighter in the party (or perhaps a female character if she looks like she can fight) a small silver studded leather belt as a finder's fee for the statue. This belt, if properly wrapped around a fist, can actually damage Hestus in a fight.

4.

Moon Dog Title Fight:

Hestus has indeed been looking for a fight in the Brawl Club for a couple of weeks, but as he seems impervious to pain, there have been no takers. He is currently offering a small bounty for a fight, but again, no one has been stupid enough to take him up on it. If the players make contact with any of the ‘Dogs’ and request the whistle in exchange for a fight, Hestus will gladly agree.

Again, this is a dead end. Hestus has many whistles (he collects them, go figure), and will show the party a nice one before the fight that he indicates is the whistle in question. (If Lotor is there at the time, this won’t work, so Hestus will fall back to ‘I’m not stupid enough to carry the real whistle with me’ approach.)

If beaten in a brawl, Hestus will give up the information that he recently heard the Tellers had the whistle in a drug den close to the House of Flying Daggers. He will even send one of his ‘Dogs’ to show you the place.

1 Werewolf Brawler (Hestus) [AC 5, HD 4+3, HP 27, #AT 1, D 2-8 (Bite), Bitten individuals who fall below 50% of their hit point total are infected with Lycanthropy.]

TREASURE:

INFORMATION.

1 Werewolf [AC 12, HD 9d8+8, HP 58, #AT 2, Hit +4, Dam Bite 4 (1d8+2) Claw 7 (2d4+2), Multiattack, Lycanthropy (if target is bitten, DC12 Constitution saving throw must be made or contract the disease), Damage Immunities: bludgeoning, piercing, slashing damage from non-magical weapons that aren’t silvered]

5.

Teller’s Drug Den:

The final piece of this scenario rests with the Tellers in their current drug den just south of The House of Flying Daggers. Here, Malis the Simp, currently one of Rexa’s least favored lieutenants, has brought the whistle thinking he was given a gift for good service. Instead, he is being used as bait for the party. He and his men will use lethal force to defend themselves, the enchanted whistle, and their drugs (not knowing this is a setup), so the party had best come prepared.

6 Teller Gang Members (Includes Malis the Simp) [AC 8, HD 4, HP 24, #AT 1, D 1-6 (Short Sword)]

TREASURE:

71 COPPER, 47 SILVER, AND 10 GOLD SPREAD BETWEEN THEM IN POUCHES, MALIS CARRIES THE ENCHANTED WHISTLE AND A +1 SHORT SWORD THAT HE USES IN BATTLE.

6 Teller Thugs [AC 11, HD 5d8+10, HP 32, #AT 2, Hit +4, Dam Short Sword 5 (1d6+2), Multiattack, Pack Tactics (Thugs gain advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet.)]

Scenario Two

Tomb of Rosa:

Long ago, the city of Valoria was flooded and destroyed and the city that now exists rests on the bones of the more ancient ruin. There are many components to the flood, but one thing many can agree on is that salty brine caverns still exist in pockets below the streets. The Tomb of Rosa is one of these. The natural cavern leads from the basement of Rosa's tower to deep beneath the Wizard's Knoll. It has been protected by great abjuration magic as well as the Black Eyes since the wizard's death more than 30 years ago.

The Hook:

Knowing of the existence of a wizard's tomb will certainly be something that is too good to pass up by the poor characters in the Patina. However, getting Lotor to offer up the key is another matter, so until that is accomplished the players will not be able to enter the tomb.

The Chase:

As above, to get inside the tomb the players will have to successfully complete scenario one 'The Enchanted Whistle'.

The Truth:

Well, this is where things get a bit dicey, especially for Lotor. He knows that Rosa didn't die in Valoria, but instead on an extended tour of the planes. 'Rosa's Tomb', therefore, has very little to do with Rosa himself. Instead, it is the final resting place for an old companion of Rosa's when he was a young adventurer. For this reason, the Black Eyes do not see the tomb as a sacred place and the adventurers disturbing Eperious Regalt, the warrior buried within, is not an issue to them. Also, Eperious spent every gold he had trying to uncover the temple, thus he died a pauper and would have been left to rot on the streets had Rosa not recovered his old friend's body and placed it in a tomb meant for himself.

The Dungeon:

When running this small dungeon, be sure to include elements in your description of signs of flooding and just how old Valoria is. If you can play up the intrigue of a 'city beneath a city', then you'll have your players in the right direction to go into the final scenario of this adventure.

1.

Piercers:

A vaulted cavern stretches out before you, your light source glittering off the mineral deposits in the walls. The sound of dripping water echoes throughout, and your boots crunch against hardened deposits of salt on the floor.

Inside this chamber are a half-dozen Piercers, each hoping to find a quick meal as the vermin that come into the cave have begun to dry up and they are slowly starving.

6 Piercers [AC 3, HD 3, HP 18, #AT 1, D 3-18 (Pierce/Bite), 95% chance of surprise]

TREASURE:

NONE.

6 Piercers [AC 15, HD 3d8+9, HP 22, #AT 1, Hit +3, Dam Pierce 9 (3d6+2), Patient Hunter (will drop in clusters to kill a single target)]

2.

Black Pudding:

This tunnel has an oddly organic nature that expands and contracts as though pockets of air once bowed parts of it out. More water pools among small basins in the stone, and the dark liquid shimmers in your light.

A black pudding has taken up residence in this tunnel and will wait for the party to fully enter before cutting off the escape by sliding in behind them.

1 Black Pudding [AC 6, HD 10, HP 60, #AT 1, D 3-24 (Pseudopod), Dissolves wood or metal—consuming weapons in a single round, and armor in 2. If the metal is magical, add the + value to the number of rounds until consumed, thus +2 plate would take 4 rounds to consume.]

TREASURE:

A SUCCESSFUL SEARCH (PERCEPTION DC 15) OF THE POOL AT THE REAR OF THE TUNNEL REVEALS A SKELETAL HAND STILL CLUTCHING A WARHAMMER. THE WARHAMMER IS A +2 WEAPON.

1 Black Pudding [AC 7, HD 10d10+30, HP 85, #AT 1, Hit +5, Dam Pseudopod 6 (1d6+3), Corrosive Form (Any creature striking the pudding takes 4 (1d8) ‘Splash’ damage and a non-magical weapon corrodes permanently subtracting 1 from its damage dice per hit. Once -5 is reached, the weapon is destroyed. If struck by a pseudopod, the target’s non-magical armor is reduced by 1 point, and if the armor’s bonus is fully cancelled, it is considered destroyed), Damage Immunities: acid, cold, lightning, slashing. Condition Immunities: blinded, charm, deaf, prone, frightened. Split (if struck by lightning, the pudding will split into two new puddings, each with half the hit points of the original.)]

3.

Gargoyles:

Around this chamber a half-dozen statues, each with leering faces, tattered wings, and long claws, are trapped within the salty residue of old submersion. A single exit twists away into darkness under the unseeing eyes of the macabre statues.

These are gargoyles placed by Rosa to protect the tunnel entrance to his friend's tomb. They will wait for the party to move toward the tunnel, then screech and attack. Their calls will carry down the hall activating the Clay Golem who waits there.

6 Gargoyles [AC 5, HD 4+4, HP 28, #AT 4, D 1-3/1-3/1-6/1-4 (Wing buff x2, Claw, Bite), +1 or better weapon to hit]

TREASURE:

NONE.

6 Gargoyles [AC 15, HD 7d8+21, HP 52, #AT 2, Hit +4, Dam Bite 5 (1d6+2) Claw 5 (1d6+2), Multiattack, Damage Resistance: bludgeoning, piercing, and slashing from non-magical weapons]

4.

Clay Golem:

Lumbering from the darkness of the tunnel, a large humanoid figure moves into the light...

Lurking in the access tunnel to the final tomb is a Clay Golem. Designed by Rosa, it waits to be alerted by the gargoyles that intruders are present. If the gargoyles are somehow silenced, the golem will take a full round to activate once the party approaches within 10' of it. Note: This is a nasty boss monster that was put here to keep intruders out. The Gamemaster should keep that in mind, and the golem will not pursue fleeing characters past Room 3, as it is unlikely they can beat it on the first attempt.

1 Clay Golem [AC 7, HD 11, HP 50, #AT 1, D 3-30 (Slam), Can be struck only by magical blunt weapons and immune to spells other than move earth, disintegrate, and earthquake.]

TREASURE:

NONE.



1 Clay Golem [AC 14, HD 14d10+56, HP 133, #AT 2, Hit +8, Dam Slam 16 (2d10+5), Haste (recharge 5-6), Acid Absorption, Berserk, Immutable Form, Magic Resistance, Magic Weapons. Damage Immunities: acid, poison, psychic; bludgeoning, piercing, and slashing from non-magical weapons.]

5.

Greater Undead:

Another grand vault opens before you, this one devoid of any strata. At the center, an iron sarcophagus has been placed, a dull light emanating from it.

As you enter the vault, the sounds of clattering bones and creaking armor emanate from the back recesses. A lone figure moving from the far shadows bounds onto the sarcophagus and screeches, ‘You will not violate the temple!’ in a ghostly and unreal voice.

This is the revenant body of Eperious Regalt. He is a ‘special’ undead, and is to be treated as such for the purposes of turning. His soul cannot rest as he believes he must protect the work he did in life, that being the discovery of the Lost Temple of Tefnut buried somewhere deep under the Patina. His powers include the ability to ‘Blink’, as per the spell, and his blade has evolved into a magical device that becomes more powerful the closer you get to the lost temple.

1 Greater Undead (Esperious Regalt) [AC 0 (plate+shield), HD 12, HP 72, #AT 2, D 1-8+4 (Longsword)]

TREASURE:

REGALT’S BLADE (+1 LONGSWORD WHICH WILL BECOME +2 IF WITHIN A MILE OF THE LOST TEMPLE OF TEFNUT, AND +3 WHEN ACTUALLY WITHIN THE TEMPLE PROPER), MAPS, JOURNALS, AND MAD RAMBLINGS ABOUT THE LOST TEMPLE OF TEFNUT. PLATEMAIL +1, SHIELD +1, BOTH INSET WITH THE SYMBOLS OF THE VALORIA CITY MILITIA.

1 Greater Undead (Esperious Regalt) [AC 20, HD 12d10+36, HP 96, #AT 2, Hit +8, Dam Sword 10 (1d8+6), Multiattack, Damage Resistance: slashing and piercing]

Scenario Three

The Sewers of the Undercity

This third and final scenario will put the players into a more classic dungeon crawl. (Although in this case it’s a sewer crawl.) I’ve constructed it with only a single pre-designed chamber, that being for the last boss battle. So I encourage Gamemasters using terrain to build encounter zones at different nexus points within the sewer frame you will find on the inside of the module cover. By all indications from Regalt’s recovered notes, he insists that access to the Temple had to be at the main Patina Nexus at Point 1 on the map.

If you wish, you can show bits and pieces of the map to the players, but I suggest hand scrawling the design so that they must explore west to east until finally getting to Point 8.

The Hook:

Once the party has cleared The Tomb of Rosa, they will have uncovered documents indicating a forgotten temple exists below the streets of the Patina. The person creating these notes, Eperious Regalt, believed that great riches could be had within the lost temple, so it falls to the party to continue his life's work and find the treasures hidden there.

The Chase:

Characters will have to work their way through a network of sewer tunnels in search of a special nexus room that allows access to the dungeons below the sewers and the temple attached to them. One thing to keep in mind, there are a number of 'encounter zones' within the sewers, and it is advised that the party moves through these before getting to the final boss.

The Truth:

Eperious Regalt was correct that an entrance to the Underhalls beneath the sewers does exist in the Patina, but what he didn't realize was that a creature lurks at the door. His maps are also a bit fractured and inaccurate, each possible location of the entrance leading to dead ends.

The Dungeon:

Remember, you are in the sewers here, so this shouldn't be a pleasant crawl. It will be up to the Gamemaster to keep the 'ick' factor to a maximum as the party moves through these refuse-laden tunnels. I'd suggest characters having to make Dexterity checks (12 Dex saving throw) during any battle or fall into rivers of filth. If anyone does fall, a successful saving throw versus poison (DC 14 Constitution) must be made to avoid contracting a parasite (1-3) or disease (4-6). These will be up to the Gamemaster's discretion to foster and create.

1.

Water Elemental (Sewer Type):

The fetid smell surrounds you as a nexus chamber opens up within the tunnel. Here, around a central pool of dark water, more tunnels branch off into the system as a whole.

Within the water a corrupted Water Elemental lurks, the 'abuse' of so much human waste has turned it into a murderous creature bent on destroying those who helped create it.

1 Corrupted Water Elemental [AC 2, HD 12, HP 72, #AT 1, D 5-30 (Slam) + 2-8 (Acid), +2 or better weapon to hit]

TREASURE:

IN THE MURKY DEPTHS OF THE POOLS SOME 32 SILVER AND 413 COPPER CAN BE FOUND, AS WELL AS A DIAMOND WEDDING RING OF PROTECTION +1. TO FIND THE BULK OF THIS TREASURE (ESPECIALLY THE RING), THE PARTY MUST GET INTO THE POOL (SEE RULES ABOVE ON DISEASE AND PARASITES) AND MAKE A SUCCESSFUL SEARCH CHECK (DC 16 PERCEPTION).

1 Corrupted Water Elemental [AC 14, HD 12d10+48, HP 114, #AT 2, Hit +7, Dam Slam 13 (2d8+4) + Acid Corruption 6 (2d4+2), Multiattack, Whelm (recharge 5-6). Damage Resistance: bludgeoning, piercing, and slashing from non-magical weapons. Damage Immunities: acid, poison]

2.

Doppelganger:

Another chamber, this one filled with a half-dozen pillar-like supports, houses another nexus point within the greater sewer. What purpose such a chamber served during construction is beyond you, but further exits move off in various directions amid a subtle vaporous mist that swirls about the slime-covered columns.

A doppelganger lurks here waiting to insert itself into any party it can find. If an opportunity presents itself (like during a party search of the chamber), it will attack. If no such action is taken by the players, it will follow them, waiting

for another creature to attack and distract them before attempting a replacement.

1 Doppelganger [AC 5, HD 4, HP 24, #AT 1, D 1-12 (Strangle), Surprise on a 1-4]

TREASURE:

NONE.

1 Doppelganger [AC 14, HD 8d8+16, HP 52, #AT 2, Hit +6, Dam Slam 7 (1d6+4), Multiattack, Read Thoughts, Ambusher (advantage on surprise attacks), Surprise Attack (first round attacks add 10 (3d6) damage per attack)]

3.

Carrion Crawlers:

From the horrid smell of rot, something has died within this larger nexus chamber, but you can't tell from the various bits of putrefying meat you see strewn about. Several large wormlike creatures with pale skin, segmented bodies, and head tentacles are feasting on the spoils, but quickly turn and approach the party upon entry.

These creatures are carrion crawlers that use the chamber as a feeding ground because of the traffic it sees from things moving about in the sewers.



3 Carrion Crawlers [AC 3/7, HD 3+1, HP 20, #AT 8, D Paralysis (Tentacles)]

TREASURE:

THEY WERE CURRENTLY FEEDING ON THE REMAINS OF A RATMAN PATROL, AND AMID THE REMAINING FLESH A +1 DAGGER AND 78 SILVER AND 13 GOLD CAN BE FOUND.

3 Carrion Crawlers [AC 13, HD 6d10+18, HP 51, #AT 2, Hit +8, Dam Tentacles 4 (1d4+2 of poison damage) + DC 13 Constitution or be paralyzed for 1 minute, Bite 7 (2d4+2)]

4.

Otyugh:

Above, light streams into this chamber from a grated square, and below large piles of semi-fresh trash are heaped. Rats scurry and squeak around the piles.

A surprise roll is required here (Passive Perception 14) to notice two rats suddenly disappear as tentacle pods pull them into a larger refuse pile, followed by the commotion of a feeding frenzy within. If the party tries to cross the chamber to another exit, the trash pile will explode and an otyugh will attack.

1 Giant Otyugh [AC 3, HD 8, HP 64, #AT 3, D 1-8/1-8/2-5 (Tentacle x2, Bite), if bitten, there is a 90% chance of contracting a disease (Gamemaster's choice, have fun!)]

TREASURE:

AMID THE MASSIVE PILE, THERE IS A GREY CLOAK OF PROTECTION +1, A MACE +2, 57 GOLD PIECES, 412 SILVER PIECES, AND 780 COPPER PIECES AS WELL AS A 200 GP MOONSTONE. IF THE PARTY IS SEARCHING THE PILE, THEY CAN FIND ONE ITEM PER SUCCESSFUL SEARCH CHECK (DC 15 PERCEPTION), UNLESS THEY ARE USING DETECT MAGIC, WHICH WILL REVEAL THE CLOAK AND THE MACE.

1 Giant Otyugh [AC 14, HD 12d10+48, HP 168, #AT 3, Hit +6, Dam Bite 12 (2d8+3) + DC 15 Constitution save or contract a disease, 2 Tentacles 7 (1d8+3) bludgeoning + 1 (1d8) piercing + DC 13 escape or be grappled. Tentacle Slam: DC 14 Strength by a grappled character or take an additional 10 (2d6+3) bludgeoning damage]

5.

Lizardman Hunting Party:

The chamber opens to reveal a small group of spear wielding humanoids hissing away in a heavy debate. Upon entry, the hissing subsides and your light shines across the deep green scales of the reptilian 'men' who turn to face you.

These are a group of lost lizardmen, a patrol that strayed out of the Underhalls looking for easy prey and now cannot find their way back. They are desperate, see any encounter as a deadly foe, and will attack on site.



8 Lizardmen [AC 4 (scaly hide and shield), HD 2+1, HP 16, #AT 2, D 1-6 (Club) and D 1-8 (Bite)]

TREASURE:

9 SMALL JADE CHIPS IN A SACK (20 GP VALUE).

8 Lizardmen [AC 16, HD 3d8+4, HP 16, #AT 2, Hit +4, Dam Bite 7 (2d4+3) Spear 7 (1d8+3)]

6.

Ratmen Patrol:

Within this chamber, directly across from the party, a dozen small hairy

humanoids appear. Their rat-like faces reveal yellow teeth and their black eyes glitter in your light as they draw forth metal blades.

This is a small ratman patrol, one sent to patrol an area of ‘turf’ from one of the clans who claim the sewers of Valoria as their home. Considering the party as interlopers, they will attack, but once more than half their number are slain, they will retreat to warn their clan of this incursion and hopefully mount a greater resistance during a later encounter.

10 Ratmen [AC 5 (ring mail + shield), HD 3, HP 18, #AT 1, D 1-8 (Longsword)]

TREASURE:

4 GOLD, 23 SILVER, 89 COPPER. THE LEADER (HD 5, HP 30) HAS A LONGSWORD +1 AND A JEWELLED RING WORTH 75 GP.

10 Ratmen [AC 15, HD 4d8+8, HP 32, #AT 2, Hit +5, Dam Longsword 6 (1d8+2), Multiattack]

7.

Tunnel Trolls:

Another water nexus, the central pool filled with floating piles of trash, dominates this large chamber. Around the exterior, other exits in the sewers stretch away into darkness.

Hiding within the water, and using the trash to conceal themselves, are a mated pair of trolls. The party will be surprised on a 1-2 (Passive Perception 15). If undetected, a long-clawed hand will reach out and pull a party member into the pool. If seen, both trolls will rise from the water and attack the party in earnest.

2 Trolls [AC 4, HD 6+6, HP 42, #AT 3, D 5-8/5-8/2-12 (Claws x2, Bite), Regeneration 3 HP per round, must be killed with fire. Note: If fire is used, they will submerge to extinguish it.]

TREASURE:

WITHIN THE POOL (AGAIN SEE RULES FOR PARASITES AND DISEASE) ARE A +2 CHAIN SHIRT (HALFLING-SIZED), +2 SHORT SWORD, BAG OF HOLDING, 45 GOLD, 210 SILVER, AND 890 COPPER. DIVING TO RETRIEVE THESE ITEMS REQUIRES A SUCCESSFUL SEARCH CHECK (DC 15 PERCEPTION), UNLESS A DETECT MAGIC IS CAST.

2 Trolls [AC 15, HD 8d10+40, HP 84, #AT 3, Hit +7, Dam Bite 7 (1d6+4) Claw 11 (2d6+4), Multiattack (2 Claws + Bite), Regeneration (10 HP at start of each turn)]

8.

The Hydra at the Gate:

This 'double chamber' nexus contains four entry points and two large column supports. The sound of sloshing water echoes through the chamber and the stonework here looks to be older, as though the crafters cobbled it together with another chamber far older than the current sewer. Once again, the fetid mist swirls on air currents drifting from access halls, and light plays against the greenish vapor.



This is actually the entry chamber to the Underhalls through which the characters will have access to the Forgotten Temple in Folio #10. Guarding the entrance (which is in the southern hall of map) is a pyro-hydra. The creature was placed here ages ago and has become very adept at defending the hall. It will attack physically as it tests the party's strength, but if it seems to be losing (falling to ½ hit points), it will utilize its breath weapon to set what the players perceived as vapor (actually gas) in the entire chamber alight. This attack will cause 6D6 damage to everyone in the chamber (24 (6d8)). Because the gas surrounds everyone, there is no chance of a saving throw. The pyro-hydra is immune to this damage.

1 Pyro-Hydra [AC 0, HD 12, HP 92, #AT 7, D 1-10 (Bite), Breath: 3-18 per head (Twice a Day per head)]

TREASURE:

ACCESS TO THE TEMPLE DUNGEON.

1 Pyro-Hydra [AC 20, HD 15d12+75, HP 172, #AT 7, Hit +8, Dam Bite 10 (1d10+5), Multiattack (7 Heads), Fire Breath 9 (3d6) from each head, twice a day, instead of using a bite attack]

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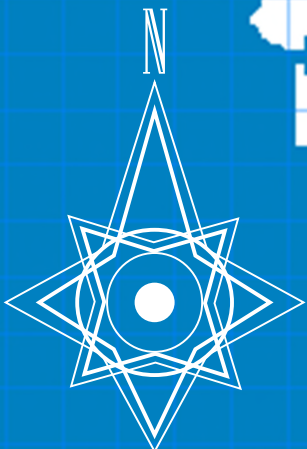
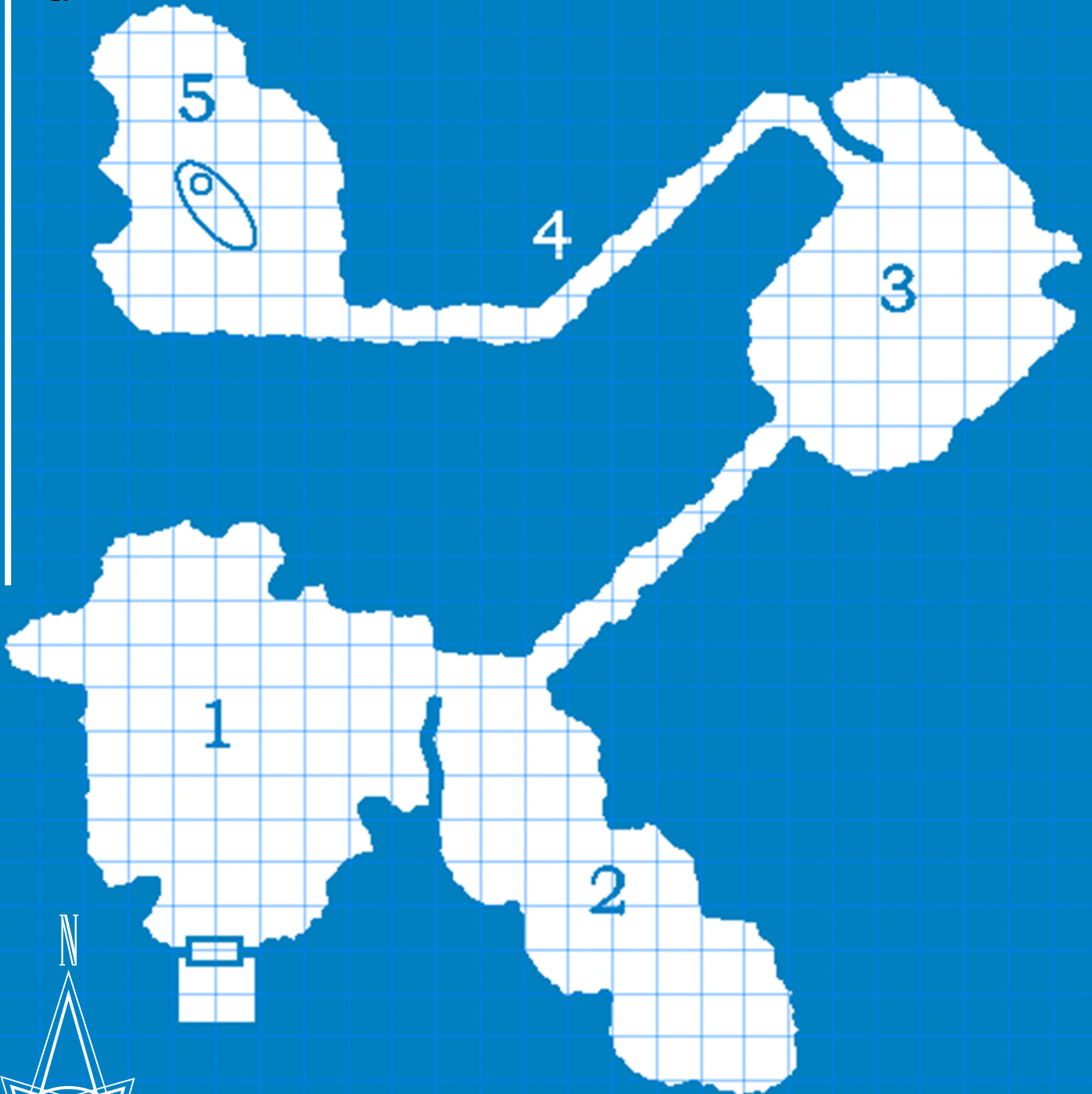
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THE FOLIO



Part Two
of
The Hidden Valoria Campaign
An Adventure for
Characters Levels 3-5

Tomb of Rosa



Beneath the feet of those living in the Patina is a second world, one fraught with danger and mystery. Do you dare enter the fetid sewers of Valoria to try to find the hidden secrets lost ages ago when gods played a dangerous game among the mortals of Mythras? Within these labyrinthine tunnels are both the doom and the salvation of any Patina soul willing to challenge them.

The Sewers of the Undercity



Mysteries of the Patina Court continue to unfold as characters move from smaller odd jobs around the court to more intrigue among the gangs. Chasing a lost 'enchanted whistle', the secrets of the lost apprentice continue to provide bits and pieces of information concerning a forgotten temple far beneath the surface of Valoria. Can the party conquer the rival gangs of the Patina, a powerful undead champion, and finally the guardian at the gate to the dark undercity long lost to the ages? DF2 The Lost Apprentice is an adventure module in 1E & 5E formats for characters levels 3-5.

