

GEOS4-01B

The Cistern

**A One-Round D&D LIVING GREYHAWK[®]
Geoff Regional Delve Mini Module**

Version 1.0

Round 1

by Mike Hinds

Adventure Background

See the adventure background in the Master Document.

Adventure Summary

The PCs are transported to the Cloud Castle by the mages of the Cyvrin, the arcane corps of the Geoff Army of Liberation. After passing through various zones already cleared, they arrive at the Cistern.

The Cistern contains the main supply of fresh water for the entire castle complex. The water supply is a large pool of the cleanest, freshest water imaginable piped straight from the elemental plane of Water. Various magical pumping mechanisms draw up the water, create hydraulic pressure, and divert the water to all points.

The cloud giants have employed the services of a janni tribe, led by Sheik Tahir Jafar (The Pure Rivulet) and his vizier Jala' Lama (Clarity from Dark Lips), to maintain and service the water systems and act as palace servants. For this the Sheik is being handsomely paid but nothing in his contract states he must act in the defense of the castle. They do take pride in their work, however, and are likely to resist attempts to sabotage the castle's water systems.

Because of the connection of the castle's well to the elemental plane of Water, things tend to slip in now and then which the janni either send back or tolerate. The most common pests are elementite swarms. Occasionally these end up in a fountain but the pumping systems have magical wards in place to prevent them from usually getting past the holding pool. The janni do not want any of the cloud giants finding an unpleasant surprise in their privies.

A side-effect to having gates to the elemental plane of Water on this level is a weakening of the barriers to planar travel through the surrounding cloudstone. Within this chamber, creatures can enter the ethereal plane or the planes which border the ethereal. Astral travel is still barred. Unless specifically checked for (by casting a spell utilizing ethereal travel, for instance), this condition is not obvious to the PCs. After discovery of the gates, PCs may make Knowledge (Planes) checks, DC 25, to hypothesize a potential for planar travel within this chamber.

The PCs are tasked with entering this area and sabotaging the water system. After doing so

they are asked to hold the area until Army of Liberation reinforcements arrive. They are, of course, free to ignore this order and proceed up the stairs to further adventure.

Introduction

"You are to infiltrate a section of the cloud castle dungeons identified as a cistern. This large cavern may supply the entire castle with water. You are to sabotage the cistern. I do not mean with something as mundane as poison, for you would likely have to haul a cart load in to have any appreciable effect. No, I want whatever system they have in place completely disabled."

"We suspect the giants are using creatures other than goblins to manage their water supply – seems we have something in common! I would not want a goblin anywhere near my drink!"

"You have fifteen minutes to prepare yourselves. May Pelor shine upon you and provide his blessings. Report back to me when ready."

After the PCs have prepared or they have used up fifteen minutes of game time, read the following:

You are transported by the Cyvrin to a shallow crevice near an opening on the rocky underside of the cloud castle via shadow. Mist, fog, and darkness surround you.

You are greeted by Olwythi Cyntaf Dwrthdyn Davyth Longshanks. Davyth is just inside the opening and beckons you to follow. He leads you through sewers and networks of caves. Finally you reach the end of the 'safe zone'. Cyntaf Dwrthdyn Longshanks gestures to a dark staircase in front of you. Everything up to this point has been secured by other wolfpacks and elite units of the Army of Liberation. Who knows what dangers lay above?

Other wolfpacks have already cleared out portions of the Cloud Castle, followed by Army of Liberation elite units. The PCs have been asked to advance into the next hostile zone.

Encounter 1: The Pool

You ascend for some time up a spiral staircase. The staircase is not lit. As you near the top of the staircase your eyes detect a faint

phosphorescent glow. The air here is moist and the gentle sound of water lapping over rocks can be plainly heard.

The staircase ends in a narrow corridor which branches out into an enormous cavern, too large to see across. At edge of your vision there is a pool of water consuming most of the floor of the cavern. To the east are two waterfalls, gently flowing into the pool.

The janni are not currently on this side of the Cistern and provided the PCs are quiet continue to attend to their duties amongst the pumping apparatus and their own community.

The pool is filled with clear, absolutely pure, clean water. The water is nearly devoid of taste but has picked up some mineral content from the strange cloudstone surroundings. At the edge of the entire pool is a ledge 5-feet wide and 5-feet underwater. After this ledge, the depth plunges to 30 feet.

At the bottom center of the pool is an open gate to the elemental plane of Water. The drain gate is an obvious opening in the floor, surrounded by glowing mystical symbols. Any creature, even elementals, which approaches within 10 feet of the gate, must immediately succeed on a Swim check, DC 20, to avoid being sucked through the gate. Whether the PC succeeds or not, they take 4 points of nonlethal damage.

A PC drawn into the elemental plane of Water is not lost. Fortunately for them, the intake gate is not far from the drain gate. Any PC sucked through the drain gate appears 2d8 rounds later at the top of one of the waterfalls and plunges into the pool, taking 2d6 points of damage. In order to be conscious at this point, the PC must have been holding its breath the entire time (provided the PC was conscious when it entered the drain gate). PCs can hold their breath for a number of rounds equal to their Constitution score, but only if they do nothing other than take move actions or free actions. If a PC underwater takes a standard action or a full-round action (such as making an attack), the remainder of the duration for which that PC can hold its breath is reduced by 1 round. After that period of time, the PC must make a DC 10 Constitution check every round to continue holding its breath. Each round, the DC for that check increases by 1. If the PC fails the Constitution check, it begins to drown.

Both the drain gate and the two intake gates may be sabotaged. A *dispel magic* cast upon a gate disrupts it, with a successful caster level

check versus a 17th level caster (DC 28). This is not likely feasible, even at APL 12. *Dimensional anchor* temporarily seals a gate. The gate may be physically disrupted by destroying the control sigils. This requires either a full-round action Disable Device check, DC 16 + APL, or 10 rounds spent physically destroying the sigils. Any tampering with the gates may set off an audible *alarm* spell. A Search check, DC 26, shows evidence of the magical trap and requires a DC 26 Disable Device check to deactivate.

Should the PCs destroy the drain gate first, the water level in the pool begins to rise quite quickly. The water pours out of the pool and heads for the stairs into the Caverns. Unless stopped, the Caverns flood to depth of 5 feet after an hour.

Lurking in the pool are some creatures from the elemental plane of Water, accidentally brought here through the intake gates supplying the waterfalls. They have not yet found or do not wish to go through the drain gate at the bottom of the pool. Any PC within 5 feet of the pool may make a Spot check versus the elemental creature's Hide skill to notice odd disturbances in the water. Any attempt by a PC to foil a gate or enter the water triggers the elemental creatures to attack.

APL 4 (EL 7)

Water Elementite Swarm (3): hp 48; see Appendix B.

APL 6 (EL 9)

Water Elementite Swarm (3): hp 48; see Appendix B.

Water Elemental (Large) (2): hp 75; see *Monster Manual* page.

APL 8 (EL 11)

Water Elementite Swarm (4): hp 48; see Appendix B.

Water Elemental (Huge) (3): hp 160; see *Monster Manual* page.

APL 10 (EL 13)

Water Elemental (Huge) (3): hp 160; see *Monster Manual* page.

Water Elemental (Greater) (3): hp 200; see *Monster Manual* page.

APL 12 (EL 15)

Water Elemental (Huge) (3): hp 160; see *Monster Manual* page.

Water Elemental (Elder) (3): hp 230; see *Monster Manual* page.

Tactics: Do not have the elemental creatures all immediately swarm out of the pool to attack the PCs. Have all the creatures but one start around position 1a on the map at a depth of 10 feet. The initiating creature is within striking distance of the PC who triggered the encounter. At APL 4 through 8, the initiating creature is an elementite swarm. At APL 10 and 12, the initiating creature is a huge water elemental.

The elemental creatures are loath to be too distant from the pool and do not venture more than 10 feet away from the rim of the pool. In other words, if the PCs retreat down the stairs to the Caverns, the water elementals do not follow. The more intelligent elementals try to force combatants into the water then form a vortex. Note these elemental creatures are not summoned but have come here through a gate (a calling) and are therefore not hedged out by *protection from alignment* or *magic circle* spells.

Development: This battle alerts the janni. They do nothing to help nor do they hinder. As stated previously, general defense of the castle is not in their contract. If, however, the PCs begin to sabotage one of the waterfall intake gates, the janni take action. Proceed to Encounter 2.

Encounter 2: Pumping Station

If the PCs have yet to sabotage any of the elemental gates, read the following:

Unlike other portions of this cavern, this area is more precisely carved or formed from the cloudstone. A tangled array of metal pipes protrude from a huge metal capsule and either dip down into the pool or plunge into the wall. Colorfully dressed humanoids flit about the apparatus, making adjustments to valves, checking levels of fluid in large glass cylinders attached to the pipes and one is repairing a leak.

Several look at you in mild surprise but continue to work. A pleasant baritone male voice calls from the east, across the pool. An area between the waterfalls fills with pleasant light. Sitting amidst a tent of splendor is a swarthy humanoid dressed in a white silk shirt and pantaloons. Upon his head is a turban. One might think him Baklunish. At his side is a comely woman with dark sensual lips. She is

dressed in black silks. Her head is topped with a black headscarf bearing some large purple sigil. The woman is floating above the tent's carpeting.

"I am Sheik Tahir Jafar and this place has been entrusted to my care. What business do you have here? Are you not what the Masters call Tyv? I would hear you now."

Development: Sheik Jafar is perfectly willing to have a pleasant, civilized discourse with the PCs.

The Sheik explains he cannot allow the PCs to sabotage the water systems for he is honor bound with a contract to provide services to the cloud giants and see to it the equipment is maintained.

If the PCs ask to see the contract, the Sheik has no objections, though Jala' Lama is not pleased. She produces the contract from a locked chest behind the Sheik's padded throne.

His Vizier counsels Sheik Jafar against acts which may result in a nullification of their contract with the cloud giants. A clever PC may find a way to allow the Sheik to void the contract legally and save face.

Sheik Jafar has grown tired of the servitude and has another 50 years left on the 99 year contract. The contract does have an out. The services are specifically tied to the cloud giant patriarch, Heinrich. Heinrich is dead and there is no provision for the contract to fall to anyone else. The death of Heinrich has not been communicated to the janni and they've not bothered to ask. The Sheik is not willing to void such a contract merely on their word and some skillful diplomacy is needed to convince him what the PCs say is true. A successful Diplomacy check, DC 16 + APL, is required to convince the Sheik. Allow circumstance bonuses between +2 to +4 if the PCs somehow have proof of the Patriarch's demise (this can be as simple as a journal entry). He then sends one of the janni to confirm what they say.

Provided the PCs are able to convince Sheik Jafar, he orders his tribe to pack up their things and they all depart, via *plane shift*, to the elemental plane of Air. Prior to leaving, the Sheik presents the PCs with gifts of jewels and magic equivalent to the maximum gold per PC per APL. The PCs are then free to take as much time as they need to sabotage the water system.

If the PCs have already begun to sabotage an intake gate and set off an *alarm* trap or successfully sabotaged a gate, read the following:

From between the waterfalls comes a baritone shout in a strange gurgling language. Humanoid workers on the western side of the cavern dressed in seemingly Baklunish fashion stop their work around a strange metal device festooned with pipes and glass tubes.

Light flares up from between the waterfalls, revealing a tent of splendor. The strong baritone voice again speaks. The owner is a swarthy humanoid dressed in a white silk shirt and pantaloons. Upon his head is a turban. At his side is a comely woman with dark sensual lips dressed in black silks and a black headscarf bearing a purple sigil. Both humanoids float above the tent's carpeting.

"What have you done?! Be it known to you, mortals, I, Sheik Tahir Jafar, am responsible for this place. I shall not answer to the Masters for this vandalism! Prepare to face the wrath of the Janni!"

APL 4 (EL 8)

Sheik Tahir Jafar Rog2: hp 65; see Appendix B.

Vizier Jala' Lama Wiz4: hp 65; see Appendix B.

APL 6 (EL 10)

Sheik Tahir Jafar Rog4: hp 79; see Appendix B.

Vizier Jala' Lama Wiz4: hp 75; see Appendix B.

APL 8 (EL 12)

Sheik Tahir Jafar Rog6: hp 93; see Appendix B.

Vizier Jala' Lama Wiz8: hp 85; see Appendix B.

APL 10 (EL 14)

Sheik Tahir Jafar Rog8: hp 107; see Appendix B.

Vizier Jala' Lama Wiz10: hp 95; see Appendix B.

APL 12 (EL 16)

Sheik Tahir Jafar Rog10: hp 121; see Appendix B.

Vizier Jala' Lama Wiz12: hp 105; see Appendix B.

Tactics: Sheik Jafar and Vizier Lama initially try to subdue the PCs but if this fails, they move to more lethal methods. Both make ample use of their spell-like abilities and power to change the size of others. The other janni do not become involved. They stand by, cheering for their Sheik, booing/hissing when the PCs do something clever, and bar exit from the chamber.

Development: Should the PCs defeat either Sheik Jafar or Vizier Lama, the remainder of the janni become enraged. *En masse*, they make a shrill trilling yell. Each PC may make a Will save, DC 16 + APL. Failure indicates they have been marked by the Curse of the Janni. After bestowing their curse, the janni plane shift to the elemental plane of Air. Should enterprising PCs wish to somehow follow the janni, they encounter their true master, a noble djinni, his court, and their nearly limitless supply of air elemental servitors. Such PCs are awarded with imprisonment on the elemental plane of Air for 4 TUs unless they immediately flee.

Encounter 3: The Endless Stair

The "natural" cavern wall is intersected with a worked cloudstone archway leading to a length of spiral stairs reaching far up into darkness. The stairs are overly large. Where might this staircase lead?

This staircase leads to the Birdcage and farther into the kitchens of the castle. The staircase can comfortably accommodate Large creatures. See the master document for detailed information on staircases.

This staircase, however, has a trap for the unwary or dim. Unless a password is spoken prior to ascending the stairs, a *mirage arcana* and a pit trap are activated. The effect is to make a seemingly endless stairwell. No matter how far or how long the PCs climb, the end of the stairs cannot be found. A Will save, DC 21, allows PCs to pierce the *mirage arcana*. PCs that save may help others who continue to perceive the stair as endless if the latter close their eyes and are led upward by someone who has saved.

Halfway up the actual staircase is a section of illusory floor. The illusion covers a pit. The pit is 50 feet deep and smooth-sided. Had the password been spoken prior to ascending (or descending) the stairs, the pit is sealed over by actual stairs.

APL 4 & 6 (EL 5)

Camouflaged Pit Trap: CR 5; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 20.

APL 8 & 10 (EL 6)

Camouflaged Pit Trap: CR 6; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 25.

APL 12 (EL 7)

Spiked Pit Trap: CR 7; mechanical; location trigger, automatic reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 30; Disable Device DC 25.

Conclusion

The adventure concludes when the PCs have finished exploring the Cistern, negotiated with or driven off the janni, and sabotaged the water system. If they have time they may proceed to another map section via the Endless Stair. Proceeding to another map section negates any XP for holding the Cistern and requires the expenditure of an additional TU (or an additional 2 TUs for out of region PCs). PCs may then earn additional XP and gold up to the normal maximums per APL.

	Max	Max
APL	XP	GP
2	450	450
4	675	650
6	900	900
8	1125	1300
10	1350	2300
12	1575	3300
14	1800	6600
16	2025	9900

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus story awards) to each character. As this is a Regional Special, all experience point values are halved from normal.

Encounter 1: The Pool

Defeat the elementals:

APL 4 105 xp; APL 6 135 xp; APL 8 165 xp; APL 10 195 xp; APL 12 225 xp.

Encounter 2: Pumping Station

Defeat Sheik Tahir Jafar and Vizier Jala' Lama through combat or diplomacy:

APL 4 120 xp; APL 6 150 xp; APL 8 180 xp; APL 10 210 xp; APL 12 240 xp.

Encounter 3: The Endless Stair

Encounter the illusory stair trap:

APL 4 75 xp; APL 6 75 xp; APL 8 90 xp; APL 10 90 xp; APL 12 105 xp..

Objective Awards

Hold the area until reinforcements arrive:

APL 4 15 xp; APL 6 30 xp; APL 8 45 xp; APL 10 60 xp; APL 12 75 xp.

Use diplomacy/negotiation/legal trickery to persuade Sheik Jafar to leave the Cistern:

APL 4 15 xp; APL 6 30 xp; APL 8 45 xp; APL 10 60 xp; APL 12 75 xp.

Sabotage all three elemental gates and pumping equipment:

APL 4 15 xp; APL 6 30 xp; APL 8 45 xp; APL 10 60 xp; APL 12 75 xp.

Total possible experience:

APL 4 338 xp; APL 6 450 xp; APL 8 563 xp; APL 10 675 xp; APL 12 788 xp.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure. The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the

time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below. The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below. Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below. Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Note: Values given are full values per PC, not halved. PCs may gain treasure up to the listed maximum per APL.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter 2: The Pumping Station

APL 4: L: 67 gp; C: 0 gp; M: *scimitar* +1 (193 gp per PC), *mithral chainmail* +1 (442 gp per PC), *potion of haste* (63 gp per PC), *potion of shield of faith* +2 (4 gp per PC), *bracers of armor* +2 (333 gp per PC), *amulet of natural armor* +1 (83 gp per PC), *headband of intellect* +2 (333 gp per PC), *cloak of resistance* +1 (83 gp per PC).

APL 6: L: 67 gp; C: 0 gp; M: *keen scimitar* +1 (693 gp per PC), *mithral chainmail* +1 (442 gp per PC), *potion of haste* (63 gp per PC), *potion of shield of*

faith +4 (50 gp per PC), *bracers of armor* +2 (333 gp per PC), *amulet of natural armor* +1 (83 gp per PC), *headband of intellect* +2 (333 gp per PC), *cloak of resistance* +1 (83 gp per PC), *rod of empower spell (lesser)* (750 gp per PC).

APL 8: L: 5 gp; C: 0 gp; M: *keen scimitar* +1 (693 gp per PC), *mithral chainmail* +2 (692 gp per PC), *potion of haste* (63 gp per PC), *potion of shield of faith* +4 (50 gp per PC), *bracers of armor* +4 (1333 gp per PC), *amulet of natural armor* +1 (83 gp per PC), *headband of intellect* +4 (1333 gp per PC), *cloak of resistance* +2 (333 gp per PC), *rod of empower spell (lesser)* (750 gp per PC).

APL 10: L: 5 gp; C: 0 gp; M: *keen scimitar* +1 (693 gp per PC), *bracers of armor* +7 (4083 gp per PC), *potion of haste* (63 gp per PC), *potion of shield of faith* +4 (50 gp per PC), *bracers of armor* +4 (1333 gp per PC), *amulet of natural armor* +1 (83 gp per PC), *headband of intellect* +4 (1333 gp per PC), *cloak of resistance* +2 (333 gp per PC), *rod of empower spell (lesser)* (750 gp per PC).

APL 12: L: 5 gp; C: 0 gp; M: *keen scimitar* +1 (693 gp per PC), *bracers of armor* +8 (5333 gp per PC), *potion of haste* (63 gp per PC), *potion of shield of faith* +4 (50 gp per PC), *bracers of armor* +4 (1333 gp per PC), *amulet of natural armor* +1 (83 gp per PC), *headband of intellect* +6 (3000 gp per PC), *cloak of resistance* +2 (333 gp per PC), *rod of empower spell (lesser)* (750 gp per PC).

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 67 gp; C: 0 gp; M: 1534 gp - Total: 1601 gp (**325 gp**)

APL 6: L: 67 gp; C: 0 gp; M: 2080 gp - Total: 2147 gp (**450 gp**)

APL 8: L: 5 gp; C: 0 gp; M: 5563 gp - Total: 5568 gp (**650 gp**)

APL 10: L: 5 gp; C: 0 gp; M: 9287 gp - Total: 9292 gp (**1150 gp**)

APL 12: L: 5 gp; C: 0 gp; M: 12204 gp - Total: 12209 gp (**1650 gp**)

Special

Curse of the Janni: For the insult to their honor and tribe, the PC has been bestowed with a curse. For the next 10 modules, creatures with the Elemental type or an Outsider with an Elemental subtype (Earth, Air, Fire, or Water) preferentially

attack the PC. This curse may be removed using a *wish* or *miracle*.