

Quest for the Abyssal Scepter

A Microlite20 adventure for 1st level characters.



A simple wooden stick... but with the power to control anyone? Known as the Abyssal Scepter it has been stolen from the Priests of Woodcliff by a horde of goblins, worse, behind this theft is a master plan to destroy the town of Woodcliff entirely.



The Quest for the Abyssal Scepter by Chad Rose

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“...the adventures just begun!”

The Quest for the Abyssal Scepter...

A simple wooden stick... but with the power to control anyone? Known as the Abyssal Scepter it has been stolen from the Priests of Woodcliff by a horde of goblins, worse, behind this theft is a master plan to destroy the town of Woodcliff entirely.

The Quest for the Abyssal Scepter is an adventure for a party of four 1st level characters. Two strong combat-oriented characters and a Cleric are highly recommended. If the party consists of more or less characters simply alter the number of enemies as you see fit.

Before running the Quest for the Abyssal Scepter it would be a good idea to read through the entire adventure to get familiarized with it.

The Quest for the Abyssal Scepter may be played as a stand-alone adventure, as part of the War of Woodcliff story-arc, WW1-WW3 (Quest for the Abyssal Scepter WW1, Captives of the Lost Mountains WW2, Battle of the Blighted People WW3), or as part of your own campaign.

In this adventure characters will explore a dungeon complex and underground caverns, Maps #1 and #2. Areas in the complex and caverns are broken up into “Rooms” and given a number to reference where a description of the inhabitants and features of the room can be found.

Each “Room” will have a; Room # and name of room, Features, Monsters, Treasure, Entries and possibly Notes.

Room # and name of room corresponds to the Room # to reference and a general name for the type of room.

Features will be a simple list of the items present in the room. It's up to the GM as to how and where in the room these items are.

Monsters indicates any inhabitants in the room.

Treasure list any treasure present found on monsters or un-guarded.

Entries is a list of all the possible exits/entrances to a particular room and if the entrance is unlocked, locked, stuck, un-stuck, or trapped.

Notes cover anything unusual in or about the room.

If used as part of the War of Woodcliff story-arc the characters should return to town with the information found in the letters in Iuzami's room, the moving of the captives into the mountains and map to that location, and be asked by Woodcliff's town leaders to go into the mountains after any captives that may still be alive and the creatures responsible for the raids on the town.

Also, if used as part of the War on Woodcliff story-arc, it is recommended that characters only gain one level from the Quest for the Abyssal Scepter and then reset EL's back to zero to conform to the encounters in the next adventure.

The Dwarf Osk, found in the Room #8 Cell, will join the party if they desire and will be fully cooperative (compared to his more tight-mouthed stance in the

Goblin complex). Osk will be adamant on finding out what has become of his Dwarven brethren since seemingly Goblins have overtaken his clans home.

The story so far...

The small borderland town of Woodcliff has seen increasing attacks by hordes of wolf-mounted goblins. The goblins have been ransacking the town at night leaving behind burning buildings and missing towns-people.

The leaders of Woodcliff are hiring out bands of adventurers and mercenaries to investigate and end this threat.

The player's characters are one of these bands of heroes. They have been directed to the entrance of an old underground Dwarven complex and it is believed that the goblins now occupy this place.

As the party assembles and prepares to head out of town they are approached by the Priests of Woodcliff. In hushed tones they tell the adventurers dire news. A magical artifact was stolen in the last attack from the priesthood, a scepter of power in the hands of evil, the Abyssal Scepter. An unlikely looking item, a seemingly simple stick or branch from a small tree, this scepter has the power to control people by bending their will to that of the wielder of the scepter. The priesthood offers a sizable reward. (This reward and the town leader's offer are to be determined by the GM according to their campaign.)

#1	Guardroom
Features	Torches, relief (a crude stone picture of a giant goblin wielding a battleaxe (the god of the goblins MIND+KNOW DC15 to recognize), gauntlets, helms, figurine (crude, wooden, also of the Goblin God), tankards
Monsters	Goblin (4) CR1/3 AC15 HD 1d8+1 HP5 M6 Morningstar +2 melee (1d6) or javelin +3 ranged (1d4), +1 size, +1 DEX, +2 leather, +1 light shield, darkvision 60', S11 D13 M10 C6, humanoid
Treasure	3GP, 1SP, 2 CP each Goblin
Entries	West entry; Door, wooden, unlocked, unstuck South entry; Door, wooden, unlocked, unstuck

#2	Armory
Features	Torch, weapon rack, weapons (crude morningstars (4), crude javelins (4))
Monsters	-
Treasure	-
Entries	North entry; Door, wooden, unlocked, unstuck South entry; Door, wooden, unlocked, unstuck

#3	Barracks
Features	Bunks, pillows, stools, chamberpot, leggings, tunics, headband (worn, cloth)
Monsters	Goblin (4) CR1/3 AC15 HD 1d8+1 HP5 M6 Morningstar +2 melee (1d6) or javelin +3 ranged (1d4), +1 size, +1 DEX, +2 leather, +1 light shield, darkvision 60', S11 D13 M10 C6, humanoid
Treasure	2GP, 3SP, 1CP each Goblin
Entries	North entry; Door, wooden, unlocked, unstuck
Notes	The goblin's beds in the barracks are made from a hodge-podge of materials and are considered difficult terrain (+1 cost to Move if passing through a square with a Bed symbol.)

#4	Entry
Features	Sconces, desk, armchair, tapestry (depicting a Drow with red eyes), jug, armbands (worn, cloth)
Monsters	Goblin (1) CR1/3 AC15 HD 1d8+1 HP5 M6 Morningstar +2 melee (1d6) or javelin +3 ranged (1d4), +1 size, +1 DEX, +2 leather, +1 light shield, darkvision 60', S11 D13 M10 C6, humanoid
Treasure	2GP, 5SP
Entries	West entry; Door, wooden, locked (pick DC21, break DC16) South entry; Door, wooden, unlocked, unstuck
Notes	The goblin in this room greets visitors to the goblin complex. Visitors are given the armbands so the inhabitants of the complex know they are friendly to the goblins. The goblin will try to warn the two goblins in Room #5 if

	there are intruders.
#5	Waiting Room
Features	Statue (of the god of the goblins MIND+KNOW DC15 to recognize), animal trophy (stuffed Worg), stools, drum
Monsters	Goblin (2) CR1/3 AC15 HD 1d8+1 HP5 M6 Morningstar +2 melee (1d6) or javelin +3 ranged (1d4), +1 size, +1 DEX, +2 leather, +1 light shield, darkvision 60', S11 D13 M10 C6, humanoid
Treasure	1 SP, 3 CP each Goblin
Entries	North entry; Door, wooden, unlocked, unstuck East entry; Door, wooden, unlocked, unstuck
Notes	If the two goblins here are warned of intruders, or intruders arrive and are not wearing the armbands, one goblin will try to open the door leading to Room #6 while the other attempts to get to the drum to beat out a warning signal to the goblins in the complex. It will take each goblin one round to reach the door and drum, the next round the door will be opened and the drum will be sounded. If the drum is successfully sounded the goblins in the complex cannot be surprised.
#6	Great Hall
Features	Columns, balcony, railing, mosaic hanging under the balcony (depicting two, flaming eyes MIND+KNOW DC15 to recognize these as a symbol of the goblin god), tables, benches
Monsters	Goblin (4) CR1/3 AC15 HD 1d8+1 HP5 M6 Morningstar +2 melee (1d6) or javelin +3 ranged (1d4), +1 size, +1 DEX, +2 leather, +1 light shield, darkvision 60', S11 D13 M10 C6, humanoid
Treasure	3GP, 1SP, 4CP each Goblin
Entries	West entry; Door, unlocked, unstuck North entry; Stairs East entry; #1 Door; iron, locked (pick DC21, break DC28) (Room #7) #2 Door; iron, locked (pick DC21, break DC28) (Room #8) #3 Door; iron, locked (pick DC21, break DC28) (Room #9) #4 Door, wooden, unlocked, unstuck, trapped (if exiting to Room #14) South entry; #1 Door, wooden, locked (pick DC21, break DC16) South entry; #2 Door, wooden, unlocked, unstuck
Notes	There are four goblins in the Great Hall at any one time seated at the tables (roll randomly to determine what table). The goblin closest to Room #9 will attempt to free the wolves within to fight for the goblins as mounts or individually. If the drums were sounded the wolves will already have been released. There is a 1 in 6 chance, 1 on a d6, that Iuzami (from Room #20) will also be present at his table in the Balcony Room #12 and will send his skeletons (from Room #20A), located behind the curtain in Room #12, to fight alongside the goblins while Iuzami fights from the balcony railing overlooking the Great Hall.

#7	Cell
Features	Mattress, trough, straw, odor
Monsters	- (captives, see notes)
Treasure	-
Entries	North entry; Door, iron, locked (pick DC21, break DC28)
Notes	The captives here are human commoners, (4) AC10 HD1 HP3 M6 punch melee (1d3), taken from the town of Woodcliff on previous raids. They do not have any useful information about the goblin complex and will only fight to free themselves (not to pursue treasure, fame or more information about the goblin complex).

#8	Cell
Features	Mattress, trough, straw, odor
Monsters	- (captive, see notes)
Treasure	-
Entries	North entry; Door, iron, locked (pick DC21, break DC28)
Notes	Inside this cell is the Dwarf Osk, CR1/2 AC10 HD1d8+2 HP6 M4 S13 D11 M10 C8, from the Lost Mountains. Osk was sent years ago by the Dwarves of the Lost Mountains when they lost contact with their kin from this complex. He was overwhelmed by the goblins that are now in control of the place and imprisoned. In the lengthy time he has been here he has learned that the captives taken from Woodcliff are being moved from this place to another in the Lost Mountains, though he's unsure exactly where. Osk will gladly join the party mostly because he's worried that if someone besides the Dwarves reclaims the place they may lose it. He does know the goblin complex from previous visits but will only give away bits-and-pieces of information if a character can use diplomacy, charm, intimidate, etc. (DC 15) to nudge him into "remembering."

#9	Cell
Features	Mattress, trough, straw, odor
Monsters	Wolves (2) CR1 AC14 HD2d8+4 HP13 M10 bite +3 melee (1d6+1), animal
Treasure	-
Entries	North entry; Door, iron, locked (pick DC21, break DC28)
Notes	There are two wolves kept here by the goblins as mounts. The wolves are loyal to the goblins and will act as mounts or fight individually against any threat if released. If released by the goblins during an attack on Room #6 they may be used as mounts or attack individually.

#10	Pantry
Features	Barrels (grain), casks (wine), sacks (rotten fruit), broom
Monsters	-
Treasure	-
Entries	North entry; Door, wooden, locked (pick DC21, break DC16)

#11	Kitchen
Features	Furnace (ruined, now used as a firepit), table, large pot, bowls (wooden, crude), ladle, spoon, studded staff in pot (see treasure, used to stir pot and crusted with food), large wooden crate with a baby ogre in it
Monsters	Ogre (1) CR3 AC16 HD4d8+11 HP 29 M6 huge pan +8 melee (2d8+7), +5 natural, +3 hide armor, darkvision 60', low-light vision, S21 D8 M6 C7, giant
Treasure	Carved Wooden Staff Studded with Copper 200GP (in pot and used by the ogress to stir it) On Ogress; 60PP Potion of Reduce Person (250GP) Silver Pin Set with Blue Quartz (300GP)
Entries	North entry; Door, wooden, unlocked, unstuck
Notes	The ogress in this room was captured by Forn Lask and ordered to protect the goblins and Iuzami if the goblin complex was attacked or her infant baby ogre would be killed by the goblins. The ogress acts as the goblins cook and keeps her baby ogre in the kitchen with her in a large wooden crate. While she will attack anyone that threatens her or her child aggressively she will not venture out of the kitchen, even to protect the goblins or Iuzami.

#12	Balcony
Features	Great chair, large table, pennants (depicting two, flaming eyes (MIND+KNOW DC15 to recognize these as a symbol of the goblin god)), candles
Monsters	-
Treasure	-
Entries	East entry; Door, stuck (break DC16)
Notes	The Balcony overlooks Room #6 at the location of the railing.

#13	Storage
Features	Anvil, bellows (broken), statues (of dwarven make), urn
Monsters	-
Treasure	Lacquered Wooden Urn 300GP (Can be recognized as a "Nice looking Urn," or its worth realized with a MIND+KNOW DC12 check.
Entries	West entry; Door, stuck, (break DC16)
Notes	Items left over from the Dwarven clan that once lived here have been thrown into this room.

#14	Corridor to Caverns
Features	Dark
Monsters	-
Treasure	-
Entries	East entry; Stairs

	South entry; Door, locked (pick DC21, break DC16) West entry; unlocked, unstuck, trapped, Rolling Rock Trap (rock +10, 2 squares, D2d6, Find DC20 Disable DC22) The rock drops from the ceiling once the door closes landing in the first 10x10 area behind the door and rolls down the corridor into Room #17.
Notes	The corridors well-hewn rock changes at the end of this passage into rough caverns.

#15	Locked Passage
Features	Dark
Monsters	-
Treasure	-
Entries	North entry; Door, locked (pick DC21, break DC16) West entry; Door, trapped, Scything Blade Trap (blade +8 (D1d8) Find DC21 Disable DC20, first person through door)

#16	Loot Room
Features	Dark, barrels, crates, boxes
Monsters	-
Treasure	-
Entries	East entry; Door, trapped, Scything Blade Trap (blade +8 (D1d8) Find DC21 Disable DC20, first person through door)
Notes	The barrels, crates, boxes, etc. are filled with goods taken from raids on Woodcliff and contain items such as building materials, cloth, hides, etc.

#17	Signed Cavern
Features	Sign (wooden and jammed into the earthen floor and reads; “←EXIT! Chief Iuzami →”)
Monsters	-
Treasure	-
Entries	North entry; Passage West entry; Passage East entry; Passage, trapped, Camouflaged Pit Trap D1d6 (Find DC24 Disarm DC20 Save DEX+PHY DC20 avoid)
Notes	The sign points the characters left to “Exit,” which actually leads to another room and a group of goblins on a ledge waiting to ambush intruders, and right to “Chief Iuzami,” which leads to a pit trap and then the privy.

#18	Nexus
Features	Torches, ledges, ladder (on ledge at 18A)
Monsters	(18A) Goblin (4) CR1/3 AC15 HD 1d8+1 HP5 M6 Morningstar +2 melee (1d6) or javelin +3 ranged (1d4), +1 size, +1 DEX, +2 leather, +1 light shield, darkvision 60', S11 D13 M10 C6, humanoid

Treasure	4GP, 7SP, 16CP each Goblin
Entries	Northwest entry; Passage Northeast entry; Passage Southeast entry; Passage Southwest entry; Passage
Notes	The goblins here (on the ledge 18A) will attempt to ambush any unsuspecting parties entering the Nexus with javelins. It's a DC15 Jump check, with at least a 10' foot start, to reach the ledge and pull oneself up. No further movement is allowed. A character on the ledge may assist (+2) others in scrambling up (DC15) with no further movement allowed.
#19	Privy
Features	Torches, sinkhole, (Dwarven crafted items tossed in here by the goblins; paintings, books, tapestries, etc.)
Monsters	-
Treasure	-
Entries	East entry; Passage, trapped, Camouflaged Pit Trap D1d6 (Find DC24 Disarm DC20 Save DEX+PHY DC20 avoid)
Notes	If the trap is triggered and the goblins from 18A have not been encountered yet they will attempt to pin the party in between themselves and the pit trap.
#20	Iuzami's Lair
Features	Torches (one is an Everburning Torch (110GP), carpets, desk, chair, bed, wardrobe, mirror, gown, hose, kerchief, tray, vials, loom
Monsters	Iuzami (E-you-zah-me) Drow CR2 AC16 (18) HD2d8 HP18 M6 Rapier +3 melee (1d6+1) or hand crossbow (6 bolts) +2 ranged (1d4+p), poison – unconscious 1 min./unconscious 2d4 hours (STR+PHY DC13 neg.) or Abyssal Scepter – provides <i>Protection from Good</i> as Cleric spell (+2 AC and saves, counter mind control, hedge out elementals and outsiders) and <i>Suggestion</i> as the Bard spell, spell-like abilities, <i>dancing lights</i> / <i>darkness</i> / <i>faerie fire</i> , +1 DEX, +4 chain shirt, +1 light shield, SR13, darkvision 120', S10 D13 M11 C11, humanoid)
Treasure	Found at 20A; Chest, locked DC20, un-trapped; 4000SP (300GP) Found at 20A; Trunk, locked DC20, trapped, Fusillade of Darts (Find DC14 Disable DC20 1d3 darts +10 (D1d4+1); Jasper (30GP), Rock Crystal (20GP), Sardonyx (50GP), Painted Glass Dice (60GP), Darkwood Shield, Buckler, (167GP), Potion of Cure Light Wounds (50GP). On Iuzami; Abyssal Scepter – provides <i>Protection from Good</i> as Cleric spell (+2 AC and saves, counter mind control, hedge out elementals and outsiders) when held and <i>Suggestion</i> spell as the Bard spell. Only usable by "Evil" individuals. There are 11 charges remaining in the Abyssal Scepter and the caster level is 2 nd . Dragonscale (Red Dragon) Hunter's Cap 900GP
Entries	South entry; Passage East entry; Passage

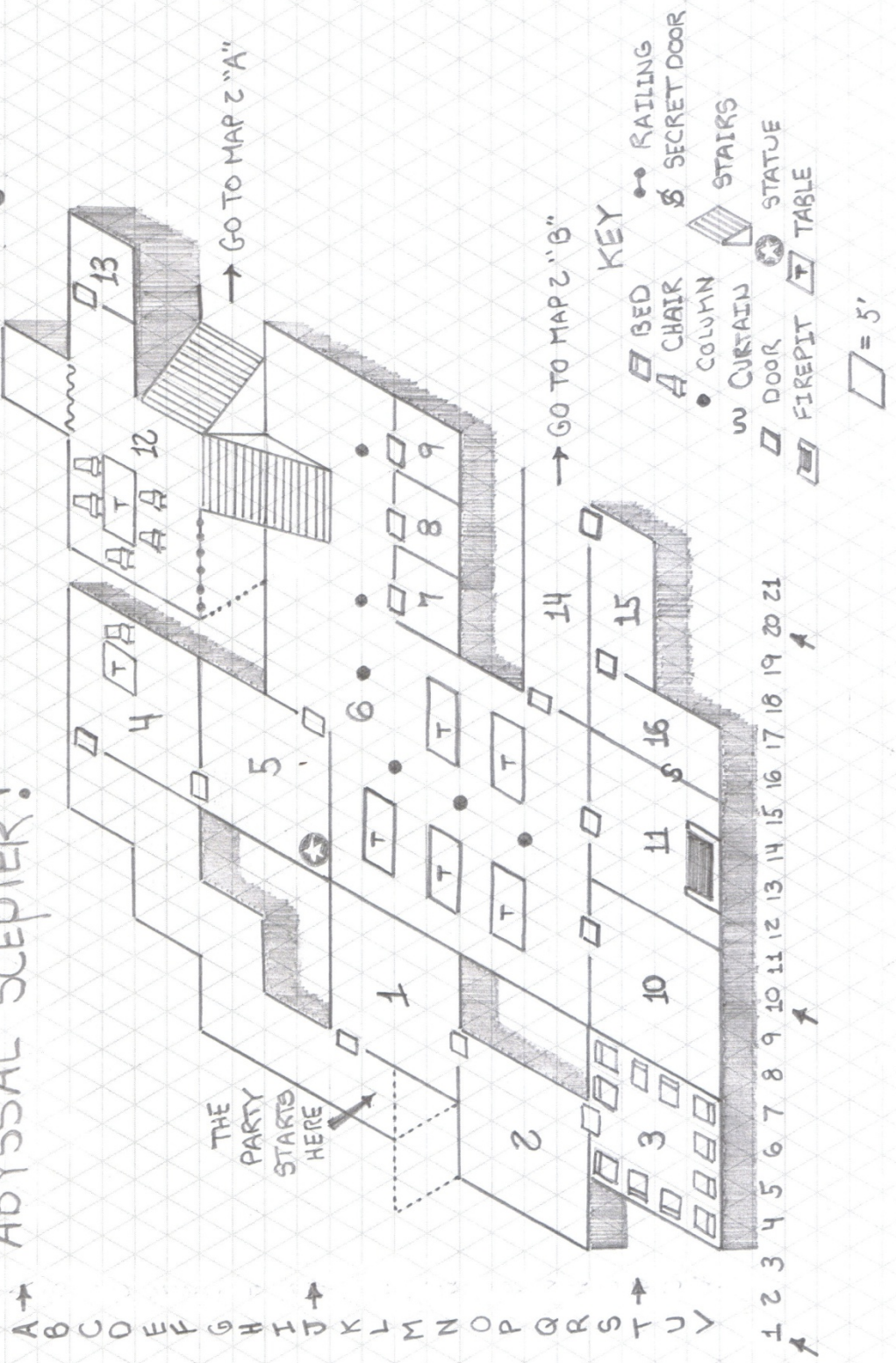
Notes

If Iuzami hears combat at Room #18 he will have his skeletons here otherwise if he is confronted by enemies he will summon his Skeletons ((4) CR1/3 AC15 HD1d12 HP6 M6 Scimitar +1 melee (1d6+1) or 2 claws +1 melee (1d4+1), +2 natural, +2 heavy steel shield, DR5/bludgeoning, darkvision 60', immune cold, undead traits, S13 D13 M0 C1, undead) from 20A. He will also use the Abyssal Scepter's *Protection from Good* S-LA and then either his hand crossbow or Scepter's *Suggestion* power (to have the strongest looking party members do seemingly reasonable things like leaving the fight to guard the entrance to the room so no further enemies sneak up on the party. Anything that would take a party member out of the fight within the *Suggestion* spells ability). Iuzami will try to flee if the fight goes poorly for him and his skeletons.

If the characters search Iuzami's room they will find on and in the desk letters regarding the captives and their movement to another location in the Lost Mountains. There is also a relatively well-drawn map to the location. If Osk is present or shown the letter he will cry out and exclaim that the location shown on the map is the same as that of his Dwarven clan, the very one he set out from all those years ago to come here, even though it seemingly cannot be. The letters are being sent to Iuzami from someone by the name of Forn Lask.

QUEST FOR THE ABYSSAL SCEPTER!

MAP #1



A B C D E F G H I J K L M N O P Q R S T U V

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21

MAP #2



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“...the adventure’s just begun.”