

Spooks Under Silverymoon – an adventure for characters of level 1-2

By Michael the OnlineDM (<http://onlinedungeonmaster.com>) – Version 2.1, published June 10, 2012

Part of the May 2012 “May of the Dead” blog carnival (<http://goinglast.net/may-of-the-dead-carnival/>)

Author’s note: This adventure was originally written as a sequel to the Living Forgotten Realms adventure *LURU 2-3 Forgotten Crypts, Hidden Dangers* by Pierre Van Rooden (available here: <http://www.livingforgottenrealms.com/adventures/LURU0203LFR.zip>). In that adventure, the party helped shore up the crypts beneath the Lady’s College of Silverymoon in Luruar.

Overview

Far beneath the city of Silverymoon, a portal to the Shadowfell has cracked open. Necromantic energy from this portal has awakened the spirit of a long-dead prince buried in one of the city’s oldest and long-forgotten crypts. This prince was a conquering drow warlord in life, and his spirit in death is returning to form, gathering followers to ultimately assault the living.

The prince’s malice, amplified by the necromantic energy from the Shadowfell, has been seeping through the crypts, awakening other souls as animated skeletons, zombies and spirits. These creatures are mindless but malign, not yet organized by the Ghost Prince.

Authorities from the Lady’s College of Silverymoon have seen one minor ghost in their college, and they worry that the Lady’s College will get a reputation for being haunted. They’re seeking some capable outsiders (the adventuring party) who can discreetly enter the crypts, find the source of the spirits, and take care of the problem.

Introduction

The party begins in the Son of the Goat Inn in Silverymoon, where they are approached by Ande, a student from the Lady’s College who is known to have a reputation as a bit of a loner. Ande is Silverymoon’s equivalent of a “goth chick”. (Adventurers who have played through *LURU 2-3* will likely remember Ande.)

Ande has been sent by Yluandriel, an administrator at the school, to ask the party if they can help with a problem at the Lady’s College.

Last night, two students who had been smooching in the common room were startled by some sort of apparition coming through the chamber. They fled and fetched their house master, Yluandriel, who summoned Dima, a cleric of Pelor. Dima identified the creature as a minor

evil spirit. There was only one, and Dima was able to destroy it, but the College is worried that there may be more.

Dima and Yluandriel ask the party if they are willing to go on a scouting mission deeper into the catacombs to find the source of the undead. They want it kept quiet, since if word got out that the Lady’s College had undead coming through the floors, parents would take their students out and the College could be shut down – and possibly the entire University. The hope here is that a few outsiders (the adventurers) who are unafraid of the catacombs might be able to get in, find the source of the undead, and stop it.

Ande eagerly offers to come along to help. The party is shown the entrance to the catacombs beneath the college and wished luck by Yluandriel.

Adventure structure

The overall structure of the adventure is a skill challenge to find the Ghost Prince, with combat encounters along the way. If the party succeeds in the overall skill challenge, they find the Ghost Prince before he is able to open a second portal to the Shadowfell. If they fail, they will face the Ghost Prince with two portals open and more malign spirits drifting into the combat.

As long as the party reaches the Ghost Prince before accumulating three failures in the skill challenge, they succeed.

Skill challenge structure

Stage One: Navigation (see below). Two successes needed to proceed.

Stage Two: Zombie Chamber encounter (see below).

Stage Three: Navigation. One success needed.

Stage Four: Fetid Pool encounter (see below).

Stage Five: Navigation. One success needed.

Stage Six: Crypt Doors puzzle (see below).

Stage Seven: Skeletal Archers encounter (see below).

Stage Eight: Navigation. One success needed.

Stage Nine: Ghost Prince encounter (see below).

Skill Challenge: Navigation stages

In several stages of the skill challenge, the party will need to navigate the twisting crypts and catacombs, searching for the source of the undead creatures. Wisp Spirits can be seen and vanquished from time to time in the passages (no need for an actual combat, but the Wisp Spirit statistics appear in the final encounter).

In each of these stages, the DM can choose one or more of the following challenges for the party (or invent more that make sense on the fly). Players can also come up with their own suggestions on how to use their skills to navigate the passages.

- *Listen to Spirits:* Religion DC 13. On a success, the character gains some understanding of the spirits they have seen and can choose a correct passage. On a failure, the character leads the party stumbling in the wrong direction, costing them time.
- *Feel the ripples in reality:* Arcana DC 16. On a success, the character can feel the direction of the rift to the Shadowfell (on a DC 20, the character can actually recognize exactly what they're feeling) and find the right path.
- *Examine the dust:* Perception DC 16. The spirits that have been passing through the passageways have left subtle signs, disturbing the dust.
- *Clear a path:* Athletics DC 13. Some passages are blocked by rubble from collapsing ceilings. On a failure, it takes a long time to clear a path.
- *Analyze the architecture:* Dungeoneering DC 13. Some passageways were built to lead to dead ends

while others were built to lead farther underground. Success distinguishes between them.

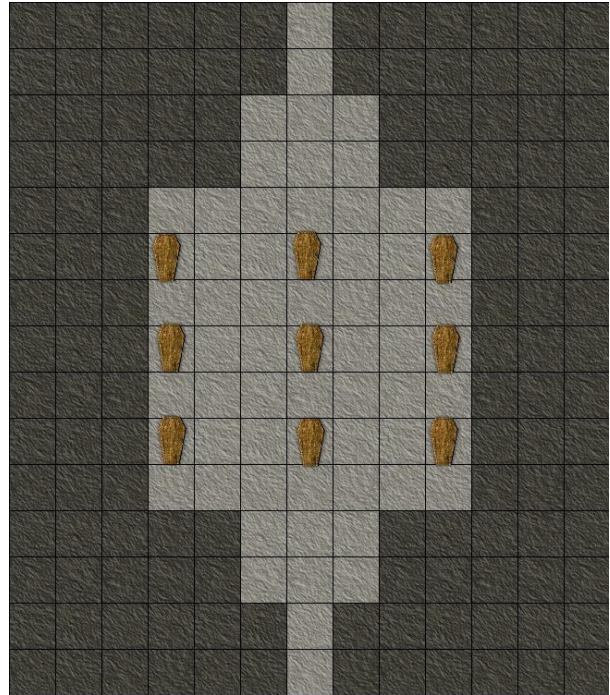
- *Speak with the dead:* Diplomacy/Intimidate/Bluff DC 18. It is possible, though difficult, to try to reach out to a spirit passing by to get information about its origin. Success has the spirit gesture down the right path; failure has it flee in the wrong direction.
- *Think like the dead:* DC 16 Insight. Success lets the character intuit the motivation of the spirits and figure out where they're coming from.

Encounter: Zombie chamber

The trail leads into a burial chamber lined with nine coffins. As soon as the party enters (from the south), the first coffin opens and a Zombie Brawler emerges and attacks (roll initiative). Whenever a player walks by a coffin, roll a D20. On a 10 or higher, the coffin opens and another zombie emerges. At the end of each round, a random coffin opens and another zombie joins the fight.

The party can use skills (DC13 Religion or Insight) to realize that, if they leave the chamber, the zombies probably won't be able to follow (the necromantic energy powering the zombies has coalesced only in this chamber). They could also try to destroy a coffin with fire before a zombie can come out of it.

Zombie Brawler		Level 2 Brute
Medium		XP 125
HP 44; Bloodied 22		Initiative +5
AC 14; Fortitude 15, Reflex 14, Will 14		Perception +3
Speed 4		
Traits		
Zombie Weakness		
A critical hit automatically reduces a zombie to 0 hit points.		
Standard Actions		
⊗ Slam • At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d10 + 5 damage, or 1d10 + 10 damage against a grabbed creature.		
✓ Grab • At-Will		
Attack: Melee 1 (one creature); +5 vs. Reflex		
Hit: 1d6 + 4 damage, and the zombie grabs the target (escape DC 13). The zombie can only have one creature grabbed at a time.		
Triggered Actions		
Drag You Down • Encounter		
Trigger: The zombie is reduced to 0 hit points by a non-critical hit while it has a creature grabbed.		
Effect: The grabbed creature falls prone.		
Str 18 (+5)	Dex 9 (+0)	Wis 9 (+0)
Con 14 (+3)	Int 1 (-4)	Cha 4 (-2)
Alignment Evil		Languages None



Encounter: Fetid Pool

The floor has collapsed in this chamber, and fetid water has seeped in. The pool is 20 feet deep and 25 feet across and smells like death. It is quite still.

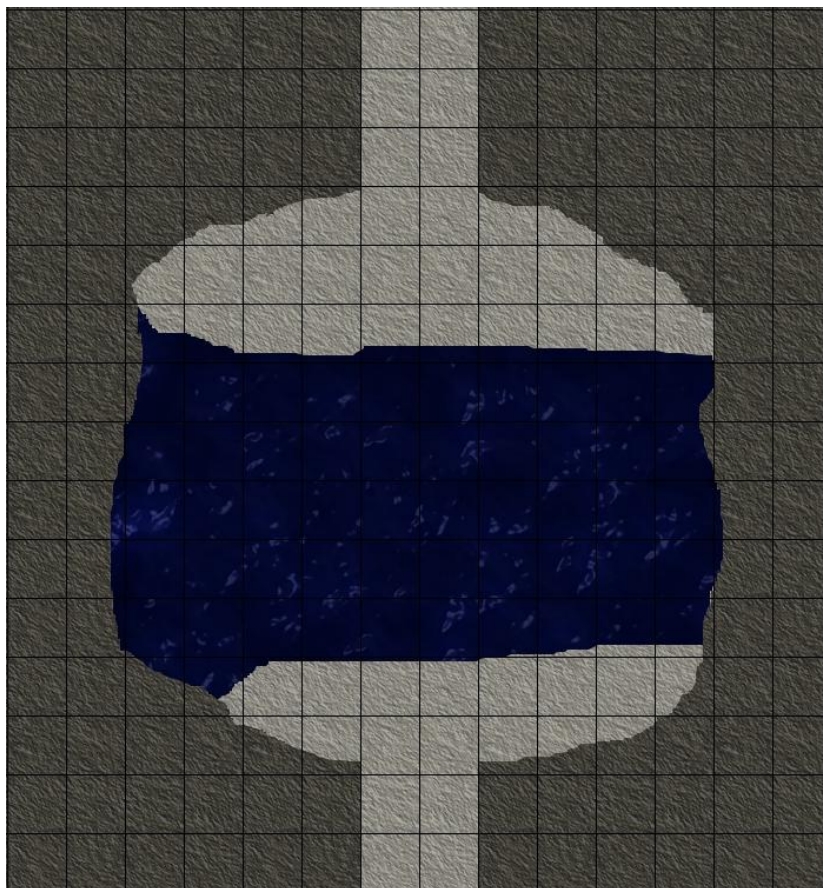
DC13 Perception reveals something large near the bottom of the pool, but the water is too dark to make it out clearly. *DC20 Perception* reveals that it is a large skeleton that seems to be moving slightly.

If the party attempts to swim across, they will be attacked by the skeletal dragonling. They could try to jump (*DC25 Athletics*) or use creative thinking to get across (this is the ideal approach!). If they do cross without swimming, the dragonling will try to attack the hindmost, which could still lead to combat.

If combat begins and the party flees the chamber, the skeletal dragonling does not pursue them.

At the bottom of the pool is golden egg worth 1,000 gold pieces, or a magic item of the DM's choice.

Skeletal Dragonling		Level 2 Elite Controller
Large natural animate undead		XP 250
HP 76; Bloodied 38		Initiative +3
AC 16; Fortitude 15, Reflex 14, Will 14		Perception +3
Speed 6, swim 6, fly 4		
Action Points 1		
Standard Actions		
✂ Claw • At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d8 + 5 damage.		
✂ Double Claw • At-Will		
Effect: The dragonling uses Claw twice		
◀ Breath Weapon • Recharge when first bloodied		
Attack: Close blast 5 (creatures in the blast); +5 vs. Reflex		
Hit: 2d6 + 4 damage and the target is blinded (save ends)		
Triggered Actions		
✂ Water Spray • At-Will		
Trigger: An enemy hits the dragonling with a ranged or area attack		
Attack: Ranged 10 (the triggering enemy); +5 vs. Reflex		
Hit: 1d6 + 2 damage, and the target is blinded until the end of its next turn		
Str 17 (+4)	Dex 14 (+3)	Wis 9 (+0)
Con 14 (+3)	Int 3 (-3)	Cha 10 (+1)
Alignment Unaligned		Languages Draconic



Puzzle: Crypt Doors

After the party passes the Fetid Pool and further tunnels, they find themselves at a pair of large stone doors, closed tight and covered with runes. If a PC simply grabs a door handle, ignoring the runes, a trap is triggered on all PCs within 3 squares:

Necrotic Blast

Level 3 Blaster Trap

A blast of necrotic energy erupts out of the trap

Attack (close burst 3) : +7 vs. Fortitude

Hit: 2d8 + 6 necrotic damage, and the target makes a saving throw. On a failed save, the target contracts the initial state of Blinding Necrosis.

Miss: Half damage.

Blinding Necrosis: Disease

Endurance DC 15-18 to maintain

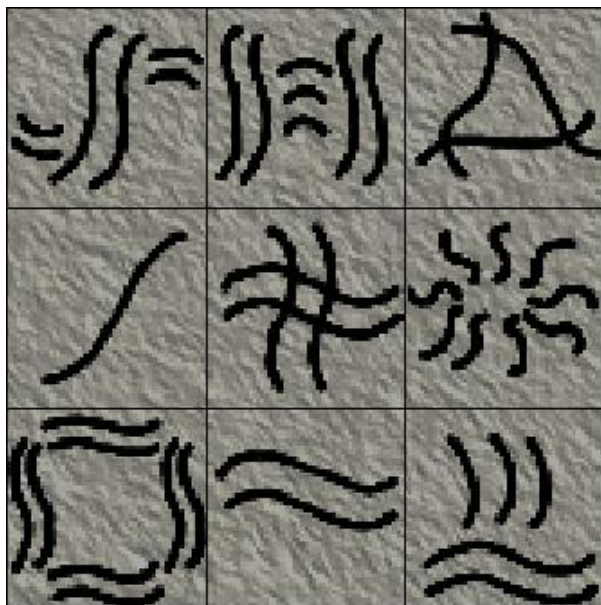
Endurance DC 19 to improve

Initial state: Target loses one healing surge that cannot be regained until the disease is cured.

Stage 2: Blurry vision. Non-adjacent creatures have concealment from the target.

Stage 3: Target is blinded

The runes are laid out in a 3 by 3 grid on one door. There is an inscription on the other door, written in Elven (*DC 16 Intelligence* to decipher if no one speaks Elven) that reads, "Beyond these doors lay the Monks of the Squares. Touch their signs to enter."



The runes represent numbers, where the number of strokes in the rune is its value. The Monks of the Squares can be recalled (*DC 18 History*) as devotees of

mathematics and believers in the value of square numbers.

To open the door, the PCs need to touch the runes for the numbers 1, 4 and 9 (the only square numbers on the door) at the same time (cooperation is required). If a single correct rune is touched, the door hums ominously but does not attack. If an incorrect rune is touched, the trap is triggered again.

DC 22 Thievery can disable the trap; *DC 16 Arcana* or *History* can give a +2 bonus to the check.

Encounter: Skeletal Archers

Beyond the doors is the crypt of the Monks of the Squares. The monks have arisen as animated skeletons, and they are more intelligent than the zombies encountered previously.

There is one Skeleton Archer per PC in this encounter, and they wander the halls of their crypt until they are disturbed. Once combat breaks out, the archers are intelligent enough to continue moving around the square chambers, shooting from a distance where possible.

In addition, there are narrow secret passages off the north, south, east and west hallways (not shown), connecting to the secret chamber in the center of the squares. These passages are only three feet wide, and the doors to them are cleverly concealed (*DC 20 Perception* to notice them in passing; *DC 16* if actively searching). The mechanism to open the doors involves finding four pebbles in the wall in the shape of a square and pressing all four with the thumb and first three fingers of a character's hand. Alternatively, a passage can be opened with a *DC 20 Thievery* check. The skeletons know about these passages and will use them freely as long as they can't be seen by the PCs.

In the secret chamber in the center of the square is a treasure chest. The key to the chest is in the coffin in

the northwest square, or it can be opened with a *DC 20 Thievery* check. Inside are some mathematical writings and an Amulet of Protection +2 (or another magic item of the DM's choice).

Skeleton Archer		Level 2 Skirmisher
Medium natural animate undead		XP 125
HP 38; Bloodied 19		Initiative +6
AC 16; Fortitude 12, Reflex 15, Will 15		Perception +3
Speed 6		
Traits		
Sharpshooter		
The archer ignores partial cover and partial concealment		
Standard Actions		
⚔ Short Sword (weapon) • At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 1d8 + 5 damage.		
🏹 Longbow (weapon) • At-Will		
Attack: Ranged 20 (one creature); +7 vs. AC		
Hit: 1d10 + 5 damage, and the archer can shift 1 square		
Move Actions		
Shambling Shift • At-Will		
The archer shifts up to 3 squares		
Str 12 (+2)	Dex 17 (+4)	Wis 8 (+0)
Con 9 (+0)	Int 1 (-4)	Cha 4 (-2)
Alignment Evil		Languages -
Equipment : Longbow, Short Sword		



The PCs enter from the door in the southwest corner of the chamber. The door in the northeast corner opens freely from within the square crypt.

Encounter: Ghost Prince

The stone doors to this chamber are closed, but neither locked nor trapped. When the PCs open the door, they see a large octagonal room dominated by a huge altar in the middle (10 feet tall). On top of the altar sits a stone sarcophagus, which is sealed.

On the northern wall of the room, a portal is roiling with dark energy; if the skill challenge was failed, the south wall also has an open portal.

The Ghost Prince floats in front the east wall of the room, working on a ritual to open another portal there. However, the altar blocks line of sight to the east wall and to the ghost, so its presence isn't immediately apparent.

Eight Wisp Spirits float about the chamber (add four more if the skill challenge was failed; remove or add two in the chamber and one for the skill challenge for parties of four or six PCs), and as the party enters the room, they see another Wisp Spirit come through the northern portal. The Ghost Prince does not immediately notice the intrusion, but the spirits do. They move toward the adventurers and attack.

The Ghost Prince will try to stay near the east portal and use a minor action each turn to continue the ritual. The PCs may try to disrupt the ritual with minor actions of their own (creativity is good here). They can also try to de-activate an active portal if they are adjacent to it (complexity 1 skill challenge, *DC13 Arcana, Religion or Thievery* using minor actions; *DC 8* with standard actions; failed skill challenge means that the portal cannot be closed until the Ghost Prince is destroyed). If all three portals are closed, the Wisp Spirits disintegrate, leaving only the Ghost Prince.

If the ghost is able to maintain the ritual for two rounds on the current portal, it is opened and the Prince will move on to work on any closed portals. If all three portals are opened, a Spectral Force comes through.

Each open portal rolls initiative (+2 modifier), and spits out a Wisp Spirit on its initiative.

If at least four Wisp Spirits begin their turns adjacent to one another and adjacent to a PC, four of them will join together to form a Spectral Force, which acts immediately.

If the PCs open the sarcophagus (*DC13 Strength* to get it open), they find a drow skeleton with a magical drow long knife and a magic amulet. Creative use of skills/healing powers here could destroy the Ghost Prince's connection to its former body, thus destroying

the ghost (improvised skill challenge – Heal, Religion, Arcana).

Wisp Spirit		Level 1 Minion Skirmisher
Small shadow humanoid (undead)		XP 25
HP 1; a missed attack never damages a minion.		Initiative +5
AC 15; Fortitude 13, Reflex 14, Will 13		Perception +1
Speed Fly 5		
Standard Actions		
⊗ Chilling Touch • At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 3 damage, and the target is slowed until the end of its next turn.		
Triggered Actions		
Spectral Fusion		
Trigger: The Wisp Spirit begins its turn as part of a group of at least three Wisp Spirits adjacent to one another and adjacent to an enemy.		
Effect: Remove three Wisp Spirits from play, replacing them with a Spectral Force		
Str 8 (-1)	Dex 16 (+3)	Wis 8 (-1)
Con 9 (-1)	Int 2 (-4)	Cha 5 (-3)
Alignment Evil		Languages None

Spectral Force		Level 2 Brute
Large shadow humanoid undead		XP 125
HP 44; Bloodied 22		Initiative +5
AC 14; Fortitude 15, Reflex 14, Will 14		Perception +3
Speed Fly 5, phasing		
Standard Actions		
⊗ Spectral Slam (force) • At-Will		
Attack: Melee 1 (one creature); +7 vs. AC		
Hit: 2d6 + 6 force damage, and the target is knocked prone.		
◀ Force Burst (force, necrotic) • Encounter		
Attack: Close Burst 1 (creatures in burst); +5 vs. Fortitude		
Hit: 2d6 + 6 force damage, and the target is pushed 2 squares and knocked prone.		
Str 17 (+4)	Dex 14 (+3)	Wis 6 (-1)
Con 14 (+3)	Int 3 (-3)	Cha 3 (-3)
Alignment Evil		Languages None

Ghost Prince Level 4 Elite Controller (Leader)		
Medium shadow humanoid undead		XP 350
HP 110; Bloodied 55		
AC 18; Fortitude 16, Reflex 17, Will 16		Initiative +4
Speed Fly 6, phasing		Perception +4
Action Points 1		
Standard Actions		
☒ Ghostly Touch (necrotic) • At-Will		
Attack: Melee 1 (one creature); +9 vs. AC		
Hit: 2d6 + 2 necrotic damage, and the target is pushed 2 squares. If the target was immobilized, it also loses a healing surge.		
☞ Deathchill Bolt (necrotic) • At-Will		
Attack: Ranged 10 (one creature); +7 vs. Reflex		
Hit: 1d8 + 3 necrotic damage, and the target is immobilized (save ends).		
★ Spirit-Chilling Burst (cold, necrotic) • Recharge 5, 6		
Attack: Area burst 2 within 10 squares (creatures in the burst); +7 vs. Fortitude		
Hit: 1d6 + 3 cold and necrotic damage, and the target is slowed (save ends) and a Wisp Spirit appears adjacent to the target.		
First failed saving throw: The target is instead immobilized (save ends).		
Minor Actions		
☞ Spirit Storm • Recharge 5, 6		
Effect: Each ally within 5 squares can either take a move action or make a basic attack as a free action.		
Move Actions		
☞ Ghostly Drift • Encounter		
The Ghost Prince and each ally within 5 squares can shift up to 3 squares.		
Str 9 (+1)	Dex 11 (+2)	Wis 11 (+2)
Con 9 (+1)	Int 18 (+6)	Cha 15 (+4)
Alignment Evil		Languages Common, Elven

Aftermath

Once the Ghost Prince has been destroyed, the party can close any open portals to the Shadowfell, causing the undead problem in Silvermoon to stop. Yluandriel is extremely grateful and will reward the party with gold and/or magic items, as well as granting them honorary degrees from the Lady's College of Silvermoon.



