



*The Seven Wondrously Replicating
Elemental Coins*

*A Fantasy Adventure
for 4-6 Players of Level 9-11*

*by David J. Keffer
Knoxville, Tennessee
2014*

*presented through the kind auspices of
The Poison Pie Publishing House
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A Note on the Origin of this Module

This module was specifically created as a means to bring the “Rare Elements – Elemental Fantasy Currency Set” to the characters in a fantasy role-playing game. The coins were created by Osborne Coinage and initially funded in December, 2013 through kickstarter.com. The coins were subsequently available at <http://rarelements.net/buy-rare-element-coins/>. Acquiring a set of the beautiful coins is highly recommended but not essential for the playing of this module.

Various Disclaimers

The author of this module has no affiliation with Osborne Coinage. This module does not represent the result of a commission between Osborne Coinage and the author. On the contrary, this module solely represents the unsolicited creative output of the author for the exclusive purpose of the enjoyment of fantasy role-playing groups, both the author’s local group and the those groups worldwide who stumble upon these elemental coins and this module.

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Acknowledgements

The author acknowledges the support of the Poison Pie Publishing House for the work of its staff in the preparation of this document and for hosting this document. The finger puppets come from the home-made collection of the Keffer family. The images are taken from <http://www.poisonpie.com/objects/fingerpuppets/index.html>.

Introduction

The purpose of this module is to provide a fully fleshed-out explanation regarding the party's acquisition of the Elemental Coins. Of course, one may simply assume that these are "coins of the realm", in which case this module is entirely unnecessary. For those who choose not to make this assumption, a desire for some explanation of the origin of elemental coins seems reasonable. This module intends to provide a short and hopefully enjoyable story that the characters can relate to others, regarding the adventure associated with the acquisition of the coins.

The module is organized into seven dungeon delves, or brief encounters, each designed to be completed in a single session. Depending upon the group's preferred length of sessions, more than one delve may be possible per session.

This fantasy role-playing module is intended for four to six characters of levels nine through eleven or thereabouts. Dungeon Masters (DMs) should adjust the difficulty of the monsters presented herein to match the number and levels of the characters in their adventure. Since the module was written for the author's local role-playing group, which at the time used the Fourth Edition Dungeons & Dragons rules, there may be artifacts in this document reflecting the rules of that gaming system. That said, the author has endeavored to make the translation of the module to another gaming system as straight-forward as possible, requiring only the substitution of monster characteristics from the appropriate reference. Experienced DMs should feel free to translate additional details of the module as necessary to the gaming system of their choice.



A History of the Coins

Avarice, no less than any of the other seven deadly sins, is a powerful motivator. One might imagine that a sorceress, especially an elementalists who has spent her life studying the fundamental secrets that permeate the matter of our existence, would invariably rise above the mundane temptation of greed, but story after story illustrates to us that such is not the case. This history concerns just such an elemental sorceress, who met her ruin not because she delved too deeply into arcane matters better left undisturbed but rather because she could not reign in her compulsive love for the glint of precious metals. We shall

call her Hebeloma, as that is one of the more common names she adopted in her time on this plane. Curious to her scholarly colleagues, Hebeloma developed an interest in the rather unfashionable lore of leprechauns.

Leprechauns, it is said, know a strain of magic through which they are able to perpetually fill cauldrons with gold coins. There is a commonly distributed rumor that they employ the magic of rainbows to effect this endless supply of gold. Even the greenest sorceress understands that this myth is a subterfuge intentionally spread and perpetuated upon the gullible by leprechauns themselves. The magic of rainbows is a prismatic magic of water and color, the splitting and bending of light; it has naught to do with the weight of metals drawn from ore. The true magic of leprechauns is of an entirely different sort, unknown outside their own kind, for they guard the secret dearly. None will willingly share the key to the magic. Should one of their number be deceived into revealing the secret, certain doom shall follow him. Once it is realized that the secret has been revealed (and of course that eventuality cannot be avoided), the leprechaun community will tirelessly hunt the source of the leak. They will mercilessly eliminate not only the leprechaun who (willingly or unwillingly) betrayed them but all members of the party with whom the stolen knowledge was shared. Leprechauns are quite unyielding in this policy of secrecy and it has served them well. There are no other species who can claim to know the trade of leprechauns.

It is not recorded how Hebeloma extracted the secret from the leprechaun. But the secret, as she learned it, lay in the meticulous preparation of a single particular coin, distinguished from all other coins in the cauldron. This magic-infused coin bore the property of self-replication. It relied on a particular magical geometry, which allowed it to double each night the contents of the container in which it was stored. The original single coin would become two in the morning, the duplicate coin entirely non-magical. If the duplicate coin was removed, a second duplicate would be produced on the following night. However, if the duplicate coin was left lying next to the original, then on the second morning, four coins would be present. Undisturbed, the coins would double each night, generating 8, then 16, then 32, 64, 128, 256, 512, 1024, 2048 (*ad infinitum*) until the container was filled, at which point the process would stop. It could of course be restarted by emptying all but the original coin. The coins were in appearance, size and weight identical, but a simple detect magic spell sufficed to identify the original from the non-magical duplicates. Just as the rainbow had nothing to do with the process, so too did the leprechaun's fabled cauldron serve as a red herring. Any container, be it chalice, chest or chamber pot, proved a sufficient vessel for the magic to take place.



a sorceress

Once Hebeloma possessed the secret, the leprechaun responsible for divulging it knew he was doomed and would have said nothing. Hebeloma too was well aware of the severity of the curse she had invited. Hoping to take advantage of her knowledge without revealing that she held a forbidden secret, the sorceress sought to decompose and disguise the magic. To this end, she exercised her not inconsiderable prowess at elemental magic. Without damaging its magical properties, she split the coin into seven separate coins. All seven of which were now required to be held within the same container in order for the duplication process to function, which then resulted in the doubling of each coin. In order to further distance herself from the original magic, Hebeloma also, via alchemical routes, transmuted each coin into a different metallic composition. Some of the coins were of far less worth than gold and other far more.

The magic of the elemental sorceress worked perfectly. The vaults of her sanctuary filled until they overflowed with copies of these seven coins. Soon she possessed more wealth than all the bankers and

merchants in the city combined. Eventually, her wealth equaled that of the royal monarch. Such excess could not be hidden. Hebeloma, though deep in her knowledge of the arcane, expressed a confounded shallowness in her inability to limit how she flaunted her riches. She traded the coins (the non-magical duplicates of course) for the most precious gems and ostentatious jewelry in the land. When that proved inadequate to placate her growing appetite she began a collection of the most expensive magical artifacts, regardless of function. Such wealth attracted the attention not only of her fellow men but also of the various species who crave such wealth. A careful, chemical investigation of the coins she spent was performed more than once by several independent parties and nothing unusual (save for their abundance) was found. The coins did not disappear after a fortnight or a year. They were permanent, real coins.

So, of course, the leprechauns, though the magic did not seem precisely to accord with their own, erred on the side of caution and, one still night, kidnapped the sorceress and her seven self-replicating coins and carried them off to Faerie. If the leprechauns had been able to convince Hebeloma (by some unpleasant means to be sure) to divulge the origin of her magic, then she would surely have been executed. As it was, she managed to maintain her secret. Still, the leprechauns were distinctly uncomfortable with the similarities between the two magicks and their suspicions remained. Thus they saw fit to imprison Hebeloma indefinitely in Faerie. Consequently, after her abrupt disappearance, now two hundred years ago, she was never seen in any familiar lands again.

After an absence of only ten years, her colleagues (in the interests of her safety of course) entered her extravagant abode, confirmed her absence and not surprisingly emerged much the richer. After all of the well-respected magicians had taken their fill from Hebeloma's home, it was scoured by rogues and thieves, until everyone considered the site suitably looted and forgot about it.

Almost two hundred years would pass before a wizard of relatively small account wandered into the deserted ruins of site. There, with the lure of the powerful artifacts and mountains of coins long gone, he noticed a detail that had eluded the eyes of greater scholars, so drawn to mightier instruments had their gazes been.

We shall call this wizard Osbornius—and that unfortunately was his real name; he was not so sufficiently accomplished to have adopted a more glamorous sobriquet. Osbornius was passably skilled in only one form of magic, namely teleportation. In truth, he excelled at the flavors of magic involving teleportation—himself, others and material goods—over distances short and long and even from one plane to another. That such a wizard, so unaccomplished in every other field of magic, should exhibit such a talent for teleportation, which is notoriously difficult (second only in difficulty to the summoning of creatures from the lower planes), can be attributed strictly to chance. Nevertheless, in those ruins Osbornius discovered a faint, glimmering echo of the path that the leprechauns had used when they spirited Hebeloma away to Faerie. Though the kidnapping was two centuries old, Osbornius followed the trail to Faerie.

In Faerie, Osbornius found Hebeloma sitting on a stump in a cage constructed within a living tree, where she languished agelessly. There were no guards, the prison being long forgotten. Upon the arrival of another wizard, Hebeloma's hopes soared then crashed terribly when Osbornius claimed to lack the skills to break her bonds. Whether he could have teleported her from the prison is an unresolved question. It is true that such prisons typically possess powerful counter-charms. Nevertheless, Osbornius chose not to exert himself overmuch in his attempts to rescue Hebeloma. He recognized that Hebeloma was clearly a far more powerful wielder of magic than he himself was, and that her bonds seemed to limit her both physically and magically. Hebeloma pleaded with him to free her, but, observing his meager efforts, soon discovered that her would-be savior was incompetent in virtually all of the major aspects of magic. She next sought to lure Osbornius, now that he knew of her plight, to return with a mage capable of freeing her. She would share her wealth of the magic, self-replicating coins with any and all who managed to

free her from her plight. It was the first time that any but leprechauns had heard of the existence of Hebeloma's magic coins. Osbornius hung on every word.

Osbornius, for his part, had a measure of conniving in his character. He asked for the secret up front, an offer at which Hebeloma scoffed. She would not share her magic so easily. Osbornius dared not involve a more powerful mage for he was sure then that he would be excluded from all resulting rewards. Osbornius and Hebeloma, rendered equal by the poor circumstance of one, seemed to be at intractable positions. Still, Osbornius did not leave. He waited for an opportunity. Eventually, that opportunity came when Hebeloma rose in frustration to pace the length of her cell. There Osbornius observed that the face of the stump upon which Hebeloma had been sitting bore a handle, which drew the top open like a lid. He did not wonder long what lay inside the stump. He asked for the magic coins. Hebeloma opened the stump and withdrew a small box from a hollow inside the stump. She admitted her secret lay within.

What happened next surprised both Hebeloma and Osbornius for the former did not believe that he had the ability to perform such magic and the latter doubted his own courage in the matter. Still, he expertly teleported himself inside the cell, wrenched the box from the astonished Hebeloma's grasp, and disappeared with it in the blink of eye. On such impolite terms, Hebeloma exits our story.

Upon examining the contents of the box in the comfort of his own home, Osbornius was sorely disappointed to discover that the box contained no coins at all, but only two pieces of parchment. The first described the seven magical coins in diameter, weight and thickness and associated with each a particular element. The second piece of parchment provided a set of seven coordinates in the form of an arcane map, at which lay each of the seven elemental coins.

Osbornius was no fool. He suspected rightly that the leprechauns would have provided strong guardians to this secret. He did not possess the necessary offensive and defensive spells to effect seven burglaries. He needed to find another party of fools, eager for glory, lusting for battle, hungry for riches. These heroes would have to be powerful enough to overcome whatever creatures guarded the coins and gullible enough to remain oblivious to the real value of the coins they collected for him.



The Quest for the Coins

The party of adventurers (whether they be heroes or villains) has heard word of a solicitation circulating in taverns that cater to their kind of a wizard of relatively piddling reputation offering a disproportionately large reward in exchange for the collection of several items distributed around the realm. The details of the offer are scarce but the promise of a handsome reward remains consistent in the various versions of the offer that reach the ears of the adventurers.

Eventually, the party must seek out Osbornius, who asks them to retrieve the coins. His plan is simple. He claims to be a powerful mage, but these seven coins he is seeking, while valuable, are not sufficient cause to pull him from his more important arcane studies. In

this way, he hopes to disguise the real value of the coins. He asks the party to retrieve them one by one. When and only when he has all seven coins, will he then compensate the party. In truth, Osbornius possesses very little funds. (The characters may wonder at the modest home of a wizard who describes himself in such grand terms.) His only hope in paying the adventurers lies in duplicating the coins that they bring back. Thus there can be no partial up-front payment. The characters can negotiate for a larger reward after services are rendered to make up the lack of an advance. Osbornius will be generous on this account since he presumes that he will shortly have infinite wealth. Alternatively, if he hopes to avoid Hebeloma's fate, he may prove to be more frugal with the distribution of his wealth and simply teleport away from the adventurers once all seven coins are in his possession. On this last point, Osbornius has not yet made up his mind. The behavior of the characters toward him may influence his decisions. DMs are free to use charisma or diplomacy checks as necessary.

As an expert at teleportation, Osbornius is willing to teleport the party to the vicinity of each coin. He will also provide the mage in the group with a scroll that can be read to return them to his doorstep. If there is no mage in the group, he provides some single-use magical device like a ring that even an illiterate barbarian can use to return the group. He instructs them, as if they were schoolchildren (and slow schoolchildren at that) to stand close together when the return spell is activated and to please make sure that no dangerous creatures are in their midst when the spell is read. He furthermore instructs them to use the return spell only when they have the coin in hand. He explicitly admonishes them not to use the spell at the least sign of trouble, since such scrolls are exceedingly expensive to make. (This isn't true or Osbornius wouldn't have them. However, he doesn't want to trouble with sending and resending the



the seven elemental coins

adventurers out to each location. He figures that reinforcements could potentially be sent after a failed attempt, rendering subsequent attempts futile.) The DM should make this point clear to the adventurers so that they don't abuse the return spells.

Osbornius will show both pieces of parchment to the characters so that they can better identify the coins. (See Table 1 and Figure 1 in Appendix II.) The characters are allowed to examine and touch these parchments but cannot take them from Osbornius.

If the party questions Osbornius on the origin of the coins, he will lie. He will claim that he purchased the coins in a distant shop. After they had sat in his possession for many years, he loaned them to a lesser colleague, from who they were stolen. Use arcane scrying techniques (of which he claims to be a master), he has located the coins and is now arranging for them to be returned to their rightful owner. He cares little whether the party believes this story or not, so long as they agree to accept the task.

If questioned regarding the element associated with each coin in Table 1, Osbornius will suggest that the connection between the element and the coins is too arcane for the ordinary minds of the adventurer's to understand. In truth, he himself does not understand the connection. If pressed, he will make up some dodgy connection involving the circumstances in which each of the elemental coins was forged.

The remainder of the module is straight-forward, save for the conclusion. Osbornius is true to his word. He will teleport the party to each location. He will provide a valid means of return. Each time, the characters bring a coin back, he will claim it, give them time to heal and replenish supplies as necessary (at their own expense) before sending them out on their next task. He will become more impatient as the number of coins collected grows. If the party returns without a coin, he will insist on sending them back the first time. If the party returns several times without coins, he will lose faith in the party and seek to hire another party, who can more readily accomplish the meager task he has set before them. There is no opportunity for partial payment, as Osbornius needs all seven coins to pay the party.

If the party refuses to hand over the coin after each task, there is little that Osbornius can do. He will attempt to steal the coins using a quick teleportation escape if possible. In truth it doesn't matter who holds them until all seven coins are collected. Osbornius may allow the characters to temporarily hold onto the first five coins if they insist, but will demand that they allow him to hold all six of them before they embark to retrieve the seventh and final coin. He does not want to risk the possibility that the adventurers hold the seven coins in the same pouch and discover that they doubled overnight. Such an outcome is impossible, if the adventurers never hold more than six coins. Needless haggling will irritate Osbornius and make him less likely to honor his bargain at the end of the adventure. If pressed, Osbornius will allow them to take one and only one coin with them in their seventh task.

Osbornius will insist as much as he is able that the seven coins should be collected in the order of increasing denomination. Seasoned adventurers will accept that all adventures have a gradually increasing level of difficulty, which they would do well to accept. Obstinate adventures who insist on running the levels out of order should be allowed to do so, over Osbornius' repeated objections, with the exception that the final 500 denomination coin must be collected last.

The description of each dungeon delve is provided in the subsequent pages. As with any role-playing module, the particular manner in which each delve plays out will be unique to each group of adventurers. It is not essential that each coin be retrieved only after all of the inhabitants of the respective dungeon are slain. If the characters can through subterfuge, stealth or negotiation obtain the coins with little or no bloodshed, they should be rewarded with experience points commensurate to those obtained had all the monsters been slain.

When all seven coins are collected, the final scene with Osbornius as provided in the Conclusion section is in order.

Osbornius' statistics are provided below. Importantly, he developed the ability to simultaneously cast Group Teleportation and Planar Teleportation, aka Osbornius' Planar Group Teleportation.

Osbornius the Wizard				Level 10 Controller			
Medium natural humanoid				XP 1000			
Initiative	+5	Speed	5	Senses	Perception +3;		
HP	63	AC	19	Fortitude	14	Reflex	17
Immune	-	Resist	+5 save vs teleport	Vulnerable	-		
Dagger of Bleeding (standard; at-will) Weapon							
+11 vs AC; 1d6+5 dam and 3 HP/turn on-going bleed damage until a healing surge is successfully spent.							
Teleportation (standard; at-will)							
Osbornius can at-will teleport himself, 1 enemy or ally (up to medium), or 1 item up to 10 spaces.							
Extended Teleportation (standard; encounter)							
Osbornius can at-will teleport himself, 1 enemy or ally (up to medium), or 1 item an arbitrary distance.							
Planar Teleportation (standard; twice daily)							
Osbornius can at-will teleport himself, 1 enemy or ally (up to medium), or 1 item to another plane.							
Group Teleportation (standard; daily)							
Osbornius can at-will teleport everyone within 3x3 square within 10 squares of Osbornius (it need not include Osbornius) an arbitrary distance.							
Alignment Chaotic Neutral				Languages Common			
Skills Insight +1							
Str	9	(+4)	Dex	11	(+5)	Wis	12
Con	10	(+4)	Int	16	(+7)	Cha	8
Equipment dagger of bleeding; ring of protection +3; "Spellbook of Teleportations Great and Small"							

Map

No map is provided for Osbornius' home. It is a dilapidated three room shack (entryway, bedroom, laboratory/kitchen) with an outhouse in the back. It is located on the outskirts of town, a few hundred yards off the main road and is bordered on the side closer to the town by farmer's fields and by woods on the far side.

Treasure

Osbornius is a mage of meager means. The elemental coins (either the originals or multiple copies of them) are the primary treasure, once they are collected. Of the three magical items listed in his equipment, the dagger of bleeding cannot be used by a character of good alignment. All of the spells in his spell book contain errors except those dealing with teleportation. They can be learned. "Osbornius' Planar Group Teleportation" an only be learned as a ritual and is not to be memorized. Osbornius has a singular talent in that regard.

Delve #1: The Mithril Mines of the Dwarves (Time)



The first coin with a denomination of 1 and engravings relevant to the element of time was hidden by the leprechauns buried in bedrock deep beneath a dwarven mine. The dwarves, as is their wont, continued to expand the mine in pursuit of a lucrative vein of mithril. Fifty years ago, a dwarven miner chiseled through a block of stone, which shattered, revealing this coin encased in rock. Though this coin is of little worth being composed of brass, an alloy of copper and zinc, it was nevertheless a source of some small interest, since ore of any kind is not found in the form of minted coins deep within the Earth.

The coin was brought to the group's foreman, who found it wholly unremarkable and suspected it had fallen out of the pockets of one of his miners, clandestinely drinking on the job. At this point, the coin should have been lost but dwarves are thorough

and conscientious miners. No metal or mineral of any worth is allowed to be taken from the mine before it is logged. The logging of a coin, supposedly chiseled fully formed from the stone caught the eye of the mine manager, a certain Mine Master Bworfelby. Mine Master Bworfelby studied the coin. He questioned the miner who had found it and studied the coin again. He brought it to the attention of the colony soothsayer who, after a brief inspection, concluded that the coin radiated magical emanations but that its purpose remained unclear. Mine Master Bworfelby left the coin in the right hand side drawer of the desk in his office where he kept odd samples amidst assorted standards used for determining the hardness of kinds of rock. He then forgot about the odd brass coin, as well he should have, seeing as he was engaged in the extraction of mithril, which was worth, roughly, a million times its weight in brass.

Dwarves live a long time, though not so long as elves. Still fifty years is but a season to a dwarf, especially one engaged in so fond a past-time as the mining of mithril. When the characters arrive in the mine, Mine Master Bworfelby is still manager of the mine, albeit with a few more strands of gray in his beard.

This first delve has the greatest opportunity for role-playing to a non-violent outcome. Mine Master Bworfelby is a stickler for details. He will not be pleased at the abrupt, uninvited appearance of a group of adventures a mile underground in his mine. He will have the party questioned as to their means of arrival. If he is satisfied that they are not spies for a rival clan seeking to hone in on his mother lode, Mine Master Bworfelby may be reasoned with.

At first he will not remember the coin. If the adventurers persist, he will take them to a room impossibly full of files containing the mine logs. His search for the appropriate file will take at least an hour. Mine Master Bworfelby mumbles to himself as he flips through crate after crate of files. When he finds the correct file, he will not remember where he placed the sample. He will however know where he stores curious samples. A few minutes rummaging through the drawer will produce the coin.

Mine Master Bworfelby also recognizes that the coin, though it may be magical, is worthless to him, as evidenced by the fact that it has sat in his drawer for half a century. He will nonetheless not let it go

without a bargain. The characters will have to swap something for the coin. Mine Master Bworfelby will begin the negotiations with outrageous offers. He has a keen eye. He will locate the most magically enhanced weapon among the group and offer to trade the coin for the weapon. He will spare the magical items of no one in the group, although he will pick on dwarves less than others. He will eventually settle for 100 gold pieces (and not a nickel less!).

Should the party be unable or unwilling to exchange material goods for the coin, Mine Master Bworfelby will accept a service as fair compensation. He tells them that there is a hook horror who in recent days have grown uncomfortably close to an active area of the mine. If the party will take care of the hook horror, he will yield the coin. If the party accepts this challenge, he will have the miner who last spotted the hook horror lead them to a junction in the mine outside the relevant area. Beyond, the party will find two hook horrors. (The report given to Mine Master Bworfelby only mentioned one.) Eliminating both hook horrors will satisfy Mine Master Bworfelby.

Should the party be of the same mind as trolls and giants and delight in the killing of dwarves, such an outcome is not prohibited. Statistics for Mine Master Bworfelby are provided below. A dwarf foreman and a team of six miners will come to his aid in two turns. If they see Mine Master Bworfelby attacked, they will fight to rescue him. If it is clear that the party is more powerful than the dwarves, the group will attempt to flee into the mines, after either rescuing Mine Master Bworfelby or confirming that he has been killed. The dwarven miners will not press a suicidal attack. If the party gives chase, the dwarves will lead their pursuers into a trap. This natural cavern is full of stalactites and stalagmites, one of which is actually a roper.



a dwarf

Map

The map for Delve #1 is provided as Map #1 in Appendix I. The characters arrive at the square T, a junction between a rough mine and polished walls. The Mine master is located in the mine office and the file room is adjacent to it. The foreman and six miners are distributed between two arms of the mine. They are within earshot and will call if Bworfelby shouts for them. The exposed water in the mine is cold and deep; the current is fast. To engage the hook horrors, the party must move single file along the ledge bordered on one side by the river. This will likely be a constrained fight. The path beyond the hook horrors leads, after many miles and branch points, to the surface. The bridge across the river is sound. The roper on the far side is initially in stalagmite mode. If a chase past the roper occurs, the first party can pass and the second party will be attacked. The path beyond the roper is an exploratory digging site. Medium-sized characters or smaller can squeeze through the small cracks in the rock. Lighting everywhere is by oil lanterns, either wall-mounted or carried by the dwarven miners. There is no light near the hook horrors or ropers.

Treasure

The primary treasure in this delve is the elemental coin of time. The Mine Master possesses magic armor, pick axe and helm, as listed in his equipment. The foreman also has a dwarven ever-burning lantern, which can be shuttered. If the office desk is ransacked, the characters can find various ingots worth 300 gp. Neither the migrant hook horrors nor the roper value treasure and there is no nearby nest at which one might loot the collected bones of fallen prey.

Mine Master Bworfelby (B)				Level 10 Controller			
Medium natural humanoid				XP 1000			
Initiative	+7	Speed	5	Senses	Perception +9; low-light vision		
HP	98	AC	28	Fortitude	21	Reflex	18
Will							18
Immune	Bluff; Charm		Resist	+5 save vs poison		Vulnerable	-
Stone-shattering Pick-Axe				(standard; at-will) Weapon			
+11 vs AC; 1d10+3 dam; +3 to hit & +2d8 dam vs creatures of stone and earth;							
Stubborn				(immediate interrupt; at-will)			
When an enemy tries to push it or knock it prone, the dwarf makes a melee basic attack against the enemy.							
Stand Your Ground							
When forced to move, the dwarf slides 1 square less. A save avoids falling prone.							
Alignment Good				Languages Common, Dwarven			
Skills Dungeoneering +5, Endurance +9							
Str	18	(+8)	Dex	10	(+4)	Wis	16 (+7)
Con	19	(+9)	Int	13	(+6)	Cha	15 (+6)
Equipment Dwarven Chain Mail +4 AC, +4 End.; Stone-shattering Pick-axe; Helm of Ore Detection							

Dwarven Mine Foreman (F)				Level 7 Minion			
Medium natural humanoid				XP 400			
Initiative	+4	Speed	5	Senses	Perception +3; low-light vision		
HP	80	AC	25	Fortitude	20	Reflex	17
Will							19
Immune	-		Resist	+5 save vs poison		Vulnerable	-
Pick-Axe				(standard; at-will) Weapon			
+13 vs AC; 1d10+4 dam							
Stubborn				(immediate interrupt; at-will)			
When an enemy tries to push it or knock it prone, it makes a melee basic attack against the enemy.							
Stand Your Ground							
When forced to move, the dwarf slides 1 square less. A save avoids falling prone.							
Rally the Troops				(minor; encounter)			
All dwarven allies within hearing are freed from charm, paralysis and fear; gain 5 temporary HP.							
Alignment Good				Languages Common, Dwarven			
Skills Dungeoneering +5, Endurance +5							
Str	17	(+6)	Dex	10	(+3)	Wis	14 (+5)
Con	16	(+6)	Int	11	(+3)	Cha	12 (+4)
Origin Dwarf Hammerer (D&D 4 th Ed, Monster Manual, p. 97), modified to increase 2 levels							

6 Dwarven Miners (M)				Level 5 Minion			
Medium natural humanoid				XP 200 each			
Initiative	+4	Speed	5	Senses	Perception +3; low-light vision		
HP	1	AC	23	Fortitude	18	Reflex	15
Will							17
Immune	-		Resist	+5 save vs poison		Vulnerable	-
Pick-Axe				(standard; at-will) Weapon			
+11 vs AC; 1d10+3 dam							
Stubborn				(immediate interrupt; at-will)			
When an enemy tries to push it or knock it prone, it makes a melee basic attack against the enemy.							
Stand Your Ground							
When forced to move, the dwarf slides 1 square less. A save avoids falling prone.							
Alignment Good				Languages Common, Dwarven			
Skills Dungeoneering +5, Endurance +5							
Str	17	(+5)	Dex	10	(+2)	Wis	14 (+4)
Con	16	(+5)	Int	11	(+2)	Cha	12 (+3)
Origin Dwarf Hammerer (D&D 4 th Ed, Monster Manual, p. 97), modified to minion							

2 Hook Horrors (H)							Level 13 Soldier		
Large Natural Beast							XP 800 each		
Initiative	+12	Speed	4	Senses	Perception +9; blindsight				
HP	137	AC	28	Fortitude	27	Reflex	24	Will	24
Hook	(standard; at-will)								
Reach 2; +20 vs AC; 1d12+7 dam & target pulled 1 square									
Rending Hooks	(standard; at-will)								
Two hooks attacks at -2 to hit. Two hits results in 1d12 extra damage and target is grabbed.									
Bite	(minor 1/rnd; at-will)								
grabbed target only; +20 vs AC; 1d8+7 dam									
Fling	(standard; recharge 6)								
+19 vs For; 2d12+7 dam; target slides 3 squares & is knocked prone									
Alignment	Unaligned			Languages	-				
Skills	Athletics +18								
Str	24	(+13)	Dex	19	(+10)	Wis	16	(+9)	
Con	15	(+13)	Int	3	(+2)	Cha	12	(+7)	
Origin	Hook Horror (D&D 4 th Ed, Monster Manual, p. 158)								

Roper (R)							Level 14 Elite Controller		
Large elemental magical beast (earth)							XP 2,000		
Initiative	+8	Speed	2	Senses	Perception +10; darkvision				
HP	284	AC	30	Fortitude	29	Reflex	24	Will	26
Immune	petrification		Resist	+2 save vs any		Vulnerable	-		
Tentacle	(standard; at-will) Poison								
Reach 10; +17 vs. Reflex; 2d10+4 dam. Target is grabbed & weakened.									
Double Attack	(standard; at-will) Poison								
The Roper makes two tentacle attacks.									
Reel	(minor 2/rnd; at-will)								
Against a grabbed enemy; +17 vs For; hit pulled 5 squares									
Bite	(standard; at-will)								
+19 vs AC; 2d10+10 dam									
Stone Body									
A non-moving roper with eyes & mouth closed, tentacles retracted is seen with a 30 perception check.									
Tentacle Grab									
A grabbed opponent can be freed with a successful attack on the tentacle.									
Alignment	Evil			Languages	Primordial				
Skills	Stealth +13								
Str	19	(+11)	Dex	12	(+8)	Wis	16	(+10)	
Con	22	(+13)	Int	11	(+7)	Cha	9	(+6)	
Origin	Roper (D&D 4 th Ed, Monster Manual, p. 222)								

Delve #2: The Crypt of the Lich (Magic)



The second coin with a denomination of 5 and engravings relevant to the element of magic was given by the leprechauns to a particularly nasty lich. Unless the party is composed of evil characters—necromancers, assassins and the like—this delve likely requires the wholesale extermination of the dungeon’s denizens. Negotiation with the lich is unlikely and would require the most evil character in the party offering the souls of his companions in exchange for his own life.

In life, this lich was a human wizard, whose pride perpetually drove him to seek the admiration and envy of his peers. He called himself Paratenser, (Latin for “the equal of Tenser”, a lofty claim to be sure and one that is not necessarily valid). Nevertheless, we shall refer to him as such. Like many mages before him, Paratenser longed for immortality and this obsession

eventually triumphed over his better judgment. He resolved that immortality even as a lich was preferable to the oblivion of death. He, of course, desired an army to command once he began his undead reign. He recruited 8 warriors and deceived them to their deaths. They are the skeletons that fill the tombs in the throne room of the lich, although two of them were destroyed by a previous party, whose remains were dragged into the bottomless pit located outside the doors to the throne room.

Paratenser also created a much larger and deadlier army under his command. He enchanted a pit, made it bottomless, by connecting it via a portal to the World of the Dead. Upon his command, this pit can endlessly spew zombies from its depths. By endlessly, we mean potentially an infinite horde of zombie can be ejected from this pit. They are flung out into the throne room or against its doors if the party has closed them. The mass will eventually burst the doors open. These zombies are all level three minions. It is unlikely that they are able to even hit well armored 10-level characters. However, traveling through a swarm of zombies hinders movement, reducing speed by half. It’s also an opportunity for players to mow down minions to their hearts content. Sweeping blows can potentially take out half a dozen zombies. DMs should be creative with the opportunity for wholesale zombie slaughter. The zombie’s also add an element of urgency to the matter. The party may decide to take out the lich and claim the coin. The group teleportation spell functions on a 3x3 area involving 9 squares. If it is used in the midst of a zombie horde, all squares unoccupied by a party member contain a zombie. Those few zombies appear with the party at Osbornius’ doorstep with the party, where they can easily be dispatched. However, Osbornius will raise a dreadful fuss at the mess.

Map

The map for Delve #2 is provided in two parts as Map #2 in Appendix I. The characters arrive at the square T in Part 1. They find themselves in someone else’s inactive teleportation ring. There is no physical means by which to leave this crypt. They move under a portcullis and down a hallway lined with coffins. These coffins contain only dead bodies, which will not animate. The 10 foot bottomless pit bars prevents an obstacle to the doors beyond. There is a two foot ledge between the doors and the pit. The pit is bottomless. Dropping a bone or stone into the pit will yield not generate a sound. Characters who fall untethered into the pit land in the World of the Dead in a chasm full of unlimited zombies. They will

never be heard of again. The DM should emphasize the potential lethality of this pit. Ropes are encouraged if the outcome of a leap is in doubt. A successful running jump (easy athletics check DC 5) is required to leap the pit. However, given the two foot ledge, a standard acrobatics check (DC 10) is required to maintain balance. Thumping against the door alerting the lich within to the presence of the party occurs on any check less than 15. Characters who can levitate or fly can cross the pit without checks. The doors are not locked and can be opened with the handle latch. (They can't just be pushed opened upon landing.)

The throne room shown on Part 2 of the map, includes 8 tombs, two of which are destroyed. These house the six skeletal warriors. The lich sits clearly visible on the throne. A sickly, magical light illuminates this hall. The lich rarely has the opportunity to entertain guests. He will engage in villainous monologue touting his greatness and the inevitability of the doom that awaits the party.

If he is attacked or grows bored, the lich will call the six skeletons to rise. They will attack the party. As soon as the lich is injured or three of the six skeletons are dispatched, Paratenser will summon the zombie horde. The pit ejects four zombies every round. They land helter skelter in the front half of the hall. They take one round to orient themselves, then begin to attack adjacent characters or shamble over to the nearest character. There is no strategy in their attack. Characters can move through squares occupied by zombies at half speed, moving the zombie to the space they just vacated. The flux of zombies will stop when Paratenser is reduced to 0 HP.



a lich

The entrance to the lich's crypt is under the throne. The throne must be toppled (combined athletics check 30) by the party. A single file tunnel, a useful bottleneck, leads to the lich's tomb on Part 1 of the map. The elemental coin of magic is buried with the lich along with the rest of its treasure.

Treasure

The primary treasure is the elemental coin of magic lying with the lich's remains in his tomb. Most inconveniently, there are six non-magical copies of this coin, one lying in each of the skeleton's tombs in the main hall of the mausoleum. A detect magic can identify they are not the coin of interest. If one of these is returned to Osbornius, he will berate the party for their incompetence and immediately send them back to the same teleportation point, irrespective of a need for healing or their protests regarding the remains of a zombie horde waiting for them.

In addition to the coins, the crypt of the lich contains gems worth 3000 gp and an extraordinary collection of belts. DMs should adjust this list to accord with the number of adventurers. Suggestions include

- Goliath Belt (Lvl 9) +2 Strength (AV[†]-165)
- Girdle of UMBER Hulk (Lvl 15) +2 Fortitude; Burrow at half speed (AV-165)
- Belt of Nourishment (Lvl 7) +3 Endurance; Don't need to eat (AV2[†]-74)
- Healer's Sash (Lvl 11) Transfer healing surge from self or one ally to another (MME[†]-136)
- Shielding Girdle (Lvl 10) +4 AC (AV-167)
- Barbed Baldric (Lvl 15) Anyone who grabs the wearer takes 2d8 damage (AV-164)

The six skeleton tombs can be looted for 100 gp each in jewelry. The zombies carry no treasure.

[†]AV = Adventurer's Vault; AV2 = Adventurer's Vault 2, MME = Mordenkainen's Magnificent Emporium, Dungeons & Dragons 4th Ed.

Paratenser, a Lich (L)										Level 10 Elite Controller	
Medium natural humanoid (undead)										XP 1,500	
Initiative	+6	Speed	6	Senses	Perception +6; darkvision						
HP	178	AC	24	Fortitude	20	Reflex	24	Will	22		
Immune	disease; poison		Resist	10 necrotic; +2 save vs any			Vulnerable	-			
Shadow Ray (standard; at-will) Necrotic											
Ranged 20; +16 vs Reflex; 2d8+2 necrotic damage											
Frostburn (standard; at-will) Cold, Necrotic, Zone											
Area burst 2 within 20; +16 vs Fort; 2d8+2 cold and necrotic dam; zone lasts until end of next turn.											
Indestructible											
When reduced to 0 HP, the lich crumbles to dust but is not destroyed.											
Second Wind (standard; encounter) Healing											
The lich spends a healing surge and regains 44 HP. +2 to all defense until end of next turn.											
Regeneration											
10 per turn; if radiant damage is taken no regeneration on the following turn											
Alignment Evil					Languages Common, Abyssal						
Skills Arcana +18; History +18; Insight +13;											
Str	11	(+7)	Dex	12	(+8)	Wis	13	(+8)			
Con	14	(+9)	Int	22	(+13)	Cha	18	(+11)			
Origin Lich (D&D 4 th Ed, Monster Manual, p. 176), reduced 4 levels											

6 Skeletons (S)										Level 3 Soldier	
Medium natural animate (undead)										XP 150 each	
Initiative	+6	Speed	5	Senses	Perception +3; darkvision						
HP	45	AC	18	Fortitude	15	Reflex	16	Will	15		
Immune	disease; poison		Resist	10 necrotic			Vulnerable	5 radiant			
Long Sword (standard; at-will) Weapon											
+10 vs AC; 1d8+2 damage; target is marked until end of next turn											
Speed of the Dead											
When making an opportunity attack, +2 to hit & + 1d6 damage											
Alignment unaligned											
Languages -											
Str	14	(+2)	Dex	6	(-1)	Wis	8	(-1)			
Con	10	(+0)	Int	1	(-4)	Cha	3	(-4)			
Origin Zombie Rotter (D&D 4 th Ed, Monster Manual, p. 234)											

Endless Horde of Zombie Rotters (Z)										Level 3 Minion	
Medium natural animate (undead)										XP 40 each	
Initiative	-2	Speed	4	Senses	Perception -1; darkvision						
HP	1	AC	13	Fortitude	13	Reflex	9	Will	10		
Immune	disease; poison		Resist				Vulnerable	-			
Slam (standard; at-will)											
+6 vs AC; 5 damage											
Alignment unaligned											
Languages -											
Str	14	(+2)	Dex	6	(-1)	Wis	8	(-1)			
Con	10	(+0)	Int	1	(-4)	Cha	3	(-4)			
Origin Zombie Rotter (D&D 4 th Ed, Monster Manual, p. 274)											

Delve #3: The Mountain Aerie of the Harpy (Air)



The third coin with a denomination of 10 and engravings relevant to the element of air was lodged by the leprechauns in a most inaccessible and distinctly inhospitable nest at the top of an isolated mountain, home to a brood of harpies. Harpies, while vile, are intelligent. Although they possess the intellectual capacity for negotiation, they are overwhelmingly prone to violence. The odds are that this encounter will end in combat.

The distinctive characteristic of this aerie is that, due to its extreme height, the locale is bitterly cold. Even during the day, the temperatures are well-below freezing and the wind howls. Within a few turns, the party members will feel the sting of the cold and wind on their faces and any other exposed areas. (We're talking to you shirtless barbarians and provocatively attired heroines!) One HP (day) or 2 HP (night) of

cold damage per hour occurs when exposed to the elements, until the characters freeze to death. Presumably the characters will not stay long enough for this element of the environment to impact their activities. However, if the character carrying the return teleportation scroll is thrown off a cliff to their deaths, such an eventuality may come to pass.

The area of this delve is rather small, corresponding to the frozen shelf near the top of a mountain. The black spaces in the map correspond to the edges of the peak, into which adventures can plunge to their deaths. On one edge there is a bluff that leads to other, higher parts of the mountain.

The nest is occupied by a Harpy Matriarch and her three harpy daughters. Although they are accustomed to the severe cold, they are nevertheless in need of nourishment to maintain their metabolism. They prefer halfling to human and human to dwarf, but they will take what they can get. These harpies don't get along with each other. The mother is an intolerable know-it-all, who delivers a continuous onslaught of insults at her daughters. She will provide colorful critiques on their battle prowess. When a daughter delivers a blow, the mother will exclaim, "Finally! Thanks for showing up!" When a daughter misses, the mother will exclaim, "I raised you from an egg and this is how you repay me, you clumsy fool!" The daughters, for their part, revile their mother, telling her to shut up and die in the grating voices for which harpies are famed. DMs can improvise this background conversation during the battle. When a daughter harpy is slain, the mother may exclaim, "You ungrateful wretch, I knew you didn't want to take care of me in my old age!"

Map

The map for Delve #3 is provided as Map #3 in Appendix I. The characters appear on a narrow outcropping of rock, covered with ice. In order to introduce the danger of falling off, the DM should require a dexterity check to make sure the party doesn't slip off the rock. (No one should fail this check; it serves rather to remind them of the danger.) From here, the party can make their way to the rocky, ice-covered shelf, which constitutes the aerie. It possesses a frozen pond with ice too thick to fall through, but characters on it require a dexterity check before performing any action. If the characters are making no attempt to be stealthy, their voices will carry on the wind, alerting the harpies to their

presence. The mother will emerge from a smaller cave. The three daughters will fly forth from a small chasm, which has a side opening leading to their lair. The chasm is forty feet deep. Characters that fall into it suffer 4d10 damage.

The harpies will not give up the coin without some outrageous offer in exchange, 10,000 gp, for example. Therefore, in all likelihood, the party will have to resort to combat. The harpies will begin the battle with deadly screeches and then attempt to lure the party members onto the ice, or near the edge of the chasm or the mountain where they can be pushed over the ledge.

Treasure

The primarily treasure of this delve is the elemental coin of air in the matriarch's cave, which also includes gems worth 6,000 gp and a parka of warmth (resistance 10 to cold).



a beholder
(Sorry, no harpy finger puppet exists.)

Harpy Matriarch (M)				Level 8 Controller			
Medium fey humanoid				XP 500			
Initiative	+15	Speed	6 (fly 8)	Senses	Perception +5;		
HP	87	AC	22	Fortitude	19	Reflex	19
Immune	-	Resist	10 thunder	Vulnerable	-		
Claw	(standard; at-will)						
+13 vs AC; 1d8+3 dam							
Alluring Song	(standard; sustain minor; at-will)			Charm			
Close burst 10; deaf are immune; +14 vs Will; pulled 3 squared & immobilized (save ends)							
Deadly Screech	(standard; recharge 5 or 6 on d6)			Thunder			
Close burst 4; +12 vs Fortitude; 1d6+5 thunder dam & target is dazed (save ends)							
Motherly Love	(standard; recharge 5 or 6 on d6)			Healing			
The matriarch emits a hideous song. Close burst 5; heal all harpies in range by 2d6 HP							
Alignment	Evil			Languages	Common		
Skills	Stealth +10						
Str	15	(+6)	Dex	15	(+6)	Wis	14
Con	15	(+6)	Int	10	(+4)	Cha	19
Origin	Harpy (D&D 4 th Ed, Monster Manual, p. 154) modified to increase level by 2						

3 Harpies (H)				Level 6 Controller			
Medium fey humanoid				XP 250 each			
Initiative	+15	Speed	6 (fly 8)	Senses	Perception +5;		
HP	71	AC	20	Fortitude	17	Reflex	17
Immune	-	Resist	10 thunder	Vulnerable	-		
Claw	(standard; at-will)						
+11 vs AC; 1d8+2 dam							
Alluring Song	(standard; sustain minor; at-will)			Charm			
Close burst 10; deaf are immune; +12 vs Will; pulled 3 squared & immobilized (save ends)							
Deadly Screech	(standard; recharge 5 or 6 on d6)			Thunder			
Close burst 4; +10 vs Fortitude; 1d6+4 thunder dam & target is dazed (save ends)							
Alignment	Evil			Languages	Common		
Skills	Stealth +10						
Str	15	(+5)	Dex	15	(+5)	Wis	14
Con	15	(+5)	Int	10	(+3)	Cha	19
Origin	Harpy (D&D 4 th Ed, Monster Manual, p. 154)						

Delve #4: The Abandoned Altar of the Manticore (Earth)



The fourth coin with a denomination of 20 and engravings relevant to the element of earth was delivered by a particularly rash leprechaun to the known lair of manticore, who presumably devoured the unlucky leprechaun as he was never seen nor heard from again. This particular manticore had taken up residence in a remote valley, which was home to a cozy stone chapel, once frequented by pilgrims seeking healing for loved ones suffering from illnesses of the mind.

In some lands the degree of civilization still ebbs and grows. So it was in the land of this manticore. Goblins arrived to occupy the caves along the foothills south of the road. They drove the few, scattered pioneers to better protected towns. The manticore found it most convenient to convince the goblins to offer him tribute in exchange for being spared from his

predations. The goblins saw the wisdom in acquiescing to this request and delivered sometimes a goat or sometimes a hapless captive taken in an ambush along the small merchant's road that wound through the country.

Eventually, the goblins grew too bold in their brigandry and were themselves ambushed by a joint militia assembled by the two kings whose realms the road connected. Slaughtered to the last runt, the goblins and their offerings to the manticore came to the end. Unaware of their demise, the manticore, for his part, thought it quite rude of the goblins to forget that he, as any other creature, grew hungry on a regular basis. He took to the air intent on reminding the goblins of their obligations and feasting on goblin flesh that night. To say that the manticore was disappointed to find goblin corpses littering the grounds on either margin of the highway would be putting it mildly. He returned to his home (belly gorged with goblin) and, in a fit of anger, toppled the stones that formed the exterior altar and one wall of the chapel.

His comfortable feeding arrangements cast asunder, the manticore was forced to fend for himself in this wild country. Ornerly by nature, this manticore is particularly ill-disposed to adventurers of the sort that might engage in heroic activities such as the slaying of goblins. If the appearance of these heroes fits such a description, the manticore will likely forego any pleasant banter and ambush the party from the air.

If the party does manage to engage the manticore in conversation, he will gladly forfeit the coin, which has no value to him, in exchange for the plumpest, most succulent looking member of the adventurer's party.

If this delve seems entirely too easy for the number and level of characters, DMs are encouraged to make this a small pride of manticores.

Map

The map for Delve #4 is provided as Map #4 in Appendix I. The party is teleported into a puddle a few inches deep. It has recently rained. The air is humid and the grass is wet, but the rain is not currently falling. There is a small path that leads from their arrival point to the external altar, which takes the form

of a rough oval surrounded by scattered, crudely hewn stones. A small stone chapel in a state of neglect is visible beyond the altar. If the characters are quiet, they can attempt to enter the chapel and surprise the manticore, though this requires successful stealth checks on behalf of all quiet parties.

If the characters do not attempt to be quiet or fail stealth checks then the manticore is alerted to their presence. His favored mode of attack is to take to the air and ambush from above, preferably with repeated spike volleys, as long as the power successfully recharges. He will preferentially attack anyone with a bow or other ranged weapon, hoping to eliminate them and take to the air again, resuming the bombardment of spikes.

Treasure

The primarily treasure of this delve is the elemental coin of earth in the crumbled ruins that form the manticore’s den. With the coins, stashed haphazardly at the back of the chapel behind the ruins of a statue of Our Lady of Healing are gems worth 3,600 gp and a leather bandolier equipped with individual leather slots to hold six small vials. These six vials contain Elixirs of Extended Breath Holding, which allow the imbiber to hold his breath for one hour. (These vials might come in somewhat useful in delve # 5 and are extraordinarily useful for delve #7.)



a gibbering mouther
(Sorry, no manticore finger puppet exists.)

Manticore (M)				Level 10 Elite Skirmisher			
Large natural magical beast (mount)				XP 1000			
Initiative	+12	Speed	6 (fly 8)	Senses	Perception +13;		
HP	210	AC	26	Fortitude	24	Reflex	24
Immune	-	Resist	+2 save vs any	Will	22	Vulnerable	-
Claw	(standard; at-will)						
+15 vs AC; 2d6+5 dam							
Spike	(standard; at-will)						
Ranged 10; +15 vs AC; 1d8+5 dam; Manticore moves three after attack (hit or miss).							
Manticore’s Fury	(standard; at-will)						
Manticore makes both claw and spike attack, shifting 1 square between attacks.							
Spike Volley	(standard; recharge 3-6 on d6)						
Area burst 1 within 10; +15 vs AC; 1d8+5 dam							
Alignment	Chaotic Evil			Languages	Common		
Skills	Stealth +15						
Str	21	(+10)	Dex	20	(+10)	Wis	17
Con	17	(+8)	Int	4	(+2)	Cha	12
Origin	Manticore (D&D 4 th Ed, Monster Manual, p. 184)						

Delve #5: The Rustic Bayou of the Water Naga (Water)



The fifth coin with a denomination of 50 and engravings relevant to the element of water was tossed into the dark heart of a seemingly endless expanse of swamp. The coin settled to the bottom of the lake, where its magical emanations were sensed by a passing water naga, Sinonatrix, who buried the coin in a chest with the rest of her treasures.

It's lonely out in the bayou, even for a naga, with nothing but alligators, snapping turtles and a hundred different species of frogs to keep her company. Sinonatrix longed not so much for a friend, for friendship is not an especially valued trait among snake-folk of any kind, but rather an underling.

Through no fault of his own, Pelophylax was expelled from the kuo-toa community. The rituals used to summon greater entities from the dark of the deep are

complex, sometimes lasting for hours, if not days, on end. Anyone can make an honest mistake, especially if the litany is in Deep Speech. If a bloke accidentally lowers the intonation on a burp just half a note or mistakenly slurs a syllable for half a second too long, the whole ritual can be screwed up, which in the best case, simply means the hundred supplicants involved in the ceremony have wasted their time, while, in the worst case, means they have summoned the wrong greater entity, who as likely as not possesses an appetite sufficiently voracious to devour a hundred croaking kuo-toa in a matter of minutes. Fortunately, Pelophylax escaped the disaster, but so did one or two others, who knew him to be the source of the error. He would have been immediately sacrificed had there been any priests around to supervise the proceedings. As it was, they were all conveniently missing and Pelophylax hurriedly hopped out of town.

As a rule, kuo-toa prefer subterranean lakes to those on the surface, but beggars can't be choosers. Pelophylax took what work he could find. Working as a butler/henchmen for a water naga was not the worst of all destinies, to be sure. Beside the swamp was full of tasty tadpoles and fry. Pelophylax considered himself lucky and endeavored to please his mistress, the beautiful and sinuous Sinonatrix. When they have visitors, he does his best to make them feel comfortable, so that Sinonatrix can quietly slither out of the swamp up onto the dock and into the house, where she can sneak up behind her guests, lethally envenomate them and devour them at her leisure.

Pelophylax is a bumbling, servile butler (think of Igor). The DM should emphasize his sycophantic relationship with the water naga. Pelophylax will attempt to fawn upon the adventurers as well, lulling them into a false sense of ease. In truth, kuo-toa typically only speak Deep Speech, which may limit the interactive role-playing element of the delve. If no one in the party is fluent in Deep Speech, the DM is encouraged to allow Pelophylax to speak a broken common so that he can communicate with the party members.

If the party is too numerous and thus too strong for this delve to present a challenge, consider adding another water naga or Pelophylax's sister-wife, Shqipericus, as a housemaid, or both.

Map

The map for Delve #5 is provided as Map #5 in Appendix I. In this local area, the swamp is composed of narrow strips of land winding through almost continuous pools of water. The water itself is foul and brackish, unfit for drinking. It appears a dark brown in color. The steepness of the banks are impossible to predict. In some places, stepping into the water may land an adventurer ankle deep and right it, her companion may fall in over his head. The water is too murky to judge. In the center of the pools, the water can be twenty or thirty feet deep. Beneath the water, the swamp bed is a soft mud that adventurers will sink into and risk losing their boots in as they jerk their legs free. Mangrove trees grow both on land in the water and especially at the interface.



a kuo-toa

The party is teleported to a rare piece of solid ground, a flat rock entirely surrounded by water. The temperature in the swamp is hot (night and day) and the air is incredibly humid. The party adventurers immediately start to sweat and will continue to do so until their clothes are soaked and the armor sticks to them. Twenty-five feet to the south of the rock is the dock of an old shack. Tied next to the dock is a small boat, capable of holding three people. If the adventurers shout for help to get off the rock, then the kuo-toa, Pelophylax, will emerge from the shack. He will wave at them in a friendly manner, which will surely raise some suspicions since who ever heard of a kuo-toa being anything other than evil? He will shout a greeting in Deep Speech and if he receives no response in broken common, welcoming them to his beautiful corner of the bayou. If questioned about the elemental coin of water, Pelophylax will profess complete ignorance, saying, “How would a poor old fish-boy living all by himself in the deep swamp come by a magic nickel?” Pelophylax keeps a nasty, hooked spear near him at all times.

If not attacked, Pelophylax will ferry them off the rock, two at a time. Inside he will offer them nutria & leech stew, his specialty. It is drugged and will induce a deep sleep for two hours (save vs. poison ends). Drugged party members can be roused by vigorous shaking with an appropriate save and healing check. Depending on the success of that endeavor, Pelophylax may attempt to lure party members out to the dock, where he can shove them into the water, where the water naga, Sinonatrix, waits for them. If her treasure trove is threatened, Sinonatrix will emerge from the water and attack. If out-numbered she will attack from a distance, spitting poison, and casting words of pain and thunderstrike. She will dive into the water and emerge only long enough to attack before retreating to the depths to coil for another attack.

Treasure

The primarily treasure of this delve is the elemental coin of water, which is buried in watery muck at the bottom of a stair case behind the kuo-toa’s shack. This stair case leads to a pool that provides an underwater entrance into the depths of the swamp. On the muddy banks of the pool, there is buried a chest. A careful search of the area (perception check DC 15) will show signs of recent digging. The coin lies within the chest. In addition to the coins, the crypt of the lich contains several pairs of gloves (perhaps the Naga suffered from hand envy). DMs should adjust this list accordingly.

- Gloves of the Healer (Lvl 12) +1d6 healing; healing surge applies to ally as well (AV-135)
- Gloves of Dimensional Grasp (Lvl 16) +4 thievery; hand-sized portal for 5 squares (AV2-58)
- Gauntlets of Blood (Lvl 14) +4 damage; Don’t need to eat (AV2-58)
- Spell Anchors (Lvl 11) Sustain a spell that can be sustained; allow mage to cast another (AV-136)
- Gloves of Grace (Lvl 5) a touch grants ally automatic success to a saving throw; daily (AV2-59)
- Life-Draining Gloves (Lvl 16) +4 to necrotic damage; +20 temp HP after hit (MME-66)

Sinonatrix, Water Naga (N)										Level 12 Elite Artillery	
Large immortal, magical beast (aquatic, reptile)										XP 1,400	
Initiative	+10	Speed	6	Senses	Perception +13; darkvision						
HP	186	AC	25	Fortitude	23	Reflex	24	Will	22		
Immune	-	Resist	+2 save vs any					Vulnerable	-		
Bite	(standard; at-will) Poison										
+7 vs. AC; 2d6+4 dam + 3 HP/turn on-going poison dam (save ends)											
Tail Slap	(standard; at-will)										
Reach 2; +16 vs. AC; 1d8+3 dam and target is pushed three squares											
Word of Pain	(standard; at-will) Psychic										
Ranged 20; +17 vs Will; 2d8+4 psychic damage and target is immobilized (save ends).											
Spit Poison	(standard; at-will) Poison										
Close Blast 3; +15 vs Fort; 1d8+2 poison damage and on-going 5 poison damage (save at -2 ends).											
Thunderstrike	(standard; recharge on 5 or 6 d6) Thunder										
Area Burst 1 within 20; +16 vs Fort; 2d10+4 thunder dam and dazed; Miss: half dam & no daze											
Alignment	Neutral			Languages	Common, Draconic, Supernal, Deep Speech						
Skills	Acrobatics +15 (underwater only), Arcana +15; History +15; Insight +13										
Str	16	(+9)	Dex	18	(+10)	Wis	14	(+8)			
Con	15	(+8)	Int	18	(+10)	Cha	12	(+7)			
Origin	Water Naga (D&D 3.5 th Ed, Monster Manual, p. 193), modified to 4 th Ed. by combining with Guardian Naga (D&D 4 th Ed., Monster Manual, p. 194)										

Pelophylax, Kuo-Toa Butler (K)										Level 8 Minion	
Large immortal, magical beast (aquatic, reptile)										XP 300	
Initiative	+4	Speed	6	Senses	Perception +8; darkvision						
HP	1	AC	21	Fortitude	16	Reflex	17	Will	15		
Immune	-	Resist	-					Vulnerable	-		
Spear	(standard; at-will) Weapon										
+13 vs AC; 5 damage											
Slick Maneuver	(move; at-will)										
A kuo-toa adjacent to an enemy shifts to any other square adjacent to that enemy											
Alignment	Evil			Languages	Deep Speech						
Str	15	(+6)	Dex	16	(+7)	Wis	9	(+3)			
Con	15	(+6)	Int	11	(+4)	Cha	13	(+5)			
Origin	Kuo-Toa Guard (D&D 4 th Ed., Monster Manual, p. 172), reduced 8 levels										

Delve #6: The Volcanic Lair of the Fire Dragon (Fire)



The sixth coin with a denomination of 100 and engravings relevant to the element of fire was given as a gift to a fire dragon. This coin is now part of her horde residing in the ruins of an abandoned temple on the side of a volcano that has recently become active again.

One could hardly blame the founders for choosing to locate the temple construction on the pastoral slope of a mountain. The volcano had been dormant for time out of all men's memory. The same excuse cannot be applied to dragons whose lives span millennia and whose memories trace back events to a time that men can only allude to in myth and legend. When the fire drake, Squamata, killed or chased off all of the priests and their attendants and claimed the temple for her own, she knew very well that beneath the mountain lay a highly pressurized pool of molten magma. She could feel the subtle emanations of heat rising up through the ground. In fact, that intrinsic element of heat appealed to her, helped her make the choice to claim the temple as her. In truth, she was a young wyrm, only a hundred years old at that time. Still a handful of priests are no match for an adolescent dragon. Three hundred years would pass. She accumulated great treasure; the proverbial mountains of gold stacked in their own miniature landscape of hills and ravines within the great hall of the temple.

One can only assume that Squamata felt and chose to ignore the tremors. It's not easy for a dragon to move her horde and it's virtually impossible for her to muster the will to abandon it. When the cataclysm eventually arrived, lava poured down the mountainside and ruined most of the temple complex. Even Squamata was driven forth by the ash that fell from the sky, the fire that cloaked the mountain and the intense heat. In her absence, the hills of gold coins that filled the temple were heated past their melting point, a huge molten pool of liquid gold filled the temple. When the volcano's activity ceased, Squamata returned to find the gold congealed into a solid, immovable mass of precious metal. Although the temple is in ruins, Squamata could not leave her treasure.

Recently the volcano has begun to act up again. Cracks have opened in the floor. Magma rises, gold melts. Such is the condition of the temple when the party arrives. The most immediate tactile sensation is one of over-whelming heat, as if the party stood immediately in front of a roaring bonfire. The party needs no torches due to the omnipresent glow of molten or nearly-molten stone and gold.

Map

The map for Delve #6 is provided as Map #6 in Appendix I. The party arrives in a small room at the top left of the temple. They have to make their way over the cracked golden floor of the temple, past the dragon, to the sarcophagus at the altar behind the dragon. Easier said than done.

Squamata is evil. She is also upset and irritable about the state of her horde. The party may be able to engage her in some conversation, but the dragon's only aim in this is to intimidate them and eventually initiate her attack with Frightful Presence. She will use her breath weapon at every available opportunity.

Treasure

The primary treasure is the elemental coin of fire, located beneath a stone sarcophagus on the altar. Also in the sarcophagus are a set of items intended for the much neglected neck slot. All of these neck slot items provide +3 to Fortitude, Reflex and Will, in addition to the unique items described below. DMs should adjust this list to accord with the number of adventurers. Suggestions include

- Assassin's Cloak (Lvl 14) for stealth challenges, roll twice pick best; daily invisible on hit (AV2-64)
- Chaos Cloak (made of Slaad skin) (Lvl 14) resistance 10 vs elemental foes; daily to avoid an attack on d6, 1-2 half damage, 3-4 teleport 8 squares, or 5-6 enemy also takes equal damage (AV2-65)
- Shroud of Ravens (made of raven feathers) (Lvl 13) daily take damage, transform to crowd of screaming ravens and fly speed+3 (AV2-68)
- Absence Amulet (Lvl 12) Cannot be scried upon or located via magical means (AV-147)
- Periapt of Recovery (Lvl 13) +2 save vs death (AV-153)
- Cloak of Distortion (made of the hide of a displacer beast) (Lvl 14) -5 to be hit by ranged weapon (AV-151)
- Amulet of Inner Voice (Lvl 14) daily automatic save vs domination (AV-148)



a dragon

The gold that coats the floor (several million gp's worth) cannot be removed without a full-fledged mining expedition, which would require several months (and of course the dragon to be incapacitated).

Red Dragon (D)		Level 13 Solo Soldier					
Large natural magical beast (dragon)		XP 5,000					
Initiative +12	Speed 6 (fly 8)	Senses Perception +15; darkvision					
HP 600	AC 31	Fortitude 31	Reflex 28	Will 27			
Immune -	Resist 20 fire; +5 save vs any	Vulnerable -					
Bite	(standard; at-will) Fire						
Reach 2; +18 vs AC; 2d8+6 plus 3d6 fire dam							
Claw	(standard; at-will)						
Reach 2; +18 vs AC; 2d8+6							
Double Attack	(standard; at-will)						
The dragon makes two claw attacks.							
Tail Strike	(immediate reaction to flanking target; at-will)						
reach 2; +18 vs Reflect; 2d10+6 dam & target is pushed one square							
Breath Weapon	(standard; recharge 5 or 6 on d6) Fire						
Close blast 5; +18 vs Reflex; 2d12+5 fire; Miss: half damage							
Bloodied Breath	(when first bloodied) Fire						
The dragon's breath weapon recharges and is used immediately.							
Frightful Presence	(standard; encounter) Fear						
Close burst 5; +18 vs Will; target is stunned until end of next turn, then -2 to hit (save ends).							
Alignment Evil	Languages Common, Draconic						
Skills Bluff + 14; Insight +15; Intimidate + 19;							
Str 25	(+13)	Dex 19	(+10)	Wis 16	(+9)		
Con 22	(+12)	Int 13	(+7)	Cha 14	(+8)		
Origin	Adult Red Dragon (D&D 4 th Ed, Monster Manual, p. 83), reduced two levels						

Delve #7: The Hazy Plane of the Smoke Behemoth (Smoke)



The seventh coin with a denomination of 500 and engravings relevant to the quasi-element of smoke was transported to the quasi-elemental plane of smoke and discarded haphazardly into the haze. It has been collected by the retinue of a smoke behemoth, who is particularly fond of it and always wears it mounted in a silver filigree bezel around its neck.

This is the only extra-planar delve in the module. The characters are teleported to the Quasi-elemental plane of Smoke, which is located between the elemental planes of Air and Fire and leans toward the negative material plane. A delightful discussion of the Quasi-elemental plane of Smoke is provided in Planescape: The Inner Planes (TSR 2634, 1992, pp. 86-91). Where the party arrives, the plane is composed of a featureless charred plain covered in a thick smoke, which reduces vision to three squares and which

cannot be easily breathed. Characters who arrive here without breathing aids suffer several consequences. Their constitution is temporarily reduced by 2. Their speed is reduced by 1. They take one HP of damage every turn. Since these characters all likely have more than 60 HPs (some significantly more), as long as they keep their stay short, they can complete the mission. But the DM should emphasize that the clock is ticking. (If the party uses the teleport scroll to return immediately and complain to Osbornius that they need better gear for this delve, they are on their own to acquire it and then Osbornius will send them back, though he will bemoan the delay.

Once the party has arrived for three turns (panic can set in about finding the coin before the HP trickle out), the Smoke Para-elemental and the four smoke mephits that serve him will attack. Neither their vision nor movement is reduced by the smoke. The first character to be attacked by the para-elemental will see the coin around his neck. Their strategy is to dart in and out of the smoky haze surrounding the characters. If the party manages to take



a xag-ya and a xeg-yi

(Sorry, no smoke behemoth finger puppet exists.)

all five of the creatures, any remaining creatures will follow the characters (by their own inter-planar teleportation skills) to Osbornius' doorstep. The advantage the party has in continuing the battle here is that they no longer suffer the negative consequences of the Quasi-Elemental Plane of Smoke.

Map

The map for Delve #7 is not provided in Appendix I. This is a featureless expanse cloaked in smoke. There are no distinguishing characteristics in the terrain.

Treasure

The only treasure of this delve is the elemental coin of smoke, which is located mounted in a silver filigree bezel around its neck. The silver chain is magically enchanted to be resistant to heat. There is no other treasure in this delve.

Greater Smoke Paraelemental (P)						Level 11 Skirmisher		
Large elemental magical beast (fire, air)						XP 1,000		
Initiative	+12	Speed	8 (fly)	Senses	Perception +5			
HP	108	AC	25	Fortitude	21	Reflex	25	Will 20
Immune	disease, poison		Resist	25 fire		Vulnerable	-	
Claw	(standard; at-will)							
Reach 2; +22 vs AC; 2d8+7; target is grabbed.								
Double Attack	(standard; at-will)							
The smoke paraelemental makes two claw attacks.								
Smoke Claws	(standard; minor sustain; at-will) Fire							
A grabbed target is squeezed tight to the beast and inhales smoke. +17 vs Reflex; 2d6 + 5 fire dam; on-going until target is released.								
Whirlwind Dash	(standard, recharge 6 on d6) Fire							
The smoke paraelemental can move twice its speed, through occupied/unoccupied squares, causing 10 fire damage to any creature in its path.								
Mutable Shape								
The smoke paraelemental can squeeze through shapes as if it were a medium creature.								
Alignment	Unaligned			Languages	Common, Primordial			
Str	11	(+5)	Dex	21	(+10)	Wis	11	(+5)
Con	12	(+6)	Int	7	(+3)	Cha	8	(+4)
Origin	Greater Smoke Paraelemental (D&D 3 rd Ed, Manual of the Planes, p. 184) modified to 4 th Ed. by combining with Firelasher Elemental (D&D 4 th Ed., Monster Manual, p. 104)							

4 Smoke Mephits (M)						Level 3 Soldiers		
Medium elemental humanoid (fire, air)						XP 200 each		
Initiative	+5	Speed	4 (fly 7)	Senses	Perception +6			
HP	40	AC	18	Fortitude	15	Reflex	16	Will 15
Immune	-		Resist	10 fire		Vulnerable	-	
Claw	(standard; at-will)							
+7 vs AC; 1d6+3;								
Sooty Ball	(standard; at-will)							
Ranged 4; +10 vs AC; 1d4 dam + target is blinded for 2 turns (no save).								
Dying Flash	Fire							
Burst 2; When reduced to 0 HP, the smoke mephit disappears in a flash of flame. 1d4 + 2 fire dam								
Alignment	Unaligned			Languages	Common, Primordial			
Skills	Acrobatics +10; Thievery +10; Stealth +10							
Str	16	(+3)	Dex	18	(+4)	Wis	11	(+1)
Con	16	(+3)	Int	6	(-2)	Cha	11	(+1)
Origin	Smoke Mephit (D&D 2 nd Ed, Monstrous Compendium Fiend Folio Appendix) modified to 4 th Ed.							

Adventure Conclusion

The Fate of the Coins

If the adventurers manage to secure all seven of the elemental coins, there remains the matter of payment. Various options are possible, some of which are outlined below.

Amiable Parting. If the party and Osbornius have maintained a reasonably non-acrimonious relationship, he will gladly pay the party the agreed upon price for their services. Of course the payment cannot be rendered until the time required for the coins to act has taken effect, i.e. 1 night for 1 copy of the coins, 2 nights for 3 copies, 3 nights for 7 copies,, etc. (See the Table for additional nights.) In summary, after n nights, Osbornius can generate $2^n - 1$ copies, which allows him to keep the originals. The party has to be patient. If they want one thousand copies of each coin, they must wait ten nights. If they want one million copies of each coin, they must wait twenty nights. There is no other way around it; the magic of the coins is written in metal and cannot be erased. Even by a scholarly mage, attempts to tamper with the coins, as Hebeloma did, will likely result in the destruction of all magical properties of the coins. Greed aside, Hebeloma knew what she was doing.

Trusting Osbornius to eventually make good on his promised payment may test the party's patience, especially because he was not clear up front about the delay in payment. A successful diplomacy check will ensure that he abides by the contract. Of course, Osbornius never reveals to the party the secret of the coins, only that it will take some time to get their payment, and the greater the payment, the greater the wait.

Osbornius Disappears. If the party has maintained an adversarial relationship with Osbornius, he may choose to short-change the party. As soon as he gets his hands on all seven coins, he disappears. As a token of his appreciation and also as a means to taunt the party with the riches they have so narrowly missed, on the morning after three nights following his disappearance, the party finds one copy of the coins for each of them left at their campfire, or in their room at the inn, or wherever they wake.

Mutually Disadvantageous Split. If the party and Osbornius cannot reach an amiable agreement and part ways with each having some of the original, magical coins, no new coins can be generated. Osbornius will follow them and attempt to steal the coins, or hire a more powerful group of adventurers to steal the coins from the party. This module does not explore this possibility.

Combat. If the party attacks, Osbornius will flee. He is a coward and understands that he cannot defeat the party on their own. Presumably he has at least one of the elemental coins with him. In this way, he ensures that the party cannot get rich at his expense. He will eventually lead an attempt to retake the coins either through stealth by himself or by force through the use of hired mercenaries.

nights	copies
1	1
2	3
3	7
4	15
5	31
6	63
7	127
8	255
9	511
10	1,023
11	2,047
12	4,095
13	8,191
14	16,383
15	32,767
16	65,535
17	131,071
18	262,143
19	524,287
20	1,048,575
21	2,097,151
22	4,194,303
23	8,388,607
24	16,777,215
25	33,554,431
26	67,108,863
27	134,217,727
28	268,435,455
29	536,870,911
30	1,073,741,823

Murder. If the party manages to take Osbornius by surprise by, for example, murdering him in his sleep, they will possess all seven of the coins. The first night that the coins are stored in the same container or pouch, they will perform the magic inherent to them.

Infinite Wealth. It's very dangerous for the DM to grant any group of adventurers infinite wealth. Who among us would be able to resist the temptations that such wealth allows? It will presumably result in gross imbalances in gameplay. To avoid this outcome, one suggested route is to allow the characters to generate some cash, sufficient to purchase whatever magical item they are most pining for then have the leprechauns learn that the coins have resurfaced and come steal them again. This can be handled simply by having the coins disappear one night. Perhaps, one character wakes and catches a leprechaun out of the corner of his eye before the theft is completed. The leprechaun vanishes and with them the original coins. The characters are then free to head to the local tavern and regale any rounder willing to lend an ear of how they had infinite wealth within their hands and they let it slip away. Damn the leprechaun! In short, they are left with a story of a kind heard all too often amongst the down and out in taverns scattered across the planes.

Alternatively, the DM can create an additional scene in which the coins are lost. Good luck.

The Spiritualist Who Has Transcended the Lures of the Material World. It is unlikely, though not unheard of, for individuals to recognize the transience of material wealth and to reject it. In this case, one or more characters may choose not to take any coins. The DM should give the individual playing this character (and not the character itself) a set of the coins any way, as a kind of existential experiment.

Experience Points

The monsters in this module all have assigned a proper amount of experience points. That said, many players and dungeon masters feel better about a module that results in each character increasing a level. I unreservedly encourage such DMs or DMs of campaigns with such characters to increase the experience points awarded so that all characters go up one level. The seven delves presented here surely represent sufficient experience to merit one level. This additional experience can be dubbed "Quest Experience Points" rewarded for collecting the seven wondrously replicating elemental coins.



What use does a noble dragonborn paladin, an eladrin ranger at one with the wilds or a devoted cleric of the Raven Queen have for infinite wealth?

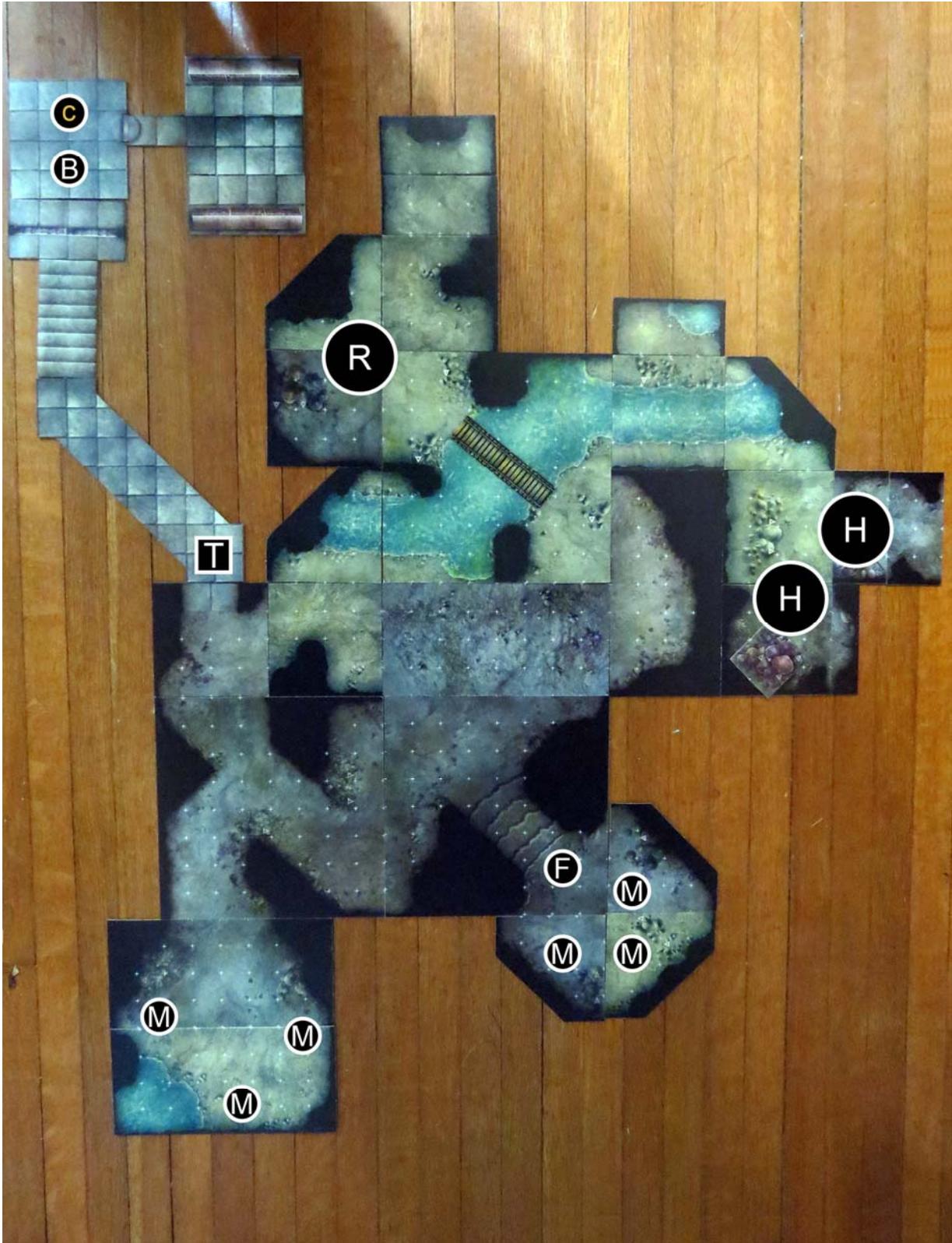
Appendix I. Maps

In this appendix maps are provided for the first six dungeon delves. There is no map for the final dungeon delve, since pertinent to this adventure, the quasi-elemental plane of smoke is a featureless expanse of smoke.

Map Legend

	initial teleport location
	elemental coin location
	location of monster X (The X corresponds to the letter after monster's name at the top of the table containing the respective monster's statistics.)
	point of connection between different maps (for any letter except T)

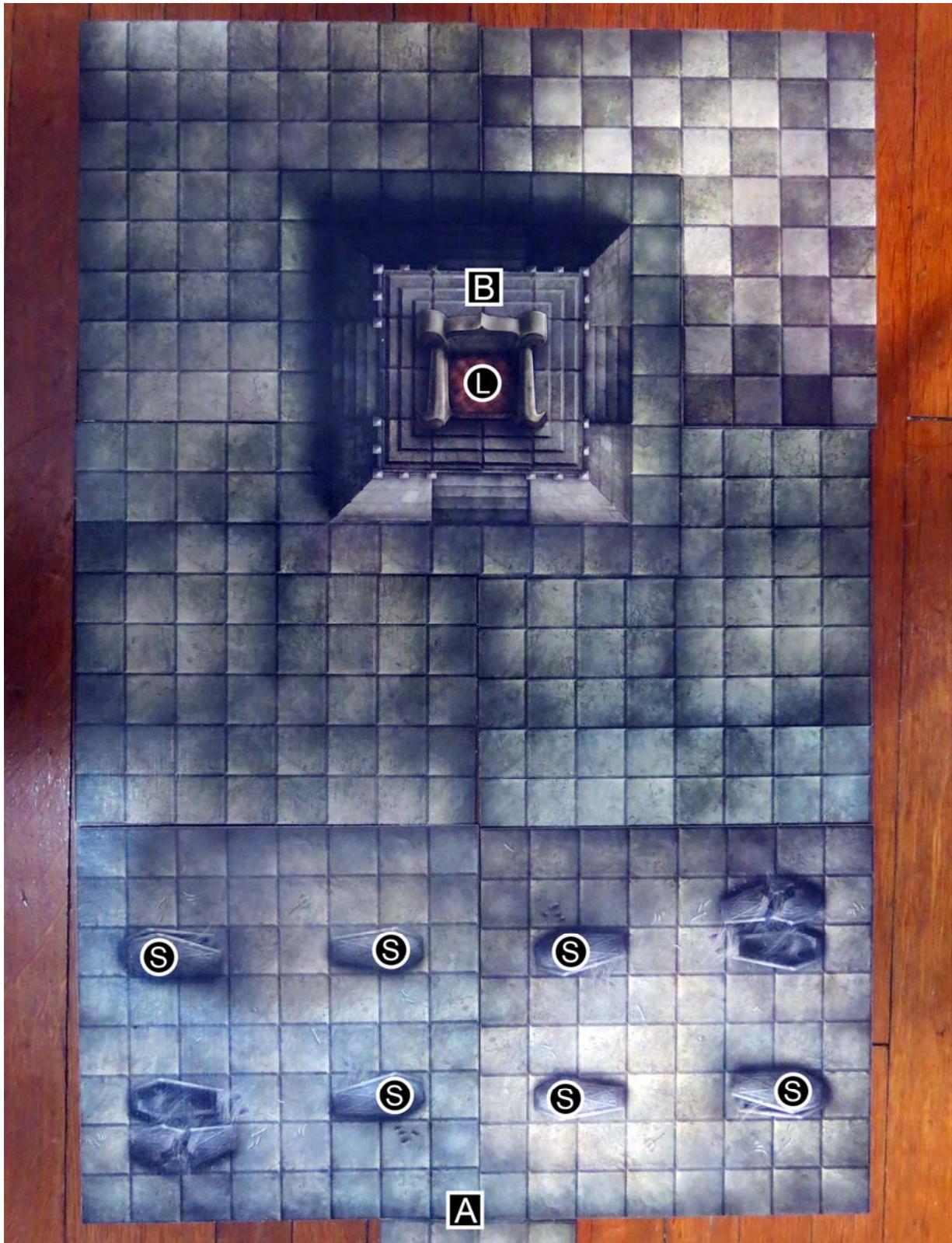
Some attempt has been made to identify the commercial origin of the tiles (and map in one case). In some cases, where tiles from several sources were used, only a generic attribution is provided.



Map #1. The Mithril Mines of the Dwarves (Time) (Source: D&D Dungeon Tiles)



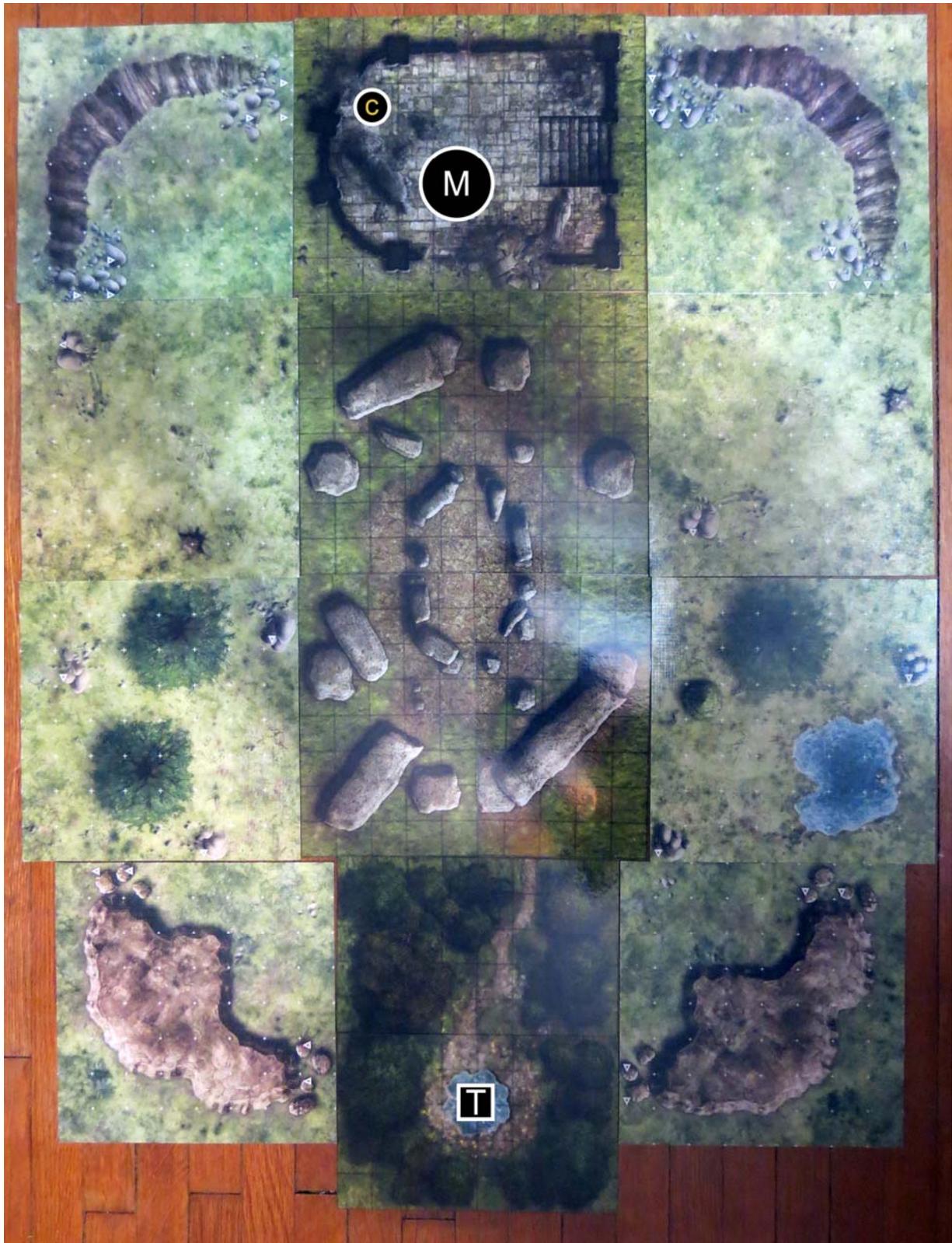
Map #2: The Crypt of the Lich (Magic) Part 1. (Source: D&D Dungeon Tiles)



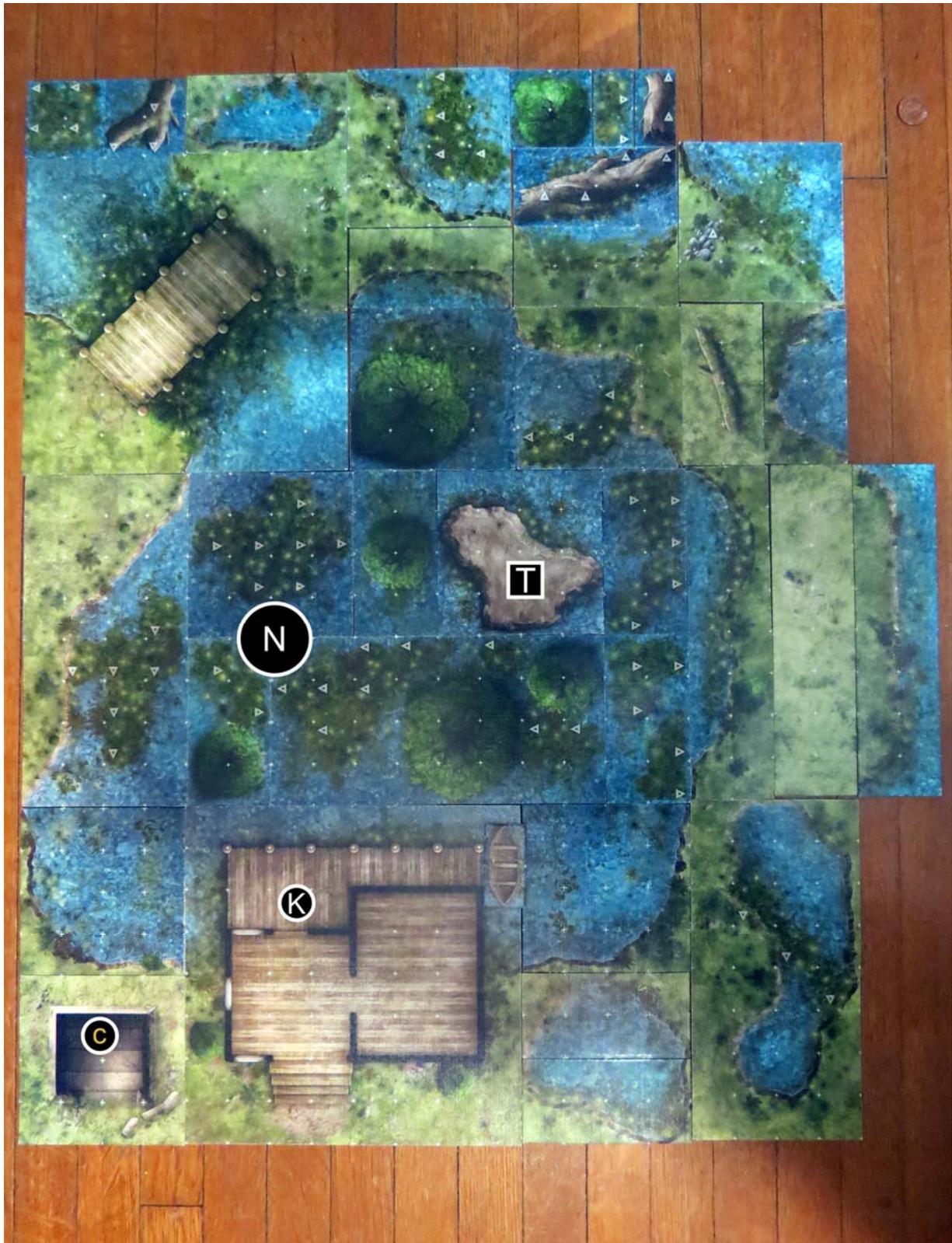
Map #2: The Crypt of the Lich (Magic) Part 2. (Source: D&D Dungeon Tiles)



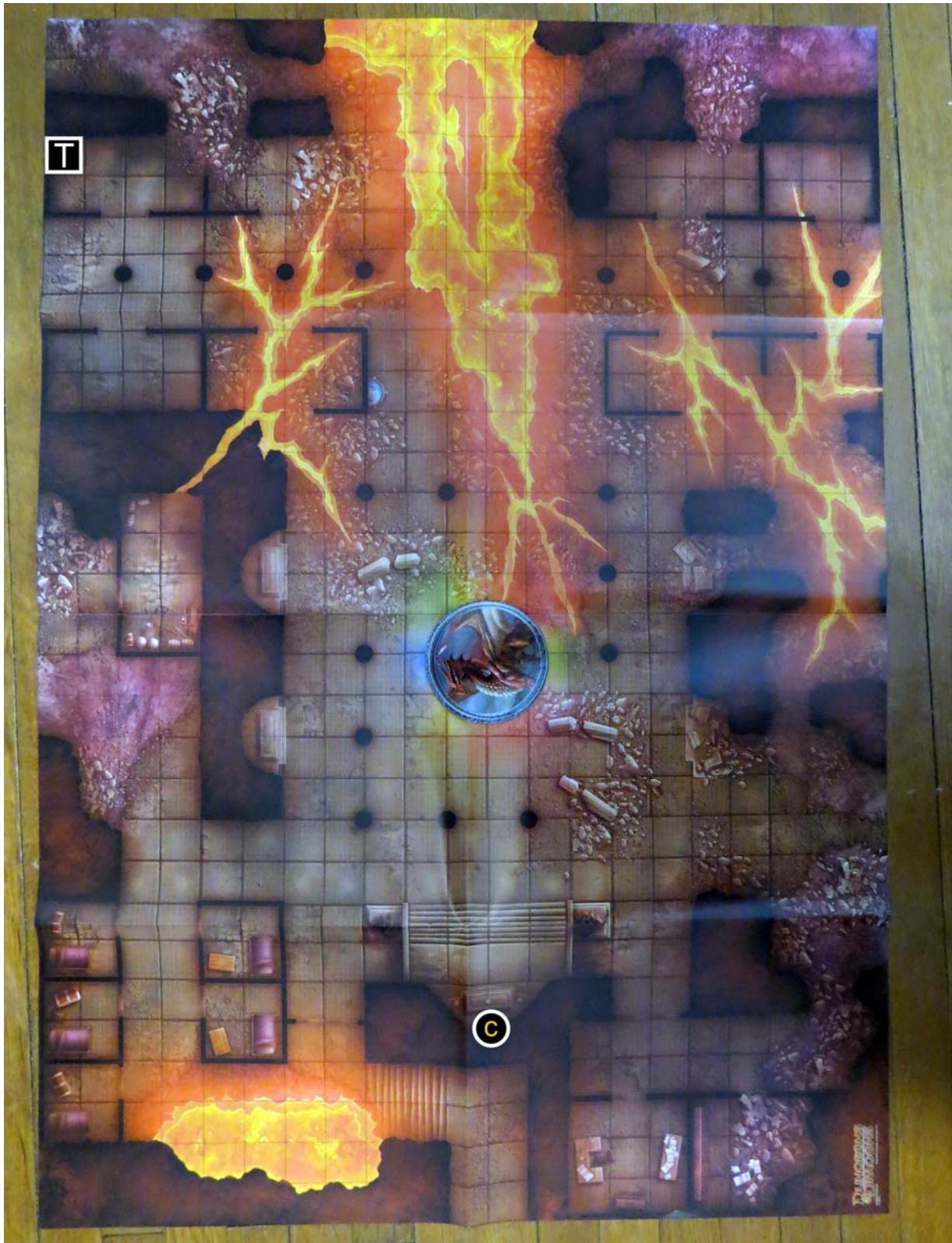
Map #3: The Mountain Aerie of the Harpy (Air) (Source: D&D Tiles)



Map #4: The Abandoned Altar of the Manticore (Earth) (Source: D&D Wilderness tiles & Game Masters Shrine tiles)



Map #5: The Rustic Bayou of the Water Naga (Water) (D&D Wilderness Tiles)



Map #6: The Volcanic Lair of the Fire Dragon (Fire) (Source: D&D Haunted Temples Map Pack)

Appendix II. Tables & Figures

<i>Denom</i>	<i>Element</i>	<i>Diameter (inches)</i>	<i>Weight (grams)</i>	<i>Thickness (inches)</i>	<i>Metal</i>
<i>1</i>	<i>Time</i>	<i>0.984</i>	<i>4.17</i>	<i>0.055</i>	<i>brass</i>
<i>5</i>	<i>Magic</i>	<i>0.984</i>	<i>4.04</i>	<i>0.061</i>	<i>copper</i>
<i>10</i>	<i>Air</i>	<i>1.073</i>	<i>8.15</i>	<i>0.110</i>	<i>silver</i>
<i>20</i>	<i>Earth</i>	<i>1.073</i>	<i>6.00</i>	<i>0.061</i>	<i>silver/gold</i>
<i>50</i>	<i>Water</i>	<i>1.340</i>	<i>13.00</i>	<i>0.075</i>	<i>gold</i>
<i>100</i>	<i>Fire</i>	<i>1.540</i>	<i>26.50</i>	<i>0.115</i>	<i>platinum</i>
<i>500</i>	<i>Smoke</i>	<i>1.750</i>	<i>unknown</i>	<i>unknown</i>	<i>electrum</i>

Table 1. Osbornius can reveal to the party the following information regarding the coins. Note, Osbornius is unaware of the beasts appearing on (and protecting) the coins. Note: This information, except the fictitious metal, is taken from the following website:

<https://www.kickstarter.com/projects/654503844/rare-elements-elemental-fantasy-currency-set-relau> .

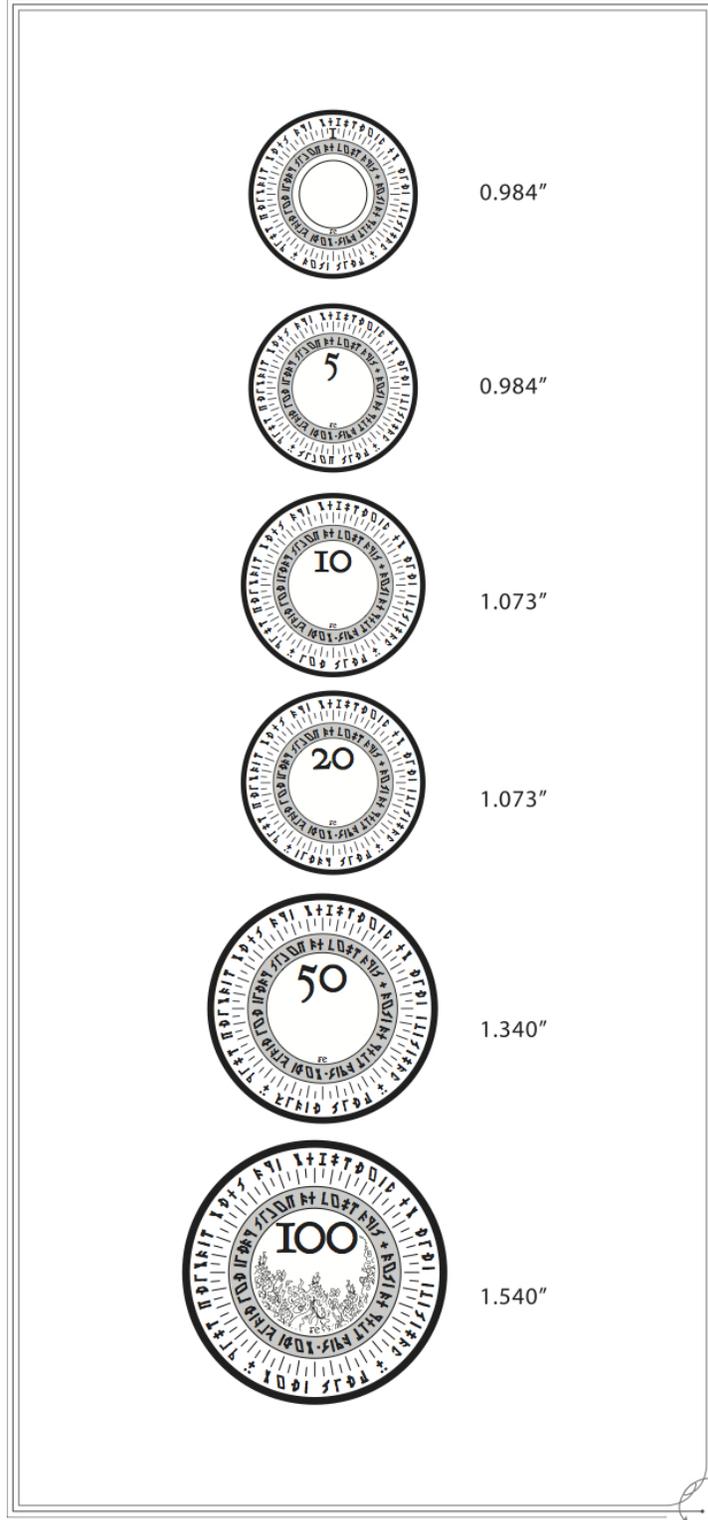


Figure 1. Osbornius has tracings of the backs of six of the coins. The runes are Dethek. Note: This information is taken from the following website:

<https://www.kickstarter.com/projects/654503844/rare-elements-elemental-fantasy-currency-set-relau> .

Appendix III. Notes on the Translation of Dethek Runes

Г	Л	П	Т	І	Х	Δ	Υ	Ο	Θ	⊥	⊥	Ј	τ	+	7	↻	∅	С	†	I	II	Υ	Υ	Λ	Υ
a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z

Table 2.a. Table for translation of Dethek runes to the English alphabet. Note: All images in Table 2.a through 2.h were taken from the following website: <http://forgottenrealms.wikia.com/wiki/Dethek>.

Т	Π	ΠΠ	ΠΠΠ	†	†	††	†††	††††
1	2	3	4	5	6	7	8	9

Table 2.b. Table for translation of Dethek runes to the Arabic numbers 1 through 9. Note: The coins do not use Dethek runes for the numbers.

†	††	†††	††††	†††††	††	†††	††††	†††††	††††††	††
10	11	12	13	14	15	16	17	18	19	20

Table 2.c. Table for translation of Dethek runes to the Arabic numbers 10 through 20. Note: The coins do not use Dethek runes for the numbers.

†††	†††††	†††††††	††††††††	††††††††††
21	27	42	47	99

Table 2.d. Table for translation of Dethek runes to the Arabic numbers 21 through 99. Note: The coins do not use Dethek runes for the numbers.

У	У	У	У	У	УУУ	УУУУУУУУУУ
100	101	120	131	137	300	999

Table 2.e. Table for translation of Dethek runes to the Arabic numbers 100 through 999. Note: The coins do not use Dethek runes for the numbers.

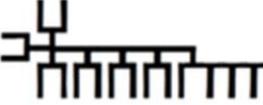
			
1000	1001	1007	1038

Table 2.f. Table for translation of Dethek runes to the Arabic numbers 1000 through 9999. Note: The coins do not use Dethek runes for the numbers.

							
Orc Orcs	Elf Elves	Dwarf Dwarves	Human Humans	Gnome Gnomes	Halfling Halflings	Goblin Goblins	Dragon Dragons

Table 2.g. Table for translation of Dethek runes for selected species.

				
Danger: Be alert	Safe trail	Safe drinking water	Bad water	Safe place, shelter

Table 2.h. Table for translation of Dethek runes for common messages. Note: All images in Table 2.a through 2.h were taken from the following website: <http://forgottenrealms.wikia.com/wiki/Dethek> .



*the cult of the mushroom
(taken from The Mushroomnomicon, published by the Poison Pie Publishing House, 2013)*

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