



Tides of Doom Bonus Material

Material left out of the 4E D&D adventure "Tides of Doom" part of the *In Search of Adventure* anthology published by Goodman Games. Used with permission.

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Role Playing Public Radio

<http://www.slangdesign.com/rppr>

Tides of Doom Game Design Notes

This scenario is a horror themed adventure built around two central design ideas that I feel most D&D scenarios lack.

1. The village (Crafthaven) is not just a base camp to rest and resupply; it is a center of action.

The archetypal model of adventuring is premised on the idea that adventurers venture from a place of safety (the village) to a place of danger (the dungeon) and return with loot in hand. I wanted to break this model up by placing a dangerous organized group of enemies inside the village. To that end, I made the dungeon fairly sparse but residing within the borders of the village. Furthermore, the cultists are villagers, perfectly disguised. Players have to protect themselves at all time. This works well, as paranoia and dread of what could be lurking in the Inn enhances the atmosphere of a horror game.

So, when playing to run Tides, remember to plan for encounters inside the supposedly safe village. These encounters shouldn't just be ambush after ambush. The cult starts small and escalates as the players get closer to the Icon. Simple tactics, such as finding a corpse of a dead dog in their room when they wake up, can be just as effective as a prolonged fight in the village streets. To balance this out, the Red Brigand should be used to help the players if they get overwhelmed in the village.

2. The Tides are rising so players must balance rushing ahead versus methodical extermination of the cult. Escalation is the name of the game.

The cult has limited resources but their goal is only to wait out the clock. If they get to day 30 or kill the PCs, they win. They have dozens of fanatical cultists, but only relatively simple

weaponry (spears, nets, daggers short bows and slings for the most part, except for cult leaders like Yorrick) and can only command and create relatively weak monsters (ghouls, zombies, skeletons and corrupted animals. The Phantom Corpus formed by accident and the cult has limited control over it). The cult does not have the manpower to openly control the area as the uncorrupted villagers outnumber them.

The players should be made aware of the rising tides of doom through their own growing corruption (taint) and visions of doom. They see the village getting worse, not better. However, there is a tendency to systematically 'clear' each level of the dungeon and some players may want to start a hunt for the hidden cultists in Crafthaven. Fireheart harvesting also provides a major incentive for characters to take their time. While the aqueducts are picked over by harvesters, the ruins are virtually untouched. Greedy players may spend more time harvesting fireheart for major profits than actually fighting evil. Of course, once the cult is destroyed, harvesters will swarm over the ruins looking for fireheart. Thus, extremely selfish characters may want to delay stopping the cult in order to get all the fireheart from it first.

Taint is the counterbalance that motivates players to move forward. Once they realize they are all at risk unless they stop the cult and the longer it takes to destroy the Icon, the more they are corrupted. Dragur the priest CANNOT heal all of the taint. He has to spend some of his daily spells on the ill harvesters. He is only a short term solution, not a long term one.

I am thinking of adding a few magical corrupted weapons in the dungeon and in Yorrick's hands. Players can use the weapons for additional combat power but gain taint even quicker or they can go on a sub quest to purify the weapons but this takes time which gives the cult more time to prepare for the final battle.



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The longer the scenario takes, the higher the stakes become. The adventurers grow more ill from taint, while the cult fights a guerrilla war against them as they become more desperate to stop the heroes.

My goal is to create an organic clock that provides for different play styles. Ambitious and aggressive players may rush forward to destroy the Icon, thus losing some loot but minimizing taint and reducing the power of the Icon's guardians. Cautious players get more time to prepare, level up, get loot, but face an equally prepared group of guardians in the last battle to destroy the Icon.

Tides of Doom Outline

4e scenario

Levels 1-3 (default is level 2 party)

Synopsis: The adventurers explore ancient ruins directly underneath an active city and find a secret cult about to unleash a powerful monster upon the world. They must delve deep into the ruins and stop the cult before the tides of doom rise too high...

Background: The ruins of an ancient city have been found underneath the small port village of Crafthaven. Some villagers found great treasure in the ruins shortly after its discovery. However, those living directly above the ruins soon grew ill from a mysterious plague. The afflicted section of Crafthaven was evacuated and the villagers have left the ruins alone. However, stories of the ruins spread and treasure hunters began to arrive.

A few treasure hunters found some trinkets and gold coin, a few disappeared, but the boom didn't start until Gustav the Trapper discovered the presence of fireheart, a bioluminescent mold worth its weight in gold. Incredibly rare throughout the world and prized as an ingredient in magical inks of all types, Gustav organized a fireheart harvesting company. Soon after the

harvest began, the first monsters in the ruins were discovered.

Little did the villagers or harvesters know was that an evil cult operated from the ruins. A powerful icon of the Ancient Ones, elder evil gods banished many millennia ago, was found by the first villager to explore the ruins. He became the first acolyte of the new cult of the Ancient Ones. Through many ritual sacrifices to the icon, the cult slowly awoke some of its dormant power and made contact with other worshippers of the Ancient Ones, the aboleth. The cult now works under the guidance of the aboleth. The icon continually increases in power and in a month's time will fully awaken. When that happens, the entire region will fall under the cult's power.

However, the treasure hunters and harvesters have complicated the cult's plan. If the icon is disturbed or damaged while it powers up, it will shatter. In order to protect the icon, the cult has built a tunnel from Crafthaven's docks to the ruins. Every day, at high tide, water pours in, filling the ruins. Soon, the water will completely flood the icon's chamber in the lowest level making it nearly impossible to reach. Furthermore, the cult has summoned many monsters to attack anyone who enters the ruins. Finally, the cultists, who are villagers themselves, try to drive off, sabotage and even assassinate anyone who seems too interested in the ruins.

Corruption of the Icon:

The Icon is a metallic cube with strange organic tendrils growing out of it. It floats in the air, slowly rotating and emitting an unearthly blue glow. The Icon's power already affects anyone who spends time in the ruins. It corrupts their mind and body, and will eventually transform into a mindless savage beast. However, it is a subtle effect and most believe it is a mundane illness. A priest can heal the corruption, but the cultists make healers a top priority when it comes to assassination.



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Major NPC Groups

The Villagers: Most of the citizens of Craffhaven are innocent artisans and fishermen who simply want to be left alone. Many of them realize that an evil secret society of some kind operates in the ruins, but they are terrified of being targeted by it. However, they will covertly assist any adventurers who try to stop the cult, with food and information. Of course, the adventurers will have to figure who is a trustworthy citizen and who is a lying cultist.

The Cultists: About one hundred villagers and a few others make up the core membership of the cult. They use secret tunnels to enter the ruins without being detected and make sacrifices to the icon at night. During the day, they collect information on adventurers and devise plans to sabotage their efforts. They may poison their food, steal equipment, plant false rumors or even hire a mercenary to kill them. Clever adventurers can set up traps for the cultists, ambush them or simply kill them. If they are lucky enough to capture a cultist, they may gain critical information about the cult.

The Fireheart Harvesters: A few dozen mercenaries, vagabonds and down on their luck adventurers spend their days harvesting fireheart under Gustav's direction. It's dangerous work but the pay is good and a friendly village with a good tavern is next door. The harvesters are neutral to other adventurer types but will fight dearly for their pay and their honor. Fighting an evil cult isn't on the agenda.

Major NPCs

The Red Brigand (Ranger 1/Rogue 4): A former bandit turned vigilante who fights a one man war against the cultists. Formerly a woodsman who became a bandit to fight an oppressive nobleman in his homeland, Johan fled his homeland to avoid bounty hunters and execution. He settled in Craffhaven and occasionally robbed rich merchants and spread the wealth to the poorest villagers when possible. When the cult began,

Johan investigated and eventually discovered it. Unable to destroy it by himself, he fights them in a dark red custom made costume. He's been spotted several times by villagers and rumors fly of a roof jumping madman in a red cloak and mask. He will shadow and help any good adventurers who also fight the cult.

Gustav (Warrior 2/Expert 4): An ex-soldier turned trapper, Gustav always has an eye out for profit and himself yet he will keep his word. He merely sees Craffhaven as a new opportunity for profit and dismisses any casual allegations of an evil conspiracy afoot. If presented with hard evidence of the cult, Gustav will pull out unless he can be persuaded that a greater profit can be made by another course of action.

Dragur: A wandering priest, Dragur, works in the central camp tending to the wounded for hard pay. He can cure the corruption of the icon and even raise the dead but he is being stalked by the cultists. He hides his growing paranoia from the harvesters, for fear they will label him a coward and a madman but may beg for protection from some adventurers.

Sebastian: The cult leader and mutated villager. Formerly a simple fisherman, Sebastian was instantly corrupted by the Icon when he found it. He brought other villagers to the Icon and soon had a growing cult under his command.

Encounters outline:

1. PCs arrive at Craffhaven, lured by the promise of treasure, or easy work collecting fireheart, or rumors of evil afoot in the village. They find Gustav in the town square, displaying a slain skum and asking for new recruits for the fireheart harvest. He uses the dead monster as proof that the fireheart harvesters are protected by Gustav's men. The dead skum is reanimated and attacks the crowd. At the same time, swarms of rats attack the crowd.



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2. Several harvesters try to extort the adventurers into either leaving or giving them a cut of their treasure. They don't want the competition. The players have many options to deal with the thugs.

3. The corruption of the Icon has spawned a unique undead, similar to a ghost, known as the Phantom-Corpus. This pitiful creature unwillingly creates a physical body for itself but the body is a crude humanoid figure formed out of debris. It tries to complete its body by filling it with the remains of whatever creature it can kill or scavenge. It shambles towards the players, begging for help and viciously attacks anyone it can reach. If its body is destroyed, it will reform a day later. Only a raise dead spell or similar magic can permanently stop it.

4. The ruins themselves are quite dangerous, as they are heavily damaged and worn. Collapsing floors, falling ceiling tiles and toxic vapors are all present.

5. Yorrick, rogue 3 the head assassin of the cult is a coward but a good shot with a heavy crossbow. He will snipe at the players from a distance, using hit and run tactics. Yorrick will also steal their equipment at night when they sleep and poison their food. He has two rogue 1 assistants who will only tail the PCs but they will follow their every movement.

6. The cult has learned that exposing animals to close proximity of the Icon turns them into savage beasts that will not harm a faithful cultist. So, they have corrupted whatever animals they can find, mostly giant crabs, eels, and wild dogs. They roam the ruins and attack at will.

7. A wounded harvester screams for help nearby but he is a unwitting lure for a cultist ambush.

8. Several tunnels lead from the ruins into the basements of several houses in the village. Adventurers who find them will be mercilessly attacked, as the cult desperately tries to silence them before their secret is revealed.

9. Eventually, the adventurers or the Red Brigand reveals the existence of the cult to the village. Rumors and fear spread like wildfire through the community and only the adventurers can stop or mitigate the paranoia. If they don't act decisively, torch wielding mobs will form and execute innocent villagers. The cultists of course are clever enough to point out useful scapegoats before they are targeted.

10. The cultists divert water to flood a dungeon corridor while the adventurers explore one of the lower levels. To make matters worse, a skum is waiting for them hidden on the ceiling, with a spider climb spell.

11. Sebastian uses the Icon to send foreboding dreams to the adventurers. Images of underwater ruins, drowning, evil creatures lurking underneath the waves, and rising tides give them vivid nightmares. However, Sebastian imprints some of his own thoughts into the dreams and leaves several clues to his identity. Players who pick on these clues can gain valuable information to use against him.

12. The cult grows desperate and sets the Inn on fire. The adventurers must rescue innocent villagers while fighting the cultists who snipe at them in the dark.

13. The Icon rests in a massive cistern in the lowest level of the dungeon, similar to the basilica cistern of Istanbul. The longer it takes the PCs to reach the cistern, the more water there will be. If they get there quickly, only a few inches of water. If they spend too long, they will have to swim or get rowboats to fight the Icon. PCs can drain some of the water with risky maneuvers, such as opening various gates and dams. Of course this gives the Icon's defenders more chances to kill the PCs. The Red Brigand will join the PCs in this final fight.



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Cut Material from Tides of Doom

Starting the adventure

The adventure begins in Craft Haven when the characters arrive, drawn to the village in search of treasure or rumors of the evil plaguing the community. A rare and valuable fungus called fireheart has been found in the ruins underneath Craffhaven, so many have flocked here to collect as much of it as possible. Furthermore, rumors of a great evil brewing in the ruins have also spread far and wide. As soon as the characters arrive, the cult of the Ancient One takes notice of them and will act accordingly.

- The characters are kidnapped by cultists to be used as sacrifices in their evil rituals. However, the Red Brigand intercepts the cultists and slays them. The Phantom Corpus heard the noise but the Red Brigand got the monster's attention to lure it away from the characters. The characters find themselves in the quarantined section at night, with their equipment on the bodies of the dead cultists.
- Gustav sends for the characters and demands that they destroy whatever is interfering with his fireheart operation. They are marched to the entrance of the quarantined section and told to kill every monster in the ruins.
- A pious villager in Craffhaven prays for deliverance from the evil plaguing the community. The next morning, the characters wash up on shore, with no memory of how they got here. Their equipment is stored in nearby chests that washed up with them. The villager finds them and takes them to the quarantined section, believing they are the miracle he asked for.
- The patron of the player characters sends them to investigate the ruins in order to determine if they pose a threat to kingdom.
- A prophecy declares that only the player characters can defeat a great evil near

Craffhaven. When they arrive, they learn of the cult and the ruins.

Cut Encounters from the village

Area 1-2 Targeted by the Cult

As the adventurers explore the ruins and draw closer to the Icon, they will be targeted by the cult for liquidation. The following list of encounter is the escalating attack plan of the cult.

Every time the players do something that works against the plans of the cult, assess their current threat level and choose an encounter from that group. Run an encounter if the cult learns about the actions of the players. Dead men tell no tales. Run only one encounter for each action of the group. Every cultist, unless otherwise mentioned, is a level 1 commoner proficient with whatever weapons they wield. Vary each encounter, to keep the characters guessing.

Potential threat: The cult is not sure how serious the group is so they will study the PCs for now, trying to assess how dangerous they are. Every time the players act, choose one of the following encounters.

1. A single cultist (rogue 1) tails the characters for 1d6 hours or until detected. The cultist has +8 in all stealth skills and stays at least 100 feet away if possible. If detected, the cultist flees at top speed and if caught, will only laugh at the characters. Characters may get the sense that they are being watched, but they must make an opposed perception check against the cultist. The cultist will not attack the players, but will report back on their actions. This report will raise the character's threat level to minor threat.
2. A cultist, posing as a villager, approaches a character and asks them about their plans. The cultist will mention that many in Craffhaven have had nightmares of a great evil lurking in the ruins and demands to know what the characters plan to do about it. If the characters reassure the cultist that they will defeat the evil, the cult will treat them as a minor threat.



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3. While eating at the Inn, several cultists pay 1d4 drunken harvesters at the Inn to beat up the characters, saying that the PCs insulted Crafhaven. The harvesters use their fists and makeshift weapons, such as pewter mugs. They won't kill the PCs if they win, but they will gladly steal whatever is on them. The cultists merely observe to determine the characters' fighting ability.

Minor Threat: The characters are viewed as nuisances, to be eliminated if possible, but simply driving them away from Crafhaven is also suitable. Groups who have only explored the quarantined section of Crafhaven and level 1 of the dungeon are generally considered minor threats.

1. Sebastian targets the strongest warrior in the group with a Nightmare spell.

2. A cultist attempts to steal a vital piece of equipment from one of the characters, when they are resting or distracted. They will first take spellbooks from casters or magical items of any type. The cultist will flee if detected.

3. Cultists harass the characters while they rest. If they sleep in the Inn, they throw rocks and dead rats through their windows. If they rest outside of town, the PCs awake to find threatening messages written in blood near their resting spot. These messages are simple threats to leave town immediately.

Major Threat: If the characters make it clear that they are dedicated to stopping the evil in Crafhaven and they seem capable of doing so, the cult will focus on killing them as quickly as possible.

1. Ambush: After monitoring the group's habits, the cultists lay an ambush for them. If the adventurers use the same entrance every time they enter the ruins and leave, the ambush will be set up after they enter and wait for them to leave. If they are noble minded heroes, a cultist cries out for help from a nearby alley. When

they rush forward to investigate, 2 cultists open fire with heavy crossbows while three more throw nets over the characters then attack with spears. A sixth cultist (rogue 1) sneaks up on any vulnerable spellcasters and attempts to sneak attack them.

2. Divide and Conquer: The cultists attempt to lure the characters away from each other, based on techniques derived from their observation of the group. Heroic characters will be presented with a chance to do good, such as helping a small child find his parents while selfish characters are presented with treasure. Once alone, four cultists rush the characters with nets and spears.

3. Food poisoning: Yorrick (rogue 3), the head assassin of the cult, sneaks into the Inn and poisons the food of a player character, preferring a frail target, such as a spell caster. The poison is tasteless. INSERT POISON STATS HERE.

Area 1-3: The Red Brigand

A one man war against the cult, the Red Brigand (ranger 2/rogue 3), also watches the player characters. The Red Brigand is Johan, a retired adventurer and bandit who lives in anonymity in Crafhaven, posing as a simple fisherman. Once the cult began to operate in Crafhaven, Johan grew suspicious and investigated. He soon discovered the cult and swore to destroy it. However, he is getting long in the tooth and can't stop them all by himself. He's never ventured deep into the ruins as he doesn't know what they're scheming and wants to learn more before delving too far.

The Red Brigand dresses in a distinctive dark red masterwork suit of leather armor and mask. He uses his ring of invisibility while jumping from roof to roof or stalking the alleys of Crafhaven. Most nights he simply watches and waits but when he notices suspicious activity, he will close in. He prefers to strike out from the shadows, killing cultists with precise arrow shots before turning invisible again.



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If the adventurers prove honorable, the Red Brigand will shoot an arrow with HANDOUT 1 attached, outlining the basic nature of the cult and warns of several dangers in the quarantined section and the first level of the dungeon. He will not approach the characters unless absolutely necessary. He will assist characters caught in an ambush.

Text of Handout 1

My friends,

A vile cult hides in this village. They worship an evil god, Dagiy'tha, is its name I believe. Take care of who you trust! Any native of Crafthaven may be one of them. I do not know what they plan, but the answers lie beneath your feet.

They guard the ruins under the quarantined neighborhood with unsleeping guardians and foul magic. One of their monsters is an unquiet spirit that forms a body out of carrion and trash. If the body is destroyed, the spirit makes a new one in a few days. It can be avoided through stealth and cunning. Use the rooftops.

I wish you good luck in your quest to stop this evil.

The Red Brigand

Area 1-4 The Golden Coast Inn

Read or paraphrase the following whenever the characters first enter the Golden Coast Inn

As you open the door to the inn, you are greeted by the roar of laughter and the scent of roasted meat. Rough looking men caked in dust joke and carouse near the fireplace, freely spending gold and boasting of their exploits harvesting fireheart in the ruins. On the other side, villagers drink glumly and keep to themselves. A few of them eye your group with suspicion as you walk in.

The Golden Coast is the only available inn in the region. Rooms are readily available as few harvesters actually stay here, preferring to save their money by sleeping in one of the tents in the camp. However, they often spend their nights drinking at the Inn. Of course, characters who stay in the Inn may find themselves attacked by cultists. Unfortunately, if they choose to sleep anywhere else, they will definitely be attacked by wandering monsters at night, as the cultists will send cannon fodder, such as zombies and corrupted animals.

Area 6-1 The Cistern of the Dagiy'tha Icon

Sebastian and three Skum guardians spend all of their time here, basking in the Corruption of the Icon. The staircase ends with a small stone landing. The rest of the chamber is a massive cistern, with many pillars supporting the ceiling. Six simple rafts have been tied to various pillars around the room, used by the cultists to worship the Icon.

The scent of seawater hits you as you enter the chamber. The stairs end in a landing. Beyond that, only water fills the cistern. At the opposite end of the chamber, a small metal Icon hovers, suspended by a powerful magic. A man in robes levitates over the water near the Icon. He says nothing and only points at your group. Dark shapes dart through the water.

Whenever the characters are detected, the final battle begins. The three Skum target melee fighters to keep them occupied. Sebastian begins by summoning a large fiendish shark. Then he will summon a fiendish crocodile. Finally, he unloads offensive spells on characters or moves to heal one of the Skum.

The Rising Tides

When the characters first begin this adventure, the cistern of the Icon has little water, only a few inches. However, each day, the waters rise 3 feet. The longer it takes the characters to reach the Cistern, the tougher the last fight will be.



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Sebastian cannot summon a shark if the water is less than 12 feet deep. (4 days)

The Skum gain a +1 morale bonus for every 6 feet of water. (every 2 days)

At 6 feet deep, Sebastian can cause a tidal wave that hits everyone in a 20 foot radius for 1d6 damage for every 6 feet of depth. He can use this power once every 3 rounds.

The Corruption of the Icon mutates Sebastian, making him an amphibious creature when the water reaches 18 feet. He can cast spells underwater and swim 30 feet a round. He sheds his armor at this point but gains scales, resulting in a -3 AC adjustment. (6 days)

A 5d water elemental is permanently summoned at 21 feet. (7 days)

At 30 feet, the fiendish shark is permanently summoned as well. It can also leap out of the water with a full round action and bite a character. (10 days)

However, this is balanced by a few factors.

The cult does not have unlimited cultists. For every 6 cultists slain, the characters gain a +1 morale bonus when fighting cult leaders or guardians.

The Red Brigand becomes bolder the longer the characters fight the cult. He will join them as a NPC for the battle if the adventure takes six days or more.

The characters are likely to level up.

The characters may hire harvesters as NPC muscle.

Misc. Material

Random Encounter Table 1d20

1 2d4 corrupted dogs (above ground) or 1d3 corrupted crabs (below ground)

2-4 Cultist patrol – 4 cultists armed with short spears and nets.

5 1d6 zombies – humanoid

6-7 Nothing

8 2d6 zombies – animal

9-11 1d2 ghouls

12 1d4+1 harvesters – neutral to group but will defend themselves if attacked

13 Phantom Corpus (if not destroyed)

14 Red Brigand – 50% chance he is currently fighting cultists

15 Yorrick – concealed. Will sneak attack characters then run away when hit points drop below 20.

16-17 Nothing

18-19 1d6 Cultists disguised as villagers – they will beg for help, pretending to be lost. Once the group lets their guard, they will attack.

20 1d6 villagers – Cultists will occasionally kidnap innocent villagers and leave them in the ruins as food for the monsters. They will beg for help. Guiding them back to Crafthaven rewards 100 experience points per villager.

Appendix: The harvester camp and Fireheart

Area 2-1: Welcome to the Camp

The fireheart harvester camp is a ragtag collection of scavengers, mercenaries, adventurers and opportunists. Tents and makeshift huts are scattered haphazardly about, with only two permanent standing cabins in the center of the camp. In truth both cabins are Leomund's shelters, conjured by Gustav's mercenary wizard, Sigmund. One cabin is Gustav's headquarters, while the other houses Sigmund's alchemist lab and fireheart processing center. Both are well guarded by mercenary guards.

When the players first enter the camp, read or paraphrase the following

As you crest the hill, you see a rough camp of tents and shacks, obviously assembled in the last few weeks. A foul chemical odor wafts by with the breeze. Men laugh and curse as they gamble, fight and plan their next trip into the ruins. A desperate merchant hawks his wares, cheap swords and lanterns. There must be



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dozens of mercenaries and opportunists in the camp. You can feel the eyes of a few of them as you enter the camp.

Once in the camp, the characters can buy any standard items from the PHB for double normal price (Diplomacy DC 10 check to haggle it down to normal price). However, aside from gambling, there is little to do here other than to see Gustav.

Area 2-2 Meeting Gustav

The player characters are ushered into the cabin, which doubles as an office and sleeping quarters for Gustav.

Read or paraphrase the following

The guards usher you into a cramped cabin. Gustav sits at a desk, pouring over several parchments. A clerk huddles in a corner, frantically balancing the books for the operation. A bed takes up the opposite corner. Gustav greets you and begins to speak.

"I want to make this clear first. Do not repeat what I am about to tell you to anyone else or I can promise you dire consequences. As you can see, I have set up a very profitable business here, harvesting fireheart. However, the men who spend too much time down below get sick. Some have even died. Now I am not a callous man who would not care for my employees.

I hired a priest, Dragur, to remedy this malady. Recently though, he has ranted and raved about evil omens and it's all I can do to keep him here. He has round the clock guards and his behavior has unsettled the men. Rumors are already flying about the ruins. There is something... unnatural going on down there and I will pay you handsomely if you can get rid of it. I would hate for this opportunity to disappear."

Gustav is willing to pay up to 500 gold plus free healing from Dragur if the player characters can stop the evil soon. Gustav isn't sure what's going

on, but he will only pay if Dragur stops receiving visions of doom.

Area 2-3 Dragur the priest

If the characters wish, they can visit the priest. Dragur spends all of his time in an incense choked tent, tending to several ill harvesters. He is pale and worn-out from several weeks of little sleep.

Read or paraphrase the following

Little light penetrates the hazy interior of the priest's tent. A thick cloying haze of incense fills your lungs, but even it cannot fully conceal the stench of death. A half dozen men lie in simple beds, dying of some mysterious disease. Dragur comes over to the group and speaks to them in a low voice.

"My friends, I will be brief. A great evil hangs over our heads. Every time I pray for my spells, I receive visions of a rising tide that shall drown us all. I also feel I am being watched. Soon, I think, I shall die. Please, help us."

Unfortunately, Dragur can't provide any specific information on the evil. He can describe the disease, which affects every worker who spends a great deal of time in the ruins. He also has access to a sacred shroud that protects anyone who wears it from Taint. It can also negate the Corruption Trap in Area 5-3. However, Dragur will only give the characters the shroud if they are good, promise to return it and have asked him for help with the Corruption Trap.

Area 2-4: The main excavation

The discovery of the ruins underneath Crafhaven has led to many more such discoveries in the area. So far, the harvesters have focused their efforts on one extremely long tunnel, a massive aqueduct of some kind. Most of the fireheart is taken from here, as the harvesters believe the ruins directly underneath Crafhaven are contaminated with some kind of plague. This



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aqueduct does not connect to the main dungeon. However, at the GM's discretion, harvesters may uncover other dungeons in the future.

Fireheart

Fireheart is an extremely rare and valuable fungus that contains a unique red tinted bioluminescent ichor. When refined through an esoteric alchemical process, it becomes a valuable ingredient in a variety of magical inks suitable for scribing scrolls. An alchemist can refine up to 60 ounces of raw fireheart ichor into 12 refined ounces per day with a standard alchemist lab and a DC 15 alchemy skill check. Refined fireheart ichor is worth 50 gold per ounce on the open market. Gustav pays 10 gold per raw ounce.

Gathering fireheart: While normally fireheart is extremely rare, it is common throughout the underground ruins. A character who makes a successful DC 20 search check finds 1d3 ounces of fireheart. Gathering it takes 1 minute and a successful DC 10 Profession (Herbalist) or Craft (alchemy) skill check.