

THE FOLIO

Mini-Module



WHITE SHIP CAMPAIGN

Lost Among the Crystals

Mini-Adventure WS2.6

by Scott Taylor

Lost Among the Crystals is a companion adventure made to go along with the events unfolding in Folio #15. It is designed for 1E & 5E mechanics and is for characters levels 3–5. It contains the information needed to run a side adventure that will help characters in their exploration of the Sacred Plateau.

The mighty crystal fields of the Sacred Plateau have become a confusing maze amid the now rising vapors of necrotic energy that masks the midlands. Even the keen senses of ‘Numphy’, the party’s Triceratops beast of burden, have become dulled. Can the players navigate the crystal maze and find their true goal on the far side?

The Crystal Fields

(as a labyrinth)

Mini-Adventure WS2.6

LOST AMONG THE CRYSTALS

A mini-adventure for use with The Isle of Jade
Characters Levels 3–5

Dungeon Master Notes

This mini-adventure is essentially a dino safari. After the characters get done with the Isle of Jade, I want everyone to feel like they have gotten in their fair share of dinosaurs! So, I've made a series of encounters within the crystal fields that will give the players an opportunity to see all the 'big names' and have a good time trying to figure out the mystery of how to get out of the fields before time runs out.

- 1. Primary Purpose:** To give players an opportunity for more large scale dinosaur encounters.
- 2. Secondary Purpose:** To allow the players to get to know their Triceratops mount and not feel like he is just a passing interest in the overall campaign.

All 'grey blocks' are for 5E conversions in this section.

As explained in the Gazetteer for Folio #15, the crystal fields are magical and wondrous, but for this scenario, they are going to provide the party with an interesting challenge. Once Numphy (their Triceratops) gets into the fields, the necrotic vapors will get him all kinds of turned around. This means that instead of finding his standard path through the fields, he will become lost and wander for up to several days in the labyrinth of lakes, streams, swirling mists, and huge towers of crystal. While in the fields, the characters will be discouraged from climbing the crystals (for a vantage point)—they are super sharp and will cause 1d4 points of damage per round that a character is actively on them. Also, remember that collecting the dew on the crystals will heal the party of all wounds in a single evening, so in this way the adventure can continue even when going up against huge dinosaurs that can do tons of damage.

Trying to find your way out: It is really up to the DM how long you'd like the characters to remain in the fields, but one way to keep track of time and their possible escape is to give them a 3 in 20 chance (cumulative) per day to find their way out. That means that on Day 3, they would have a 9 in 20 chance of getting free of the maze.

Necrotic Clouds

Necrotic clouds are an aftereffect of the Necrotic Pearl being placed on the altar of the Amazons. These coalescences of dark energy have a corruptive power and will seek out life in an attempt to turn it evil and malign. They have no real persona or nature, save that they are a magical force and therefore not subject to mundane attacks. They do no physical damage; instead, they drain Wisdom, destroying and corrupting the character's mentality. Any character completely drained of Wisdom becomes a Chaotic Evil NPC for the DM to control.

Greater Necrotic Cloud [AC 3, HD 10+10, HP 70, #AT 3, D 1-4 (Wisdom Drain), +1 or better weapon to hit]

TREASURE

NONE

Greater Necrotic Cloud [AC 18, HD 10d10+20, HP 70, Initiative +2, #AT 3, Hit +5, Dam Necrotic Envelope 2 (1d4), Damage Resistance: non-magical weapons, Vulnerability: radiant, Corruption (DC 12 Constitution or take 2 (1d4) Wisdom damage]

Running Combat & Exploration

This adventure, like WS2.5 The Ruins of Alaxar, is set up to revolve around the party as it moves amongst the crystal fields. It is really about mounted combat and how the characters can keep their mount safe while continuing their journey. There is little to actively explore inside the maze, but people will need to keep track of water and food (although they can find fresh water in the pools and rivers). And remember, enemies will have a 50% miss chance **[disadvantage]** on all attacks when targeting anyone in the Triceratops' back tower. Also, there are lots of interesting dinosaurs in this adventure, so have an image ready for the players to help them imagine what they are fighting.

Telling the Story

This should be a story of a 'boy and his dog', so keep it going like that. The DM should encourage interaction between characters (during transport on the back of Numphy), and also with Numphy in the evenings or after he's hurt from a fight. If you don't create a feeling of connection between the dino and the characters, then this just turns into an experience point run, which drains all the fun out of it.

Working with Folio #15

This adventure is written in conjunction with Folio #15 and is a bridge between the 2nd and 3rd sections of that larger arc.

Free-Form Adventuring

This adventure has been designed in a ‘wilderness format’, which is to say there will be no dungeon crawling or maps needed. Encounters are based around the party moving through the crystal fields of the plateau, and therefore encounters will happen in free-form. If the DM chooses to use miniatures, randomly place towering monoliths on a map and have the characters move through it as you like, keeping Numphy in mind as you do so.

The Tower of the Fields

‘The mists stretch out like a field of blue clouds, pulsing flashes of violet light spiderwebbing through them as you travel. The great Triceratops slowly wanders down the defile, its armor-plated legs lost in the swirls below and its throat trumpeting out mournful bellows. This is the great plateau, but where you are on it is lost, even among the sky as clouds and rain constantly batter down on the brass roof of the tower.’

1.

Corythosaurus Herd

The mists part to reveal a glade of fresh water banked by high crystals. Within the dense greenery of the water, a half-dozen large, duck-billed dinosaurs raise their heads, eyes dark with corruption.

Although there isn’t a huge amount of damage these creatures can do, they will try to surround and agitate Numphy, while slamming him in running broadside maneuvers. Once half the herd is destroyed, the remaining dinosaurs will likely retreat to the deeper water.

6 Corythosaurus [AC 5, HD 8, HP 48, #AT 1, D 3–18 (Slam)]

TREASURE

NONE

6 Corythosaurus [AC 15, HD 8d10+16, HP 56, Initiative +2, #AT 1, Hit +6, Dam Slam 17 (3d6+8)]

2.

Rajasaurus

Rain pounds down for the fourth time in the past five hours, and the great crystals pulse with a dying violet light. A roar sounds, and your mount

sways beneath you as the tremors of an oncoming beast emanates from among the fields.

1 Rajasaurus [AC 15, HD 20d10+20, HP 120, Initiative +2, #AT 2, Hit +10, Dam Bite 34 (4d12+10)]

A Rajasaurus, relative to the T. rex, is on the hunt here. Looking a bit bulkier at the shoulders and having a featherlike crest along its head and back, this massive predator means business.

1 Rajasaurus [AC 5, HD 20, HP 120, #AT 1, D 5–40 (Bite)]

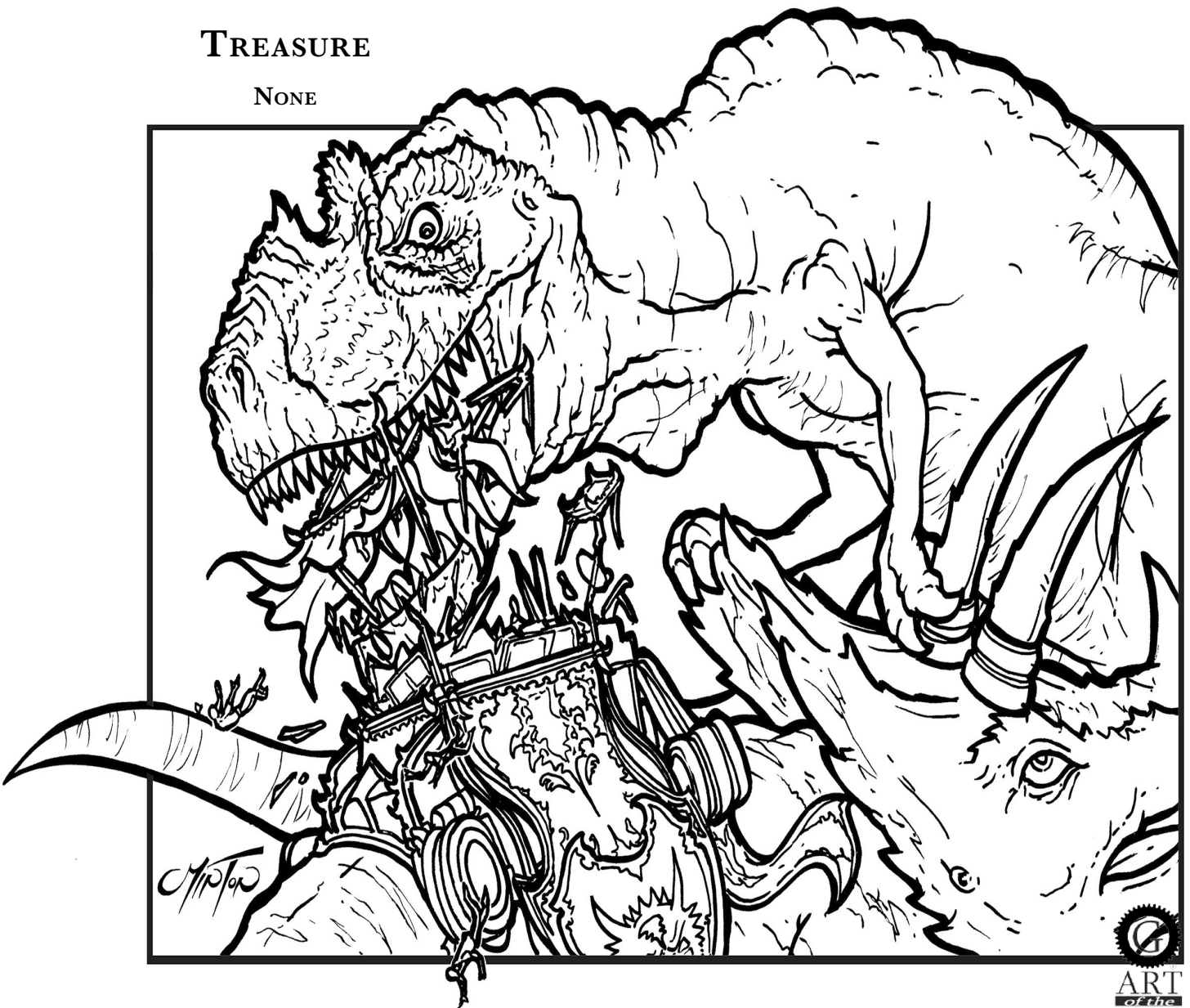
3.

Brachiosaurus

Large swaying necks, at first glance thought to be trees, move toward your position. A braying, like thunderous trumpets, rolls over the distance as the great beasts charge.

TREASURE

NONE



Two huge Brachiosaurs, normally peaceful, have become infuriated with the loss of their calf a day ago. They now seek the destruction of anything they perceive to be a threat, and in this case that would be the party. If one of them is killed or wounded to 25% HP, they will retreat.

2 Brachiosaurs [AC 5, HD 36, HP 216, #AT 1, D 5–20 (Slam)]

TREASURE

NONE

2 Brachiosaurs [AC 15, HD 9d20+27, HP 121, Initiative +2, #AT 1, Hit +8, Dam Stomp 27 (5d8+5) or Tail 32 (6d8+5)]

4.

Displacer Beast

More rain, more darkness, and more lightning. You crouch beneath the roof of the tower, the sound of the storm drowning out all else as shadows seem to take on a life of their own with each flash of lightning.

An escaped displacer beast that was summoned during the fall of Alaxar is lurking within the fields. It is hungry and on the prowl, looking to slip into the tower to snag and carry away a victim.

1 Displacer Beast [AC 4, HD 6, HP 48, #AT 2, D 2–8/2-8 (Tentacles), -2 to all attacks against it]

TREASURE

NONE

1 Displacer Beast [AC 13, HD 10d10+30, HP 85, Initiative +3, #AT 2, Hit +6, Dam Tentacle 7 (1d6+4) + 3 (1d6) piercing, Displacement (attacks against it are at disadvantage), Avoidance (if allowed a saving throw, it takes no damage on a successful save)]

5.

Stone Giant

The great crystal monoliths pulse in the dimness, the enormous towers rising forty feet in some places as the field becomes inundated with them. Only a single path slithers through the towers, and the work of man seems present in the cut of the path.

Normally peaceful and helpful to the Amazons on the plateau, a single stone giant has made the crystal fields his home for centuries. Now, however, he has been driven mad by the corruption and will attack anyone who tries to navigate down his hidden path.

1 Stone Giant [AC 0, HD 9+(1-3), HP 60, #AT 1, D 3-18 (Club)]

TREASURE

A HUGE SACK LIES NEAR THE POSITION WHERE HE ATTACKS AND IS FILLED WITH 3,000 GP, A +2 HAMMER, AND +1 PICK OF PIERCING (WHICH CRITICAL HITS ON 19-20). BOTH ARE TO BE CONSIDERED TWO-HANDED WEAPONS AND ARE A FULL DIE HIGHER IN DAMAGE THAN NORMALLY LISTED IN THE PHB.

1 Stone Giant [AC 17, HD 11d12+55, HP 126, Initiative +2, #AT 2, Hit +9, Dam Great Club 19 (3d8+6)]

6.

Lake Sarcosuchus Imperator

Another lake opens up, offering fresh water to your thirsty mount and a chance to stretch your legs...

A Sarcosuchus Imperator dwells beneath the surface, the largest crocodile that every lived. Nearly 40 feet long and with an impressive mouth that could swallow a man whole, this beast will attack anything coming to the shore, preferring people filling waterskins to the Triceratops, but if pressed, that larger beast will do.

1 Giant Crocodile [AC 4, HD 12, HP 82, #AT 1, D 2-20 (Bite), Tail swipe (3-18 damage if able to also attack separate foe with tail)]

TREASURE

NONE

1 Giant Crocodile [AC 16, HD 12d12+24, HP 96, Initiative +4, #AT 1, Hit +8, Dam Bite 30 (2d20+10), Tail (DC 14 Strength or be knocked prone and take 15 (3d8+3) damage)]

7.

Necrotic Cloud

A vaporous energy, dark and maligned, and one you have grown used to on this island, manifests within the gloom and mist, the cloud moving like a dozen huge serpents toward your position.

This is one of the largest clouds on the Isle of Jade, having fed on large dinosaurs. Instead of splitting itself, it has remained intact and growing, consuming all it can.

Greater Necrotic Cloud [AC 3, HD 10+10, HP 70, #AT 3, D 1-4 (Wisdom Drain), +1 or better weapon to hit]

TREASURE

NONE

Greater Necrotic Cloud [AC 18, HD 10d10+20, HP 70, Initiative +2, #AT 3, Hit +5, Dam Necrotic Envelope 2 (1d4), Damage Resistance: non-magical weapons, Vulnerability: radiant, Corruption (DC 12 Constitution or take 2 (1d4) Wisdom damage]

8.

Giganotosaurus

As the crystal fields give way to more diverse horticulture and landscape, the open ground provides huge running lanes for larger predators. You keep a careful eye at the still rolling mists and soon hear the distinct roar of a massive enemy.

The final foe in this mini-adventure is one of the greatest predators that ever lived, the massive Giganotosaurus. This arc-predator now roams the southwestern side of the fields and will not allow the players through to the observatory without a fight.

1 Giganotosaurus [AC 5, HD 25, HP 150, #AT 1, D 6–48 (Bite)]

TREASURE

NONE

1 Giganotosaurus [AC 15, HD 20d12+20, HP 140, Initiative +2, #AT 2, Hit +11, Dam Bite 40 (5d12+10)]

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