

Vault of the Eternal Drop:

The Feathered Wizard Tollomus has sent the PCs on a quest to retrieve the miraculous Stone of Visho to further his fabulous research into the Plane of Air, in exchange for a helping from Tollomus' fabled treasure house. Divinations have revealed the Stone's location in the Vault of the Eternal Drop. No one knows why it's called this, but Tollomus recommends you bring some rope.

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Note - Spells that warp space e.g. misty step, teleport, dimension door, etc., will not function in the complex; instead their caster will experience the effects of a time stop for 1d4+1 rnds. Summoning spells are ineffective.

7a - gem socket set wall 50' above golems. Any of the 4 gems will fit. A 20' ring of the shaft around the socket will slide down to reveal chamber 7b.

7b - elaborate wall carvings indicate the Vault entrance; 1 gem socket in east wall, 1 in the west wall. Any of the 4 gems will fit. When both sockets are fitted, a gray stone slab will slide out of the south side of the shaft just below foot level and form a complete cover to the shaft. The north wall will phase to reveal a 4th gem socket. 4th gem fits to open the way to 7c. The cloud of bones will clatter onto the cover and form into a skeleton cluster. Negation Orb will land somewhere on the cover.

Skeleton Cluster: giant 5-headed, 6-armed skeleton: 12 HD, 6 attacks/rnd, magic resistant, cannot be turned, will disarm opponents and take their weapons to fight with (up to 6 weapons); when slain, will reform in 1d3 rnds at full health; will not reform when full health; Strong acid will reduce 1d4 HD per keg; will not reform if reduced to 0 HD.

Conclusion:

Cormalion will not give the Visho Stone to PCs, but will give them an Aspect of it which should satisfy Tollomus. Absolutely merciless if attacked; knows how to use Negation Orb to advantage; skeleton cluster will aid. Will dominate and enslave the rude, the foolish, the dense. Will open a gate for obliging PCs and release them back outside of the front door along with any accompanying NPCs. Upon their return, Tollomus thanks them for their efforts, visibly dismayed at the Aspect; he is unaware of Cormalion or his order. He grudgingly rewards all claimants. The End ^.^.

Note - The term Aspect is left undefined; it is meaningful to Cormalion and Tollomus, but mysterious to everyone else.

Visho Stone: Artifact. Luminous, varicolored, hovers, produces constant whispers in a thousand tongues; flesh touching it withers to dust in 1 rnd, no save. Various powers.

6b - 4 huge stone golems sit in deep horse stance against the wall of the shaft, arms outstretched. 2 face each other east and west, and 2 more above them face each other north and south. Huge 20,000 gp gems gleam, 1 set in the forehead of each golem. Gems unlock level 7. Golems are climbable; they will not stir from their positions, but will brush at any moving above waist level, moving one arm at a time. If a golem falls, the other will catch it when it loops around, and it will return to position. Gems can be pulled out with a strength check. If dropped, they will fly back to their golem like magnets. Destroyed golems will reassemble in 7 days.

6a - lovely mosaics on every surface under heavy dust. In NE corner lies huddled shape, obscured by debris: 7th level wizard Bart of Bendy Way in suspended animation; no life signs but faintly warm. Fine clothes and clever grooming. Will awaken if sapphire ring taken from his finger. Sent by Tollomus to retrieve Visho Stone 80 year ago; sole survivor of his party; gave up when he saw the golems. Assorted jewelry totalling 5000 gp. Lens of truesight on chain in pocket; wand of frost concealed in robes.

5a - ornamental stonework in 20' band of the shaft; easy to climb; hides 2 locked doors into 5b; conceals 20 arrow slits, from which 5b archers fire upon any in range.

5b - skeleton hall; 20 skeletons clad in bone armor with short bows and short swords. 1 ogre skeleton sergeant in gray stone armor; wields Storm Giant's Kiss. 440 arrows among them. No other treasure.

5d - armory; replacement armor and weapons for the skeletons. 12 small kegs of powerful acid.

Storm Giant's Kiss: +3 magic bow, requires 22 strength to draw; arrows fired from bow ignore cover and emit a concussive blast in a 5' radius, doing an additional 2d12 dmg and stunning all who fail a dexterity check; those who save take half dmg and are not stunned.

5c - spiral stair, gilded banisters and gleaming finish under layers of dust. Leads down to 5d and up to level 6.

4a - wide, silent hall. Patrolled by Invisible Stalker; will ambush those near the shaft doorway, try to knock them out; will not leave the level. In north corner is a box with 3 leather-gripped levers that can move up. If all moved, stone blocks will form ledges on wall of the shaft. Each ledge sticks 1' out, is 2' wide, and 5" thick. After 1 hour, the levers will slide back, retracting the ledges, unless somehow prevented from moving.

3c - short loop hallway: 10' east-west möbius hallway; PCs will see themselves to either direction, but magic makes them look like beastly humanoid, and turns their words to growls and roars; otherwise mimic PC actions. Secret door opens by pressing 2 indents on either side of door.

2c - latrine. 6 small kegs of powerful acid (8d4 dmg/rnd for 2-5 rnds + equipment dmg); kegs there when the Darlings arrived.

Slovenly sleeping quarters. Rancid food, sour water; supply of 120 arrows, 85 bolts; 36 sling bullets; 3 50' ropes, 2 grappling hooks, 50 pitons, 2 hammers, bag of chalk dust; collected 73 gp in assorted coins.

1c - filthy, stinking tunnel; murder hole in ceiling at far end.

1a - bright murals: depict a long ascent; show four jewels plucked from stone heads placed in sockets to reveal and open the vault.

One-way door opens easily but vanishes once closed on the other side. Crusty tracks show others have passed, though none returned.

4d - Gargoyle perch hides a secret door leading onto level 5.
Gargoyle perch hides a secret door leading to an ascending ladder to level 5.

4b - trail of ledges. Can be traversed by the nimble and unencumbered. There are more than the map shows. Ledge trails wind around the shaft, to 4c and 4d, and up to level 5: long arduous climb. Area patrolled by 6 gargoyles armed with bows, long hooks, and lassos to confound climbers; cut ropes, pull out pitons. No treasure.

Bridge remains: rope with a few broken boards dangling. Actually a steel cable dressed as a rope; will support up to 1000 lbs before connecting bolts break. Falling persons may be cut in half.

Sleep stair; magical arrow trap on landing: 1 in 6 chance to fire for each person coming up or down (+2 to hit; 1d6 dmg)

2a - 4 doorways at cardinals. Enslaved party (Dimitri's Darlings) await climbers with bows, crossbows, slings and spears; will try to throw any who get in down the shaft. They are starving. Low morale. Will be receptive to any offer of parley that includes fresh food, water, and escape. Have not been higher than 3rd level short loop hallway; know about looping shaft; know that something cancels their magic. Hired by Tollomus. White Witch (Cormalion) enslaved

1d - false door trap: locked; if picked, pitches forward 90° on hinges at base, then snaps back, relocking; only stone behind.

1b - round gaping shaft 70' wide, darkness above and below. A 5' ledge rims the shaft here. Walls are sheer stone. Scalable by the skilled and daring. Pitons can be hammered in. Constant rain of scattered debris: bones, broken arrows, Negation Orb, Möbius shaft: this twisted space means that climbing or falling characters and objects will loop around infinitely; a cloud of darkness prevents sight of the loop. One loop takes three rnds at terminal velocity. Cable at 3a may affect falling characters. -Note- Negation Orb will dispel random magical effect as it passes every 3 rnds.

Negation Orb: Artifact. Soft, spongy 6" orb, blends into background, very hard to see. Once per rnd casts dispel magic at 18th level at any magical effect within 80', randomly determined; also, once per rnd will counterspell at 18th level any spell cast within a 15' radius.



Negation Orb

Dimitri's Darlings:
Dimitri Damani, human F7, 63hp, AC 2 (18), S17, D15, C16, I9, W11, Ch15, spear +1, potion of gaseous form; bossy, flustered, excitable
Golphur Rednose, half-orc R6, 43hp, AC4 (16), S12, D18, C13, I13, W8, Ch14, ring of sustenance, short sword +2; sly, proud, does Dimitri's thinking for him
Adhoc Gulputter, halfling Barbarian4, 42hp, AC6 (14), S16, D14, C18, I8, W10, Ch12; impetuous, abrasive, homesick
Melm the Murrmur, human Bard5, 35hp, AC7 (13), S10, D14, C14, I12, W13, Ch18; horn of blasting, +2 dagger, greater potion of healing; glib, party peace-keeper, fed up
Zedrick the Great, human W6, 28hp, AC7 (13), S8, D17, C15, I18, W15, Ch10; ring of shooting stars, eyes of minute seeing, scroll of fly, scroll of flaming sphere, spellbook; insecure, possessive, obsessive
Sandra Nosebiter, human F7, 67hp, AC0 (20), S16, D17, C17, I12, W8, Ch15; plate mail +2, longsword +2, boots of speed, rope of entanglement; manic-depressive, grandiose, crude