

Avalon Adventures

Wondrous Elements

By
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The PCs have been sent on an exploration mission. They will have to deal with threats of an elemental nature. This adventure is meant for a 1st to 2nd level party.

Background

The ruins were built by a lost tribe now long gone. The tribe dealt with elementals of any nature, they offering sacrifices to the gods and in return given servants that fulfilled different functions. For reasons unknown, the tribe disappeared but the elementals are still bound and angry. In the amphitheater, there are still bound spirits which keep the fountain filled, torches lit and keep the area free of dust and debris.

The cycle of sacrifice and favor granting eventually gave way to just binding the elementals with magic. The spells have not been maintained and therefore, anyone who disturbs the fountain, torches or the piles of earth in the room will incite the wrath of the elementals still bound to the chamber. If the PCs have been hired by a patron, then they are initially offered half-shares and they are given a small amount of equipment. The person or group hiring the PCs wants first choice of any treasure, both magical and non-magical. The PCs can negotiate for full shares but they are then responsible for their own equipment and will receive first choice on any items which are immediately usable for someone in their class. The patron(s) are actually more interesting in the old mundane treasures and scrolls.

Entrance

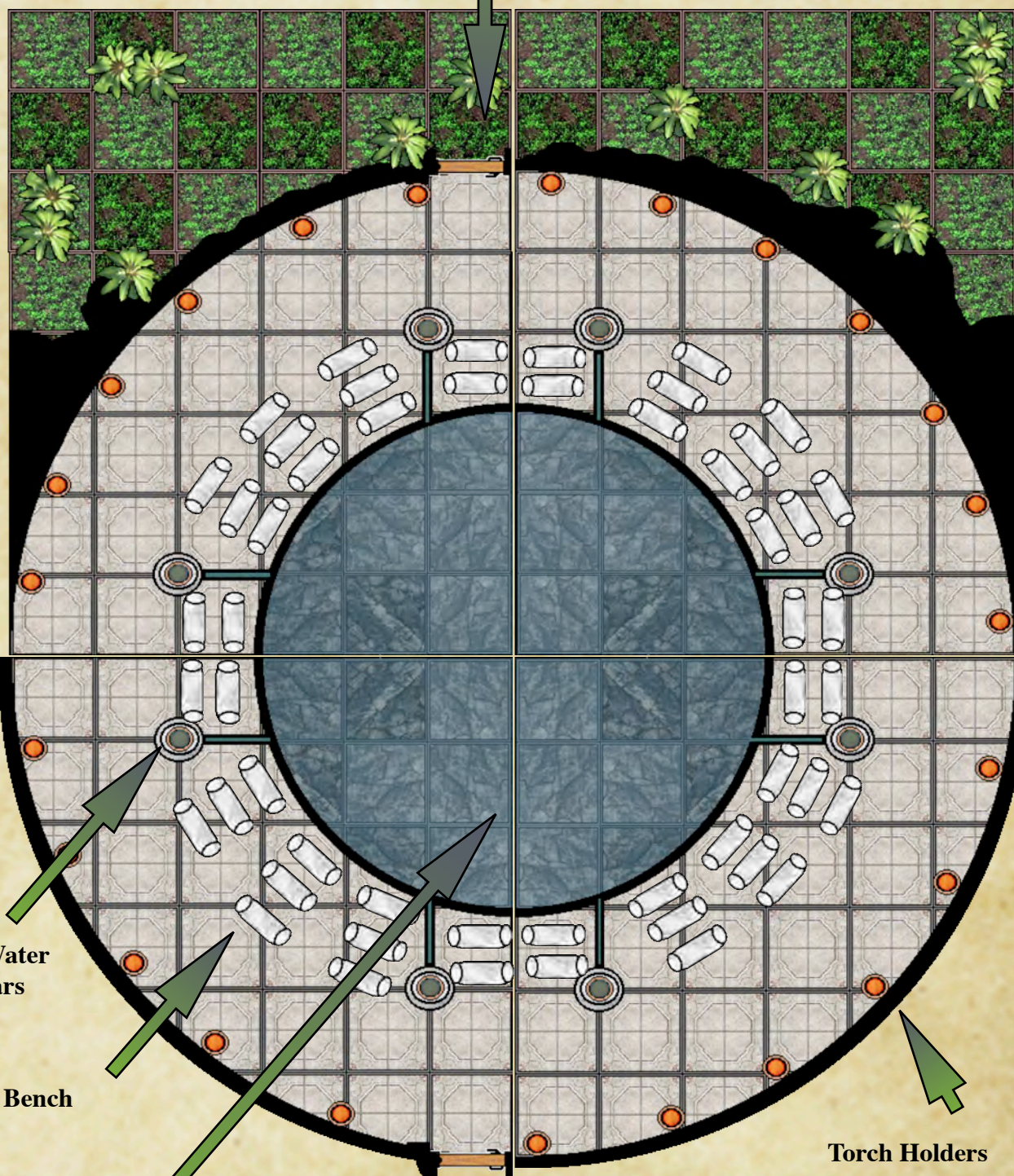
There is a set of stone steps which leads into the common room below. The doorway is covered by vines and small trees. The flora covers the doorway enough to force the PCs to make a DC 10 perception check to spot it. The door is made of stone but moss and dirt have filled the crack between the door and the opening. To force the door open, it takes a DC 20 strength check to get it to open. (The stone has softened and cracked over time, making it far easier than it would otherwise). If the PCs make a DC 10 perception check to listen to their surroundings, then they will hear a fountain gurgling but nothing else. The doorway and stairs are not very tall, with anyone six foot or taller having to duck or squat down in order to get to the rooms below.



1 Square = 5 Foot

Entrance

North



Bowls of Water and Pillars

Bench

Pool

Torch Holders

Exit