

THE CRYSTAL OF EMERNOD

ONEPAGE ADVENTURE

LIGHT, WATER AND
A BIT UNDEAD

THE CRYSTAL OF EMERNOD

Master Hieronymus Nageldräscher has had his students searching the abandoned ruins of Emernod for weeks to find the Magic Crystal of Emernod, a powerful artifact that can control the weather and can also be used as a weapon. A handful of students, today are to investigate the lonely tower at the edge of the ruins.

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Crystal Room: A hole in the ceiling is the exit of the dark passage, so it's just a small drop to the dusty floor (The dark passage was also a teleportation to the vaults of the Court Mage of Emernod. See "Spiral Staircase."). The room is lit by a small blue crystal set on a pedestal to the north. It is warm and mold adorns the walls.

Laboratory: shelves are filled with all sorts of jars of mysterious things of dubious origin, a small triangular mirror hangs on the east wall and the large table in the center is overloaded with alchemical reagents and flasks. (In a chest there are still healing potions and certainly a Wand of the War Mage +1). (On the table there is indeed the Crystal of Emernod. Big, huge and somehow broken. Does it still work?)

Central corridor: It is warm in this damp and mossy and dark corridor. In the south is a small alcove is a well and on the south wall is a small column (on top of which is a slot). The floor is covered with water in the south (it flows down the stairs and disappears under the eastern door).

Streamlet: A streamlet that ends in a shallow little whirlpool from the small lake to the west. This is not an exit!

Aquarium: A large room illuminated by a magnificent aquarium in the east. A small trickle of water covers the floor (salt water). It originates at one corner of the aquarium and flows down the stairs to the north). To the north is a small column with a slit at the top. In a cupboard there are old tablecloths, plates and a drinking jug in the shape of a goose. The aquarium is filled with many wonderful fish and fantastically designed, so you can hardly see the end. Is that a crack in the glass there? (The aquarium is really just a window onto a coral reef).

Water or not: When examining the aquarium, the glass could shatter and a larger jet of water could flood the rooms. This would mean that the adventurers would have to hurry very quickly to reach the exit in the Magic Room. A little time pressure never hurt anyone, right?

Bedroom: old pictures (nautical motifs), a four-poster bed and desk. The floor in the south is covered with water (water flows from the door to a secret door in the east). On the table is a Animated Sword that attacks intruders. (There is a secret door to the north, behind which is a small chest with great treasures: Healing Potions, Wand of Magic Missiles, Moonblade-Short Sword, Potion of Hill Giant Strength).

Northern passage: Probably due to erosion or a landslide, a dark passage has been formed here, which is sloping from the west. In the middle there is a small spring that fills the passage with knee-high water (salt water). In a small chamber in the middle of the passage several crabs are crawling, defending their territory. There are bound to be a few coins in the mud.

Trophy Collection: An unlit room with six small columns: 1: A purse that can hold 1000 coins, 2: A cube that can sing, 3: A blowpipe that does extra damage to large creatures, 4: Empty. (In reality, there is an invisible teacup here), 5: Empty, 6: Empty (the former vase has fallen to the floor and shattered).

Lake: A small dark grotto at the bottom of which a shallow (30 cm deep) lake has formed and is fed with water from a five feed high platform with a thin rivulet. In the middle of it sits a skeleton in the water, looking at itself in its beloved triangular mirror and singing a song. Glitters there in the water a golden ring (Ring of Protection)?

Tower attic: Fantastic view of the ruined field, the camp of Master Nageldräscher can be seen. Are that a few blood hawks dier have a nest here. There is probably also a treasure in the nest of the falcons.

Tower upper floor: Partially collapsed with crumbling floor. Strange noises from above.

START - Tower first floor: Abandoned, dirty and rotten. A flap hidden under rubble.

Tower cellar: Vines coming through the walls, empty boxes and two man-sized wine barrels. One of them is a hidden entrance to a tunnel where absolute (magic) darkness reigns. Continue to the crystal room.

Spiral staircase: A long spiral staircase leading to the top. It is getting warmer and the sound of water can be heard. The spiral staircase ends in a small natural cave, whose cave entrance is only a few feeds away and gives a view of a wonderful small beach with turquoise blue water and the endless expanse of the ocean. It is just evening, so the adventurers may experience a breathtaking sunset. END

Magic room: The chamber is cut with two energy barriers (cannot be crossed by living matter). On the other side are two (animate) armors leaning on a sword, flanking an exit. Next to the entrance on the floor laments a friendly ghost, his own skeleton, lying there curled up on the floor (starving). In the center of the room are two pillars: the northern one shows a goose, and at the top burns a blue fire (If with the goose jug from the room with the aquarium, water is scooped from the fountain in the central corridor and thus extinguished the blue flame, the first barrier lowers). The southern column shows a sun and on the top sits a black crystal (If the mirrors from the laboratory and from the skeleton), are inserted in the columns in the central corridor and in the aquarium and also the door to the crystal room is opened, then a bright beam is created by the mirrors hit the black crystal and thus the second barrier is lowered. See the picture). (When both barriers are gone, the animated armors become active and fight the intruders).

