

The Shrine of the Eth'barat

A D&D 5th edition mini-adventure suitable for 4-6 players of 1st level.

By Ken "Lazybones" McDonald (km4101@netzero.net)

Overview

A group of new adventurers just starting their careers in the trade town of Crosspath is given a mission to fetch a magical gemstone for a local wizard. The gem is hidden within a small complex that was the former base of an ancient cult of arcane casters who called themselves the Eth'barat. The last of these casters, who practiced in summonings and planar bindings, abruptly vanished some three centuries past, and nothing has been heard of the cult since that time. Now their hidden shrine stands abandoned, still containing secrets protected by eldritch magic and devious traps.

Background: the Eth'barat

The Eth'barat were an ancient cult, now centuries gone, who dabbled in the secrets of the outer planes. Dedicated to the preservation of ancient lore, they were an odd group that adopted a number of strange rituals that demanded strict if sometimes nonsensical behavior from their members. At one time they controlled a number of secret outposts scattered throughout the North, and attracted a handful of influential and wealthy supporters from the more civilized lands to the south. This ultimately would prove their undoing, as it brought more attention to their activities, and finally drew the ire of several of the organized Good religions, who determined to stamp out the cult and its practices. The cult proved ill able to respond to this persecution, as its members had become increasingly detached from reality and immersed in their rituals. It is suspected that a handful of the cult's leaders finally departed the Prime plane altogether, abandoning their home to wander new haunts across the Outer Planes.

The devotees of the Eth'barat were prone to fits of paranoia and dementia. Their lairs reflect this in their design, with strange traps, guardians, and unpredictable magic. The Shrine was just a minor outpost, but it too possesses its share of traps and defenders.

Starfinder: a new Mission

The initial scene involves the arch-mage Telene Starfinder greeting a group of adventurers at her cottage in the small frontier town of Crosspath. Starfinder is an elf woman who is known for her magical research and willingness to pay high bounties for rare items.

Starfinder:

- Has the ageless look common among elves, with silver hair that drops to her shoulders
- Dresses in a simple robe of pale silk
- Carries an air of mystery about her, along with an almost tangible sense of power

The mission is can be presented through a number of hooks:

- One of the player characters may have served as an apprentice with Starfinder, or served with another significant NPC in Crosspath who owes the mage a favor.
- The quest may be advertised on a job board or local network.

Starfinder outlines the bare outlines of the mission (the DM can reveal any tidbits from the background presented above), and their goal: a small, spherical, multifaceted gemstone that is reputed to lie within the Shrine. For recovering the stone the mage will offer either cash or minor magical items (1st or 2nd level spell scrolls; potions of healing, climbing, or resistance; or maybe a jar of *Keoghtom's Ointment*) with a total value of 400 gold pieces. Since the adventurers are as yet untried, Starfinder will be reluctant to offer a cash advance but she may offer them a writ of credit for the local general store, Harkins Sundries, to secure basic supplies for their journey.

To the Shrine

The Shrine is located near the edge of a range of arid hills covered with scrub forest. The trip should take three days and be largely unremarkable. The weather starts out poor and continues overcast for the most part, punctuated with intermittent rain showers.

Encounters on the Trail:

The DM can liven the overland journey with any of the following encounters as desired:

- ♦ Wood Elf Patrol: from the Silent Wood, scouting humanoid movements within the region. They will break away from an engagement and head northwest to report to their superiors, if possible.

Elf Scout (3): Medium Humanoid (Elf); CR ½ (100xp); hp 16; Init +2; Spd 30 ft.; AC 13 (leather armor); Multiattack (2 melee or two ranged) shortsword +2 (1d6+2), longbow +4 (1d8+2); SQ Immune to sleep, advantage vs. enchantment, darkvision; AL CG.

Str 11, Dex 14, Con 12, Int 11, Wis 13, Cha 11.

Skills: Nature +4, Perception +5, Stealth +6, Survival +5.

Equipment: leather armor, shortsword, longbow, 15 arrows

Patrol Leader: Calevas, Elf Fighter 3 (Eldritch Knight): Medium Humanoid (Elf); CR 1 (200xp); hp 18; Init +2; Spd 30 ft.; AC 14 (studded leather armor); Atk longsword +3 (1d8+1), longbow +4 (1d8+2); SA Second Wind, Action Surge (1/day), SQ Immune to sleep, advantage vs. enchantment, darkvision; AL CG.

Str 12, Dex 14, Con 8, Int 13, Wis 11, Cha 12.

Skills: Athletics +4, Survival +3.

Spells Known (2/3, DC 11, Cast 2 1st level spells/day): 0/blade ward, 0/fire bolt, 1/alarm, 1/shield, 1/thunderwave

Equipment: longsword, longbow, 20 arrows, 2 potions of healing, scroll of expeditious retreat. The leader also has a small journal that contains listings of humanoid movements throughout the region. Returning this information to the authorities in Crosspath may result in a 100xp story award (assuming they didn't get it by murdering

the elf patrol, which may threaten relations between the town leaders and its neighbors).

- ◆ **Stirges:** this encounter should take place in the hills during a break in the weather. As the party is traversing a random length of trail, have characters roll a Perception Check. The DM can handle this as against a straight DC15 or have the highest roll succeed; either way those that pass the check detect a glint of sunlight off something metal a short distance off the trail (this can be handled covertly, in a note or aside to the player, if desired). The source of the reflection is an old fallen oak tree. Gnarled roots jut from the ground all around the exposed end of the rotting tree. The remains of an earlier traveler lie half-buried among the roots: moldy humanoid bones still clad in the rusted remnants of a chain shirt. An axe blade and dagger, similarly decayed, lie nearby. The light comes from a silver brooch tangled in the rusted links of chain, strangely untarnished despite the exposure. The brooch is fashioned in the shape of three interlocking snakes, each with a tiny green gemstone for an eye.

The brooch radiates abjuration magic, and appears to have a jewelry value of 120gp. It is a *brooch of anti-venom*; each time the wearer fails a save versus poison, a charge is expended and the poison effect is negated. The device has three charges, and each time a charge is used, one of the green gemstone eyes turns black.

Winning the prize will not be without challenge; the hollowed-out interior of the stump serves as the lair for six stirges that will attack anything that approaches.

Stirge: Tiny Beast; CR 1/8 (25xp); hp 2; Init +3; Spd 10 ft., fly 40 ft.; AC 14; Atk +5 (1d4+3); SA blood drain (1d4+3), darkvision; AL N.
Str 4, Dex 16, Con 11, Int 2, Wis 8, Cha 6.
Skills: passive Perception 9

The Shrine

The Shrine is situated within a rocky tor that rises some three hundred feet above the level of the surrounding hills. The entrance lies within a deep cleft that runs up one side of the bluff. The slope that leads up to the cleft is steep but climbable, though it is treacherous.

- ◆ Ascending the trail requires an Athletics check vs. DC10 to ascend safely, which takes the better part of an hour. Failing the check by any amount requires an Athletics or Acrobatics check vs. DC15 to avoid sliding a distance down the steep slope. Base damage is 1d6 for failure of the second check, +1d6 for every 5 points that the check is failed by. Be sure to tell players that the trail is challenging beforehand, so they can take precautions if desired, and modify the DCs or grant advantage appropriately.

A creature dwells in the area around the base of the bluff, an evil hag drawn by the magic of the place but unable thus far to penetrate into its interior due to the hostile residents and the magical wards that protect the place. The visitor is a fey'ri, a half-elf, half-demon crossbreed. Expelled from the elven community of the Silent Wood in early childhood as an abomination, she was left to die but grew into a canny and resentful adulthood. She commonly wears the form of an old human woman, dirty and wretched, but may take other forms if appropriate. In

her assumed form she looks weak but is deceptively quick. In her true form she resembles a wood elf female with bronze skin and black hair. Her demonic heritage is instantly visible, however, as her facial features are hooked and sinister, her eyes are tinged with red, and her hands are tipped with ugly black claws. She is ruthless, clever, and mean, and desires the power she can feel within the shrine above all else.

The “old woman” may appear to the player characters, and parlay with them about the shrine. She has explored a few of the outer chambers, but was frustrated first by the arrival of the bugbears and then by the more recent occupation of the entrance by the dire badger. If possible, she will encourage the players to do her exploring for her, and confront them again when they emerge from the shrine, hopefully weakened from the traps therein and ripe for plucking.

Arras: Fey’ri Sorceress 4: Medium Outsider; CR1 (200xp); hp 16; AC 11 (dex, 14 with *mage armor* up); Init +1; Spd 30 ft.; Atk dagger +2 melee (1d4 + 2 + poison, see below); SA alternate form (can assume humanoid forms at will), immunity to sleep, advantage versus enchantment spells, darkvision; AL NE.

Str 8, Dex 13, Con 10, Int 12, Wis 10, Cha 14

Skills: Deception +3, Insight +2

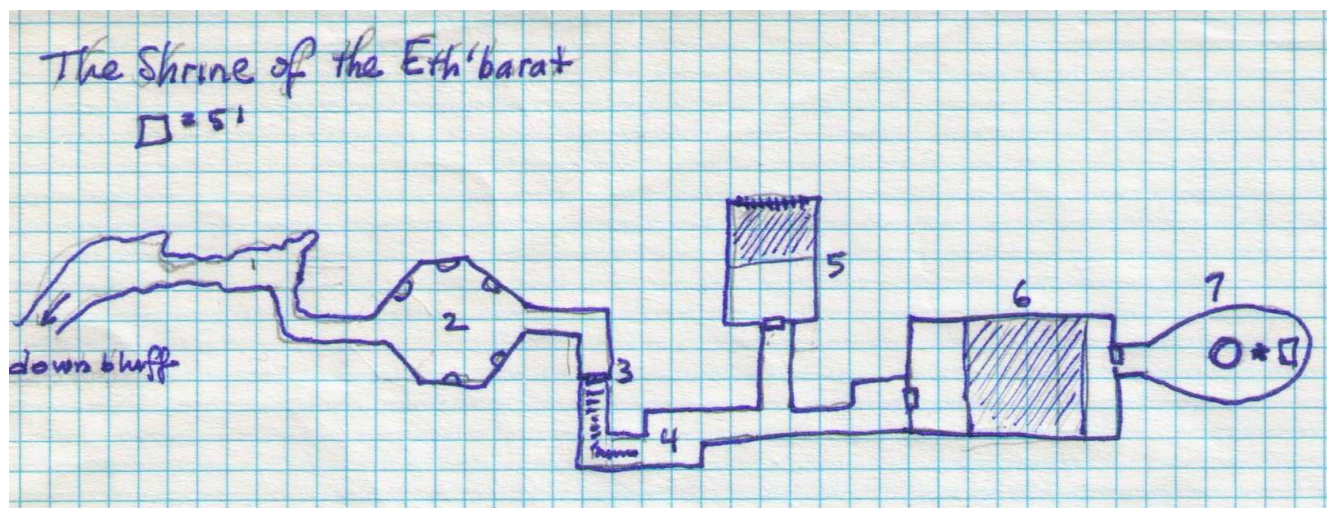
Spells (5/5 known, 4/3 per day, DC 12, 4 Sorcery Points): 0/chill touch, 0/friends, 0/light, 0/mage hand, 0/ray of frost, 1/charm person, 1/mage armor, 1/silent image, 2/detect thoughts, 2/invisibility

Equipment: +1 dagger (coated with serpent venom poison), gray pearl (100gp), 17pp, spell component pouch, potion of healing, vial with three doses of serpent venom poison (DC11 Con save, 10/3d6 damage)

Familiar: toad

Note that Arras will not approach players without *mage armor* in effect, unless she is surprised. If attacked, she will make use of her *invisibility* spell to attempt escape. She tends to bear grudges, however, and players that earn her ire may be in for a difficult journey back to Crosspath. A confidential note has been provided in the Attachments in case you wish to have her *charm* a PC (she’ll tend to use her power on a big, dumb fighter type).

Inside the Shrine



The shrine is formed entirely from cut stone, although it retains a rough, unfinished quality throughout. There is no light unless otherwise noted in the descriptions.

1) ENTRY

The entrance to the shrine is flanked by massive stone blocks and is somewhat recessed into the surrounding cliffs, but not so much that players have any chance of missing it if they have come up the length of the trail. The entrance is narrow but five feet in it widens to a comfortable six feet wide, large enough for one medium-sized or smaller person to act easily.

Flanking the entrance is a crevice that has been recently expanded into a small burrow, the lair of a fiendish giant badger that has made this place its lair. Once a normal (if large and mean) animal, it has been warped by the magic present here into something considerably more dangerous.

- ◆ **Fiendish Giant Badger:** Medium Beast; CR ¼ (50xp); hp 16; Init +0; Spd 30 ft., burrow 10 ft.; AC 10; Multiattack claws +3 (2d4+1), bite +3 (1d6+1); SA Smite Good 1/day (+3 damage); SQ Scent, Cold/Fire Resistance, AL CE.
Str 13, Dex 10, Con 15, Int 2, Wis 12, Cha 5.
Skills: passive Perception 11, darkvision 30'.

2) THE HALL OF MASKS

DM NOTE: the DM may wish to use private notes to players in running this area. Samples are provided on the last sheet of this document as Player Handout 1.

This chamber is enchanted with a *sympathy* effect (similar to the 8th level spell). Anyone entering through either corridor will feel a tingling on their skin as they pass through the threshold. Anyone who enters must make a Wisdom save (DC15) or they will not wish to leave. This effect is not immediately noticeable, and players need not be notified of the effect until they wish to leave. (the DM can roll for the players if desired). The effect can be dispelled as against a 17th level caster, but if they remain here longer than a minute, those freed from the effect will have to save again. Those that fail may make another save every minute. Those that make their initial save, or any subsequent save, do not have to save again, but they are still affected by the other magical effects in the chamber (see below).

This hexagonal chamber's walls have been carved into a ring of four stone masks that circle the chamber. The masks are all about the same size, two feet square, and depict a variety of archetypal expressions rather than any particular type of creature. They circle the chamber at about eye-level for a medium-sized humanoid creature. The carvings are part of the stone of the walls and cannot be removed. A few have been chipped and cracked, and a fifth has been completely destroyed, leaving only a few chunks of stone on the ground and jagged depression a few inches deep in the wall.

- ◆ Stone Masks (joy, sadness, pain, anger) AC17, hp25, 25, 18, 13 respectively

Of more immediate note is the scene of carnage that greets players upon entering the chamber. The floor is covered with a mess of cracked bones, broken pieces of armor and

weapons, and old, dried bloodstains. Atop those older remains are the fresher corpses of a half-dozen bugbears that met their ends not long ago. Someone has come along and taken most of what was left of value, but a search can turn up (Perception DC10) a tarnished silver belt buckle in the shape of a dragon's head worth 25gp, and (DC15) a *handaxe +1* hidden under a skeletal torso covered in the ruined remnants of a chain shirt.

The dead bugbears are in poor condition, but enough clues can be found (Medicine DC10) to indicate that the bugbears were slain by a variety of crushing and slashing weapons. They actually killed each other once the magical effects of this place began to take hold, but this won't be immediately obvious to the players.

- ◆ **Madness Trap:** CR ½ (100xp): If anyone remains in this room longer than one minute, they will begin to feel a vague sense of unease. After another minute, characters that fail a Wisdom Save (DC15) will begin to hear voices, faint whispers that aren't loud enough to distinguish into words. Every minute thereafter, characters must make another Wisdom Save (DC15), or suffer one of the following effects (roll 1d3):
 1. *Confusion* (as the arcane spell) for 1d4 rounds
 2. *Pain* (as the *Symbol* spell) for 1d4 rounds
 3. *Discord* (as the *Symbol* spell) for 2d4 rounds

Destroying all of the remaining masks will end all effects, both the madness and the *sympathy*, but this is not without danger. Each time a mask is destroyed, a mental shriek fills the chamber, and everyone present within the chamber, or within either of the corridors up to 20' away must make a Wisdom Save (DC15) or take 1d4 points of psychic damage. When the final mask is destroyed, the result is a soft sigh and then all effects (even madness effects currently in force) instantly stop.

3) MASONRY WALL

The stairs that lead down to the lower level of the shrine have been blocked by a crude wall masonry wall formed from uneven blocks of stone cemented together by mortar. The wall is not a secure barrier, and can be removed with a bit of effort.

- ◆ **Inferior Masonry Wall:** Break DC 20, AC17, Hit Points 75. An opening large enough to pass a medium-sized creature can be opened by doing 30 points of damage to the wall.

4) GLYPH CHAMBER

A small 10x10 landing is at the base of the stairs, with a narrow corridor running off to the east. A magical ward has been placed in the center of this area; when tripped, it summons a manes demon as if a *conjure demon* spell had been cast. Every time a character enters the room from the stairs, another manes is summoned, with no limit on the total number that can be cast, although only one demon will appear for any one character (so once a character defeats the demon summoned by his/her entering the room, it is safe to come and go for that person from that point). Each demon fights until slain or until 5 rounds have passed, but they are otherwise not limited in their movements. The magical runes that make up the ward are difficult to detect, but once spotted they can be destroyed with a hammer and chisel or some other tool that can damage stone.

Note that entering the room from the east does not trigger the glyph.

Glyph trap (permanent *conjure demon*). CR ½ (if defeated without summoning demons, 100xp, -25xp for each demon that appears), Perception DC15, can be dispelled against a 17th level caster or by inflicting 5 points of damage to the markings on the floor.

- ♦ **Manes Demon:** Small Fiend (demon): CR 1/8 (25xp); hp 9; Init -1; Spd 20 ft.; AC 9, Atk claws +2 (2d4), SA darkvision 60'.
Str 10, Dex 10, Con 10, Int 3, Wis 3, Cha 3
Skills: passive Perception 9
Demon traits: cold, fire, and acid resistance, immune to poison, charm, frightened

5) GRAVITAS

This room is accessed by a heavy stone door that is set unevenly in a threshold a bit too large for it. It is on stone pins rather than hinges and takes a bit of effort to get open.

- ♦ Stone Door: AC17, Hit Points 60, Open (Strength) DC 20

The room itself is fifteen feet wide and twenty feet deep. The far wall is set with row upon row of rusty iron spikes, with points facing the door. Some of the spikes are crusted with old dried blood, and a few bones and shreds of ruined clothes are visible among them. The only space clear of spikes is a 5x5 section in the center of the wall, where a small iron box appears to be fastened to the wall.

The back part of the room (shaded on the map) is affected by a strange gravity effect; anything passing that invisible threshold is drawn to the wall of spikes as if the wall were the floor. The effect is so sudden as to make avoiding the shift difficult if someone walks blindly across the room.

- ♦ Gravity/spiked wall trap: Spiked Pit Trap (10 Ft. Deep): CR ½ (100xp if avoided); 1d6 falling plus 1d10 piercing from spikes. Dexterity save DC 15 to avoid unless running, if caught in effect, Athletics DC 15 to take half damage from the spikes. If injured by a spike, characters must make a Constitution Save (DC11) or contract Sewer Plague (incubation 1d4 days, +1 level of exhaustion and inhibit healing).

If players can get to the iron box, they find that it is simply held against the wall by the gravity effect. The box is locked with a fairly intricate lock (AC19, hp 6, Strength DC 20 to force open, Dexterity DC 15 to pick the lock), and any rough treatment may damage or destroy some of the contents.

Inside the box are three magical potions (*heroism*, *lightning resistance*, *healing*), an arcane scroll with the *Leomund's Tiny Hut* spell, and an unusual dagger. The weapon's hilt is fashioned from two pieces of bronze pressed around an apparently solid slab of jade. The "blade" is thin but not sharp, and is notched in three places along its edge. If used as a weapon, it only does 1d2 points of damage per hit, but it's primary purpose is not as a weapon, but as a key (see area 6 just below). The jade dagger/key is worth 650gp.

6) THE ROAD OF TRAVAIL

The door to this chamber is a thick slab of black stone. It is highly resistant to damage (AC21, Hit Points 80, Break (Strength) DC30), and is sealed with an *arcane lock* (Caster Level 17) that is even capable of resisting *knock* spells (Intelligence DC 20 to overcome). There is a vertical notch in the center of the door that serves as a keyhole. The lock can be picked by an expert rogue (Dexterity DC25), or the jade dagger from area 5 can be inserted as a key.

Above the keyhole, carved into the stone surface of the door, are a series of runes in the Draconic language. A translation of the runes is included as Player Handout 2.

Beyond the door lies a darkened room, twenty feet across and about thirty-five feet deep. The central 20x20 area contains a grid of square 2x2 flagstones of shiny rock, mostly black with some colored squares scattered in a seemingly random pattern in between. The ceiling and walls here are more perfectly fashioned than those found elsewhere in the complex, almost glass-like in their smoothness, while on the far wall is another door of black stone, this one grimly fashioned with a stone carving of a skull.

This area represents a trap, the solution to which is contained in the clue scribed on the door. To solve the puzzle, it is necessary to equate the clues with the colors that they commonly represent. The correct order is:

Innocence: white

Fear: yellow

Envy: green

Anger: red

Sadness: blue

Death: an exception to the color scheme, "death" is here represented by the far door of the chamber.

Give the players Handout #3, which represents the pattern in the flagstones. Once they approach to within five feet of the flagstone grid, the colored stones begin to glow with a soft radiance (not enough to illuminate the chamber, but casting light in a 5' circle). At this point, the trap is "active". Players can avoid problems by walking in straight or diagonal lines between the colored tiles in the proper order as noted above. The entire area on and above the tile grid is blanketed in an *antimagic field* that nullifies any and all magical effects (but does not interfere with the damaging effects of stepping on the wrong tiles).

Stepping upon the black tiles does no damage, but if one reaches the far side of the room without hitting the colored tiles in the correct progression there is a sudden flash of light and a rush of air, and the character is *teleported* back to the front of the room, suffering 1d4 lightning damage in the process.

Each time someone steps on a colored tile in the incorrect progression, a jolt of electricity shoots up from the floor into the traveler, inflicting damage and temporary ability damage based upon the color:

- All tiles out of sequence: 1d4 points of lightning damage and dazed for one round
- White tile out of sequence: 1 point of temporary CON damage

- Yellow tile out of sequence: 1 point of temporary DEX damage
- Green tile out of sequence: 1 point of temporary INT damage
- Red tile out of sequence: 1 point of temporary STR damage
- Blue tile out of sequence: 1 point of temporary WIS damage
- Purple tile (which does not fit into the pattern at all): 1 point of temporary CHA damage

The temporary ability score damage goes away after a short or long rest.

There are several possible ways to bypass the trap. Climbing the walls to the sides is possible, but the walls are slick and tough, resisting spikes and nearly impossible to climb (Athletics DC25). A *spider climb* spell fails as soon as the climber enters the antimagic area. Jumping is another possibility. Normally a 20' running jump would require that a Strength score of 20, but there isn't quite enough room for a full run, requiring an exceptional Athletics roll (DC20) to succeed. If one character can get across by jumping or climbing, they can extend a rope to the others.

Once any player reaches the far side of the room and touches the skull on the far door, it slides down into the floor, allowing access to the far chamber. Anyone who comes from the opposite direction, i.e. exiting the complex, finds that the floor tiles do not respond to them in any way.

Passing the chamber represents a CR1 (200xp) encounter. I recommend giving a small experience bonus to players who uncover the solution.

7) THE FINAL CHAMBER

This ovoid chamber has a vaulted stone ceiling that rises as high as 15' in the center of the chamber. The center of the room is dominated by a crude summoning diagram that is sketched onto the stone floor in what appears to be red chalk. Obliterating any part of the diagram is a simple prospect, but this may affect the final encounter (see below).

The far end of the chamber contains an altar fashioned from a heavy slab of black stone placed like a table atop two smaller pieces of rock. The whole is perhaps 4' high, 5' wide, and 2' deep. Set atop the altar is a small 3-legged metal stand, and set into this device is the gemstone Starfinder seeks. The gem is roughly spherical and asymmetrically faceted, about four inches in diameter. It seems to glimmer brightly in the reflection of any light source brought into the chamber, but it does not possess a radiance of its own. Both the stand and the gem radiate magic.

Perception checks can detect some hints of the trap that waits here for anyone trying to steal the gem. A successful Perception check (DC15) on the altar/stand reveals that there is some sort of mechanism in the stand that connects both to the gem and to the altar stone, and indicates that the mechanism is tripped by moving the gemstone. A successful Dexterity check (DC20) can disable the mechanism without setting off the trap.

More difficult to find (Perception DC20, DC15 if characters specifically say that they are searching the ceiling) is the small trapdoor in the ceiling, between the summoning diagram and the altar (marked with a small "x" on the map). If found, the trapdoor can be jammed

shut with a Dexterity check against DC10 (assuming the character can get up there), or pried open (possibly dropping its contents upon the floor, see below).

There are actually two traps here. If the gem is moved from the stand, and the mechanism isn't disabled, the trapdoor in the ceiling opens, dropping a pair of clay jugs onto the floor. A character within 5' of the point in the floor directly under the trapdoor can, if the player IMMEDIATELY suggests it, can try to catch either or both jugs by rolling a Dexterity check (DC15 for one, DC20 for both). If not caught, both jugs shatter on the floor, releasing their contents. One contains viscous grease that spreads out in a 10' circle, the other one hundred 1" steel balls that quickly spread, coated in grease, throughout the chamber.

At the same time, and not governed in any way by the trap mechanism, if the gem is touched, jostled, or moved in any way, a cloud of smoke erupts within the summoning diagram, dissipating in a few heartbeats to reveal a very irate visitor, a magma mephit.

Magma Mephit: Small elemental; CR ½ (100xp); hp 22; Init +1; Spd 30 ft., fly 30 ft.; AC 11; Atks claws +3 (1d4+1 slashing and 1d4 fire damage); SA Breath weapon (fire breath cone 15 ft., 2d6 fire, Dexterity DC11 for half, Recharge 6), heat metal 1/day, SQ cold vulnerability, fire and poison immunity; AL NE.
Str 8, Dex 12, Con 12, Int 7, Wis 10, Cha 10.
Skills: Stealth +3, passive Perception 10
Due to the added difficulty posed by the grease/balls trap, consider this a CR1 encounter (200xp).

Note that if the characters are able to keep the summoning circle intact, the mephit will not be able to reach them. Also note, however, that a grease-covered steel ball crossing the chalk is enough to break the circle and release the mephit. The mephit is not particularly brave, and if injured seriously it will attempt to retreat, harassing the party if it can. After one hour it will return to its plane of origin.

If the clay jug of steel balls bursts, any creature that tries to move more than ¼ its normal movement anywhere in the chamber must make a Acrobatics check (DC10) or fall prone, losing their remaining actions for the round. Within the 5' radius where the jug of grease impacted, the check is DC15, and must be made each round for any sort of attempted movement or combat action short of a full action just balancing on the grease. Note that the mephit flies, and thus is not affected. If the mephit breathes fire at a square where grease is present it will be set aflame, inflicting an extra 1d6 fire damage to anyone standing in the flame on each of their turns. The mephit is not familiar with the nature of the trap and will not deliberately target the grease in this manner.

If the mephit is slain, it vanishes in a thick cloud of greasy smoke; its death burst does not take place.

The gemstone adds a bonus of 10% to any sort of divination involving the planes, including *contact other plane*, and when held protects its holder with *protection from evil and good* (note that this will provide protection against the mephit). Surviving characters who return the gemstone to Starfinder each receive a quest experience award of 450xp, in addition to any experience won through the adventure.

Player Handout 1: Private Notes

<p>You have been affected by a magical <i>sympathy</i> effect. For the next minute, you will not voluntarily leave the room. Otherwise, you are free to act as you wish, and should behave normally for your character.</p>	<p>You have been affected by a magical <i>sympathy</i> effect. For the next minute, you will not voluntarily leave the room. Otherwise, you are free to act as you wish, and should behave normally for your character.</p>
<p>You have been affected by a magical <i>sympathy</i> effect. For the next minute, you will not voluntarily leave the room. Otherwise, you are free to act as you wish, and should behave normally for your character.</p>	<p>You have been affected by a magical <i>sympathy</i> effect. For the next minute, you will not voluntarily leave the room. Otherwise, you are free to act as you wish, and should behave normally for your character.</p>
<p>You feel a faint tingle, that's all.</p>	<p>You feel a faint tingle, that's all.</p>
<p>The light of the sun is reflecting off of something shiny near an old dead stump a few yards off the trail. You don't think that the others have seen it. What do you want to do?</p>	<p>The old woman doesn't seem like such a bad sort after all. You should treat her like a trusted friend.</p>

**LIFE IS AN INEXORABLE PROGRESSION
ONCE SET UPON THIS PATH
THERE IS ONLY ONE CONCLUSION**

**FROM THE FRAIL LIGHT OF INNOCENCE COMES FEAR
FROM FEAR ONE IS DRAWN INEVITABLY TO ENVY
ENVY GIVES WAY TO ANGER
ANGER BEGETS SADNESS
AND FROM SADNESS ONE PLUNGES DIRECTLY
TOWARD THE GRAVE**

Player Handout 3: Flagstones

