

# Ancient Stories

The family of Le'sare Melarean, an elven noble, has been taken hostage by a group of Orcs in the employ of a dark wizard who wants to break into the Glondor Vault, hidden deep in the ruined temple of Valadin.

The wizard, Jayden Felderal, is seeking the Mask of Mystra, a rumored ancient magical artifact of incredible power. Le'sare, having heard of your previous exploits has requested your aid in saving his family.

## ROLEPLAYING LE'SARE MELAREAN

Le'sare is an elven noble of some regard. He is truly concerned that his family is in danger and doesn't trust that the wizard will let them free. He tries to put on the airs expected of someone of his stature but his veneer is beginning to crack. Le'sare is also afraid to reveal his secrets because he's convinced the wizard will kill everyone when he finds out the truth.

## General Features

The general features of the room in which the adventurers find themselves are as follows:

**Stone Walls.** The walls and ceiling of this room are made of 1-foot thick blocks of stone. Some blocks are beginning to crumble and the entire structure looks as though it may

At the far end of the room, some 40 feet behind you, the archway you entered from stands dark. 10 feet in front of you two rusted steel doors are set into the stone walls, an Orc flanking each with a third standing in the middle, glaring at you. The light from the torches held by one of the two Orcs who flank the steel doors before you feels insufficient to dispel the gloom that hangs over the room.

In the floor is an intricate pattern of smaller stones that seem out of place set against the monstrous blocks that make up the rest of the structure.

## Glondor Vault

This vault was built by an ancestor of Le'sare over 700 years ago. The legend is that one door opens directly onto the vault; the other contains a deadly trap. The secret is rumored to lay in the solving of the stone puzzle in the floor of the room.

Encourage the players to explore the room, specifically the floor before attempting to open a door. It's up to you which door leads where.

## Developments

- In truth both doors are traps. One triggers a trap in the floor between the doors dropping anyone standing there into a pit filled with spikes. The other releases 2 Specters.
- The true door is a hidden door in the right wall. Le'sare knows this and will reveal it with a DC 13 Charisma (Persuasion) check. With Le'sare's help anyone searching for the door will need a DC 25 Wisdom (Perception) check to locate it.
- Anyone succeeding a DC 10 Wisdom (Insight) check notices Le'sare is still hiding something.
- The secret Le'sare is keeping is that the Mask isn't real. It was a rumor started by his descendant to get famous and Le'sare is terrified if Jayden discovers this he will kill Le'sare's family.
- If Jayden discovers the truth or is attacked he will order the Orcs to attack and will himself try to escape.
- If he doesn't escape (either by running away or teleporting) he will attempt to send a message to his allies to kill Le'sare's family.
- The puzzle in the floor is merely there to delay and annoy anyone discovering the vault into simply opening one of the doors.
- If the Specters are released they will go after the Orcs first, each killing one.

While the Orcs are in the employ of Jayden Felderal they are not overly enthusiastic about protecting him. They might be convinced to not engage in fighting. Allow the players to give their best attempts to convince them to hold back. If the player with the most convincing argument succeeds at a DC 15 Charisma (Persuasion) check the Orcs will not attack the party, nor will they come to Jayden's defense. Any attempt to threaten or deceive the Orcs changes the check to a DC 20.

## ROLEPLAYING JAYDEN FELDERAL

Jayden is extremely single minded and will not give up his quest to find the mask short of death. It is suspected that he is slightly mad and might have broken with reality. He will make every effort to avoid a fight, running away if things turn bad.

- If the Orcs are killed and the truth about the vault has not been revealed Jayden can be convinced to release Le'sare's family with a DC 10 Charisma (Persuasion) check. Intimidation will not work as he knows that without him the family will die.

## ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting the combat encounter. These are not cumulative.

- **Very weak or weak party:** two skeletons instead of specters, remove one orc
- **Strong party:** add one orc
- **Very strong party:** add one orc and one specter