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ZODIAC EMPIRES

LEGACY OF THE ANUALD: PART FOUR
CITY OF SECRETS PAST

AN ADVENTURE FOR LEVEL 3 CHARACTERS

FEELEY · HO



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Legacy of the Anuald
Part 4

City of Secrets Past

By Joe Ho

An Adventure for 3rd Level Characters

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CITY OF SECRETS PAST



‘The Legacy of the Anuald: City of Secrets Past’ is the fourth installment of an ongoing adventure series meant for 3rd level characters. In this document you will find all of the information required to run City of Secrets Past.

HOW YOU GOT HERE

After traveling all over the world in search of three Anuald artifacts, the party has been informed by the Kaliriph siblings, a pair of halflings who work for the Eyes of Vathis, that the sinister organization known as the Black Scales have managed to beat them in acquiring all three artifacts before the party. The Black Scales worship the Anuald and speak of returning them to their former glory and “righting the wrongs that have been made.” The Kaliriphs theorize that these artifacts hold the key to unlocking one of the many secrets of the Anuald. They have contracted the party to help them stop the Black Scales from accomplishing whatever sinister plot they attempt. The Kaliriphs have learned of a rumored lost city south of the nation of Washu. This city was a bastion for Anuald worship after the Divine Sands War, and may hold the secret to the purpose of the three artifacts.

LANDING ON THE BEACH

As your ship embarks you gaze at the thick and tall canopy of the jungle in front of you. The two halfling siblings who have employed you, Emmi and Brin Kaliriph, have brought you here to an island south of Washu. It is on this island that the halflings suspect the secret city of the Anuald, thought lost long ago, resides. They have told you they believe whatever the Black Scales are going to do with the artifacts they have acquired over the past weeks will happen in that city. They have hired you yet again to make sure that this doesn’t happen. If the Black Scales were to succeed, there’s no telling what kind of destruction they could unleash upon the world.

As the party disembarks, their ships make note that the Washun sailors who have brought them here are all whispering to one another and shaking their heads in pity at the party. The Kaliriphs will shrug off their actions, but the party may not be as lenient. If questioned, the Washun sailors are hesitant at first to talk to the party. They’ll look at them as if they’re crazy. If someone speaks to the sailors in Washun or succeeds on a DC 13 Persuasion check, one of the sailors will willingly speak to them. He will tell the party that the island is believed to be cursed. Anyone who enters the jungle never makes it back out. He’ll also speak of the giant beasts that roam the jungles unseen, able to eat a man in a single bite.

Assuming the party isn’t scared off by such claims, they will finish disembarking the ship in due time. The sailors agree to wait until the party returns from their voyage or one week has passed, whichever comes first. The sun will be low in the sky

so the Kaliriphs will insist on resting on the shore for the night. They will ask the party to gather supplies for a fire and gather up any food they can. Have the party make Survival checks. Anyone who beats DC 10 will successfully assist in gathering firewood and food for the camp. Anyone who beats a DC 12 will find signs that another boat has been to shore within the past two weeks. They will also find traces of several humanoids making their way into the jungle. Anyone who beats a DC 16 will come across a Black Scale pendant, similar to the ones the party may have seen before. These signs are, of course, from the Black Scales. They have already been here for over a month, but the tracks the party is seeing is of the most recent group to arrive.

In the morning the sailors have begun to slowly clear out their things. The Kaliriphs have seen this and Brin has already started arguing with the captain. Emmi comes over to speak with the party. She isn’t convinced that the sailors will leave them without waiting the week they were paid for. After Brin’s argument subsides he also walks over. Emmi and Brin will both agree that the party has a decision to make before heading into the jungle. While the Kaliriphs are very knowledgeable, they are not very proficient in battle and don’t want to slow the party down. On top of it all, the party may have their own suspicions on whether or not the Sailors are going to stay. The party will have to choose whether or not to bring one, both, or neither of the Kaliriphs. The siblings will be okay with whatever they choose, though Brin will gladly volunteer to make sure the sailors keep their word. After the party has made this decision they’ll be ready to head out into the jungle.

TREK THROUGH THE JUNGLE

As the party enters the jungle, read the following:

The jungles of the island are dense and humid. As you trudge through the thick foliage you catch glimpses of all manner of small creatures skirting through the branches and undergrowth. Insects of all sizes buzz around the pools of still water that have gathered on the marshy jungle floor. The trees stretch on for miles, and their dense canopy blocks out most of the sunlight, giving your trek a dark, foreboding feeling.

As the party ventures a bit further into the jungle they’ll begin to notice some very obvious things. The first is that the trees are getting thicker and taller the farther in they go. The second is the constant sound of rustling and movement around them from no discernable source. At some point during the hike the party will have the chance to stumble upon the remains of some unfortunate Black Scale members who didn’t make it to the Black Scale camp. Anyone in the party with a passive perception of 13 or higher spots the tattered rags in the mud attached to half a bloody corpse. The marks on the body clearly indicate that some sort of large beast did this to them. They are claw marks from the creature that the



party will inevitably encounter in the caves. As the party continues farther they will also find several **saber-toothed tigers*** who have befallen the same fate. If this does not worry the PCs, feel free to go into detail as to how there are little signs of struggle and the tigers were most likely nothing to this creature.

After hiking well into the evening the party will come across a clearing near a small outcropping. Have them make a quick Perception check to see what they notice. A result of 10 or higher means they see various bones scattered around the clearing and know it is something's lair. A result of 14 or higher means that they see the large shadows moving in the brush around them. This also means that they won't be surprised by the attack that's coming. A result of 18 or higher means that they can see the two saber-toothed tigers circling them. If the party notices the tigers they may be able to act quick enough to cause the tigers to be surprised. The tigers won't expect the party to be watching for them as they don't deal with humans often. Inevitably though, the pair of saber-toothed tigers will attack the party.

The saber-toothed tigers aren't ready to die for a meal and will run off if they drop to less than 10 HP or if the other is killed. After dealing with their feline foes the party will get a chance to rest a bit and look around the clearing. It's quite obvious that the outcropping was the den of the two tigers. The area is full of remains of other various animals but no humanoids or, more importantly, Black Scales. If the party did manage to take down one of the tigers they will be able to tell that the saber-toothed tiger is not responsible for any of the carnage they saw on the way here. The beast that did that would have been much bigger than one of these cats. This outcropping is a fine place for a rest if the party deems fit as by this time night is beginning to fall. They of course can choose to press on during the night if they please.

THE CLIFFS

An additional few hours through the jungle will lead the party to the base of a large cliff face. It will also bring them within earshot of the Black Scales camp. The camp is fairly large, consisting of at least twenty tents. The tents look to be stocked with provisions. Based on the number of men they have, the provisions could easily last a month. The camp will have several guards posted at all hours of the day. The guards will be vigilant in their watch, but will be looking for things like beasts and animals that they need to keep away from the camp. Beside the tents, the most notable feature of the area is the nearby cliffs. See **Map A** for a corresponding map of this area. There are seven landings dug out on the cliffs leading up to a cave. Each cliff is between ten and fifteen feet apart and connected by ladders that are simply leaned against the ledge faces. It is clear that whatever the Black Scales are after is in the cave that the ladders are leading to. If either of the Kaliriphs are still with the party then they will advise that the party sneak around the camp.

Luckily for the party the cliffs are a bit removed from the main Black Scale camp. If they're careful they'll easily be able to go around the camp and get to the cliffs without any chance of being seen. The Black Scales aren't expecting anyone to find them on a supposedly cursed island. Once the party reaches the cliffs it becomes evident that the landings that each of the ladders leads to has been carefully carved. The Black Scales have clearly been try-

ing to make an easy route to the cave above. If one of the halflings is still with the party they advise them to make haste and get to the cave before they're seen. The party can climb up the ladders easily. It takes double movement to climb the ladders. The first four ladders are 15 ft. tall and the last three are only 10 ft. tall. If the party doesn't try to move stealthily then the Black Scales will spot them after the second ladder and will start trickling in within one round of initiative. The party must all succeed on a Stealth check of DC 13 in order to remain unseen on the ladders.

Use the **spy*** stats for the Black Scale members that chase the party and express that a small army of them is headed towards the cliffs. Every round 1d4 more Black Scales will arrive to pursue the party. Half of these pursuers are vasar with the same stats as the human pursuers except with a fly speed of 30 ft. The party should have no hope of fighting these foes and should be advised to run. While climbing the ladders, members may use an action to push the ladders down. If a character or Black Scale member finds themselves climbing without a ladder the Athletics check to make it up is a DC 12. If this check is failed they will fall to the next lowest cliff landing and take falling damage as appropriate. Use the ladders to judge the distance a character or Black Scale member falls. The goal of this encounter should be to get the party into the cave that rests about 200 ft. above the camp. Near the entrance to the cave are several large boulders that seem to have been used to block the cave previously. They are being held up by several wooden braces. As the party enters the cave you can point this out as the most obvious way to prevent the Black Scales from following them. Alternatively, if one of the Kaliriphs is with the party still they will point this out or even take the initiative to strike the braces and close the party off in the cave, safe from their pursuers.

THE CAVES OF THE LOST CITY

The party may take a minute to collect themselves after the intense encounter on the cliffs. They also may need to cast appropriate light spells or light torches as their immediate surroundings will be very dark. With no way to get back the way they came, and the potential of an angry cult behind them, they'll have no option but to press onward into the cave. Establish a marching order and take note of the passive Perception of those at the front of the party.

As the party travels onwards through the caves they may begin to notice several different things. Anyone with a passive perception of 10 or higher will have no problem noticing the various corpses of Black Scale members and other animals strewn throughout the cave. Anyone with a passive Perception of 12 will be able to see claw marks similar to those on the corpses and bodies that the party may have encountered in the jungle. Anyone with a passive Perception of 15 will catch a glimpse of the word "HELP" written in blood on one of the cave walls. From deeper in the cave at various times the party will hear the sound of breathing. While it may sound close, the actual beast is much further down in the caves. The sound, however, will echo due to the acoustics of the caves.

After traveling for about an hour the party will come to the final chamber of the cave system. Here they will see the first crack of light from the outside, around a corner at the end of the chamber. What they may fail to see is the steep and sudden incline



as they step out from the darkness. Anyone with a passive Perception of 13 will be able to spot the drop. Anyone who doesn't will slip and fall down the muddy incline. Only have those in the front of the marching order fall victim to the incline, the others will see them slide and get a good view of the terrors they are sliding into.

After you have seen if anyone has slid down the incline, read the following aloud to the party:

The steep muddy incline leads downward into a pile of bones and rotting flesh. Another incline loops around the side of the large circular chamber littered with stalactites and stalagmites. The smell hits you all as you realize that this final chamber is a lair. The creature it belongs to reveals itself just when you begin to question what it is. A large four armed beast with two legs drops from the cave ceiling. Its long limbs are each armed with two claws the size of a short sword. Its gaping maw is full of long razor sharp teeth. It stands about thirteen feet tall, with a reddish brown leathery hide coating its body. It gazes at all of you for a brief moment before letting out a roar and charging you.

This creature is a **cave horror** (see appendix for stats) It will immediately attack the party after they enter its chamber. No one will get a surprise round, as the beast has had plenty of time to smell the party coming its way. It will charge anyone who slipped down the incline, if no one did, it will wait down in the lower area of its lair for the party to approach. It will have plenty of protection from the stalagmites and stalactites and will use it to hide from ranged attacks. Don't be afraid to make use of its devastating ranged attack to provoke the melee characters into charging in to deal with it. The beast will not flee as this cave is its home and will fight to the last breath to defend it.

After the beast falls the party has a chance to actually look around the chamber and discover its initial purpose. All over the walls they will find hieroglyphics. If your group played through The Eye of Kings they will be almost identical to the hieroglyphics displayed there only expanded upon. The hieroglyphics will depict the three items that the party chased after in the previous adventures: the Eye of Kings, the Staff of Life and the Wings of the Ancients. It will show indiscernible robed figures that you would guess are the Anuald wielding these powerful objects against the gods. Finally it will show one figure combining the three powerful items into one singular staff. This staff then appears to open up a portal through which begins to step a mysterious being whose figure is clouded with shadow in the carvings hiding what they are truly supposed to represent. The hieroglyphics end with the depiction of the gods breaking the portal, preventing the beast from being summoned to the material plane. If your party has one of the halflings with them still they are able to decipher the meaning behind all of this. Otherwise it will take a History check of DC 13 and the ability to speak Oseptian to get all this information specifically and not vague descriptions. The party should be able to piece together that combining the objects will summon some sort of creature if they are combined.

As the party continues on, they round a corner near the back of the final chamber and step out onto another cliff. This cave is below the canopy of most of the trees, and peeking out among

them the party gets a glimpse of The Lost City of the Anuald. This massive city spans for almost a mile. All of it is constructed of stone and is covered by the thick jungles of the island. As they gaze at the grand city, a large explosion interrupts the otherwise serene scene. Looking to the bottom of the cliffs, the party catches a glimpse of the Black Scales, breaking through the walls and the tail end of a spell that allowed them to tunnel through the stone. The Black Scales begin funneling in and heading directly toward the city.

WHAT HAPPENS NEXT?

This concludes the first half of the Legacy of the Anuald story line. Part five and six will find the party venturing into the ancient city itself in a race against the Black Scales to prevent the summoning of an even greater evil. In part seven the party will traverse the temple the Black Scales will attempt their sinister ritual in. Then finally part eight and the conclusion of the Legacy of the Anuald story line is a thrilling airship chase and battle to save the world from an oncoming evil. For more information on when the final four parts of the Legacy of the Anuald story line will be released and other adventures or information about the world of Vathis go to ZodiacEmpires.com

REWARDS

If you are running the Legacy of the Anuald Campaign using the milestone experience track, you players will not level up at this point. If you are running this adventure as a stand-alone or using regular experience the party gains the following experience to split among them:

- If they defeated the saber-toothed tigers, they gain 1000 XP.
- They gain 200 XP for every Black Scale member they defeated on the cliffs.
- They gain 2400 XP for defeating the cave horror.
- Then, in addition, they gain 200 XP for each Kaliriph that is still alive.



APPENDIX

Cave Horror*Large monstrosity, chaotic neutral***Armor Class** 12 (natural armor)**Hit Points** 95 (14d10 + 16)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	10(+0)	16(+3)	8(-1)	10(+0)	10(+0)

Skills Perception +0**Senses** passive Perception 10**Languages** common**Challenge** 5 (1600 XP)**Actions:****Multi Attack** The Cave Horror makes 4 melee attacks with its claws.**Claws** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.*Hit:* 9 (1d6 + 5) slashing damage.**Bite** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (1d12 + 5) piercing damage.**Emmi and Brin Kaliriph***Small humanoid, neutral good***Armor Class****Hit Points** 95 (14d10 + 16)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8(-1)	10(+0)	10(+0)	16(+3)	12(+1)	14(+2)

Skills Perception +3**Senses** passive Perception 13**Challenge** 1 (200 XP)

The Kaliriphs are identical in stature and ability. They will not engage in combat unless expressly told to do so. They're more prone to hide from confrontation behind the party members.

Actions:**Sling.** *Ranged Weapon Attack:* +2 to hit, reach 30 ft./120 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

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