

ONE ON ONE ADVENTURES #9

LEGACY OF DARKNESS

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AN ADVENTURE FOR ONE WIZARD LEVEL 8-10



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INTRODUCTION

This adventure takes place in a town or city and can be dropped into a DM's home campaign with little or no effort. The adventure is designed specifically for a wizard character. As such, the encounters encourage the use of a wizard's skills and abilities. Characters with ranks in Concentration, Decipher Script, Knowledge (any), and Spellcraft will have many opportunities to utilize their skills. Sorcerers could also participate in this adventure but would probably need to purchase scrolls and potions to make up for their reduced spellcasting options.

ADVENTURE BACKGROUND

The half-elf wizard Sehvain Malual was an oddity among the elves with whom he grew up. While almost all his fellow students learned traditional elven magical arts, he turned to the dark art of necromancy. Sehvain was no traditional necromancer, however; his heart and goals were pure. He sought to use the power of death to destroy the undead pestilence polluting the world.

While young and idealistic, he zealously used his abilities for just that purpose. As he grew older, however, the seemingly endless battles, searching, and travelling wore him down. Eventually he became apathetic, even inured against the suffering, damnation, and death he so often encountered. One day, about a century ago, he simply gave up. Retiring from adventuring life, he settled down in a nearby town purchasing a small townhouse. Here, he finally found the peace he so craved.

At first, he chronicled his exploits and catalogued the vast library of ancient writings and spellbooks he had recovered during his adventures. Because he had spent so much of his career fighting undead, he had explored many ancient tombs, catacombs, and dungeons. Consequently, he had discovered a goodly amount of ancient texts and writings over which he incessantly pored. One of these tomes, *The Black Lexicon*, held many dark and ancient secrets pertaining to the necromantic arts. As well as extensive notes on undead of all forms, the book includes a detailed process for making a lich's phylactery.

The Black Lexicon also contains the bound spirit of a necromancer from an elder age. Named Antharumer, he failed in his bid to attain lichdom, slain during the final moments of the necessary ceremony his spirit fled to the nearest item of power: *The Black Lexicon*. There he languished for many centuries until Sehvain recovered the book. Since then, Antharumer has been slowly corrupting Sehvain, whispering black dreams of power and rightful destiny into the half-elf's mind. These whisperings have awoken in Sehvain an obsession with ancient texts and such like, Antharumer fostering the belief that the secrets of ancient and awesome power over life and death were within Sehvain's grasp. Such was his compulsion that for a time, Sehvain even sought and purchased several such books from local guilds and collectors.

Eventually, however, his funds ran low and he began to trade rare and ancient magical items so that he could continue his research. Using a network of former companions, teachers, apprentices, and others he uncovered many ancient objects of power, selling them to the highest bidder. So apathetic had Sehvain become, he did not care to what end the items he sold furthered. (As the adventure begins, Sehvain has sold most of his books to fund his research.)

This trade brought Sehvain to the attention of Gregor, an acolyte of the Death God who correctly suspected that Sehvain's house stood on the site of an old temple. He murdered Sehvain's previous manservant and took his place, quickly discovering the ruins in the garden.

While relaxing in the house's garden at Gregor's behest, Sehvain uncovered several partially ruined walls scribed with strange symbols. His research, and Antharumer's whisperings, quickly led to the discovery of an extensive network of catacombs beneath the house. Exploration ensued. Sehvain slowly cleared much of the catacombs and as Antharumer's influence over him grew, Sehvain spent more and more time below ground searching the catacombs for Antharumer knew this place of old and hinted of dark mysteries and a powerful gate hidden in the deepest reaches of the place. Eventually, Sehvain discovered the ancient ceremonial gate of the Death God in the very lowest portions of the tunnels. At one time, the gate acted as a one-way portal to the Death God's domain

SCALING THE ADVENTURE

Legacy of Darkness is designed to challenge a single character of 8th-10th level. However, you can easily run the adventure for a group of 6th-level characters by making minor changes and preparations before play.

For a Single Character of 11th – 13th level: To run *Legacy of Darkness* with characters of these levels, consider making the following changes:

- Advance the lions to 8 HD for an 11th-level PC adding an additional lion for each additional level of the PC.
- Give the wight in area C3 one level of fighter, for every level the PC is above 9th-level.
- Advance Gregor by one level for every level the PC is above 9th-level alternating levels of fighter with cleric.
- Advance Sehvain by one level, for every level the PC is above 9th-level and equip him appropriately. Do not allow him access to spells or magic items that can end the fight if the PC fails one saving throw.
- For an 11th-level character, make the animated statues Large instead of Medium. For every level the PC has beyond 11th, add two additional statues. Expand the scaffolding to 10 ft. wide so that the statues are not squeezing during combat.

For Multiple Characters: For a group of 6th-level characters, consider making the following changes:

- Add additional beds to one or more of the guest rooms
- Add an additional wight to area C3, for every three members of the party.
- Add an additional animated devil statue, for every three members of the party.
- Advance Gregor by one level for every two members of the party, alternating levels of fighter with cleric.
- Advance Sehvain by one level of wizard, for every two members of the party
- If Manator finds the secret door for the PCs on day two he does not offer to participate in exploring the catacombs.