

THE EMERALD CROWN OF MUZO



Contracted to find a missing crown by a noble family struggling to pay off their debts, the adventurers find themselves raiding the tomb of the long deceased matron of the Muzo family. Unfortunately for them, the tomb has been undisturbed. A goblin named Grindlenok has claimed the crown for his own... but found himself getting more than he bargained for when he placed the finely crafted crown upon his head.

This adventure is appropriate for adventurers' levels 3-4.

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PATHFINDER
COMPATIBLE

SETTING THE SCENE

The adventurers find themselves in a tavern or inn, anywhere with plenty of drink, loud people, and backroom gambling. These are the sorts of places that **Aureliano Luzon del Muzo** likes to frequent and where he would likely approach the adventurers. Aureliano has the guise of being well-off and has the sensibilities of someone who has been raised in a noble household. However, his house has long collapsed into disarray and he has accrued substantial debt and property liens. He will try to keep up appearances of his wealth and status but a **DC15 Society** or appropriate **Lore** check will reveal that Aureliano is not the wealthy noble he pretends to be.

NOTABLE NPCs

AURELIANO LUZON DEL MUZO

A disheveled young man, his hair is greasy and slicked back with an old-fashioned ribbon tying off a ponytail. He is dressed in traditional finery, but upon closer inspection it is obviously dotted with stains and appears as though it has not been properly laundered in some time. This is the last surviving male heir to the noble house of Muzo, a notorious debtor, gambler, and drunk. He scans the room nervously with his small beady eyes before approaching the group, wringing his hands.

GRINDLENOK THE (SELF-APPOINTED) GOBLIN KING

Grindlenok is small, even by goblin standards, with sickly yellowish-green skin and large black eyes. Dressed in the decaying finery of some forgotten lord, rusted chainmail dangles from underneath the decayed velvet. Atop his bulbous head sits a large, finely crafted golden tiara, with a deep green cut emerald housed in the center of the golden filigree. His dark eyes glint with greed and a malign intellect hides behind his oafish features.

DEL MUZO'S PROPOSAL

Del Muzo will approach the adventurers and attempt to strike up a conversation. He is an arrogant, foppish man who thinks himself far more important than he is. Once his family controlled the local barony and owned all the farmland as far as their ancestral castle could see. In present times, however, the castle and the family have fallen into disrepair as Aureliano—and his father before him—squandered the family inheritance. He attempts to hide his desperation, but eventually he will turn the conversation to his need. Read or paraphrase the following:

You seem to be a capable lot, and I am in need of some assistance. My grandmother, may she rest in peace, was buried in the family tomb with something I require. It is a symbol of the family and our power, and the barony needs your assistance in its retrieval. I would go myself, but I can't afford the peasantry to see me rooting around in a graveyard. Think of the scandal! I'm prepared to pay you 300 gold coins for the retrieval of the item. And it gets even easier: I have the key. What do you say, will you perform this service for the barony?

If the adventurers press for information, they will find that the item he wants retrieved is a crown inlaid with emeralds, an item which his grandmother inherited from her own grandmother—a family heirloom. While his true desire is to sell the item to clear his debts, he does have a claim on the crown, and it is his family's crypt so there is no deception; only desperation. If pressed, he will mention that many people thought his grandmother was a witch. He is adamant about not paying them anything ahead of time and providing no other resource for them than the key to the crypt.

THE GRAVEYARD

The graveyard is located several miles outside of town, just off a dirt road leading to the next town. It is an old graveyard but still

actively in use, with several fresh graves. Far in the back of the graveyard near an old pond, draped by willow trees and obscured from much of the rest of the graveyard, stands the del Muzo mausoleum. The mausoleum stands in the center of the large derelict garden enclosure, surrounded by substantial stone walls except on the side of the pond. The walls are overgrown with ivy and moss and have been left to general disarray. The rusted gate hangs at an angle, a single hinge still affixing it to the stone walls overgrown with moss.

A **DC 20 Perception** check will reveal that while the gate is rusted and broken, the hinge appears to have been broken by a nearby cobble being slammed into it.

The door to the mausoleum is still intact and locked. The key opens the door with considerable noise.

A **DC 25 Perception** check on the far side of the mausoleum will reveal several cobbles have been removed near the base of the structure, and that a creature the size of a small child could crawl inside.

ENTRANCE TO THE MAUSOLEUM

The entrance to the Mausoleum hasn't seen anyone enter in the past fifty years or so, but it should be noted the wide stone entryway houses several stone caskets with the names of various former members of the Muzo house, cased for all eternity. It should be noted that there is upwards of 1,000 gp in valuables scattered throughout the mausoleum and should the adventurers go about

smashing their way into each of the caskets, they will be able to claim assorted valuables. If they should choose to do so it should be considered an evil act, a crime, and they should be harrowed accordingly by both gods and men, perhaps by activating a **Pharaoh's Ward Hazard** (see the *Pathfinder Second Edition Core Rulebook*).

The mausoleum entrance has a single path further into the tomb which will eventually lead the PCs to the crown. There is a statue of one of the great heroes of the family on the far end of the hall. In his hand he holds a spear and shield; this is a cleverly disguised **Spear Launcher Hazard** (see the *Pathfinder Second Edition Core Rulebook*), with a pressure plate on the floor in the hall.

CHAMBER OF CHILDREN

The next chamber is a room filled with smaller coffins and tiny urns. Apparently the del Muzo family is plagued with lost children, as there are dozens of remains in



this room, along with a statue of a weeping woman. There are children's toys scattered about the room, long rotted flowers, and other tokens which, had the tomb remained in good standing, would make it look like a nursery.

The dolls in this room are **Soulbound Dolls** (see the *Pathfinder Second Edition Bestiary*). When the adventurers enter the room three of the dolls will spring to life to defend the tomb, with the following alignments: CN, LN, and NG. The souls which inhabit these dolls are capricious and will not pursue anyone who runs out of the room, unless they continue to feel threatened.

PATRICIA KATHRYN NINA DEL MUZO'S RESTING CHAMBER

This is the farthest chamber in the mausoleum and contains a statue, a large sarcophagus, and a stained-glass window streaming light into the room. The sarcophagus stands open, and sitting on the edge is the goblin Grindlenok, a golden emerald laden crown on his head. Paraphrase or read the following:

*"This is Grindlenok's domain! He is king. He is greatest of the Muzo, heir, and queen!"
The goblin's voice echoes with another, angrier feminine voice.*

Grindlenok has been partially possessed by a soul fragment from the deceased woman. He should act hostile and erratic at all attempts to reclaim the crown. He will fight to the death, but should the crown be removed (by force for example) he will run and hide, his natural cowardice taking over. As long as the crown remains on his head he should be treated as a **level 5 Fey-Touched Sorcerer** (see the *Pathfinder Second Edition Bestiary*).

CONCLUSIONS AND REWARDS

Upon the retrieval and return of the emerald crown to del Muzo, he will happily pay the agreed upon price after trying to convince the adventurers to give it to him for free since it is his by rights. If they scavenged other items from the tomb as well, del Muzo will appear indignant at not being offered any of their value and can easily be appeased with 10% of whatever they took, though this will not remove any curses.

Should you wish to incorporate this into a larger game you could easily have del Muzo refuse to pay and hire additional brutes to reclaim the crown from the adventurers. You could also have Grindlenok flea with the crown, forcing the adventurers to follow him to his lair where all sorts of nasty tricks and beasts could be waiting for them.

