

# QUEST FOR THE LOST CROWN

by Philipp Hajek

This adventure takes inspiration from Kahimemua Nguvauva

*"You find yourself as the temporary proprietors of the Buttery Cat, a halfling run tavern between the elven forests and the silver mountains. You were hired for free lodging and a meal to keep an eye out on a band of drunken dwarves whilst Mincy the owner runs an errand for more beer."* Let the players describe what their characters do. *"The dwarves were happily distracted singing shanties but this abruptly changes when a group of elves enters the Buttery Cat."* The newcomers are eventually approached by the dwarves who demand to give back **the crown** of **Dralbeard**. The **D**warves know neither what it looks like nor where it is but the elves stole it during **the war** that's for certain! The amused elves are only familiar with **C**ommon knowledge and thus know neither of the crown nor Dralbeard, a fact that angers the dwarves even more. If the PCs fail to intervene a tavern brawl erupts which is eventually stopped by the city watch who throw the main culprits including the PCs into jail for "a good night's sleep" releasing all the next morning for a small fine. If all goes well your players are now hooked. The dwarves promise the PCs a reward for the crown and also the elves want to improve diplomatic relations and thus give the PCs permission to do research at the elven temple of knowledge.

Here are some possible encounters on the way through the forest:

- ❖ a green dragon (or kobolds) on a clearing filled with flowers that cause hallucination,
- ❖ or a tree trunk over a river with creeping vines hidden.

The archives of the temple are run by *Sindara* (freckles, lavender smell, daydreams) who helps the PCs wherever she can but it still takes at least a month to sight all documents. The **R**esearch results are that there isn't a crown mentioned anywhere, however the rings to hold dwarves' braided beards are sometimes referred to as a crown. If the PCs don't find this information themselves, *Sindara* will provide it and suggest that they travel to Deep Mountain to interview the elder dwarves.

Traveling to the silver mountains is easy but to get to Deep Mountain where the elders live requires a guide. Here are some possible encounter ideas on the way through the caves:

- ❖ a broken bridge over a chasm with waves of goblins coming from behind,
- ❖ or a stalagmite labyrinth with a disoriented hungry ogre.

Once there the PCs can ask around for **L**ore until someone in the party receives news from *Sindara* via a sending spell: *"I found an image of Dralbeard - there may be another crown"*

Assuming the party travels back to the elven temple: *"Sindara presents you a medallion that when opened projects an illusion of a stern looking dwarf. His beard is not braided and you don't see a crown but Sindara smiles and points to the bottom of the medallion where an inscription reads: We send you this dwarfs decorated helmet which he wore until the end like a crown."* Research about said helmet takes at least another month but reveals that it was finally gifted to a

human settler named *Fitz Ruder*. The fact that the *Ruders* still run a major melting furnace in the silver mountains today is common knowledge.

There is a 1 in 2 chance that the *Ruders* own the helmet and are willing to gift it for good publicity. If they don't have it they can remember the tale of *Fitz* who went on adventure but never came back. It is not known where he went but research at the elven temple can pinpoint his last location. There vines have overgrown the entrance to a cave. Once inside *Fitz*' skeletal remains are found but no helmet. It is dangerous to stay here because slits in the stone occasionally poff out poisonous gas coming from a green dragon above. Stairs leading up arrive at a large cave with the sleeping dragon. There is a 1 in 2 chance that the helmet can be seen lying on a cavern plateau above the dragon. It can be reached through either stealthily climbing to not wake the dragon or a tunnel filled with kobolds that wake the dragon if not dealt with swiftly. If the helmet isn't here it is lost forever unless your players come up with a solution to give the dwarves back their symbol.

## **the crown**

**D** There can not be a new king until the crown is returned.

**L** *"And on the final day he said to his people: I release you from your oaths; and he loosened his braids one by one, took the rings and threw them into the melting pot."*

## **Dralbeard**

**D** He was the last dwarven king under the silver mountains who united the clans against the elves but he was executed after the final battle.

**L** *"Seven strikes it took to decapitate him and after the final strike the mountain shook with sorrow for his fallen son burying its richest veins until a new king is crowned"*

## **the war**

**C** This particular war mentioned here took place in ancient times which for elves and dwarves was just a few generations ago. The elves won the war claiming the silver mountains but having no interest in mining gifted them to human settlers who to this day hold much of the mining rights and melting furnaces.

**R** Part of the elven scheme included a trading ban with dwarves that gave humans a trade opportunity which the elves used to lure human settlers away from the elven glades.

**Dwarven names** Magni, Nurl, Xanlor, Rotnir, Gremdor, Lurgrim, Grambald, Terson, Dorian, Felgor;

**Elven names** Tharundiel, Eldran, Luthana, Berendir, Liestel, Cirdunir, Nindolin, Tularion, Nievana, Mehotil;