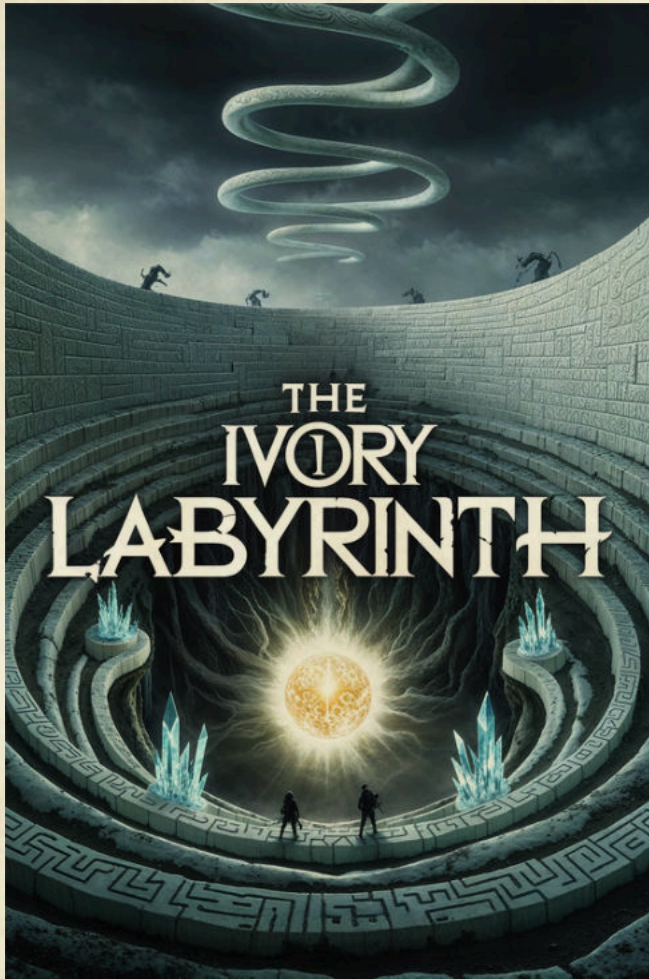


THE IVORY LABYRINTH



CAMPAIGN OVERVIEW

Title: The Ivory Labyrinth

Theme/Genre: Fantasy, Mystery, Adventure

Tone: Suspenseful, Enigmatic, Heroic

Target Level: Level 5

Expected Duration: 2 hours

Player Focus Preferences:

- Combat: Medium
- Roleplay: High
- Exploration: High

BACKSTORY AND SETTING

OVERVIEW OF THE WORLD

The enchanting world of Rhyzione is a realm where ancient secrets are cradled amidst its breathtaking landscapes. Among its most beguiling wonders is the **Ivory Labyrinth**—a colossal maze intricately carved into the bewildering cliffs of Whiteheart. Legends whisper of the Labyrinth's ability to reshape itself, governed by a will of its own. Within its gleaming walls lies the promise of unimaginable treasures and the peril of eternal entrapment.

LOCAL AREA

Renowned for its rugged hunters and tenacious miners, the village of **Terris Hollow** nestles at the base of the Whiteheart Cliffs. The settlement, though modest, is frequented by scholars and adventurers drawn by the allure of the Labyrinth. However, harsh winter snows have starved its storerooms, and a series of mysterious disappearances have steeped the village in a pall of fear, pointing towards the awakening of the Labyrinth's latent malice.

HISTORICAL CONTEXT

Millennia past, the Labyrinth was molded by the enigmatic mage, **Estraen the Shaper**. A creation of isolation and protection, it hides the fate-bending relic known as **the Heart of Oryndal**: an artifact of immense temporal power. Diverging from its original guardianship, the Labyrinth became a cursed ground where fortune-hunters were eternally lost, their ambitions twisted by the echoes of time.

IMPORTANT NPCs

1. **Elder Marwin Thane:** As the venerable sage of Terris Hollow, Marwin's wisdom is both a beacon and a burden. Haunted by images of the past, he is the catalyst for the party's quest, offering insight and urgency with his plea.
2. **Kaeli Thorne:** Driven by loyalty and loss, Kaeli is a younger scavenger in pursuit of her brother, Daryn, who vanished seeking fortune. Her determination makes her a potent ally or informant, eager to join or aid the party on their perilous journey.
3. **The Oracle of Ivory (Villain):** This ethereal phantom presents as an enigmatic guide within the Labyrinth, masking its true nature. Offering riddles cloaked in benevolence, the Oracle harbors a darker agenda: to entrap intruders within its spectral grasp.

PLOT HOOK

In Terris Hollow's cloistered tavern, warmth is scarce and solace scarcer. On a bitter evening, Elder Marwin approaches the adventurers, casting his eyes beyond the hearth's flickering comfort. "The cliffs have always whispered," he murmurs, "but now they scream for help." He recounts tales of disappearing villagers and a hunter—reduced to a gibbering shell—found at the cliff's yawn. His plea is urgent: delve into the Labyrinth, unveil its secrets, and ensure the safety of his people with the lure of 500 gold and an enchanted trinket.

As preparations are underway, Kaeli intercepts the party, eyes brimming with a fiery resolve. “My brother, Daryn,” she implores, “was drawn by tales of treasure. I beg you—if you find him, bring him back to me.” Her desperation adds weight to their charge, blending duty with human connection.

Primary Objective: Enter the Ivory Labyrinth, discern the fate behind the disappearances, and safeguard Terris Hollow from sinister forces.

KEY LOCATIONS

TERRIS HOLLOW (STARTING AREA)

- **Atmosphere:** A village cloaked in winter’s harshness, where hope struggles against an enveloping shadow. Smoke trails from chimneys fighting to warm the hearts of those within.
- **NPCs:**
 - **Elder Marwin:** Profit from his insights on the Labyrinth’s history and occult properties.
 - **Kaeli Thorne:** Sources of familial love and treasure trail intrigue.
 - **Harvin the Blacksmith:** Offers practical advice and tweaks to inadequate gear.
- **Possible Encounters:**
 - Engage villagers discussing ominous tones from the cliffside.
 - Discover a hunter babbling with wide eyes, muttering about “the Oracle’s eyes.”

THE CROSSROADS OF SHARDS (INTERMEDIATE AREA)

- **Atmosphere:** An expanse where calcite fractures display kaleidoscopic patterns in light, creating surreal illusions. A hum permeates the air, echoing with potential energy.
- **Challenges:**
 - **Puzzle:** Navigate platforms of shifting rock. Arrays of illuminated tiles suggest solutions but punish hesitation with corridor separation.
 - **Combat Encounter:** Crystalline Golems manifest, aiming to expel invaders and rectify their disruptions.
 - **Roleplay Opportunity:** The Oracle’s haunt debut—offering cryptic “truths” to trade for secrets, gauging the party’s resolve.

THE HEART CHAMBER (FINAL AREA)

- **Atmosphere:** A sanctum majestic yet menacing, its ivory and crystal reflecting and distorting reality. At the core floats the Heart of Oryndal, drawing all towards the abyss beneath.

- **Final Challenge:**

- **Boss Fight:** Estraen’s wrath incarnates as the Oracle sheds its facade, animating a crystalline guardian. The party battles amidst unstable terrain.
- **Dramatic Decision:** The Heart’s vile connection severs only by sacrifice or ambition: a memory or bond—or the Heart’s boon, risking doom to Terris Hollow.

ENCOUNTERS AND CHALLENGES

COMBAT ENCOUNTER 1

- **Opponents:** 2x Crystalline Golems
 - **Stat Adjustments:** Use Earth Elemental base stats with added resistance to radiant damage.
- **Tactics:** Golems try to isolate adventurers with **Wall of Shards**, aiming to divide and conquer.

ROLEPLAY ENCOUNTER: THE ORACLE

- **Appearance:** A luminescent specter with a hauntingly lilting voice challenges the party’s motives.
 - **Dialogue Hooks:**
 - Prompt 1: “Why do you risk your lives in this place of ruin?”
 - Prompt 2: “The one you seek walked this path... but has paid a heavy price.”
 - Grow stronger if adventurers reveal personal vulnerabilities, making the final confrontation more difficult.

PUZZLE: THE SHIFTING FLOOR TILES

- **Mechanics:** Match shifting symbols based on musical cues and glowing glyphs. Wrong solutions alter the maze, testing the party’s adaptability and cohesion.

CLIMAX AND RESOLUTION

- **Destroying the Heart of Oryndal:** The village is safeguarded, but the Labyrinth caves in—a poignant closure of mysteries barred from mortal meddling.
- **Claiming the Heart:** Embracing latent power potentially looms catastrophe above, distressing Elder Marwin’s efforts.
- **Kaeli’s Brother Fate:** His return is a hollow echo, stained with the vestiges of corruption—a testimony to the Heart and its corrupted gifts.

REWARDS

1. Loot:

- 500 gold distributed amongst participants.
- **Necklace of Eternal Memory:** A token permitting a singular Wisdom save reroll per day.

2. Story Rewards:

- Enhanced reputation and sanctuary within Terris Hollow, fostering deeper ties with its villagers.

SUPPORTING DETAILS

- **Custom Monsters:** Stat configurations for Crystalline Golems and the Heart-animated construct.
- **Player Handouts:** An inscriptive glittering shard revealing Estraeen's fate.
- **Atmospheric Music:** Whispering zephyrs for exploration; orchestral crescendos for intense combat.

FLEXIBLE OUTCOMES

- Offer alliance prospects with the Oracle, tantalizing eternal riches in direct exchange for lifelong captivity.
- Improvisational Advice: Upon players forfeiting the quest, let the Labyrinth's corruption seep towards the village—a dark, encroaching menace.

POST-GAME WRAP-UP

• Debrief Questions:

- What aspects of the session resonated most?
- What actions might you have altered?

• Epilogue Options:

- Encourage further storytelling, exploring the repercussions of the Heart's altered state, its future narrative potential generating curiosity for what lies beyond.