

Temple of the Burning Man

A One-Round D&D 3rd Edition Living Greyhawk
Adventure

Round One

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An important archeological dig is occurring on Scragholme Island. It may reveal information important to the survival of the revived Shield Lands. You, among others, have been chosen to accompany the archeologists to the dig site. An adventure for 1st and 2nd level characters.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. **No-vote scoring:** The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. **Partial scoring:** The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. **Voting:** Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in adventure format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

LIVING GREYHAWK Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
Tier:	4-12	5-13	6-14	7-15	4 nd

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The cost of each lifestyle will be indicated at the beginning of the scenario. The lifestyles, and the effects that each has on play, are:

Destitute	You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.
Poor	You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.
Common	You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.
High	You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.
Luxury	You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

Adventure Summary and Background

The kuo-toa is an enigmatic underwater race of vile beings. They worship a foul, long-forgotten god, and practice forbidden lore and human (or other land dwelling races) sacrifice to appease their deity. Three hundred years ago a kuo-toa uncovered a ritual to summon a powerful sea demon, The Eldritch Wave. The rite was complex and dangerous but offered great power. Creating the needed artifact, the priest summoned the creature but was not powerful enough to enact the proper binding rituals, and, in its demonic rage the fiend destroyed half the underwater city.

A great hero of the kuo-toa eventually found a means to destroy it. A powerful force of magic flame, ever burning even underwater, consumed the Eldritch Wave. The demon was dead but its flaming shell remained.

The hero impaled the body with a magic sword it had stolen from a surface dweller. It then hid the body by dragging it to a far away place. That was not good enough for the leaders of the kuo-toa. The demon had destroyed half the city and killed many kuo-toa, so they banished the priest who summoned the Eldritch Wave until he found a way to seal it up for eternity.

The priest took his followers to the cave containing the flaming corpse. Over the course of dozens of years they constructed an underwater temple to hold the burning body. They carved a history of the demon, should other kuo-toa stumble across the temple, which explains in detail how to destroy the beast, should it ever awaken from death.

The priest then summoned three great demons, in circles of binding, and forced them to guard the burning body. The priest found it particularly amusing to summon hated enemies of the kuo-toa and force them to protect a kuo-toa temple.

Then twelve kuo-toa were placed in stasis to further safeguard the temple. If ever the seal to the surface world was broken, the stasis would drop and the kuo-toa would deal with the invaders. The priest then dropped the artifact next to the stone altar with the rest of the offerings, returned to his city, and quickly forgot about the whole mess.

Three hundred years passed.

Occasionally a kuo-toa enters the Temple from the underwater entrance and leaves an offering or two, but the only significant changes have occurred in the last fifty years. There was a great storm that shook the temple and caused massive damage to the history room. Then the Crook of Rao was used and the demons were banished back to their plane of existence.

The high priests in Critwall have reason to believe that a recently uncovered scroll points to an underground temple of Sahaugin design. The temple seems to contain an artifact of power. They have heard rumors about mad wizard Waqounis, leader of the occupied forces in Axeport. It seems as if the Mad One is searching for relics

of power that have to do with the water for purposes unknown.

Guarded by one team of soldiers, the leaders of Critwall send a small team of scholars and diggers into the swamps, to investigate this temple and what lies therein.

Adventure Synopsis

The adventure doesn't really begin until the characters are in the swamps; the introduction leads them from Critwall, across the Nyr Dyv and on to the Island. The characters meet the other Pathfinders (a mixture of low- and mid-level NPCs), including the leader, Sergeant Duc. Then they meet the archeologists and travel through the swamps, avoiding snakes, for two days as they travel to the dig site. Before they can uncover anything important, two trolls attack them.

The sergeant will not risk any of the "greens" (low level pathfinders) and orders the veterans to tackle the trolls. They bring the creatures down but a lot of blood slips into the swamps, additional trolls will be looking for the group.

The characters are sent with one (or more) of the archeologists deeper into the swamps to enter the temple, remove whatever artifact they are searching for (although no one is quite sure what to look for) and come back. Sergeant Duc tells the characters that the group will have no problem holding out against a few lousy trolls.

The characters enter the temple, breaking the outer seal and releasing the kuo-toa from stasis. The kuo-toa defend the temple from the invaders. The characters have the opportunity to explore the small caves, some roughly worked, some are not worked at all. Then the kuo-toa ambush the characters, capturing some (if not all) of them and bringing them to the Temple of the Burning Man.

The kuo-toa woke and found the summoning portals empty, and in a panic, are trying to summon another demon. They plan on sacrificing the characters to appease the demon. The kuo-toa summon the very same type of demon that was used to guard the temple before, a hated enemy of their race. The priest is not nearly as powerful as the priest who summoned the first demon, and lacks the skill to properly bind the demon. The result is that the summoned demon is able to attack whatever it wishes, but is unable to physically leave the circle.

After the demon refuses to eat one of the characters, it turns its attention on the kuo-toa, devouring any in sight. Then it tries to get the characters to release it from its circle by lying and telling them, despite its appearance, it is a good creature.

Whether or not the characters free the creature is up to them. Once all the kuo-toa are dead or have fled to gather reinforcements, the characters are free to investigate the temple and the burning man.

They escape the temple, remove all the artifacts and the archeologists assume the powerful relic they are searching for is the sword in the burning man. Returning to the swamp they find out that several of the soldiers have been killed, repelling troll attacks.

In the morning, the soldiers pack up and head back to Bright Sentry. Upon arrival they are given several small trinkets, seaweed necklaces, small statues and such to sell to some collectors for a little extra coin for a job well done. They will then give these trinkets to the PCs.

The characters sell the items to a collector, receiving half up front and are asked to return the following morning for the other half, after he has had some experts check out the items. Characters return the following morning to get the rest of the coin and find only the dead bodies of the collector and everyone involved.

After investigating the scene, the city guards arrive and arrest anyone inside the house on the charge of murder.

Introduction: The Early Bird

Earlier this morning you received the summons to report for duty as a Pathfinder. Spiky rays of sunlight leak from the sky, shadowing Critwall as you gather with perhaps two hundred other Pathfinders at the east gate.

The duty officers begin to forming groups and issuing orders. No one around you seems to know what is happening. Sleepy-eyed humans grumble, whilst stoic dwarves wait patiently. A small pocket of elven rangers farther on whisper amongst themselves, while a group of three halflings talk in hushed tones while smoking small brown pipes.

The duty officer approaches your group and calls you closer together. The officer is young. You do not recognize him. His uncertain and cracking voice betrays his inexperience.

"Thank you for coming so early." He says. "Um...we only have a few assignments left to, um...well, here, take this one."

He passes you a writ. A quick scan reveals the words "Scragholme Island." Glancing farther down you realize you are being ordered to serve as guards for some sort artifact dig.

The young duty officer doesn't know much more about your assignment. "Your commanding officer, um...whoever that ends up being, will have more information for you, surely," he mumbles.

With that your group packs up and heads off with another group of Pathfinders, heading toward the Nyr Dyv.

The journey is uneventful and tiring. Hardened trail rations and long walks do not improve your mood. A few of the other soldiers know a bit more details of your mission.

"Apparently, a month or so back, a group of Pathfinders uncovered a scroll with information about water magic and artifacts." The soldier says. "Some sort of spy uncovered a plot that involves that crazy wizard Waqounis. He seems to be looking for some artifact mentioned in that scroll. I've heard the high priests of Heironeous think it's buried somewhere on Scragholme Island."

That seems to clear things up a bit. You take a ferry across the channel and finally meet your commanding officer, Sergeant. Duc. He is short and bald, tough looking with hard, dark eyes.

He brings you to camp, where another six soldiers are waiting.

After brief introductions he orders you to pack up and prepare for the rendezvous with the digging scholars.

Your entire team heads off into the swamps of Scragholme Island.

The Pathfinders have are a mixture of low level greens and mid-level veterans, totaling almost 20 soldiers and 5 archeologists. The soldiers are ordered to protect the scholars and assist them in finding the artifact. Sergeant Duc is no-nonsense and when he issues orders, he expects them to be obeyed! No questions asked.

For two days the group scours the swamps, criss-crossing and following maps to find the location the scholars are looking for. Encourage the PCs to roleplay and get to know some of the NPCs. The journey itself will be uneventful until they arrive at the dig site.

The important NPCs for the scenario are as follows:

Sergeant Duc, male human Ftr7: Medium-size humanoid (5 ft. 11 in. tall); HD 7d10+28; hp 80; Init +1 (+1 Dex); Spd 20; AC 16 (+5 chainmail, +1 Dex); Atks +11/+6 melee (1d10+5 [crit 19-20], bastard sword) AL NG; SV Fort +11, Ref +3, Will +3

Str 17, Dex 13, Con 18, Int 12, Wis 13, Cha 10

Skills: Climb +5 (-4 chainmail), Listen +6, Search +6, Spot +6, Swim +3 (-10 weight); Feats: Blind Fight, Combat Reflexes, Endurance, Great Fortitude, Improved Bull Rush, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Equipment: Chainmail, bastard sword, pouch containing 12 gp, 2 sp

Sergeant Duc is in his 40 ft.s and a hardened veteran of battle. He's 5 ft. 9", bald and is a bit of a maverick. His dark eyes are hard and he rarely blinks. For a soldier, he doesn't like to talk about battle or war much. His usual response is simple: "War is a nasty business and usually not fit for stories." He will go to great lengths for the soldiers under his command. He is no-nonsense and doesn't like his orders questioned. He cares less about the "liberation of the Shield Lands" and more about keeping his men alive.

He doesn't really see the significance in this mission—he has no love of magic or magic artifacts. But he knows that these swamps are filled with trolls and worse, and that the archeologists people need to be protected. He would gladly abandon the mission in order to save lives.

Calton Hawkyns, Pathfinder 3rd Class (male human Rgr7)

Hawkyns is the second in command. He and Sergeant Duc have worked together for many years. Hawkyns is a premier scout with sharp eyes and swift legs. He travels light and is armed with only a few daggers. He pretends he knows all sorts of grisly details about the enemy secrets that he delights in using to scare greens. He is more loyal to Sergeant Duc than to the army of the Shield Lands.

Neeyl Olmahr, Pathfinder 1st Class (male human Brd1)

Neeyl is new to the Pathfinders. He has a fine speaking voice, which is good because he talks all the

time. He knows of all sorts of trivial facts (Did you know that the average orc tusk weighs three pounds?), or, at least, thinks he does. He cracks many bad jokes (Why didn't the skeleton cross the road? He did not have the guts.), and despite all sorts of annoying traits, he's is friendly, helpful, and generally likable. At the very least, he keeps up the spirits of the group.

Mauthue Gulkin (male human Exp5; Knowledge (Archeology) +11)

Mauthue was born and raised on Scragholme Island. Fifty-years-old, he is also the oldest member of the expedition. He is a kindly old man who delights in a quick tale of adventure. He is convinced that the artifact is of Sahaugin design and has several (non-magical) charms to ward against their magic. He expects this to be his last field mission. He admits that he is getting on in age although despite that, he seems quite spry.

Jyn Argot (male human Exp3; Knowledge (Archeology) +8)

Jyn is a handsome young man with sandy hair and blue eyes. Jyn studied magic in Greyhawk where he found his true love wasn't magic at all, but, rather, it was antiquities. After realizing this fact about himself, he abandoned the pursuit of magic and apprenticed himself to a scholarly group of artifact hunters, much to the disgust and dismay of his parents. After five years as apprentice he struck out on his own. This is his first archeology mission, and he is quite excited and eager to prove himself. He is very well traveled and seems to have a specific fondness for the Rhennee (they have such a fascinating culture!). He is also the group's cartographer.

Kalari Yelloweyes (male elf Wiz6; Knowledge (Underwater Races) +9)

Kalari is an ageless looking elven wizard from the south. He was brought in specifically for his knowledge of water races and their designs. No one realizes he is a wizard and he sees no reason to tell the Pathfinders or his fellow archeologists about his magical abilities. He doesn't really like humans, he believes that the race is too arrogant for their own good, but he needed the coin and they paid well and covered all expenses. His spells are all locating and/or water related, he has no combat spells. He is more interested in the mission than the safety of the humans. Although he has a brilliant mind, he knows nothing of the dangers of Scragholme Island other than the obvious reference to the Scraggs.

The soldiers are broken down as follows:

- The Characters
- 5 Pathfinders 1st Class (levels 1-4)
- 5 Pathfinders 2nd class (levels 5-6)
- 3 Archeologists
- 2 Diggers, both strong and burly.

Encounter 1: The Dig

After two brutal days in the insect-infested swamps the constant bickering of the three artifact hunters comes to an abrupt end. Kalari, the elf, has made a discovery. He provides some obscure evidence to the others that apparently proves the artifact is not Sahaugin in design but kuo-toan. The kuo-toa are ancient, enigmatic race of water breathers who zealously worship a vile deity. The find excites Kalari. You overhear him explaining to Sergeant Duc that the kuo-toans were very logical in their thinking. He seems to think there are only so many places they would have hidden it. Given some time, Kalari believes that he can reason out where they would have kept the artifact. The three scholars order the digging to halt while they discuss the next move.

Sergeant Duc orders the more experienced Pathfinders to patrol the around the area, while the rest of you stay nearby.

The characters are kind of stuck at this point. They probably won't have much to offer to the scholars and right now, deep in the scrag swamps. Allow them a little more time to roleplay because nothing significant happens until nightfall. A few key things that happen while they wait...

- One of the characters overhears a conversation between Sergeant Duc and Hawkyns. Hawkyns is telling Duc that he has uncovered three troll nests in this part of the swamp. If they pick up our scent...he leaves that unspoken.
- A different character overhears part of the scholar's conversation. Apparently, because everyone thought the scrolls were referring to Sahaugin artifacts, a few things were translated incorrectly. That's why they have been digging in the wrong place.
- A poisonous snake bites Neeyl. This event happens near nightfall. A Pathfinder who is a cleric of St. Cuthbert slows the poison with a spell, but cannot neutralize its effects. He thinks he can make an antidote with some of the herbs and medicines he has with him but needs one more ingredient—some moss from a black spry tree that grows in the swamp. He begins to prepare the antidote, and sends anyone with an appropriate skill to look for the moss. If any characters wander into the swamp, play up the tension, the weird noises, the dark twisting shadows, but don't have them encounter anything. If they successfully find some of the moss (Profession (herbalist), DC 12, or Heal, DC 16) Neeyl is saved. Otherwise he dies from the poison.
- If Neeyl dies, the veterans become very tense. They know that trolls track by scent and can smell the stink of a dead body from a distance. They hope that the natural odor of the swamp covers the smell of the body. If Neeyl receives the antidote he is unable to remain active and is violently sick whenever he is awake. The Priest of St. Cuthbert orders him to rest.

About an hour before nightfall the scholars think they have figured out where to dig, about a mile to the north. The camp is packed up and the group moves through the

swamp. The entire journey makes the veterans uneasy. They caution against the move, opting to move camp in the morning. The scholars disagree saying the group can easily reach the location before nightfall.

The more experienced Pathfinders reluctantly agree.

About a half-hour past sunset the scholars halt. Excited they start setting up pole lanterns in the swamps, obviously ready to start the dig now. Sergeant Duc advises against lighting the lanterns, afraid that it will attract the trolls. There is a quick argument until Sergeant Duc refuses to allow any light source.

Too late—one of the digger's lanterns suddenly blazes into the night. Immediately a series of harsh and bestial calls are heard off to the north, followed by several more to the east.

You are pushed aside as Sergeant Duc calls for order. One of the Pathfinders extinguishes the light and Duc orders a circular formation around the civilians. He orders silence and mumbles a pray to Heironeous. Long minutes pass as you wait quietly for the unknown, and the night turns eerily silent. Down the circle you hear a sharp intake of breath, and quickly turn in that direction. You see the first troll shamble out from the fens.

Sergeant Duc orders the attack.

The soldiers battle in the darkness against two adult trolls. This fight is not a combat encounter. Tell the battle's story as the veterans fight the two trolls with occasional help from the less experienced Pathfinders.

After their battle ends Sergeant Duc orders all the troll bodies to be bound together with several dry ropes, then he lights the rope on fire. The trolls burn.

Two Pathfinders fall in the combat.

Sergeant Duc knows that more trolls will be coming and has the Pathfinders dig in and find a defensive position near the base of a few large uprooted trees.

Now the trolls can only attack from one side. He says it's too dangerous to move through the swamp at night; the group has to hold out until morning.

Unless he has already done so, this is when Kalari reveals to the others that he is a wizard. He tells Duc that he can see in the darkness with a spell and can guide a handful of soldiers to an underwater entrance he discovered during the battle.

Kalari says his location spells have detected a fault in the nearby swamp, something that doesn't fit. He is sure that is the location of the temple.

Sergeant Duc sends the Characters with Kalari. "Find this damn artifact and bring it back here. We'll hold out."

Encounter 2: Temple of the Burning Man

Kalari leads you into the swamp, not too far from the others. He begins removing his clothes until he wears only the essentials and he suggests you do the same.

"Your gear will be safe here. The trolls are not interested in your trappings, only your flesh. We need to swim from here on out."

The foul and murky water hides any dangers. You notice Kalari has only a small satchel he slings across his back. A small dagger strapped to the side of the satchel appears to be his only weapon.

"Follow me."

Kalari slips into the water.

Characters may choose to or not to remove armor, weapons, and heavy equipment. Kalari does not force them. Anyone trying to swim carrying a lot of weight will have difficulty. While not impossible, make any characters swimming with a large amount of weight very aware of the difficulty. The rules for swimming and drowning are found in the *Player's Handbook*, page 74 and in the *Dungeon Master's Guide*, page 85.

If asked, Kalari suspects the entrance to be underwater. His reasoning is as follows:

- 1) That would explain why it hasn't been found
- 2) The Koa-Toans are more comfortable in water than on land. Therefore, it would stand to reason that they hid the artifact underwater.

He is quite correct on both accounts. Kalari tells the characters that he suspects there to be some sort of entrance in this area. Characters who look (Search, DC 15) will find a man-made, or rather a Koa Toan-made, entrance, about three feet under water. The entrance is a wide and squat door, some 4 feet wide and two feet high, and totally submerged.

If Characters can't find it, Kalari will find it in about ten minutes. The entrance is the size of a human door, sealed from the inside. Kalari will cast *knock* to force the locks and seals open. It is very difficult to open the door (Strength, DC 25) because of its weight. Up to three characters can attempt to force the door. Use the rules for cooperation on page 62 of the *Player's Handbook*.

The characters can look for a way to open the door (Search, DC 14). If successful, they find a lever that opens the door. The lever is buried deep in the muck on the bottom of the swamp. It rises out of the muck when the door is unlocked. The rise of this lever causes a burst of air bubbles so PCs should spot this easily (DC 5).

If the characters are unable to open the door or find the lever, Kalari will find the lever.

When the door opens swamp water does not spill into the open doorway. The cave beyond is already filled with water from the Nyr Dyv.

Kalari swims down to investigate. Since the entire area is submerged, he uses the spell *breathe water*. He dives under and the characters are left waiting deep in the swamp, in the dark.

At this point they will be able to hear cries of pain and sounds of battle from back where the others are. Let them sit and roleplay for only few minutes before Kalari emerges, taking a huge gasp of air. He tells the characters they have to swim for a ways before they will be able to come up for air. He is very excited because of what he believes to be an enormous discovery.

It should be obvious to any characters in armor or carrying excessive equipment that they cannot make the

swim. Try to keep the characters from returning to the battle with the trolls.

Kalari attempts to reason with any characters planning on heading back to the battle.

- This place has been sealed for a long time. There should be nothing down there to fight. The characters won't need their weapons, armor or other heavy equipment. Take small weapons if it makes the characters feel better
- Kalari needs all the manpower he can get to dig up or move obstacles on the way to the artifact, and the PCs have been ordered by Sergeant Duc to assist him.
- The other Pathfinders are capable of fighting the trolls. The characters would only be a liability to the veterans. They would have to look out for the characters as well as themselves, endangering them needlessly.
- Kalari needs an extra mind. He has entered temples and tombs where riddles and traps guard the treasures. He needs help solving or disarming them.

In other words, the rest of the game takes place in the temple so try to get the characters to stay. If someone absolutely refuses to enter the temple or heads back to the rest of the group, let them.

Scrag (10): CR 5; Large Giant (9 ft); HD 6d8+36; hp 63 (each); Init +2 (+2 Dex); Spd 20, 40 swim; AC 18 (-1 size, +2 Dex, +7 natural); Atks +9/+9/+4 melee (1d6+6, claws; 1d6+3, bite); SA Rend; SD Regeneration 5, Scent Darkvision 90 ft.; AL CE; SV Fort +11, Ref +4, Will +3.

Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6

Skills: Listen +5, Spot +5; Feats: Alertness, Iron Will.

SA - Rend (Ex)—If a scrag hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This automatically deals an additional 2d6+9 points of damage.

SQ - Regeneration 5 (Ex)—Fire and acid deal normal damage to a scrag. If a scrag loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump. The scrag must be mostly submerged in water to regenerate; Scent (Ex)—Trolls can detect approaching enemies, sniff out hidden foes, and track by sense of smell (see *Monster Manual*, p. 10 for full effect).

These hungry creatures fight without thought of harm unless fire or acid is used against them. When they have lost more than half of their hit points to such attacks they retreat.

Characters who come back to fight should have a more experienced Pathfinder come to their aid when they get in trouble. Try to avoid killing characters, but if they insist of fighting the Scrag there is a good chance they get killed.

The Submerged Entrance & General Information on the Caves

The entire entry cave is filled with water from the Nyr Dyv. Kalari has a tiny glass vial that holds some sort of phosphorescent substance that illuminates a small portion of the water. Treat it as a torch for lighting.

The swim isn't hard. Kalari swims down, deeper into the cave and through a passage before entering a cave with air. The entire swim takes about two rounds. The characters must make swim (DC 10) rolls each round.

Kalari explains to characters that the previous cave they exited had only this exit. Characters still have to tread water (swim DC 8) though there is plenty of stale air. Air funnels into the caves from several small locations throughout the swamp, but none of them are large enough to use as an exit.

All passages between caves are completely submerged, the air pockets can only be found in the caves.

None of the caves are lit unless otherwise stated. Only the important locations on the map have been fleshed out in detail. If there is no description about a cave, assume it is empty. Strange movements under the water or sounds coming from the darkness above can be used to heighten the tension in the otherwise empty caves.

Unless otherwise stated, the caves themselves are rough and crudely cut. The passages are jagged and unworked around the edges but there is ample space to swim, each entrance is about fifteen feet in diameter.

Any underwater combat will raise silt and mud after 1 round of combat, effectively blinding everyone. Normal rules will apply for blind fighting and underwater combat.

As well, when fighting underwater any slashing or blunt weapons do half damage unless the character is affected by a *freedom of movement* spell or a similar effect. If the PC does not have a swimming speed (i.e., failed Swimming check) or a *freedom of movement* effect, the PC suffers a -2 circumstance penalty to Dexterity, attacks, and damage when underwater. Any slashing weapon, blunt weapon, claw attacks, or tail attack also inflicts half damage (subtract 2 first, then take half the rest). A successful hit still inflicts at least 1 point of damage.

Cave 1: Entryway

Despite Kalari's assurance that the cave is empty, it is not. A number of kuo-toas have been held in magical stasis until the ward on the entryway was broken. When the characters opened the entryway without the proper ritual, the stasis dispelled.

The kuo-toas are all assassins and have extensive knowledge in hiding themselves in the water.

They watched Kalari swim around, enter the other cave and come back to the exit. The creatures swam back to the temple and make sure nothing has been disturbed. Though they understood that the magic stasis might hold them for a long time, they have no idea it would be hundreds of years.

To see more about the kuo-toa defenders go to: **Repelling the Invaders**, below.

Cave 2: The Beginning

Kalari's dim phosphorescent pale green light eerily illuminates a tiny area of the dwarfing darkness. The water is bone chillingly cold.

Kalari's eyes widen in anticipation. He then speaks in a breathless whisper: "From here we have a few choices. We can head north, from my brief excursion down that passage it leads to some sort of...I think this is perhaps a sacrificial room. Down to the south there was a short passage that bent around to the east, I didn't pursue that one further. The other option is unsavory at best. There is another passage that leads straight down."

Kalari isn't sure where to go and he will take advice from the characters. He is intrigued by the passage that goes straight down but is also uneasy about it. If pressed on the subject he will simply shrug his unease off as a "gut feeling" that it is a trap. He is a very rational elf, and can be talked into ignoring his "gut" with little effort.

Nothing else of interest is in the cave.

If they take the passage that goes straight down go to the section titled: **Cave 5: The Temple of the Burning Man**.

Cave 3: The History Cave

Floating on the surface of the water in this cave are chunks of debris. Kalari slips down underwater, taking his pale light with him. It gets darker as he swims away but the cave does not go pitch-black. You watch as the green light moves around the bottom of the cave for several seconds before reemerging.

"Yes," Kalari says. "Definitely a sacrificial cave of some sort. It seems to be safe, come take a look."

Any PCs who swim down with Kalari will see the alien carved glyphs and sigils etched into the floors and cave walls. Most are now worn from a few centuries of being submerged and are unrecognizable as anything but squiggles. Some however retain their image and a few retain their potent magic.

This room is not a sacrificial room as Kalari suspects. He believes the symbols are religious in nature and are used to offer worship and prayer. Rather, this is a history room. Every time a sigil is touched there is a 1 in 20 chance it still retains magic. Assume that if a character touches enough sigils he or she eventually finds an active one. The magic has lost its potency over time and all that remains are vague impressions of places, random kuo-toas and visions of the destruction of the underwater city.

If enough time is spent in this room, Kalari will figure out his error. He comes across a few working sigils and wants to spend more time in the room, to study. He begins to investigate every single glyph and spends a long time in here. If this happens the kuo-toa will try to sneak up and kill him.

Two of them slip into the room and try to attack him when everyone else is up for air. Characters can make a Spot roll (DC 15), to notice two human sized, dark shapes

swiftly swim into Kalari's pale light. There is a brief thrashing, and then the light floats up to the surface. Unless the characters somehow intervene, the kuo-toa will successfully kill Kalari.

If characters persuade Kalari to leave, he grudgingly does so and the kuo-toa try to kill him later.

Cave 4: Ambush

As Kalari has already related to you, this passages curves around to the east. It then it turns into a dead end.

Characters have one chance to notice the inky blackness (Spot DC 15), rapidly filling the water, devouring the meager underwater light source.

It only takes a few brief seconds for the light to be engulfed. Allow characters an action (if they noticed the water) and then the kuo-toa attack.

If the light is raised above the water it will illuminate the air space but the water below will be pure black.

The kuo-toa use this attack to draw the characters to the Temple. They attack using their nets to capture the group. Anyone captured by the Koa-Toa is bound and brought down to the Temple. The kuo-toa only capture one person each. Once each kuo-toa has a captive they will swim off, leaving anyone else behind. If Kalari has not been killed yet, the kuo-toa will attempt to do so. After 4 rounds of combat he takes a fatal blow. If the kuo-toa flee before then (i.e., successfully capture as many PCs as they can), Kalari is injured but still alive.

Tier 1 (EL 3)

kuo-toa (2): CR 2; Medium-Size Monstrous Humanoid (Aquatic); HD 2d8+2; hp 12 (each); Init +0; Spd 20 ft. / 50 ft. swim; AC 16 (+6 natural); Atks: +3/-2 melee (1d4+1 + poison, coral dagger; 1d4, bite) or +2 ranged (special, net); SA poison; SQ keen sight, slippery, adhesive, immunities (poison, paralysis, hold spells), electricity resistance 30, light blindness, amphibious; AL NE; SV Fort +3, Ref +3, Will +5

Str 13, Dex 10, Con 13, Int 13, Wis 14, Cha 8

Skills: Escape Artist +18, Listen +9, Move Silently +5, Search +10, Spot +11; Feats: Alertness, Great Fortitude

SA: *poison* (Ex)—each time a character is hit by a dagger, small microbes enter his or her bloodstream. The character must make a Fortitude save at (DC 12) or suffer a 1 damage to Str, Dex and Con. Secondary damage is an additional 1 point to Str, Dex and Con.

SQ: *keen sight* (Ex)—kuo-toa eyesight is so keen that they can spot a moving object even if it is invisible, ethereal or astral. Remaining perfectly still protects from this ability; *Slippery* (Ex)—webs, magical or otherwise, don't affect kuo-toa and they can usually wiggle free from most other forms of confinement; *Adhesive* (Ex)—anyone who makes an unsuccessful attack against a kuo-toa must succeed at a Reflex save (DC 14) or the weapon sticks to the shield and is yanked out of the wielder's grasp. Creatures using natural weapons are automatically grappled if they get stuck; *Light Blindness* (Ex)—abrupt exposure to bright light (sunlight or daylight spell) blinds the kuo-toa for 1 round. They also suffer a -1 competence

penalty to all attack rolls, saves and checks while operating in bright light; *Amphibious* (Ex)—kuo-toa can survive indefinitely on land.

Equipment: coral dagger, net, ink bladder.

Augmented Tier (EL 4)

For the augmented tier, double the number of kuo-toa.

We were unable to locate any rules for underwater combat.

Cave 5: The Temple of the Burning Man

Change as appropriate whether the PCs are entering of their own free will or bound by the kuo-toa and dropped into the Temple. The text below assumes they are bound and thrown but still conscious:

Rough hands bound you and now you are being dragged through the water at an amazing speed. The rushing water pounds against your entire body, you cannot even move, let alone attempt escape. Suddenly you are jerked to a stop. Again the strong, rough hands grab you and shove you out of the water. There is a brief second of confusion and panic as you realize you are falling. As you fall you notice a harsh, flickering light, and creatures, not wholly man, not wholly fish, below. You twist in the fall and see a pool farther below you. Then you smash into the water.

Any character failing a Fortitude save (DC 10) is knocked unconscious for a few seconds from the impact. All characters are dragged out of the water and tossed onto a cold, rock floor. Once all PCs are out of the water give them a few seconds to collect their senses, then describe their surroundings.

You are lain on the hard rock floor surrounded by humanoids resembling large bipedal fish. They are eerily silent as they work. The cave is large, and only a small portion of it is lit by the human-sized figure, burning atop an altar.

The figure is laid on its back, hands folded across its stomach and a white-hot sword protrudes from its chest. This burning man is crackling and popping as it burns.

Except for the one fish man watching you, the other five are working around a large symbol on the ground, etching and carving into the rock. Three other symbols are carved into the rock floor around the altar. These, however, seem to have some sort of white powder filling the etchings.

Small religious statues and trappings litter the floor, most broken and shattered. A few scattered gems and jewels catch the firelight.

Characters are hard pressed to escape. The kuo-toa watching them is not stupid. Any attempt to spellcast or escape will earn them a kick to the head (automatic hit, 1d3+1 [subdual], kick). If any character finds some way to escape under the watchful eye of the kuo-toa, they are not able to free the others lest the guard notices. Any attempt to overpower the kuo-toa would bring about the wrath of the other five.

The characters could have a variety of skills to roll determine if they understand what is happening. Allow any appropriate roll and give them any information you deem they understand, judging on the skill used and referring to the section titled: **Repelling the Invaders**.

Characters have a few options.

- Wait and hope for rescue from above. Perhaps someone escaped capture or went for help?
- Leave it up to chance to see if a better opportunity of escaping present itself
- Try to thrash around and escape. (earning them the kick to the head.)

It takes about five more minutes for the kuo-toa to finish the summoning. Once the carvings are completed, they lace the carvings with a liquid and perform the chant to summon the demon. The chant is a bizarre sounding language, with frequent gestures to the water and to the ground, as if praying to some god below.

Suddenly everything goes silent.

There is a dark noise that rips through the chamber. The ground inside the large sigil falls away. Like sand it tumbles endlessly down some twisted spiral.

The kuo-toa spring back away from the portal. Still bound, you're a scant ten feet from the pit. A soft hissing echoes from the hole.

Give the characters a moment to react.

Dark, twisted tentacles shoot out with amazing speed. They flap about with sick, wet splashes, leaving behind a green slimy residue. Then one of the tentacles finds (pick a PC) and they all suddenly converge on him. He disappears down into the pit.

Horried screams tear through the cave.

Once again allow characters to react. Most likely they will try to escape by rolling away or breaking the nets.

The screams last only for a few seconds and then all is silent. A moment later the body is tossed out of the pit and into the water.

Anyone watching the kuo-toa notices they suddenly look agitated at this turn of events. At this point there might be mass chaos as characters try to escape and the kuo-toa try to shove them back toward the pit. The next few things that happen are this:

- A snaky, plant like tentacle comes out and splits apart into hundreds of tiny cilia like eye stalks. They search the room for something to devour. Eventually they begin to focus on the tasty kuo-toa.
- The dark, twisted tentacles will spring out again, this time engulfing kuo-toa. After the body is pulled into the pit there are breaking sounds, like twigs snapping, followed by a sickening sucking noise that lasts for a few seconds. Then the eyestalks come out again, searching.

This repeats itself until all the kuo-toa are devoured. For each new person that enters the Temple, the eyestalks come out and see if it is kuo-toa, if not, then they go back down into the darkness. If the kuo-toa escape into the water, they flee with no plans of returning unless they have reinforcements and powerful kuo-toa priests.

The character that was pulled into the pit had a harrowing experience and unless he or she succeeds in a Will save (DC 10, or 15, see below) is panicked (suffers a –2 moral penalty on saving throws and must flee, see *Dungeon Master's Guide*, p. 85 for full effect). The thing pulled him or her down into the darkness, into a thick, putrid liquid, surrounded by a filthy smell of rotting fruit. The demon licks, pokes, and prods the character. Plunging him or her in and out of the liquid, until it decided it wasn't kuo-toa and, rather, tasted nasty. Then it flung the character out of the pit so its foul taste wouldn't pollute the liquid it lived in. Any character failing the save receives a certificate, reminding them of this encounter and giving them a fear of dark, enclosed spaces. A successful check on the Will save means the character was shaken up severely but recovers.

Remember to subtract any kuo-toa that were defeated in previous encounters. The demon kills most of the kuo-toa and that is where they focus their attacks until the first couple are consumed. They then flee from the battle as fast as possible.

Tier 1 (EL 6)

kuo-toa (6): CR 2; Medium-Size Monstrous Humanoid (Aquatic); HD 2d8+2; hp 12 (each); Init +0; Spd 20 ft. / 50 ft. swim; AC 16 (+6 natural); Atks: +3/-2 melee (1d4+1 + poison, coral dagger; 1d4, bite) or +2 ranged (special, net); SA poison; SQ keen sight, slippery, adhesive, immunities (poison, paralysis, hold spells), electricity resistance 30, light blindness, amphibious; AL NE; SV Fort +3, Ref +3, Will +5

Str 13, Dex 10, Con 13, Int 13, Wis 14, Cha 8

Skills: Escape Artist +18, Listen +9, Move Silently +5, Search +10, Spot +11; Feats: Alertness, Great Fortitude

SA: *poison* (Ex)—each time a character is hit by a dagger, small microbes enter his or her bloodstream. The character must make a Fortitude save at (DC 12) or suffer a 1 damage to Str, Dex and Con. Secondary damage is an additional 1 point to Str, Dex and Con.

SQ: *keen sight* (Ex)—kuo-toa eyesight is so keen that they can spot a moving object even if it is invisible, ethereal or astral. Remaining perfectly still protects from this ability; *Slippery* (Ex)—*webs*, magical or otherwise, don't affect kuo-toa and they can usually wiggle free from most other forms of confinement; *Adhesive* (Ex)—anyone who makes an unsuccessful attack against a kuo-toa must succeed at a Reflex save (DC 14) or the weapon sticks to the shield and is yanked out of the wielder's grasp. Creatures using natural weapons are automatically grappled if they get stuck; *Light Blindness* (Ex)—abrupt exposure to bright light (sunlight or daylight spell) blinds the kuo-toa for 1 round. They also suffer a –1 competence penalty to all attack rolls, saves and checks while operating in bright light; *Amphibious* (Ex)—kuo-toa can survive indefinitely on land.

Equipment: coral dagger, net, ink bladder.

Repelling the Invaders

The kuo-toa, once awoken from the stasis, immediately head to the temple to check on the body and the artifact. There they discover the body and artifact untouched but the guardian demons dispelled. This disturbs the kuo-toa. They split up and a number of them prepare the ambush to bring any invaders down into the Temple, while the other half prepare to summon another guardian demon.

The kuo-toa follow the characters around the caves for a bit and determine that only one of them is a danger—the one who can breathe water—Kalari.

The kuo-toa attempt to kill him in the ambush. The summoning needs sacrifices so the characters are targeted to capture.

The kuo-toa are armed with three weapons. Each carries a small dagger like object made from some sort of hardened, jagged coral. Drawstring nets, capable of holding one man sized creature. And ink filled bladders that they empty into the water to blanket all light.

They will always use the ink bladders first to completely mask their approach in the water. Then they use the drawstring nets to engulf a character into helplessness. Once they capture a character, they swim off towards the Temple and toss characters down into the pool below and then, after a moment, dive down to follow them.

There is a connection between the pool and the ambush passage but it takes more time to swim that twisted path. The secret passage cannot be opened from the ambush side, only from the pool side of the passage, so even if characters discover it, they will be unable to open it with anything but a knock spell.

If characters enter the temple by way of the secret passage they catch the kuo-toa by surprise, perhaps even stopping the summoning; however, the kuo-toa are keeping track of the characters. So if they lose sight of them for longer than a minute, it won't be hard for the kuo-toa to figure out where they have gone.

The kuo-toas use the same tactics in combat that they used in the ambush. If they are fighting out of water, they use the coral daggers.

If the characters are captured, the kuo-toa finish the preparations for the summoning, complete the circle and summon back one of the demons to protect the temple.

Unfortunately for the kuo-toa, they succeed. The demon is a mortal enemy of the kuo-toa's god. The priest who originally summoned the demons centuries ago was more powerful than the priest who summons the demon during this adventure. The priest is not powerful enough to bind the creature. It cannot escape the circle but can attack whatever it wants. And it enjoys the taste of kuo-toa more than any other meat, and finds out immediately it detests the taste of human, dwarf, elf, gnome, halfling or half-orc flesh.

The kuo-toa will attempt to flee into the pool and escape into the Nyr Dyv. They do not want to fight the demon.

The Demon of the Pit

The demon is a creature from a watery portion of the Abyss. It is a highly intelligent fiend. Once summoned it tests the circle and finds it incomplete. It cannot escape but it can speak, use powers and attack whatever it wants.

It wants to be freed. It has no way to charm or beguile the characters so it tries to use its wits. Once all the kuo-toa have been killed it eventually raises a pseudopod that opens to reveal a human like mouth. A voice, watery and disgusting, speaks:

Know that I am not pleasant to gaze upon, at least not to your species of flesh. We are alike. We hunt the kuo-toa. They are enemy mine. My race hunts the—they die. They hunt us—we die. War it is. I beg of you flesh to break the circle. Destroy a portion that I may be free. Not trapped like beastly slave. Allow me freedom. If you have a soul that is clean, I beg of you flesh to help me. Wish that I could be more pleasant to gaze upon, but I can not. I am not a monster.

This is all a lie. The creature is an evil demon. If the characters help it by breaking the circle, read:

Putrid green ooze rises from the pit until it is level with the ground. A line of the burning fluid sizzles out of the pit towards the pool of water. The sizzling fluid burns a channel into the rock. The putrid fluid pours down the channel into the water. You see a horrid sight of bulbous plant like pods and dark tentacles slither through the channel into the pool.

If characters do not free him the demon remains silent for the entire time they are in the cave. It will wait for another.

Statistics are not given for the demon. The characters should not fight it. If they free the demon, it flees. If they do not free it, it doesn't attack them.

Conclusion

Once everything calms down the character can investigate the cave. They find hundreds of items strewn about the chamber. Several gems have shaken loose from jewelry items, small statues, trinkets, hundreds of antiquities from an underwater civilization. A detect magic will reveal the burning figure, the sword and the summoning circles as magic.

No matter what characters do the burning figure will not extinguish. The body looks like a pile of human shaped ash but disturbing it does not cause it to collapse. The sword is magical but not the artifact that everyone will believe it is. The sword is a simple +1 *longsword* and was used to pin the burning figure to the altar (and to drag the figure through the water) anyone with a high Strength that can somehow prevent the damage from the burning figure can remove the sword from the body.

Remember that the sword is white hot. Allow any well-thought-out plan to succeed in removing the sword. It can be tossed into the water to cool off.

Eventually, Calton Hawkyms comes in to help them escape. He falls through the ceiling tunnel into the pool,

greets characters, drinks his potion of *water breathing*, finds the passages into the Nyr Dyv from the pool and swims back up. When he comes back a few hours later he sets up a rope to pull characters up through the ceiling tunnel. It takes a considerable time to box, pack and haul up all the artifacts.

They do not bring the body. It is left on the altar or wherever characters moved it.

Half of the soldiers were killed in the swamps but nearly a dozen Scraggs were felled. No one has any arrows or bolts left. The journey back to Bright Sentry is tense but uneventful. Most of the soldiers are injured and travel is slow.

Once back in Bright Sentry, Sergeant Duc rewards the characters with a small bag of trinkets from the cave, no jewelry with precious stones, just antiquities. He tells characters to sell them because, "They did a damn find job and I know how much soldiers get paid."

He suggests selling them to some dealer or personal collector in Bright Sentry. Due to the items' connections to a water civilization they will probably find a much better price here on the island, where the locals trade with the Rhennee.

It isn't hard for character to find a collector. The collector will estimate the value to be around 900 gp for all 8 pieces. He will give them half up front and the other half in the morning after he has some of his people look the piece over to make sure none are fakes. Explain that this is all very routine and that this is simply how it's done, there is really no cause for alarm, hopefully characters don't think the poor guy is going to leave town or anything.

Play this part out like it is not part of the game, play it like it is part of the conclusion and therefore not really relevant. It's just the time where the characters get the gold. Don't let them understand than something significant is about to happen.

Find out who goes to pick up the rest of the gold, probably not all of them (this is important) but once again make it sound like its no big deal. When characters arrive to pick up the gold at the collector's house, there is no answer. A quick investigation finds the back entrance open. The bodies of the collector and a few others are found, piled up in a bedroom. There are no signs of a struggle. The wounds are rough and jagged, with burning infections.

They find their pieces lain out on a table, judging from the bloodstains, it looks as if a few people were killed right around the table. One of the pieces is missing.

The city guard will then enter the house and arrest everyone for murder.

The End of Round 1

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent

character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter One

Saving Neeyl 50 XP

Encounter Two

Saving Kalari	100 XP
Refusing to free the Demon	100 XP
Defeating the remaining kuo-toa	150 XP
Recovering the antiquities	50 XP

Total experience for objectives	450 XP
Discretionary roleplaying award	0-50 xp

Total possible experience 500 xp

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

Encounter Two

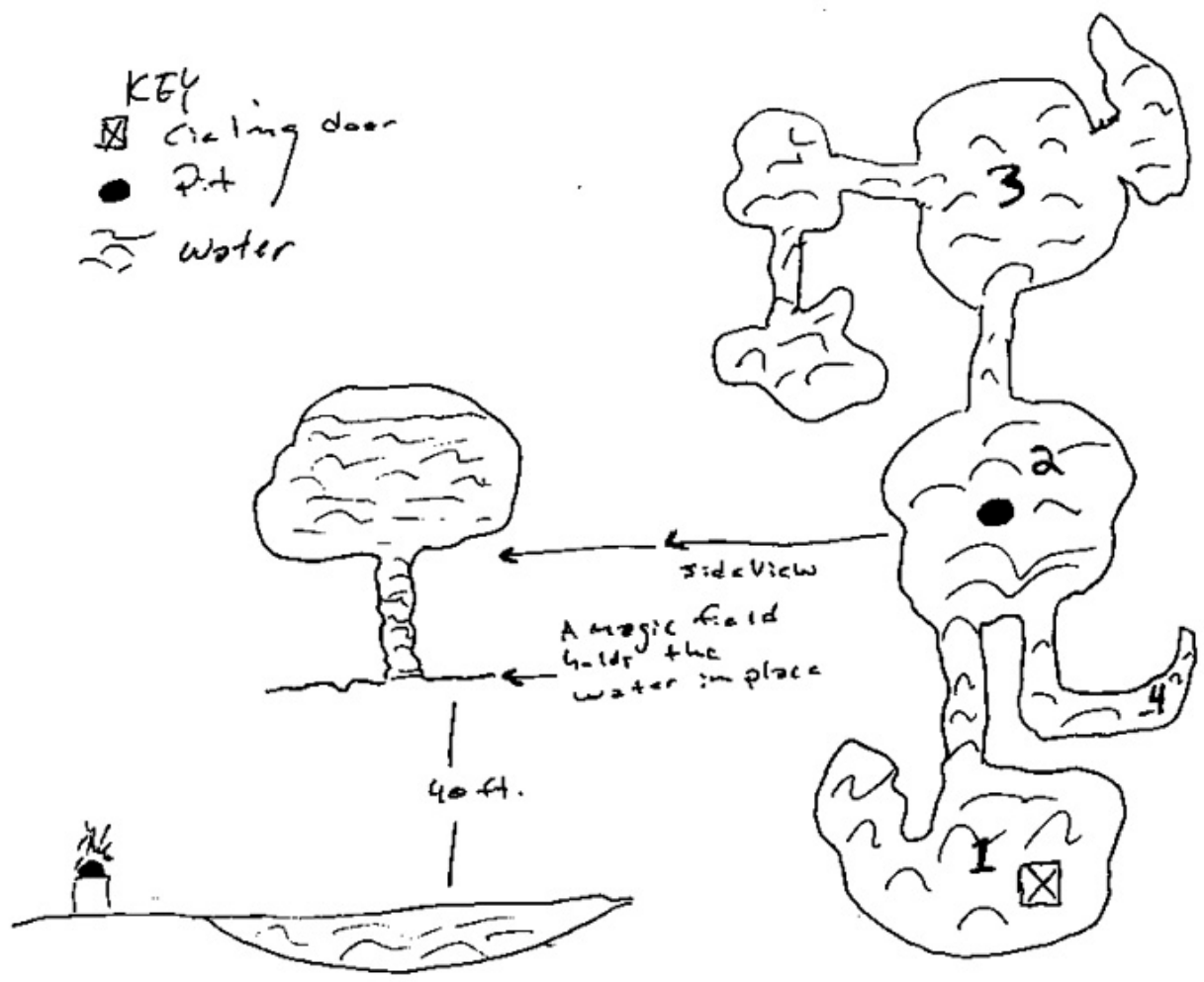
- 450 gold from selling the antiquities.
- 6 Coral Dagger (Value 20 gp, Weight 1 lb.): This dagger is carved from pinkish coral. It is a fragile but usable weapon. Each time it hits an opponent there is a 20% chance that it breaks, making it worthless.
- Claustrophobia – You are deathly afraid of being alone in dark enclosed spaces. Any time you find yourself in such a situation, you must make a Willpower save (DC 15) or be overcome with the desire to leave the area immediately. If you are unable to leave, you suffer a –5 to all attack rolls, saves and checks until you are able to leave. This can be cured by a *heal* spell.

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items that are worth more than 400 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.



Temple of the Burning Man

A Two-Round D&D 3rd Edition Living Greyhawk
Adventure

Round 2

by Jon Cazares and Brandon Kaya

An important archeological dig is occurring on Scragholme Island. It may reveal information important to the survival of the revived Shield Lands. You, among others, have been chosen to accompany the archeologists to the dig site. An adventure for 1st and 2nd level characters.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

4. **No-vote scoring:** The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
5. **Partial scoring:** The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
6. **Voting:** Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in adventure format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

LIVING GREYHAWK Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
Tier:	4-12	5-13	6-14	7-15	4 nd

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The cost of each lifestyle will be indicated at the beginning of the **scenario**. The lifestyles, and the effects that each has on play, are:

Destitute	You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.
Poor	You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.
Common	You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.
High	You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.
Luxury	You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

Adventure Summary and Background Judge

This is the second of a two-part adventure. DMs should run the same group for both parts. The character characters just completed the archaeological dig, received a bonus from Sergeant Duc and while trying to sell it, were accused of murder. The characters had unknowingly received a powerful artifact as payment. The artifact did not radiate magic and for all practical purposes, seemed mundane, so the characters attempted to sell it for some coin. The characters brought it to a local collector and he offered them a pricey sum of which he paid half up front. He promised the other half the next morning when the characters return (after he has experts examine the pieces). The dealer was murdered that night. When the characters returned to the dealer's house the following morning to collect their payment in full, they found the bodies. The city guard arrived on the scene and arrested the characters.

The kuo-toa who've escaped the Temple are bent on revenge. Due to a mystical connection between the defenders of the temple and *truth* (the artifact), the kuo-toa are able to track the artifact. They slipped into the dealer's house at night, killing everyone in the house and taking only *truth*. Now that they have the artifact back in their possession they plan on staying in the city and killing the interlopers who dared take *truth* from their protection.

Adventure Synopsis

This adventure will take place entirely in Bright Sentry and along the coast of Scragholme Island. Some (if not all) of the characters have been arrested for murder and are currently in the town's only jail, a rickety old building down by the coast, guarded by volunteers.

The first thing that happens, as the characters are shopping for new equipment (they might not even know the other characters have been arrested), praying at their temple or sitting in jail, is that they are visited by strange, cloaked person, who call themselves The Seekers. The person calls out to them and delivers a cryptic message. Any sorcerer character receives an additional line in his message. The characters attempt to solve the riddle of the message as the game progresses.

The *truth* is back in the hands of the kuo-toa. The characters are attacked by kuo-toa assassins, most likely when they are alone or in small groups, thus giving the assassins a better chance of success. The characters that have been arrested only have to wait until the next morning when Sergeant Duc gets them out of jail. The investigators know almost immediately that the characters are not the killers but they are interested in questioning them anyway.

The kuo-toa assassins attack the characters in jail and possibly outside. If the characters outside are never in a group of two or alone, they are not attacked. There is only

a handful of kuo-toa and they don't want to risk a large battle.

The morning after the assassination attempts the characters are questioned in the presence of a paladin, who will detect evil. The investigator focuses on the artifacts they brought forth from this Temple. The investigating officer of the court then releases the PCs. As the characters are all innocent and not evil, the questioning should result in the PCs favor.

From here the characters should attempt to solve a few of the mysteries surrounding them.

- 1) Who killed the dealer and what exactly was stolen. There is a strong possibility that they can't even remember what eight pieces they received from the sergeant. Unless they had some sort of interest in archeological lore. They probably just took the "junk" and sold it to someone who would appreciate it?
- 2) Who are the Seekers and what is this message they have delivered?
- 3) Where are the kuo-toa that attacked us? And are there any more?

These questions will lead them to a variety of places and people. There is no specific order that should be followed although a logical progression would be as follows:

- 1) They visit the crime scene. There they can investigate the house, but the investigators have removed most of the evidence, including the bodies.
- 2) The surviving archeologists (it is assumed that at least one of them survived). There they can discover all the items that were brought out of the Temple as they were cataloged. Then they can figure out exactly what items were given to them and what items were missing.
- 3) The Temple of Heironeous where the sword was taken. Eventually they will discover the sword was merely a +1 longsword and not the artifact everyone assumed it was. From there they may come to the conclusion that the artifact was either something else taken from the temple or it was never recovered. Since every little scrap was taken from the Temple, it must be a different item. Anyone at the temple who is studying the artifacts can reveal to the characters that some powerful artifacts and relics do not radiate magic.
- 4) An elder woman named Lineene. She is a retired bard, who has an enormous amount of sage and scholarly lore. She knows a bit about the Seekers and the artifacts of the kuo-toa. If characters are friendly to her they can gain her learned assistance.
- 5) The investigating officer is a mid-level rogue who happens to have a knack for problem solving and for reading people. He decides the characters are innocent. If the PCs haven't done anything to annoy him, though some PCs probably will, he will clue them in to some facts

about the murders, the victims and the scene in general.

- 6) Sergeant Duc. If characters are not moving and shaking enough, Sergeant Duc will. He wants to know what is going on. Assuming they told him about the Seekers he will send them on missions to find things out, even if it's to satisfy his own curiosity.

Once the characters have covered most of their options in the investigation they are attacked by a group of ill-equipped ruffians. Only the leader seems to want to attack, the others simply defend themselves. The kuo-toa priest, using *tongues* and *charm person*, convinced the leader that the characters are evil spies (who happen to be very rich) and gets him to talk his gang into attacking the PCs.

The only way characters can receive full experience for the scenario is to avoid the fights and talk their way to its completion. If they subdue without injuring the leader the others will run.

At the end of the scenario the characters should know (or assume) all of the following:

- 1) The powerful artifact that was sought by the scholars was not the sword but, rather, was an item accidentally given to the characters and then sold to the dealer. The kuo-toa then took it back.
- 2) The Seekers are an ancient cult of prophecy, soothsayers of cataclysmic events. No one knows if they work for the forces of good or evil. The Seekers sometimes use glyphs and ruins to send messages and channel their magic.

The surviving kuo-toa will leave the area after their failed assassination attempts.

As characters are leaving, when no one is around, they see a small glyph in blood. It bends and morphs into the word "truth" and they all have a vision of the future and gaze at the horror that is the Eldritch Wave.

The characters return to Critwall, awaiting a grim future, knowing they have more questions than answers.

Character Introduction

The scenario assumes that not all of the characters have been arrested. The DM will have to adjust the text if this assumption is false.

At the start of the scenario, all characters have an encounter with a cloaked and mysterious person. As the characters move through the city or sit in the jail this figure approaches.

Moving swiftly through the crowd is a person cloaked in dark red. You cannot see any of its skin or facial features as it approaches. It's head rises and instead of a face you see inky blackness. As the blackness glares at you each of you hear your name called. A strong voice, echoing and somehow sounding both male and female calls out:

***Water of Life summons
the child of the word***

The temple of the Burning Man

is vengeance, hope, blurred

Speak the dark, hunt the word

goes round, goes round but never heard.

If there are any sorcerers present it turns and directs an additional and final question to them.

What is my name?

Without waiting for a query or answer it turns and moves away.

Somehow you know you will never catch it.

Any character in jail has a similar meeting. A figure in a cell across from them rises from the cot and speaks the message as above. Then it lies down on a pile of blankets. Eventually, if characters can convince a guard to investigate, they find only a pile of rats that scurry off into the corners.

The cloaked figure is a Seeker, a member of secretive group of cultists who worship an unknown god. They deliver prophecy forewarning great danger and destruction. Though many sages believe the Seekers have a hidden agenda but no one has ever been able to infiltrate the group nor are there any such records of meeting places or worship centers. No one has heard from a Seeker in nearly four decades. Not much information on the Seekers themselves can be found in this adventure but more will be forthcoming as the year progresses.

The Seekers have an important role to unfold and the characters will know what is expected of them, when the Seekers want them too.

All the information on the Seekers can be found in one of two places in Bright Sentry. The first place is by way of Lineene, a retired bard. She has a vast store of knowledge. For more information on Lineene see the section entitled, "On the Shore."

The second place is the Temple of St. Cuthbert. The servants of the god of vengeance have some knowledge about the Seekers. Forty years ago the Seekers delivered a prophecy it was given to a small church of St. Cuthbert. No one knows what the prophecy said (or, rather, no one admits to knowing it) but the high cleric of the church struck the Seeker down with a *flame strike* for delivering a heresy inside the worship area of St. Cuthbert. The entire church vanished overnight and all the members of the clergy disappeared. If pressed about the location of the church, no one actually seems to remember where it was, and they will deliver the entire story as if it was a legend rather than a fact.

After the characters receive the prophecy from the Seeker they are on their own to solve it. If the characters are not motivated to uncover the answers themselves then Sergeant Duc will come on hand to kick them into motion. If he hears about the Seekers he sends them around to find out more about these strange folks. As he puts it: "Just what the damn hells is a Seeker?"

Of course, the characters will probably attempt to find the murderers of Dayneel Carmandy and his household. This can lead them to a variety of places for information. There is no forced structure the Judge has to

stick to for the investigation. Allow the characters to go wherever they want. There are a few logical places they should go to uncover clues and they will be laid out below. The DM should keep track of time because once the sun goes down the kuo-toa assassins will start hunting the characters, striking at the most opportune moment. The DM should keep a few things in mind about the city of Bright Sentry.

Bright Sentry is a poor and dirty city. Most of the buildings are weather-beaten and worn. The architecture is simple in design; most houses have balconies with a variety of plants and flowers hanging from them. Herbs and spices are abundant here in Bright Sentry as a variety of rare flora can be found in the swamps, both medicinal and culinary can be purchased at good prices at several competing shops. The nearly unmanned remnants of the Shield Lands navy (the Shield Lands navy was never a significant force) are harbored here but mainly the docks are used for fisherman. Every day there are many fishing boats docked at or sailing near the settlement.

The entire city has the faint odor of water spray and fish but near the docks, where the fish are cleaned, the scent is almost overwhelming. Just outside of the city, the shores have sandy beaches for nearly a mile in both directions.

There is constant trade going in and out of Bright Sentry from across the Nyr Dyv, mainly from the Rhennee, so there is a great need for many inns and taverns for travelers. Of course the closer an inn or tavern gets to the docks, the seedier its reputation becomes (more often than not, the reputation is true). The people of Bright Sentry are a superstitious lot by nature. There are a lot of unexplained things that happen in port cities on large bodies of water. They know this and respect it, but obviously still fear it.

The characters are staying at a run down Inn called "Old Joii's". For more information on the Inn see the section "Sergeant Duc."

The House of Dayneel Carmandy

By the time the characters arrive go to the house again, the investigators have already done their work and have removed most of the evidence, including the bodies.

The lonely house is quiet and nothing moves within it. The chipped white paint makes the house look older than it actually is. There is a slight breeze and the faint smell of fish blows through the yard. There is a haunted feel here, as though something evil watched.

Nothing is here now. The characters should simply be a little creeped-out because they know exactly what happened to the people here—they were murdered. If the house is entered the characters are not able to find much the investigators did not uncover and remove. A Search (DC 25) reveals the single thing that was missed

by the investigators. A tiny broken piece of coral, lodged in one of the corner.

If the characters look for the trinkets they brought to Dayneel, they don't find them. The investigators are currently storing them. There is nothing in the house to loot.

A search of the house grounds also reveals nothing unless characters make a Search (DC 20), in which case they find a few oddly shaped footprints. They are distorted enough so they are not identifiable, but certainly look strange. It is very possible they were at one-point footprints of webbed feet. Now after a night of hard wind, they are simple distortions of prints.

The Scholars

This adventure assumes at least one of the archeologists from the Temple dig have survived. If all the scholars at your table were killed, *do not replace them*. Unless the characters themselves did something horribly wrong in part 1, at least one of the scholars survived. If they are all dead then this avenue of investigation is dead for your table. They must do without any information they would have received.

Any of the three archeologists can supply them with the following information but their most likely source would be to find Mauthue Gulkin as he was a native of Bright Sentry. His house is a small unpainted, three-roomed hovel. He lives poorly, as fame has never claimed him. The interior of his house is cluttered with boxes of papers, scrolls and quite a few books. It seems that all the gold he has made over the years has gone into his passion for books.

The investigators have already talked to him about the murder and the artifacts removed from the Temple and the connection. He tells the characters everything he told the investigators.

- He cataloged all the items removed from the Temple, a total of 211 pieces. He made three copies, one he gave to the church of Heironeous, one he gave to the investigators and thankfully, he has one for himself.
- He is familiar with the pieces that Sergeant Duc gave the characters. He looked them over himself and found them to be good pieces and should have had an open market value of around 2200 gp or perhaps even more to a collector.
- He found no reason to believe there was anything overly remarkable about any of the pieces, except the sword. By overly remarkable, he means magic.
- He knows very little on kuo-toan artifacts (underwater civilizations are not his specialty, he was merely invited on the dig because of his familiarity of the swamps and his profession in general). He believes he read somewhere that they name their artifacts after emotions or feelings or...well, something like that.
- He knows nothing about the Seekers.

- He knows who Lineene is but does not know of her exact profession. He believes her to be a star reader. He is unaware of the extent of her knowledge so would never think to send the characters there and if questioned about her, he'll tell them just that.

If characters talk to him after they have been attacked by the kuo-toas and they suggest to him he might be in danger he goes wherever the characters think he should be safe.

The Temple of Heironeous

The temple of Heironeous is made of all white stone walls and marble columns. There are several golden plaques and shields adorning the outside walls. The words on the plaques are in several different languages greetings to all who seek solace. It is well kept—the cleanest building you have seen in Bright Sentry.

The Temple is always busy. There are constant worshipers entering and exiting the building. The Temple of Heironeous is an excellent place for information; however, they do not have anything significant until the day after the assassination attempt. So, if characters speak to anyone at the Temple the day of the arrest they will still be investigating the sword and no one thinks (or really has any reason to send them to Lineene, unless questioned about the Seekers). So no information is gathered until following day.

If characters visit (or come back) the day after the assassination attempts, by midday, they have finally exhausted all means of investigating the sword and have determined it is not the artifact. It is a fine sword, being over 300 years old, quite valuable, but holds only a simple enhancement enchantment (it is a *longsword +1*).

The small team (2 clerics of Heironeous, a sorcerer and a bard, they are background characters and not drawn up. Their questioning is brief and to the point) that was sent from Critwall to investigate the sword wants to question the characters about what was removed from the Temple. They use divination magic to detect if anyone is lying. All the questions revolve around what items were removed? Was anything left behind? Did you take anything? And other such questions.

As long as characters don't lie to the artifact investigators there should be no problem. At this point, sometime during the questioning it should come up that not all relics of great power gleam with magic. They must be uncovered by using other methods.

Once again, if at this point they ask about the Seekers they will be directed to Lineene.

The Church of St. Cuthbert

The church of St. Cuthbert is a small wooden building. Broken storm shutters bang in the wind and the entire area smells of a roaring fire. No such blaze can be seen.

Observant characters will notice the connection between the vengeance in the prophecy and the followers of St. Cuthbert, the god of vengeance. The connection is coincidental, no one from the church knows anything about the prophecy but the high priest of the church does know of the Seekers and can relay the story of the disappearing church (see "Introduction" for entire story).

At any given time during church hours (day light) there are a handful of worshipers. Most tend to be quiet and unobtrusive but a handful are devote followers and are can become quiet overbearing if pushed. It is clear that the church of St. Cuthbert here in Bright Sentry is not as prolific as it is in other areas of the Shield Lands

Marzden, the High Priest, is a quiet man, not at all what one would expect from the leader of the church of a god of vengeance. He is in his mid 50 ft.s and wears only robes and religious trappings, no weapons or armor. He prefers debate instead of combat. He is actually pleasant in conversation.

If any of the order is asked about the burning smell they all respond with the same automatic reply: "Vengeance burns." And too them, that explains it all. The only one who will say something different is Marzden, the High Priest. His answer is a cryptic: "Yes. You smell the fire but don't see one. As vengeance should be." He doesn't extrapolate on that. He will refer the party to Lineene. He is quiet sure if anyone will have answers for them, she will.

Sergeant Duc

The soldiers' barracks in Bright Sentry is packed full and had no room for Sergeant Duc's team so the Sergeant paid for several rooms at a run down Inn called "Old Joii's". The characters are in double rooms, (two beds per room). There is nothing spectacular about the Inn. The food is acceptable, mainly serving fish, poultry and prepared seaweed. The Innkeeper is a man named Dasall (Joii was his father). Dasall likes to get in trouble by drinking with his patrons and sneaking out at night to visit the local port taverns. He gets along quite well with the Pathfinders (as long as his wife doesn't find out about his late night adventures). The Sergeant is paying for the rooms, nothing else. If characters want food or drink they pay themselves. The room itself comes with one meal a day.

The Inn can act as a base of operations for the characters. Once Sergeant Duc finds out that all the characters have been attacked he gets them together for a chat. He wants to know about anything else happened down in the temple that he should be aware of. This meeting takes place after all characters have been freed from jail, most likely, immediately after they are freed from jail. Here Sergeant Duc can help the characters with anything they are stuck on. He can simply offer his opinion; thus the DM can point characters in the right direction or he wrong direction (depending if the DM wants to throw characters off track for a while).

Otherwise Sergeant Duc gets involved in the investigation as well—sending the characters places if

they are not moving themselves. He tells them to check out this or go talk to that person. He doesn't want to leave until this business is cleared up with the kuo-toa. He'll be damned if he's leaving an enemy behind that he drug out of the swamps.

Sergeant Duc, male human Ftr7: Medium-size humanoid (5 ft. 11 in. tall); HD 7d10+28; hp 80; Init +1 (+1 Dex); Spd 20; AC 16 (+5 chainmail, +1 Dex); Atks +11/+6 melee (1d10+5 [crit 19-20], bastard sword) AL NG; SV Fort +11, Ref +3, Will +3

Str 17, Dex 13, Con 18, Int 12, Wis 13, Cha 10

Skills: Climb +5 (-4 chainmail), Listen +6, Search +6, Spot +6, Swim +3 (-10 weight); **Feats:** Blind Fight, Combat Reflexes, Endurance, Great Fortitude, Improved Bull Rush, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Equipment: Chainmail, bastard sword, pouch containing 12 gp, 2 sp

Sergeant Duc is in his 40 ft.s and a hardened veteran of battle. He's 5 ft. 9 in., bald and is a bit of a maverick. His dark eyes are hard and he rarely blinks. For a soldier, he doesn't like to talk about battle or war much. His usual response is simple: "War is a nasty business and usually not fit for stories". He will go to great lengths for the soldiers under his command. He is no nonsense and doesn't like his orders questioned. He cares less about the "liberation of the Shield Lands" and more about keeping his men alive.

On The Shore

Half a mile down the shore, south of Bright Sentry, is a large stilted house. Virtually untouched by the weather this white painted house is immaculately clean. Even from a distance you can see the bright red curtains hanging in every window. As you near you notice a small fire on the beach. An elderly woman, wrapped in blue shawls, is roasting seagull over the fire. Her weathered face smiles a pleasant, crooked smile and she says, "I've been expecting you. Tea? Seagull?"

Lineene "The Bear" Blackford is a high level bard who has long since retired from adventuring. She is very wealthy and has a great deal of knowledge about legends and lore. She recently received a visit from a Seeker who told gave her a prophecy telling her she had a role to play in important events in the near future. She deciphered the message into the following: She will be visited by a group of strangers who will play a pivotal role in the resurrection and/or destruction of the Eldritch Wave. They will be seeking truth from her. So far that's all she has been able to translate, she has not uncovered much information about this Eldritch Wave, so she avoids any mention of it. She is generally friendly and well mannered. She sternly reminds obnoxious characters of their lack of manners and gives them another chance. If characters persist on being obnoxious she helps them this time but they do not receive her as a contact certificate. If characters are well mannered, friendly and likeable then

they receive her as an ally. Lineene knows the following information:

- Anything regarding the Seekers and the disappearing church. She is suspect that it really happened, attributing it to an old farmer's tale.
- General knowledge of the Seekers as prophets who worship an unknown God they only refer to as "The Seeker". No other reference has ever been made to this god, although she suspects the god to be Boccob, but will admit she is just guessing. They are more like a cult than an actual religion, as they are very enigmatic and secretive and no one is sure how they choose their members, although she suspects dark rituals. They sometimes practice magic with ruins and glyphs.
- If the characters have any of the trinkets they recovered from the Temple she can tell them that the two necklaces are in fact, not necklaces. The twined seaweed, woven with shells and rocks of various size and shape is a written form for most underwater civilizations. She can read both the necklaces for them. The first is a simple prayer to a shark god, very brutal and violent. The second is a sweet story about a daughter who wants to grow up to be just like her father, a powerful priest of Blibdoolpoolp.
- If asked how she knew the characters were coming she smiles and tells them "the ocean talks."
- If characters present the trinkets to her and asked her about their general worth she can estimate them at about 1800 gp, but admits that is not her specialty.
- She knows that the kuo-toa named their artifacts after single words. Usually a feeling or an emotion.
- If presented with the message from the Seekers she claims her ignorance...although she does have a theory. She suspects that the prophecy is simply the way to summon this creature, whatever it is and that the message reveals the name of the artifact—find the name, find the word. Perhaps that would help solve the enigma of the message.
- If (for some unknown reason) the characters have the sword from the temple, she identifies the forging mark of a father and son—a blacksmith and wizard team who created low powered magic items, perhaps three centuries ago. The sword bears their mark. It is not a powerful weapon. Only enchanted once.

Lineene "The Bear" Blackford, female human Brd12: Medium-Sized Humanoid (5 ft. 2 in. tall); HD 12d6–24 hp 22; Init –1 (Dex); Spd 10 ft.; AC 9 (–1 Dex); Atks +7/+2 melee (she carries no weapons); AL NG; SV Fort +4, Ref +7, Will +13

Str 6 Dex 9 Con 7 Int 18 Wis 21 Cha 18

Skills: Decipher Script +10, Diplomacy +6, Gather Information +10, Heal +8, Knowledge (Arcana) +19, Knowledge (History) +19, Knowledge (Geography) +19, Knowledge (Religion) +19, Knowledge (Scragholme Island) +19, Listen +7, Perform +6, Spellcraft +6, Use Magic Device +7; **Feats:** Brew Potion, Extend Spell, Focus (Perform), Focus (Decipher Script), Great Fortitude, Scribe Scroll.

Spells (3/4/4/4/3): 0-lvl—*daze, detect magic, light, mage hand, mending, read magic*; 1st-lvl—*charm person, cure light wounds, comprehend languages, grease*; 2nd-lvl—*blur, daylight, invisibility, see invisibility, web*; 3rd-lvl—*dispel magic, haste, hold person, gaseous form*; 4th-lvl—*cure critical wounds, improved invisibility, summon monster IV*

Equipment: blue shawls, slippers, pouch of tea leaves, ring of feather falling, ring of water elemental command, stone of good luck, cloak of major displacement, necklace of adaptation.

Lineene is 81 years old and has lived a full life of adventure and danger. Nicknamed by adventurer friends, “The Bear” because of her tiny frame, she has faced, conquered or studied countless creatures, mazes, dungeons, traps, maps, spells and unknown phenomenon. About twelve years ago she had her house built on the shore of Scragholme Island to live out the rest of her life in peace. When the Horned Society attacked she summoned a water elemental to carry her to safety and she did the same thing when Iuz conquered the Shield Lands. Due to a stroke of good luck her house was never destroyed so after each invasion she was able to return to her beloved home.

Now she lives alone, occasionally giving support or help to those in need, offering information to wandering adventurers or performing for old friends. Her favorite pastime is to drink hot, bitter tea and eat roasted seagull on the shore while watching the sunset.

She lives unafraid of the evil around her. At her age, she has no time for such nonsense. Life should be lived to its fullest. This does not mean she is blind to the horrors that surround her, she simply views the situation as one to be inevitably changed for the better. She understands all too well that she will not be around to see her beloved Shield Lands retaken from the clutches of Iuz.

The Investigator

At any point in the game the characters may seek out the official in charge of the investigation. His name is Arlington Gateman and he has been an investigator into unknown and unexplained phenomenon here on Bright Sentry for the last two years. If the characters want to speak to him they can leave word at the jailhouse or the city building. Within a few hours Arlington will either respond via message or pay the characters a visit.

At no point should the characters find out where Arlington lives, which characters may find suspicious. He does not reveal much information to the characters, believing that the characters would only be a hindrance. He will reveal information to the characters *only after* he has released them from jail. He is can tell the characters the following:

- He figures the assassins to be some sort of water faring creatures. Sahaugin, kuo-toa, or something else. He recognized the wounds on the victims as being similar to wounds he received once from a coral blade, the rough, jagged cuts and the infection.

- He does not believe in anyway that the characters are responsible for the death of Dayneel Carmandy. He understands that there are creatures of evil everywhere and that they prey on the innocent. He does not tolerate any character blaming themselves for the death. He gives them a stern lecture on the order of good and evil. He feels guilt is pointless. Either you will find those responsible and kill them. Or someone else will finds them, perhaps on a later date and kills them. He is an idealist that believes evil always pays, somehow. That is the nature of evil—to fail.
- He knows nothing of the Seekers and has no insight as to the message the characters received.

Arlington is the official who questions any character in jail. His questions focus on the artifacts in general, everything that was removed from the Temple. Were any of them special in anyway? His questions are brief and he lets the characters go the morning after they are arrested.

When he questions the characters he has a paladin with him to *detect evil*. The paladin doesn't ask any questions, just stares at the characters. As long as the characters seem to tell the truth he lets them go.

So far Arlington has figured that the characters accompanied this dig, helped in the excavation of hundreds of artifacts and now something is hunting down anyone involved. He figures it is some sort of water creature, very intelligent, probably several of them. He thinks the characters may be in danger but were not involved in the murder.

He does not seem to care that the removal of items from this dig may have caused a retaliatory strike from the inhabitants of the Temple. It doesn't matter to him. The dig was legal, whatever is killing people in his town is evil and evil must be punished.

After releasing the characters from jail he will not actively seek them out for the rest of the game. He speaks to the Sergeant, the archeologists and the team researching the sword, determines that the source of evil is coming from outside the city and focuses his investigation elsewhere.

Arlington Gateman, male human Rog4: Medium-Sized Humanoid (5 ft. 10 in. tall): HD 4d6 hp 17; Init +3 (Dex); Spd 30; AC 15 (+ 2 leather, + 3 Dex) Atks +3 melee (1d6+1 [crit18-20], rapier) SA: sneak attack +2d6; SD: evasion, uncanny dodge; AL LG; SV Fort+1, Ref +7, Will +0

Str 12, Dex 17, Con 11, Int 17, Wis 9, Cha 11
Skills: Climb +8, Diplomacy +4, Disable Device +10, Gather Information +7, Hide +10, Intimidate +7, Listen +6, Move Silently +10, Open Lock +10, Search +10, Sense Motive +6, Spot +6; Feats: Alertness, Ambidexterity, Dodge, Track

Equipment: leather armor, rapier, silver ring of court appointed official of justice, pouch with 22 gold, 9 sp

Arlington is a very serious man. He never smiles. Justice is his life. To punish the wicked, the vile and the evil is his code. He uses his skills as a rogue to hunt those that would prey on the innocent. To defeat them, you must

become like them. He knows the ways of the street, and the ways of shadows. He has always been adept at problem solving and people reading. He is obsessive about solving problems, going to great lengths, above and beyond the call of duty, to find the answers and to set things right.

The Kuo-Toa: Assassins in the Night

The characters will be attacked by the kuo-toa at various locations. The kuo-toa slipped into the city under cover of darkness. They are able to feel *truth* when it is out of the water but not as strong as when it is in the water, which is why it took them several hours to hunt the artifact down. They tracked it to the house of Dayneel Carmandy and killed everyone in the house. They located *truth* and slipped out of the house.

The next night they will go after the interlopers—the one's who stole *truth*. So a few of them stick around and try and assassinate some of the characters. They will attack when characters are alone or in small groups. If the single assassination (back stab) fails, they try to escape.

Everyone in the jail gets attacked by a single kuo-toa. He slips into the jail, kills the guard and checks to see if any characters are awake. If not he breaks a tiny egg of poison into the cellblock and exits the building. He moves outside to location where a person inside would stick their head for fresh air. He waits for someone to try and escape from the choking gas and stabs them with his spear. If he notices any of them are awake he does not take chances. He slips away and tosses the small egg of poison inside their cell from outside. He then waits for a character as above.

The poison gas fills the cell for forty rounds before dispersing enough to breathe normally. This will only work once and the kuo-toa leaves immediately after his attempt.

Any character who fails a Fortitude save (DC 20) slips unconscious and will be violently sick for the next couple of days thus losing 1 temporary point of both Strength and Constitution. Any character that fails his Fortitude save by more than 10, dies in 10 rounds.

All other assassination attempts are simple. One kuo-toa per person, they will not attack groups larger than two. Give the characters a bit of a warning. Try not to slaughter them. A few examples would be allowing a sleeping paladin to wake from a nightmare about something stalking him. This is his innate detect evil warning him of danger while he sleeps or have a walking character notice a heavy aroma of fish right before the attack, giving him or her just enough time to avoid being surprised but still losing initiative.

The kuo-toa do not press their luck, they are few in numbers and are not stupid. They try the direct assassination once, then the next day, while the PCs are wandering the city, a kuo-toa priest slips ashore. He uses a *tongues* and a *charm* person spell to charm a local street kid (16 or so) and convinces him the characters are from an

evil cult and should be killed. The kid is convinced that the characters are evil. Then the kuo-toa tells the kid that they are rich, if the kid goes and kills them, he can take all their coin and doesn't have to starve anymore. The kuo-toa priest convinces the kid to find some friends and attack the characters; however, when they do, the only one who is certain of this plan is the charmed kid. He is anxious to kill the characters but the other five kids with clubs and a few swords (not really trained) will be scared witless. They want to leave but the charmed kid tries to convince them to attack. If characters can get out of this without any bloodshed, they would be doing a good deed.

No statistics are given for the teenagers because they do not pose any real threat to the characters, if combat ensues, the characters will win by slaughtering a couple of the kids (the rest try to flee).

After that, if all fails, the kuo-toa survivors slip back into the water to plot revenge against these particular land dwellers.

Tier 1 – EL 2

kuo-toa (6): CR 2; Medium-Size Monstrous Humanoid (Aquatic); HD 2d8+2; hp 12 (each); Init +0; Spd 20 ft. / 50 ft. swim; AC 16 (+6 natural); Atks: +3/-2 melee (1d4+1 + poison, coral dagger; 1d4, bite) or +2 ranged (special, net); SA poison; SQ keen sight, slippery, adhesive, immunities (poison, paralysis, hold spells), electricity resistance 30, light blindness, amphibious; AL NE; SV Fort +3, Ref +3, Will +5

Str 13, Dex 10, Con 13, Int 13, Wis 14, Cha 8

Skills: Escape Artist +18, Listen +9, Move Silently +5, Search +10, Spot +11; Feats: Alertness, Great Fortitude

SA: *poison* (Ex)—each time a character is hit by a dagger, small microbes enter his or her bloodstream. The character must make a Fortitude save at (DC 12) or suffer a 1 damage to Str, Dex and Con. Secondary damage is an additional 1 point to Str, Dex and Con.

SQ: *keen sight* (Ex)—kuo-toa eyesight is so keen that they can spot a moving object even if it is invisible, ethereal or astral. Remaining perfectly still protects from this ability; *Slippery* (Ex)—webs, magical or otherwise, don't affect kuo-toa and they can usually wiggle free from most other forms of confinement; *Adhesive* (Ex)—anyone who makes an unsuccessful attack against a kuo-toa must succeed at a Reflex save (DC 14) or the weapon sticks to the shield and is yanked out of the wielder's grasp. Creatures using natural weapons are automatically grappled if they get stuck; *Light Blindness* (Ex)—abrupt exposure to bright light (sunlight or daylight spell) blinds the kuo-toa for 1 round. They also suffer a -1 competence penalty to all attack rolls, saves and checks while operating in bright light; *Amphibious* (Ex)—kuo-toa can survive indefinitely on land.

Equipment: coral dagger, net, ink bladder.

Augmented Tier

For the augmented tier each kuo-toa has maximum hit points (18) each and they fight with Pincer Staffs. These staffs deal 1d10 points of bludgeoning damage, threatens a critical on a 20, and deals double damage on a critical hit. It has a 10-foot reach and cannot be used

against adjacent opponents. A wielder that hits an opponent of at least small but no larger than Large size attempts to start a grapple as a free action without provoking an attack of opportunity. If the wielder gets a hold, the staff grabs the opponent and deals 1d10 points of damage each round the hold is maintained.

The Eldritch Wave: Dream of the Future

After the characters have exhausted every form of research the adventure is officially over. They either know, or suspect the following:

- The sword is not the artifact it was suspected to be. The artifact that the dig was searching for was in fact a small trinket given to the characters on accident, which they in turn sold.
- The Seekers are an enigmatic cult of prophecy. Sometimes they use glyphs and ruins for their magic.
- They have met Lineene.

All of this takes place in two days. On the first day, characters are arrested and all receive the prophecy of the Seeker. The assassination occurs that night. The following morning, the characters are released from jail and begin their investigation. By the end of the day they have uncovered everything they are ever going to uncover. At the end of the day, Sergeant Duc tells them they are leaving the following morning.

The remainder of the night goes by quickly. No assassination attempts, no visits by prophetic cultists, and no one is arrested for murder. A night of relaxing, drinking or studying almost seems...wrong.

The next morning, as you gather your equipment and head downstairs to join Sergeant Duc's team, there you see it, plain as day. Painted in dark red, a small sigil on the first wooden step, leading downstairs. Your eyes all seem to see it at once, before you can look away the sigil shifts and transforms into a single word, Truth.

Suddenly you are standing on the sandy shore of...someplace familiar. Covering most of the beach, and surrounding you on all sides, is a large group of orcs grunting and howling in glee and completely transfixed on something in the water in front of them. None of them seem to notice you.

It is a woman they watch. A woman who is dressed in smelly rags, who's very face is distorted and blurred. You have a gut feeling that her face is death.

She enters the Nyr Dyv, and moves through the water until it touches her waist. She babbles in a maddening tongue and pulls out a silver dagger. There is a spray of red that flashes across the water as her body drops lifelessly.

Only the briefest second passes. A thing arises from the water. It is a twelve-foot tall creature with a single eye and sickly green skin that hangs & sags in unnatural ways. It has a gaping neck wound that constantly shoots blood into the water around it.

It notices you. A voice that sounds like broken glass calls, "Who are you that gaze into the future with such confidence?" It moves towards you.

Allow the characters to react to this. If they any of the following happens they wake from the dream:

- Any character attempting to disbelieve can make a Willpower save (DC 15). Anyone succeeding instantly fades from sight.
- Anyone attacking the creature or any orc will be killed swiftly by either the overwhelming number of orcs or the creature itself. Upon death they instantly fade from sight.
- Anyone audibly saying, "I wake up." Instantly fades from sight.
- Anyone fleeing the beach instantly fades from sight.

If the any character allows the creature to get closer read the following:

The creature moves closer and stops, at the edge of the shore, still in the water. Blood pumps from its open neck wound. The smell of slaughtered meat hangs in the air. It knells in the water.

"Touch my eye and see all that is holy in the water."

Anyone touching the eye dies and instantly fades from sight. Fighting the creature is hopeless. Anyone attacking it is killed. Anyone who remains on the beach and talks to the creature earns its curiosity. It wonders why the mortal does not fear it. It delivers the following message to one single person (judges choice but generally someone who asks any sort of intelligent question to the creature).

"You interest me (sorcerer, paladin, whatever is appropriate), I will kill you last."

At that point they all wake up, in their beds. A little disturbed they get up and gather their equipment and head down to meet with the other soldiers. On the first wood step, that leads downstairs is . . . nothing. Nothing at all.

Conclusion: The Sword of the Burning Man

The adventure is designed to introduce the characters to events that will transpire over the course of the first year in the Shield Lands. It is not a game they are intended to solve all the problems. Any loose ends are designed that way. The only real conclusion to the game is the sword.

As you arrive downstairs you are greeted by Sergeant Duc. He hands the sword over and says, "It was supposed to go to some museum but I'll be damned if any sword of magic that can be used against the forces of Iuz is going to hang in a blasted museum. You've earned it, take it. Now, let's return to Critwall."

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Throughout the Adventure

Following up on the Seekers	100 XP
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On the Shore

Meeting with Lineene and generally being friendly to her	50 XP
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Assassin in the Night

Surviving the assassination attempt	50 XP
NOT killing any of the gang of kids	50 XP

Total experience for objectives	250 xp
Discretionary roleplaying award	0-50 xp

Total possible experience	300 xp
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Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

4. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
5. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
6. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 400 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for

being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

Conclusion

- *The Sword of the Burning Man* (Value 2,320 gp, Weight 4 lb., Unusual): This +1 longsword was forged in the year 279 by a father-and-son team, one a blacksmith (the father), the other a sorcerer. This longsword is high polished silver that glows faintly in moonlight. The sword handle is made of simple black leather. The pommel has an ebony opal that is warm to the touch. Occasionally, you dream of the sword. In the dream the sword mysteriously transforms from a pale blue longsword into a flaming greatsword. The dreams are all similar. In each you are battling demons; with the sword in your hand, you never lose.
- Lineene "the Bear" Blackford - Lineene is a retired adventurer who lives in Bright Sentry. If the character is in Bright Sentry he/she may seek her out for information once per adventure. As a high level bard, she has extensive knowledge in: Decipher Script +10, Knowledge (Arcana) +19, Knowledge (History of Shield Lands) +19, Knowledge (Geography) +19, Knowledge (Religion) +19, Knowledge (Scragholme Island) +19, Spellcraft +6, and Legend Lore. The specific information that is received from Lineene is at the discretion of the Judge. This aid runs both ways, Lineene may occasionally call on the character for help or information.

Critical Events Summary for *Temple of the Burning Man*

Please return to Shield Lands triad

Did the characters release the demon?	Yes	No
Was Kalari killed?	Yes	No
Did characters kill any of the gang of kids?	Yes	No
Was anyone "prophesied to die last" by the Eldritch Wave?	Yes	No

If so who? _____

Please list any other notable or interesting things that occurred:
