



Masking the Truth

A One-Round D&D LIVING GREYHAWK
Introductory Yeomanry Regional Adventure

by Kevin Freeman

Evidence has been uncovered of an ancient tomb in the outer reaches of the Hool Marshes. A Yeoman Dustdigger has asked you to assist her in entering the swamp, discovering the tomb, and bringing back a magical mask. An Introductory Yeomanry module for first-level characters. **Cannot be played by players who have already played the Year One Yeomanry regional of the same name.**

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for a game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place 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 (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from the convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

DETERMINING AVERAGE PARTY LEVEL (APL)

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal

companions, familiars paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure – round up.
- If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: most LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- A group of APL 1 adventurers who desire an extra hand can “enlist an iconic.” The stats for 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on the adventure. The DM controls that NPC.

However, this adventure, as it is an introductory adventure, is meant to be played and enjoyed by a group of first-level characters.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure set in the Yeomanry. All in-region characters pay 1 Time Unit (TU) to participate in this adventure. Adventures' Standard Upkeep therefore costs 12gp, Rich upkeep costs 50gp, and Luxury upkeep costs 100gp. Out-of-region characters must pay 2 TUs and double the upkeep.

About the Yeomanry

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its

border continues south to where the great river enters the Hool marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen Farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority who has carried a spear for the nation, either now or in the past, is eligible to elect spokesmen on his behalf from his community which in turn elect Grosspokesmen that serve in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers. Many Yeomen have served in the Militia and are stout defenders of their homes.

You can learn more about the Yeomanry at its official website: <http://yeomanry.living-greyhawk.com>.

Is this a 'Military Module?'

As the defense of the homeland is imperative, at least to some extent, in this module, members of the Yeoman military may count this adventure towards any annual TU requirement for their branch of the military.

Is this adventure "promotion worthy?"

Heroic deeds in the name of the Yeomanry are possible in this module, and as such, the possibility for promotion exists. In order for a PC to be considered for promotion at the end of this adventure, the PC must do the following:

1. The GM and all Yeomanry militia members present at the table must **unanimously** agree that the PC has performed an action and behaved in a manner that would make them a good leader of men in their unit. There must be at least two other military PCs playing the scenario besides the PC up for advancement. Only one PC can be nominated for advancement per scenario.
2. The player so nominated must then gather the names and email addresses of all Yeomanry militia players AND THE DM at the table.
3. The player must then submit a small summary of what happened in the adventure and why he or she should be considered for promotion. Emailing this information to yeomanry-triad@yahooogroups.com.
4. The Triad will then discuss your promotion and determine whether promotion is granted. You will be notified via email, and a promotion certificate will be sent to you via snail mail.

In order to be considered for promotion, the Yeomanry militia member must have spent a minimum of one year of REAL time as the rank below that being applied for. So in order to be considered for Serjeant, the player must have spent one full year as a Yeoman, and one full year below that as an unranked militiaman.

Is this a "Dustdigger Module?"

As this adventure significantly involve sarcheological matters, students in the Academy of Lore may not count this adventure towards their Academy TU requirement.

The Academy of Lore

Members of the Academy of Lore (or Dustdigger College, as it is more commonly referred) are scientists, archaeologists, and treasure hunters who serve the Yeomanry League in an official capacity. Members are charged with exploring, mapping, and bringing back artifacts from the extensive number of Suel (and other) ruins that dot the Yeoman countryside. As a secondary task, they are expected to protect these same sites from those who would exploit those treasures for personal gain and without permission of the Academy or the Yeoman government.

Bogspur

Bogspur is an old, dying village on the outskirts of the Hool Marshes. It sits on the bank of a large, swampy lake. The villagers of Bogspur make their living through fishing, frogging, and alligator hunting. Most of them are very poor, and their contact with the rest of the Yeomanry is sparse, at best. As such they are wary of visitors. It is home to one old, leaky tavern, *the Frog Bog*.

Thurmaster

Thurmaster is a small walled town a short ride from the horrors of the Hool Marshes. The outskirts of town contains a fair number of

abandoned buildings, now falling in ruin. The walls were built 40 years past as a defense against the then-marauding lizardfolk of the Hool, led by a ferocious lizard king. The lizardfolk were eventually turned back, but at great cost. Fishing, agriculture, harvesting of marsh reeds and hay, and light forestry are the main sources of income here. There is one tavern of note in town—the Hound and Tails, run by Weismar.

Adventure Summary and Background

Two months ago, explorers from the illustrious Academy of Lore in Loftwick stumbled upon an important archaeological find—an old, mold-covered journal written by an unknown adventurer that describes in great detail the remains of an ancient lizardfolk city resting in the outskirts of the Hool Marshes, near the Yeoman frontier.

Of particular interest in the journal was a description of a tiered ziggurat that held the remains of Tchelopotok, a powerful priest of some sort who ruled that village with an iron fist. The journal also tells of a vast fortune that was buried with the priest, including an allegedly magical treasure—the Mask of Ktopek.

According to the journal, the Mask of Ktopek possesses mysterious powers beyond the comprehension of men. A priest (perhaps Tchelopotok himself) supposedly wore the Mask of Ktopek during sacrificial ceremonies. It soothed and calmed the victim so that death was embraced by the sacrifice—not fear. A cryptic passage in the journal gives the location of the Mask of Ktopek, but Cyndiria is uncertain of its exact whereabouts.

Excited about the find, members of the Academy of Lore reported the discovery of the journal to their superiors in hopes that its contents would be further investigated. The Academy's inner council agreed, and selected Cyndiria Longshadow, a recent graduate of the Academy of Lore, to serve as its first tool to delving deeper into the mysterious city.

She was given a copy of a portion of the journal, instructed to find the tomb, and dispatched to Thurmaster, where she arrived a few days ago. Thurmaster is a small farming and fishing community that serves as the last real bastion of civilization before the dangerous bogs of the Hool

Marshes begin. Here, Cyndiria began her final preparations to enter the swamp. Unfortunately, heavy rain has caused flash floods in the area, which has delayed her entrance into the Hool Marshes. This delay has irritated the Academy somewhat, and they have decided to postpone the mission and reassign Cyndiria to Newick for another mission.

However, Cyndiria has other ideas. Not wanting her first mission to be a failure, she hopes to convince a group of trustworthy adventurers to complete her mission for her by discovering both the tomb of Tchelopotok and the mysterious Mask of Ktopek. While she has no money to offer, she intends to appeal to adventurers with rumors of gold and gems located within the temple and other ruins that are said to litter the Hool....

Unbeknownst to Cyndiria, however, is that a fanatical Wastrian priest and his bullywug minions recently have discovered the ruined tomb of Tchelopotok themselves and have declared it a favorable omen of the Hopping Prophet. As such, the priest has declared the ziggurat sacred and off-limits to all not associated with Wastri. They have set up camp nearby and currently use the pyramid as a backdrop for their bizarre religious ceremonies. They certainly would not take kindly to adventures plundering their sacred grounds!

Below is a rough summary of how the adventure should transpire:

Chapter 1: The PCs encounter Cyndiria in the sleepy village of Thurmaster. There they are given details about her mission and asked to complete it for her. They are given portions of the journal and are told to begin their mission in Bogspur, a village a day's walk to the southeast.

Chapter 2: In Bogspur, the PCs attempt to find someone to guide them into the swamp. The villagers eye the PCs suspiciously, which should make the PCs uncomfortable. Eventually, a grizzled fisherman named Turnipseed, who recalls something similar to the passage the PCs have in their possession. He agrees to serve as the PCs' guide into the swamp. This should provide good role-playing opportunities for the PCs.

Chapter 3: Using the directions provided by the journal passage, the PCs set out into the Hool Marshes. After a few hours, they discover what Turnipseed had seen years before—a broken black monolith buried in the muck. As they try to

pry parts of it from the muddy earth, they are set upon by a hungry crocodile. When the pieces of the monolith are put together, directions towards the ancient city become much more clear.

Chapter 4: After more miserable travel in the swamp, the PCs come across a swampy island where a crumbling, ancient, three-tiered ziggurat rests. The PCs find the entrance after some exploration and proceed inside.

Chapter 5: The PCs must overcome various traps and other encounters as they navigate the inner corridors of the tomb of Tchelopotok. They discover two masks—one bejeweled (a fake mask) and one not (the real mask)—neither of which is magical. In the burial chamber itself, the body of Tchelopotok is discovered—and proven to be a Yuan-ti of some sort.

Chapter 6: Loot in hand, the PCs exit the tomb, only to find Brother Cornelius, a servant of Wastri, and his bullywug bodyguards awaiting. A final combat ensues, and should the PCs prove victorious, they are free to return to Bogspur and the civilization of the Yeomanry.

Chapter 1: The Mission Begins

The last few days have been incredibly boring. Instead of enjoying the glory of adventure, you sit in a damp, drafty tavern in the small Yeoman village of Thurmaster, hoping that the dreadful weather will end soon. The rain has continued for days. Fortunately, the rain and boredom have allowed you to become acquainted with one another, and you have discovered that each of you is an aspiring adventurer.

Allow the players to introduce themselves to each other at this time.

Besides you, the Hound and Tails is virtually deserted, with only the halfling bartender, Pip Purpleberry, and his staff keeping you company. The townsfolk apparently have found more solace in the comforts of their own homes.

Shortly, the tavern door opens, and in steps a thin, hooded figure, soaking wet and covered in mud from the waist down. As the person reaches to pull back its hood, you see a pretty,

dark-skinned woman standing before you. She looks at you, smiles warmly, and approaches your group, eventually sitting in an empty chair nearby.

“Hail, friends. My name is Cyndiria, and I am a dustdigger from Loftwick. Might I join you?” She motions to the chubby Halfling behind the bar for ale.

“The only thing to do in such weather is to drink and think of sunnier days, eh, friends?” She laughs and drinks deeply from the mug just set beside her.

At this point, Cyndiria makes small talk and asks the PCs a few questions about themselves. She is attempting to ascertain whether or not the PCs are trustworthy. Should any PC attempt to be deceitful, allow them a Bluff check versus Cyndiria's Sense Motive. When Cyndiria (and the DM) is satisfied with the PCs, she continues on to more interesting tales.

“Would you care to hear a tale to pass the time?”

Without waiting for you to respond, she begins to speak.

“A thousand years ago, the lands to the south and east of here were populated by a great civilization—but not a civilization of men. They were an ancient tribe of lizardfolk—more advanced and cultured than the brutes we often encounter today.

Strong and fierce, they built great cities and temples to their gods. Over time they grew wealthy and powerful, yet they were bloodthirsty and ruled the swamps with a cruel, iron fist. They also made a ritual of sacrifice, and it is said that hundreds, perhaps thousands, of innocent lives were lost at the hands of greedy priests with curved daggers.

They took great interest in the movement of the sun and the stars, and they built great temples solely dedicated to that purpose. Strangely, the civilization disappeared virtually overnight, and their cities were quickly reclaimed by the swamp.”

(The DM may further embellish this story as she sees fit)

“As you undoubtedly have surmised by now, I am quite interested in this civilization. The Dustdiggers have found little previous evidence of this tribe of lizardfolk, and thus we know little about how they lived, how they died, or why they ultimately disappeared. The prospect of learning more about them tantalizes both myself and the Academy.”

She pauses for a moment and takes another drink.

“To the point, then. I have been sent to this region by the Academy of Lore because others have uncovered potential evidence of a lizardfolk city in the Hool Marshes not far from here. Among the pottery shards and various other trinkets was found a moldy, rotting book—a journal, in fact, written by an adventurer named Hictor who had apparently explored those parts three centuries ago.”

In the journal was a reference to a tomb, witnessed by Hictor, of a lizardfolk priest of some influence. He is known as Tchelopotok. Hictor makes few references to the tomb, other than that he was told by his guide that Tchelopotok possessed a jeweled magical mask, the Mask of Ktopec. The priest apparently used this mask to charm followers into becoming willing sacrifices for his malevolent gods.

Legend has it that he was buried with this mask, and if this journal is accurate, it may still lie undisturbed in the tomb. If the tomb does still stand, the information—not to mention the treasures—that could be inside would be quite valuable to both the Academy of Lore and the Yeoman League!

Unfortunately for me, this weather has delayed my mission, and I have been forced to temporarily abandon it at this point. I consider your presence here to be a blessing, for you might complete it in my stead. I am looking for a group of trustworthy adventurers to journey into the Hool Marshes, locate the tomb of Tchelopotok, should it exist, and recover the Mask of Ktopec for me.

I can offer you no immediate payment, but I have little doubt that, should you be successful, that the Academy of Lore will take kindly—financially speaking, of course—to all

of you. What say you, friends? Are you interested?”

Cyndiria is more than willing to answer questions that the PCs have about her, the journal, the Dustdiggers, or whatever else the PCs may wonder about, to the best of her knowledge. You may reveal items discussed in the Adventure Background at your own discretion. Cyndiria knows little about the area itself, however. Her only directions to the tomb come from a cryptic passage written by Hictor in his journal.

If the PCs agree to help her, she offers them **Handout #1**, a copy of the journal page referring to the location of the tomb. She can add that her first step would have been to head east, towards the tiny hamlet of Bogspur, where she would have hired a boat to take her further into the Hool Marshes.

After the PCs have finished questioning Cyndiria, she tells them to meet her back at the Hound and Tails in one week’s time. If they do not show up at the agreed time, she assumes they failed or abandoned the mission and does not wait for them.

Chapter 2: Bogspur

The first few hours of your journey have been rather unpleasant. While the rain has let up somewhat, you are still soaked from a constantly-falling light mist. The ground, damp already from the weather, becomes increasingly soft as you make your way eastward. The smell of rotting vegetation permeates the air, filling your nostrils with the awful reek of decay.

Finally, you see the first signs of civilization—a small village, its structures faded by time and weather, appears around a swampy bend. Beyond the extent of the town, only a hundred yards or so away, the marshy land gives way to open water. To continue beyond this village, you undoubtedly are going to have to commandeer a boat of some sort.

Bogspur is a small thorp of about 80 hardy sols. They make their living by fishing, hunting frogs, and catching and skinning the occasional crocodile or alligator. There is one tiny, leaky

tavern, the Frog Bog, a small, poorly stocked mercantile, and little else.

In Bogspur, the primary goal of the PCs is to find a suitable boat. PCs also may decide that venturing into the swamp without a suitable guide may be dangerous, and securing the services of an experienced guide might be a good idea. With a little luck, they can find both at the same time.

This is meant to be a strong, albeit a bit silly, roleplaying encounter. Bogspur is backwater to say the least, and the town's inhabitants are intended to be both colorful and eccentric. DMs should use images of the rural American south, particularly the bayou country of Louisiana as inspiration.

PCs asking around town for the use or purchase of a boat are led to Turnipseed, an old, weather-beaten fisherman who lives on the outskirts of town. His property is littered with odd paraphernalia, including crocodile skins hanging out to dry, strange totems and talismans, rotting wagons (without wheels, of course) and boats, and similar items.

Turnipseed has spent a considerable portion of his life catching frogs in the swamp, and knows his way around it better than anyone in town. He also builds rafts, canoes, and small rowboats to supplement his income. When the PCs approach him, he is curious about why the PCs would want to enter the swamp. Should a PC mention the monolith mentioned in the journal entry, he raises his eyebrows and speaks.

“Monolith you say, eh? Well, I seen somethin’ like that a few years back. It kind of gave me the creeps—it didn’t feel right. Tricky to find, though, it is, although I reckon I could find it again, if I tried....”

Turnipseed pauses to wait for the PCs response. He will agree to take the PCs to the monolith for 5gp, which includes the use of enough boats to carry him, the PCs, and their gear. Of course, he tries to get much more from the PCs initially, although he goes no lower than 5gp. If the PCs bargain down to this minimum fee, Turnipseed complains the entire trip about being “swindled.”

PCs with horses or other mounts must leave them in town.

DMs are encouraged to roleplay Turnipseed as “country” as possible. He has a nasty habit of chewing tobacco and spitting it wherever he wants. He constantly complains, regardless of how things are going.

Turnipseed, male human Com2 (fisherman): CR 1; medium-sized humanoid (6 ft. tall); HD 2d6; hp 9; Init +1 (Dex); Spd 30'; AC 11 (+1 Dex); Atks +1 melee (1d4, 19-20x2, dagger); AL N: SV Fort 0, Ref +1, Will 0.

Str 10 Dex 12 Con 11 Int 13 Wis 10 Cha 7

Skills and Feats: Survival +4, Alertness, Endurance.

Equipment: fishing pole, dagger, bait, rowboat, oar, insect repellent.

Turnipseed is the only person in town who has ever seen the monolith. PCs heading into the swam without assistance of some sort face the chance of getting lost unless they take measures to avoid such problems. Furthermore, the chance that the PCs actually stumble upon the monolith is quite small unless Turnipseed is with them. As this is an introductory adventure, the DM should use her own discretion when faced with this situation, but shouldn't attempt to talk the PCs out of it. If they want to venture into the swamps by themselves, so be it!

At the beginning of the journey, Turnipseed passes out a jar of black, oily, smelly liquid. This is a homemade insect repellent that is intended to be smeared over exposed skin. PCs who use the liquid are not bothered by mosquitoes. Those who refuse to use the repellent are constantly harassed and bitten by large mosquitoes. On the first day, they must make a Fortitude save (DC 12) or suffer a –1 penalty on all ‘to hit’ rolls and to armor class until the end of the adventure or otherwise cured. Success meant that the PC is not bothered for the rest of the adventure as well.

After this brief interlude, proceed to **Chapter 3**.

Chapter 3: The Monolith

Travel on Turnipseed's boat is slow and uncomfortable. Clouds of gnats swarm around your face and the occasional stinging insect has left your exposed flesh covered with itchy welts. You are paddling through a murky marsh, surrounded by large moss-

covered trees that jut out of the water. Occasional grassy islands dot the swamp as well.

Your guide continues to bombard you with stories and tales about the swamp, frog hunting, and other boring topics. However, he assures you that he is heading in the right direction and the thing you are looking for is "not far now."

A few hours into your journey, Turnipseed tells you that your goal lies just ahead. You paddle around a small island and there, before you, stands the jagged end of a large, black pillar, covered in muck. It rises some 2 feet above the surface of the water. It appears that at some point in the past the top of the pillar has been broken off.

Turnipseed confirms this suspicion. "This is the thingamajig y'all were asking about, although it's a little shorter than I 'member it!"

Further inspection of the pillar indeed does confirm that the top has been broken. Scratching off the moss and dirt reveals that the pillar is covered with strange glyphs and runes, none of which can be deciphered by the PCs.

The top of the pillar is located at the bottom of the bog, some three feet under the murky water. It cannot be seen from the surface--PCs must dig through the mud to find it if they are to continue their journey. Should the PCs enter the water to search for the pillar, they are attacked by a hungry crocodile.

Crocodile (1): hp 22. See *Monster Manual*, page 270.

PCs who fight from the boat have considerable difficulty hitting the crocodiles. Any PC attacking from the boat, whether using a melee or missile weapon, must make a Balance check (DC 10). Failure results in the PC falling into the water. Similarly, small-sized PCs, including dwarves, lose all Dexterity bonuses to their AC and make all attacks at -3 "to hit" if they are in the water.

Once the crocodile is defeated, the PCs can continue their search. Assuming he is not killed, Turnipseed expresses an interest in acquiring the crocodile skin, even waiving his guide fee if necessary.

The top of the obelisk is heavy and requires a combined Strength of 25 to be pulled out of the water and placed atop the broken end that is already exposed. When put into place, it fits quite nicely, and the runes split by the break come together to form complete pictures. The runes on the top are equally unreadable (Decipher Script DC 40). However, one of the sides of the obelisk has a row of lizard-head carvings, all of which are staring in the same direction. These are the lizards mentioned in the journal passage. Assuming that the top of the obelisk has been properly placed, the PCs reach their destination if they head in the direction in which the lizards are staring.

Chapter 4: The Tomb

A few more hours into their journey, right at sunset, the PCs come across the remains of the Tomb of Tchelopotok.

Before you the water parts to give way to a large, grassy island. Dominating the island is a crumbling three-tiered pyramid with a grand staircase that leads towards the top. At the top of the staircase is the bottom half of a large, broken statue of some sort. A thick fog surrounds the base of the ziggurat, and heavy vegetation and foliage make it difficult to discern any further details without a closer inspection. Surely this is the tomb of which Cyndiria spoke!

Each of the tiers of the ziggurat is approximately twelve feet in height. Upon closer inspection, the entire pyramid is made of stone common to the region, and it is covered with pictures and glyphs similar to the ones seen on the ancient obelisk encountered earlier. The stairway, although in disrepair, is sturdy enough to climb without incident. If the statue atop the pyramid is examined, it appears to depict a reptilian creature of some sort, but it is so damaged the exact details of it cannot be made out. The entrance to the pyramid, a stone trap door, is located under the base of the statue, which still remains in place (Search DC 12). It drops ten feet into **Room 1**.

Room descriptions assume that the PCs have access to a light source of some sort. All doors

are unlocked and easy to open unless otherwise indicated.

1. Entry Chamber

You drop down from the trap door into a large, square room that smells of dust and rotten vegetation. The dust on the floor has been stirred about, although no discernible trail can be identified. The walls are of smooth stone, but otherwise unadorned. A large, round stone cylinder, covered with strange runes, glyphs and carvings depicting lizard-like creatures, stretches from ceiling to floor at one end of the room. A spattering of what looks like dried blood covers the floor in front of the pillar.

The room contains two traps, one of which already has been triggered. The pillar hides a secret door (Search DC 15) that reveals a shaft that leads down to the next tier of the ziggurat. Opening the door would have triggered a dart trap from inside of the pillar, but it had been triggered by one of Brother Cornelius's bullywugs earlier (thus the blood spatter). Opening the door creates an audible "click" but nothing else.

The inside of the pillar contains the other trap. The shaft is narrow enough so that PCs can brace themselves along its sides and shimmy down. PCs using the shaft to scuttle down (there are no ropes or ladders) trigger a pressure plate that opens a trap door above them. Any PC that is in the shaft is pelted by rocks that do 1d4 points of damage. Furthermore, said PCs must succeed a Reflex save (DC 14) or lose grip and fall to the floor below for an additional 1d6 points of damage.

There is nothing else of interest in the room.

Shaft Trap: CR 1; mechanical; touch trigger; repair reset; falling rocks (1d4) plus 10' fall (1d6). Reflex save to avoid falling (DC 14); Search (DC 18); Disable Device (DC 15).

2. Statue Room

This room is identical in size to the one you just exited. However, dominating the center of the room is a water-stained stone statue depicting a large snake with human arms. One arm clutches a huge trident, while the other points as if giving a command. The pedestal upon which the statue rests is carved with strange runes. One wood-and-

metal door, swollen with humidity, sits at the center of the south wall.

Unlike the other glyphs found within the pyramid, a successful Decipher Script check (DC 15) allows the PCs to read the runes on the pedestal—they read "Tchelopotok."

This room also contains a rather dangerous trap. The door at the south end of the room is false. Any attempt to open it, be it via force or magic, fails. The actual exit from this room is a secret door on the west wall (Search DC 15), in the exact direction that the statue is pointing. Upon examining the statue, PCs notice that it rests on a swivel and can be turned rather easily. Clever PCs may decide that turning the statue so that it points to the door will allow it to be opened. To further enhance the trap, if the statue is turned to point towards the south door, an audible click can be heard from it. However, instead of unlocking the door, the PCs have armed the trap themselves!

The south door opens easily once the statue points towards it, but as this happens a 15' cone of flame shoots from the outstretched finger of the statue. A successful Reflex save halves this damage. Behind the door is a blank, stone wall.

The secret door on the west wall opens only if the statue is pointing at it. If the statue has been turned at all, in any direction, opening the secret door without disabling the trap sets it off once again with similar effects.

The only way to escape this room without triggering the trap (besides exiting the pyramid) is to open the secret door without turning the statue at all.

Besides the statue and doors, nothing else of interest is in the room.

Statue Trap: CR 2; mechanical; turning trigger; repair reset; fire(2d6) in 15' cone; Reflex save (DC 14) halves; Search (DC 20); Disable Device (DC 20).

2a. Pit Trap

At the junction of this intersection is a 5' square pit that is triggered when 50 or more pounds of pressure are placed upon it. Those who fall into the pit suffer damage. However, triggering the pit also triggers a trap door in the ceiling directly

above the pit. From this trap door pour hundreds of stones onto those in the pit.

Pit Trap: CR 1; mechanical; touch trigger; repair reset; falling rocks (1d4) plus 10' fall (1d6). Reflex save halves rock damage (DC 14); Search (DC 18); Disable Device (DC 15). Both parts of this trap are detected and or disabled with one successful Search or Disable Device check.

3. Slaves' Burial Room

This small chamber is covered with bones. From the look of it, there could be dozens of skeletons, both complete and broken, strewn throughout the room. The walls of this room are unadorned.

This room serves as the final resting place for various slaves and servants that Tchelopotok possessed in life. Their bones cover the floor so thickly that it is impossible to walk through without stepping on bones. The skeletons are not undead—they are merely bones. Searching through the rubble reveals a small aquamarine, worth 100gp (Search, DC 15).

4. Storage Room

The walls of this small room are lined with scores of tall, thin pottery jars.

The jars are approximately four feet tall each. Most of them contain sand, crushed shells, or are empty (they once contained wine, beer, oil, or water). None of them hold anything of interest to the PCs.

5. Preparation Room

A number of tables of various sizes line the walls of this room. A particularly large table dominates the center of the chamber. The tables along the walls hold a number of jars, vials, casks, and boxes, most of which appear to be broken, while the center table is unadorned. The air smells slightly of cinnamon.

This room was used by priests to prepare Tchelopotok for his journey into the afterlife. The jars and vials are filled with various spices and oils used in embalming; however, they are spoiled and now useless. The boxes contain rotting, worthless linens. However, under one of the linens is a terra cotta container with a light blue liquid with metallic flecks therein. It serves

as a two-dose *potion of cure light wounds*, curing 1d8+1 points of damage per dose.

6. False Tomb

The room appears to be a tomb of some sort. The walls of the chamber are painted to depict a snake-creature leading an army of lizards into battle against humans of some sort. A large, carved sarcophagus rests in the center of the room. It is covered with the same runes, glyphs, and pictures that you have encountered throughout the pyramid.

The door to this chamber is locked (DC 12 to open). This room is made to look like a tomb, but it is actually a ruse to fool looters. The room contains a number of tricks and traps. Removing the lid of the sarcophagus (requiring a combined strength of 30) springs a gas trap that fills the entire chamber. PCs must make a Fortitude save (DC 15) to avoid the effects of the gas. Failure results in the PC suffering the effects of a *cause fear* spell. The effect lasts for one minute.

Gas Trap: CR 1; mechanical; touch trigger; repair reset; effects as *cause fear* spell; Fortitude save (DC 15) negates; Search (DC 16); Disable Device (DC 20).

Inside the sarcophagus is the skeleton of a lizardfolk warrior. He clutches a bronze short sword and wears a necklace adorned with glass "jewels" (and thus worthless). He also wears a beautiful, elaborate mask that is similarly worthless, but adorned enough that PCs may think it is the Mask of Ktopec.

At the skeleton's feet is a small, stone chest. The chest is locked (DC 15 to open) and trapped (DC 15 to detect and remove) with a poison needle trap. However, the poison has long evaporated and has no effect. Inside the chest is 1000 lead pieces painted to look like silver. A successful Appraise check (DC 16) uncovers the ruse of the mask, the necklace, and the coins, although checks should be made separately for each.

Chest Trap: CR 1; mechanical; turning trigger; repair reset; needle (+ 8 melee, 1 damage); Search (DC 15); Disable Device (DC 15).

Under the sarcophagus is a secret trap door. In order for it to be detected, the sarcophagus must be moved, requiring a combined strength of 40. Opening the door requires the insertion of a long,

flat object (like a sword or crowbar) to wedge the slab upwards. The hole in the floor descends into the real tomb.

7. Burial Chamber

You squeeze through the narrow opening and drop down into a small, square chamber. This room is much less ornate than the room above. No carvings adorn the walls. A square, featureless sarcophagus rests adjacent to one of the walls. The only signs of opulence here are four tall, bone candelabras, one in each corner of the room. All of them contain unlit candles.

This is the actual tomb of Tchelopotok, a yuan-ti shaman who lives in this region about 900 years ago. Each of the bone candelabras is finely decorated, and would fetch 40gp each from an interested buyer. They are rather large and cumbersome, however.

Opening the sarcophagus reveals the skeletal remains of a large snake with human arms. It clutches a silver trident (value 180gp) at its chest and wears an elaborate breastplate (masterwork). It also wears a number of ornamental rings and amulets with a total value of approximately 150gp.

The skeleton also wears the Mask of Ktopec over its face. It is made of beaten copper and adorned with shells and mother-of-pearl, but is otherwise unimpressive. It is not magical, and perhaps could fetch 10gp on the open market. Based on the rumors given to the PCs by Cyndiria, they may have trouble believing that this is the true Mask of Ktopec.

Chapter 5: The Ambush

The PCs should have little trouble making their way back through the tomb and exiting the trap door at the top. However, once all of the PCs have exited, Brother Cornelius and his bullywug minions spring upon them!

As the last one of you ascends through the trap door and into the daylight, a nearby voice breaks through the normal swamp sounds.

“Defilers! Pathetic defilers! How dare you intrude upon our sanctuary!”

A short, squat man, almost toad-like in appearance, steps out of the shadows. He wears a chainmail shirt covered by a tunic, which is emblazoned with the likeness of some sort of frog. He wields a long, spiked chain in a threatening manner. Simultaneously, a number of small frog-like humanoids leap from the trees to the human’s side. They point javelins at you and croak loudly.

“I suggest that you surrender any sacred items you may have stolen from the temple,” spits the human. “In fact, why not lay down your weapons altogether. If you do so, I will let you go. Otherwise death awaits! Choose!”

Brother Cornelius has no intention of letting the PCs escape. If the PCs surrender their weapons, Cornelius lets them go just long enough for them to see the javelin-riddled body of Turnipseed lying near the boats. He then sets the bullywugs upon them and they attack furiously. Should the PCs resist, a battle immediately ensues.

Brother Cornelius, male human Clr 2 (Wastri): CR 1; Medium humanoid (5 ft. 4 in. tall); HD 1d8+2; hp 10; Init +2 (Dex); Spd. 30'; AC 16 (+4 chain shirt, +2 Dex), touch 12, flat footed 14; Atks +4 melee (2d4 X2, masterwork spiked chain); SA spells; SQ Animal and War domains; AL LE; SV Fort +4, Ref +2, Will +5.

Str 11 Dex 14 Con 13 Int 10 Wis 16 Cha 8

Skills and Feats: Concentration +4, Spellcraft +2, Jump +2, Swim +2, Weapon Finesse, Exotic Weapon Proficiency.

Equipment: *potion of bull’s strength*, chain shirt, spiked chain, 15gp, 20sp, holy symbol.

Spells (3/2+1): 0: detect magic, light, resistance; 1st: bless, magic weapon*. protection from good (* indicates a domain spell which cannot be altered)

Bullywugs (4): CR 1; Medium humanoid (Aquatic); HD 1d8+3; hp 7 each; Init +0; Spd. 20', Swim 30'; AC 15 (+2 leather, +3 natural), touch 10, flat footed 10; Atk +1 melee (1d6, javelin) or +3 ranged (1d6, javelin); SQ marsh moves; AL CE; SV Fort +5, Ref 0, Will +2.

Str 10 Dex 10 Con 16 Int 7 Wis 7 Cha 7

Skills and Feats: Hide +0 (+6 in marsh), Listen -2, Spot -2, Endurance.

Equipment: 3 javelins, leather armor

Marsh Move (Ex): Bullywugs suffer no movement penalties for moving in marshes or mud.

Assuming the PCs defeat Brother Cornelius and his minions, they are free to return to Thurmaster. With Turnipseed dead, the return trip is nonetheless uneventful, as the guide clearly marked the way back to Bogspur. The PCs may also have to explain the death of Turnipseed to the townsfolk of Bogspur. Fortunately, the townsfolk understand the risks involved and see to his burial.

Concluding the Adventure

The PCs return to Thurmaster and meet Cyndiria at the predetermined time. There, she requests that the PCs give her a detailed description of the tomb, and asks for the mask. When the PCs give it to her, she looks at it with considerable skepticism. She anticipated that it would be much more elaborate (and magical) than what she has been presented with. If the PCs convince her that it is, in fact, legitimate, she jokes that every legend isn't necessarily true and she proceeds to buy a round of drinks for everyone.

She promised to tell the Academy of Lore about the assistance that the PCs gave her, and perhaps they may be able to return the favor at some point. Furthermore, she provides each PC with a 150gp reward. With Mask in hand, she bids the PCs farewell and returns to Loftwick with her find.

The End

Experience Point Summary

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

Award the total value (objectives plus role-playing) to each character.

Masking the Truth

Chapter 2

Successfully recruiting Turnipseed 30xp

Chapter 3

Defeating the crocodile 60xp

Solving the monolith puzzle 30xp

Chapter 4

Overcoming the shaft trap 30xp

Overcoming the statue trap 60xp

Overcoming the pit trap 30xp

Overcoming the gas trap 30xp

Overcoming the chest trap 30xp

Discovering the true Mask of Ktopec 30xp

Chapter 5

Defeating Cornelius and the bullywugs 120xp

Total Possible Experience: 450xp

Treasure Summary

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

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.

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.

Theft is against the law, but may be practiced by some player characters. Items which are worth more than [insert campaign value] 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 that are later found unreasonable but which were allowed at the time.

Chapter 4 Room 3

Aquamarine	18c, 0g, 0m
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Chapter 4 Room 5

<i>2 potions of healing</i>	0c, 0g, 15m
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Chapter 4 Room 7

Various mundane treasure	83c, 30g, 0m
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Chapter 5

Various gear	3c, 51g, 25m
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Conclusion

Monetary reward	150c, 0g, 0m
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Total Treasure	375gp
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The following should be made available on the AR:

Influence Point with the Academy of Lore

By assisting the Yeoman Dustdigger Cyndiria and recovering the Mask of Ktopec, you have earned an Influence Point with the Academy of Lore. Use this favor in a future adventure for a benefit as determined by your DM.

Player Handout 1: Hictor's Journal Exerpt

At the point where the land turned into water, we headed at first light, sun at our backs, into the murky wasteland before us. Our slow, prodding skiff took us past ominous trees that seemed to reach towards us with their prickly branches. Just as the light of day disappeared beneath the canopy we saw it—a jagged, black finger that pointed towards the sky. It was covered with both filth and life, but scraping the debris away we found that it was carved with strange glyphs, the likes of which I had never seen. Fortunately for our small band, Jervis could decipher traces of the ancient script, and we followed the staring lizards to our final destination.

Map: The Tomb of Tchelopotok

1 square = 5 feet

