

URC1-03



The Tear of Pelor

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

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(Based on a concept by Pat Malone)

Returning to Zodal's Temple, your fellowship takes the next step to thwart of the evil Kyuss uprising in the County of Urnst. A riddle plunges you into the watery depths of the Nyr Dyv to retrieve a magical gemstone that will aid in the battle between good and evil.



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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 the 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 you can communicate to your players, the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. Just about any home computer printer should do, but if for some reason yours doesn't, see if you can borrow a friend's printer, or visit a copy center that has computer access. 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*. Some LIVING™ campaigns may assume that you have access to other books as well (see the next page). 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. Lastly, you will need a place where you, and up to seven other players, will be able to play, and a table at which to play.

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 four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag 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.

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 gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

- 1-*No-vote scoring*: The players write their names and RPGA 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 event coordinator wants information on 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 the group, or when the adventure is run in tournament format with winners and prizes.

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. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Voting Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure, it is expected that players will bring their already generated characters with them. If characters do not have a LIVING GREYHAWK character generated, either get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your 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.

LIVING GREYHAWK Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the character's participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th

The level cap indicated is 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 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

This scenerio is the second in the three-part “Exposing Kyuss” series for the Mountain States LIVING GREYHAWK (County of Urnst) region. In the first scenerio, *The Secret of Zodal’s Temple*, characters were wounded by an orc attack while escorting a merchant wagon from Radigast City to Brotton. They awoke in a temple of Zodal to find themselves recovering from nearly fatal wounds.

Evil agents of Kyuss created a drought and heat wave in order to evaporate the moat surrounding Zodal’s temple. The characters, while investigating the strange circumstances, discovered an ancient and unholy temple to Kyuss beneath Zodal’s temple. The heroes ousted the evil, and found a journal written in a strange language.

Beltha Yoro, the cleric at Zodal’s temple, now has possession of the journal. She has tasked the good bard, Mott the Hoople, to decipher the journal’s secret language. With Mott’s assistance she has learned of a magical gemstone that can thwart the evil of Kyuss minions. Though she has deciphered the script, she was unable to crack the meaning of the riddle. She is sure that message in this riddle reveals the gemstone’s location.

She now tasks the characters to take the journal to the city of Brotton, and turn it over to Dennen Astralstaff, the head of the Radigast City Wizards Guild, who she trusts can solve the riddle. On the way to Brotton the PCs will run afoul of Radigast City’s thieves guild, the Birds of Prey.

Dennen has been abroad conducting Wizards Guild business in distant lands, and when the PCs approach him he has just returned to the County of Urnst to aid Yoro, and offer his talents in putting down this Kyuss uprising.

If the players are unable to solve the riddle, Dennen will do so. He will give the fellowship the entrance key, which he has had for years, but until now he had no clue of its exact use.

The PCs then travel to the coast of the Nyr Dyv, where they will discover a watery tomb.

On the way to Radigast City the PCs encounter a worshiper of Kyuss. His undead minions attack the party while he tries to take the gem.

Player’s Introduction

You sit around a table in the dining area of Zodal’s Temple. You’ve come answering a summons by Beltha Yoro, the temple’s cleric. Within the gray stone temple of the god of healing her priests give comfort to the sick and wounded. Yet, those who were here just five months ago know the evil that lurked in a secret temple beneath Zodal’s wonderful halls.

You and Beltha have been discussing the next steps that must be taken in order to thwart the Kyuss uprising.

“Thank you for answering my request. It is mid-Readying and the wizard Dennen Astralstaff has returned to our homeland.”

“You must travel to Brotton and deliver this journal to him. I am a good cleric, and well versed in many types of lore, but try as I may, I cannot decipher any of this script. Perhaps one of you has the skills to decipher this?”

A bard or rogue with the Decipher Script skill may make a successful skill check (DC 15) to learn the following riddle:

When One is fat, and the Other thin
And the Emerald Gem lies within
The Heavenly Crown—atop the head
Of the Stone Man’s scream of dread.

Only then in winter’s chill
Waters retreat to reveal
A secret vault along the shore
Guarded by a magic door.

The rest of the journal is DC30 to translate. The riddle is easier to decipher.

If the party does not have a member with the Decipher Script skill, Beltha Yoro will say:

“The good bard Mott the Hoople repaid his healing in our temple by breaking some of the journal’s code. He managed to understand a riddle, but the rest of the text was too difficult for him.”

Present Player Handout #1 at this time.

Continuing, Beltha says, “Mott remembered a legend about a magical gemstone with the power to thwart great evil. And that this gemstone—the tear of Pelor—was locked away in a watery tomb.”

“He suggested that the gemstone in the riddle could be the tear of Pelor. I think he is right. We need to contact Dennen Astralstaff. He might know more this artifact. Dennen is staying at the Harvest Inn, just beyond Brotton’s North Gate.

“I have a recurring dream wherein the dead push their way up from their earthen beds. In this dream I see them from afar—but the hillsides are dark with their numbers! I believe this is a warning of the troubles at hand. The uprising of Kyuss must be stopped.

“She hands you the book. “Deliver this only to Dennen Astralstaff. He will know what to do next.”

Beltha Yoro (human female Clr 5; Heal +10 Knowledge [Religion] +8, Profession [Herbalist] +8). Beltha is a kind old lady, and although she is frail in body, she is powerful in spirit.

Encounter 1: Conform or Die!

Leaving Zodal's Temple with the journal, the trail to Brotton passes several worked fields. Even in the winter months, farmers tend to their winter crops. The rich and fertile lands of the County yield foodstuff that feed folks across the Flanaess.

Children work the fields beside their fathers. They all stop their toils to watch a fellowship pass by. It isn't every day they see a group of adventurers.

As the party passes by, they hear children say things like, "Look at that sword, Papa!" "I bet that is a powerful wizard!" "Look how tall that warrior is!" "Where are they going, Papa?"

The farmers ask the PCs if they have encountered any dangers on the roads. They are nervous that goblins or orcs will raid this winter. The party can either dispel their fear, or they'll round up their children and head for the safety of his home.

Topping a hill, you can see the city of Brotton in the gray distance. Leafless hedgerows mark the boundaries of numerous fields between you and Brotton. A few copses of evergreen trees dot the bleak winter landscape. As you pass one of these clusters of trees your journey to Brotton is interrupted.

Several men rush toward you from behind trees. They are armed with crossbows and wear short swords at their sides. If they wear armor, it is hidden beneath their layers of winter clothing.

These rogues are members of the Birds of Prey—the dominant thieves guild in Radigast City. They have been sent to "persuade" the adventurers to "sell them" the journal.

The rogue leader will run his left hand across his chest, then brush his left hand down his waist and down to his knee. This sign is a request that any PCs that are in the Birds of Prey guild to identify themselves now or suffer the oncoming attack. DM will have to tell Bird of Prey characters what this sign means, as they will not know this sign, yet. Characters who identify themselves as members of the Birds of Prey will be asked to either give the journal over, or steal it from the party and return to their headquarters in Radigast City.

The Birds of Prey will indeed try to purchase the book before they attack. Navrick, the rogue leader is authorized to pay up to 100 golden nobles for the journal. If the journal is not handed over, the rouges attack.

Tier One (EL 3):

Birds of Prey, male human Rog1 (4): CR 1; Medium-Size Humanoid (6 ft. tall); HD 2d6; hp 13 (each); Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 armor); Atks: +1 melee (1d6 [crit. 19-20], short sword), or +3 ranged (1d8 [crit. 19-20], light crossbow); SA Sneak Attack; SD Evasion; AL N; SV Fort 0, Ref +3, Will +0

Str 11, Dex 14, Con 11, Int 10, Wis 10, Cha 11

Skills: Bluff +4, Decipher Script +4, Escape Artist +6, Gather Information +4, Hide +6, Listen +6, Move Silently +5, Open Lock +7, Spot +6; **Feats:** Alertness, Toughness.

SA: *Sneak Attack* (Ex)—any time the rogue's target would be denied his or her Dexterity bonus to AC (whether he or she actually has a Dex bonus or not), or when the rogue flanks the target, the rogue's attack deals extra 1d6 damage.

SQ: *Evasion* (Ex)—if exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage (such as a *fireball*), the rogue takes no damage with a successful saving throw.

Possessions: Leather armor, short sword, light crossbow, 11 bolts, cold weather outfit. The leader of the group also carries a bag filled with 100 gp.

Tier Two (EL 4):

Birds of Prey, male human Rog1 (8): Use the stats above.

Tactics: Their first attack will be with light crossbows and thereafter move in for melee

The Birds of Prey Thieves Guild is the dominant guild in Radigast City. It is not uncommon for them to be this far out of their city.

Encounter 2: Taxes

The rolling farmlands give way to shantytowns choked with refugees. Persons with thick foreign accents offer various goods at exaggerated prices.

If not for the standards flying at the gate, you would be lost in the maze of dirty and flimsy wooden buildings, and crowds of people outside Brotton. One standard is the green flag of the County adorned with a white swan. The other standard is that of the city of Brotton.

A detachment of guards patrols the gate. They are dressed in red woolen leggings and long-sleeved tunics. They wear sleeveless chain mail armor atop their clothes, and each wears a red wool cloak. The gate men wield a halberd decorated with ribbons of white and red tied at the spearheads.

"Halt, travelers," commands one of the half dozen guardsmen. "There is a tax on entering Brotton for folks carrying arms. I'll have to have your names and collect the proper taxes from each of you."

The guardsmen, lead by Thymbillon (human male Ftr2; Sense Motive +3) the gate captain, are skilled warriors (human men and women Ftr1). The city does not hire dolts to guard their city gates. They refuse entrance into the city to PCs who do not pay the tax.

Taxes per weapon type:

Simple weapons:	2 cp for each weapon
Martial weapons:	5 cp for each weapon
Exotic weapons:	1 sp each weapon
Per 20 bolts/arrows	2 cp

Tymbillion carries a ledger in which he writes each of the PC's names and amount of taxes they paid. He then will have each PC sign the entry and collect the taxes. If asked, he tells the PCs that the taxes collected help pay the weekly wages of the guardsmen. Because of this, the guardsmen are vigilant in their collection. They flatly refuse entry to anyone who cannot or will not pay the tax.

Once the taxes are paid, the guardsmen can direct the PCs to the Harvest Inn. The inn is within sight of the gate.

Encounter 3: Dennen

The Harvest Inn is a three-story building some one hundred paces from the gate down a narrow cobblestone road. Several narrow buildings are crowded between the gate and the Harvest Inn.

The first floor of the Harvest Inn is made of stone, and the second and third floors are crafted of dark wood. White painted shutters accent the dark wooden upper floors.

A thick wooden door keeps the chill winter air outside. The inside is comfortable. A fire blazes in the main hearth of the common room. There are a handful of humans in that room. Many of these people congregate into groups at the various tables, but one man sits alone. He appears interested in your entry.

He approaches your group. "If you are the brave souls Beltha Yoro has sent, then I am the man you seek," He offers you seats around a large table. As he does a man brings steaming wine in fine wooden cups.

Dennen Astralstaff is an older man, human, with a short trimmed white beard. While his features are not striking, his presence commands your attention—it is a quality he exudes in his manner, rather than from his appearance. He wears rich blue robes adorned with celestial bodies embroidered in silver. These patterns appear to move and drift along their sky of cloth. After a quick sip of wine he speaks:

"I was saddened when I returned to my homeland and learned of the dire things that lurked beneath the temple of Zodal. Beltha is a fine cleric, but for some reason she thinks that only I can be trusted with the information you bring. I have several wizards under my charge, and each of them are committed to the safety and well-being of the Countess' realm... But enough talk for now. Let's enjoy the evening meal and have a smoke. After we are relaxed we will go upstairs and speak in private."

You enjoy a rich and filling meal that stretches over many courses. Fine food and drink are brought to the table, and are quickly replaced when consumed. After the meal a man brings several lumps of coal to keep the fire fed. He fills a nearby buck-

et with the extra pieces of coal. After tending to the fire, he approaches your table.

He wipes the black coal dust from his hands, onto the apron he wears. He says, "The rooms are readied per your request, sir. The evening meals, drinks, and rooms for the night totals 200 gold nobles, master Dennen."

The wizard compliments the man on his service, and asks him to extol compliments on the man's wife for the excellent food she prepared. He gives the innkeep a pair of gems as payment.

The tall man beams with the wizard's complement, and tucks the gems into his own belt pouch.

"Now then," says Dennen to you all, "let us take to our rooms and have a talk. I would rather discuss such in the light of day, but I believe haste is needed and we cannot afford to wait until tomorrow."

Each character has a private room with a bed, a pair of wash basins on a dresser, and a sitting chair facing the window. The windows are closed and shuttered against the shrill winter wind. A decorative candle is wedged in a silver candleholder on the dresser.

Dennen's room is twice as large as the regular rooms, but the furnishings are the same except for the fact that he has a group of extra chairs, one for each PC. His raven familiar is perched on the wash basin bowl. Its claws make high-pitched scratching sounds against the metal bowl.

Dennen will have the characters introduce themselves. Dennen wants to learn how powerful the PCs are. He would never send a boy to do a man's work, so he wants to make sure the fellowship can survive the task he is about to send them on. He asks each to describe his or her adventuring accomplishments.

Dennen understands the strange code in the journal, and will read the riddle and presents commentary on riddle's meaning.

When One is fat and the Other thin:

"The phases of the moons Luna just past full, and Celene just past new moon"

And the Emerald Gem lies within:

"The emerald gem is the wandering star called Conatha"

The Heavenly Crown—atop the head:

The Heavenly Crown is a constellation of 20 stars forming a crown – see player handout #2

Of the Stone Man's scream of dread:

"The constellation hangs low in the winter sky and, on the

eastern Nyr Dyv appears just above a certain rock formation on the coastline”

**Only then in winter's chill
Waters retreat to reveal
A secret vault along the shore
Guarded by a magic door:**

“Apparently this refers to the same ancient magic that kept the secret temple to Kyuss beneath Zodal's temple air-tight for so long.”

After the discussion about the riddle's details Dennen produces an odd-shaped key. Flashes of blue green energy belie the fact that this key is magical.

Dennen gives the key to a wizard, sorcerer, or bard PC—in that order. If none of these are among the PCs, he'll turn the key over to a paladin, cleric, druid, monk, fighter, ranger, or barbarian—in that order.

“I have held on to this key for the last dozen years. I claimed it as a young adventurer when I learned life's lessons and did my own part in ridding the world of evil. Our successful company defeated an entire temple of Kyuss worshipers in lands far to the north. I didn't know what the key was for, but it was obviously magical and I claimed it for my own.”

“Now I give it to you. I hope that it will unlock the vault “guarded by a magic door,” of which the riddle refers. That is if you find said vault at all. The constellation of the Heavenly Crown is rarely seen in this part of Oerth's sky. It only makes a brief appearance in the winter months, and then it moves out of sight.”

“According to the riddle the vault is only accessible when the planet Conatha passes through the constellation. I have long studied the night skies and know their travels well. I must warn you, the Heavenly Crown is a small constellation, and Conatha intersects with it for only two hours.”

“You must find this vault, gain access, find the gemstone, and escape before the waters return—I believe that the convergence of planet and constellation will create a tidal effect that will draw back the waters of the Nyr Dyv for only a short time. If you are successful, I bid you bring the gemstone to my guild in Radigast City, it is there I will research the subject at hand while you are on your quest. If the gods favor us, I will learn the details of this ‘tear of Pelor’ before you arrive with it.”

“Now, while you may, sleep in comfort. Dawn comes early, and you must be up before it comes.”

Encounter 4: Discovery

The last two days have tested your survival skills. Chill damp winds blow up the rocky cliff shoreline, as you follow the long and crooked path that the folk of the last village say leads to the place to view the elusive Heaven's Crown and its rare intersection with Conatha—a rock formation called the Screaming Man. If the villagers were right you should reach the spot by late afternoon, a time that is rapidly approaching.

Onward you trek along the shoreline of the Nyr Dyv. Sometimes the path winds its way a hundred feet above the waters along dangerous cliffs. Other times the path descends to wet gravel, just a few feet from the lapping water.

To the north and south lie gravely cliff crowned shoreline as far as the eye can see. And to the west you see a seemingly endless wet vast.

A few jagged rocks jut up from the cracked, heightened shoreline. One of these rocks looks like the head of a man—a man screaming as if in some eternal anguish. This is the place you have been looking for. The villagers told you it was an evil place—they would only talk about the Screaming Man in hushed whispers.

When the PC's approach the rock formation they are 50 feet above the lakeshore. They will have to climb down the cliff face (Climb DC 10). If they fall they will take 1d6 per 10 feet of the fall. A knotted rope will make the climb much easier (DC 5). The PCs can take 10 on these rolls. Traveling back toward a strip of the path that is along the shoreline, and then following the shore to Screaming Rock is not an option, unless the PCs want to risk the dangerous tides along the shore (see below). The trail hits shoreline a quarter-of-a-mile back, but then the shoreline rapidly disappears as the waves of the Nyr Dyv hit towering cliffs that stand between the shoreline path and the Screaming Rock.

Once on the shoreline on which the Screaming Rock sits the PCs may want to explore the area. The Screaming Rock juts out of the cliff face, and it is not carved, but rather has been shaped by wind and water. The rock has clear indents for its mouth and eyes, which strangely are not home to gulls and other aquatic birds. These birds inhabit just about all other crevices along the cliffs.

If the PCs examine the shoreline, they find only sparse marine life along the rugged shore. PCs can wade out only some 10-feet out, where the rock rapidly drops due to an underwater cliff. PCs who decide to swim this section of the Nyr Dyv to search underwater will have an extremely hard time of it. Due to the strong currents, the water is as rough water (DC 15). Submerged PCs who Search may find the stairway that leads down to the door (see below), but it will be difficult (DC 20) because the water is murky and constantly moving. Even if they find the stairway, following it down its 50-foot decent will be difficult.

The constellation of the Heavenly Crown (Player Handout

2) will become visible in the western sky soon after sundown (four hours after the PCs arrive at Screaming Rock). The blue/green planet of Conatha will make its way across the western sky, and intersect the Heavenly Crown an hour later. During that two hour time while Conatha lies inside the constellation of the Heavenly Crown, an unnatural gravity will pull the waters westward, exposing the stairs leading to the vault's magical door that wind down the underwater cliff.

The party should make any preparations while there is remaining light. There will be a real time limit of two hours before Conatha passes out of the constellation, and the lake waters come flooding back to their normal position.

The time is at hand. The emerald-colored planet moves into Heavenly Crown. As it does, a mighty roar is heard as the waters of the Nyr Dyv succumb to an unnatural pull of the tide. The shoreline retracts and uncovers the bit of shore and beyond is another submerged cliff. A rough stairway descends the cliff face and leads to a once submerged cave.

The stairs lead to a magically sealed door that lies within some 30 feet within the cave. The floor of the indent slopes down, so that the door is half submerged. The door is adorned with runes similar to those seen at the Kyuss temple beneath the Temple of Zodal.

The submerged door is adorned with the carving of a man holding a staff in one hand, and a skull in the other. Behind the man stands group of undead creatures. Above the carving is a group of runes. They are similar to the rune letters in the journal you delivered to Dennen.

Give the players Player's Handout #3. They can attempt to abstract the meaning of the runes or they can attempt a Decipher Script (DC 15) to read the ruins. The translation is:

Kyuss, the creator and his sons

Speaking the words out loud unlocks the the door, and opens it. Water from the cave spills down many dark steps. The magic of the door has kept this vault airtight: See the DM Map: Underwater Vault.

Encounter 5: The Vault

1: Stairs and Statue (EL2)

The stairs travel down a 5-foot-wide corridor that extends some 25 feet before ending at a tall metal door. A pool of thigh deep water stands just in front of the door.

As the party nears the door, a magic keyhole will appear at its center. The party must use the key Dennen gave to them to open the door. This lock can only be picked by a very skilled PC (DC 35)

The door is also trapped:

Electric Discharge Trap: A small wire will set off a small magical discharge along the 25-feet of the hallway if it is tripped. If the trap goes off, it will deliver electrical damage (1d4) to everyone in the water (there is at least a shallow bit of water some 15 feet in front of the door); Fortitude save halves (DC 10); Search (DC 12); Disable Device (DC 18).

Beyond the metal door is an ancient stone room. The room looks to be about 75-hands square. A statue in the likeness of Kyuss—a staff in one hand, and a skull in the other—stands facing your direction in the middle of the room. Ancient magic crackles around the room when you opened the door, and the mouth of the statue speaks:

“Who would be so bold as to enter, unwelcome, into this place of dread?” The statue speaks in a thick, but unknown, accent.

The question is from a *magic mouth* spell cast long ago to trigger upon the vault door opening (to identify Spellcraft, DC 22). As the party approaches the statue, it will animate from the torso up, and fight any character close enough (i.e., within 5 feet). The statue blocks the only safe route to the inner chambers beyond.

As well, the floor of this room is trapped.

Covered Pit Trap: To either side of the statue are large covered pits that will open when a character walks upon them; Fall into 10' deep pit (1d6); Reflex to avoid (DC 20); Search (DC 20).

The pits extend to both the left and right walls of the vault. Additionally the length of the pit traps run the last 15' feet to the opposite wall. The only untrapped section of the chamber is a 5-foot-wide walkway straight beyond the statue.

All Tiers

Animate Statue: CR 2; Medium-Size Construct (6 ft. tall); HD 3d10; hp 22; Init +0 (Dex); Spd 0 ft.; AC 22 (+12 natural); Atks +2 melee (1d6, slam); SQ Construct; AL N; SV Fort +1, Ref +1, Will +1.

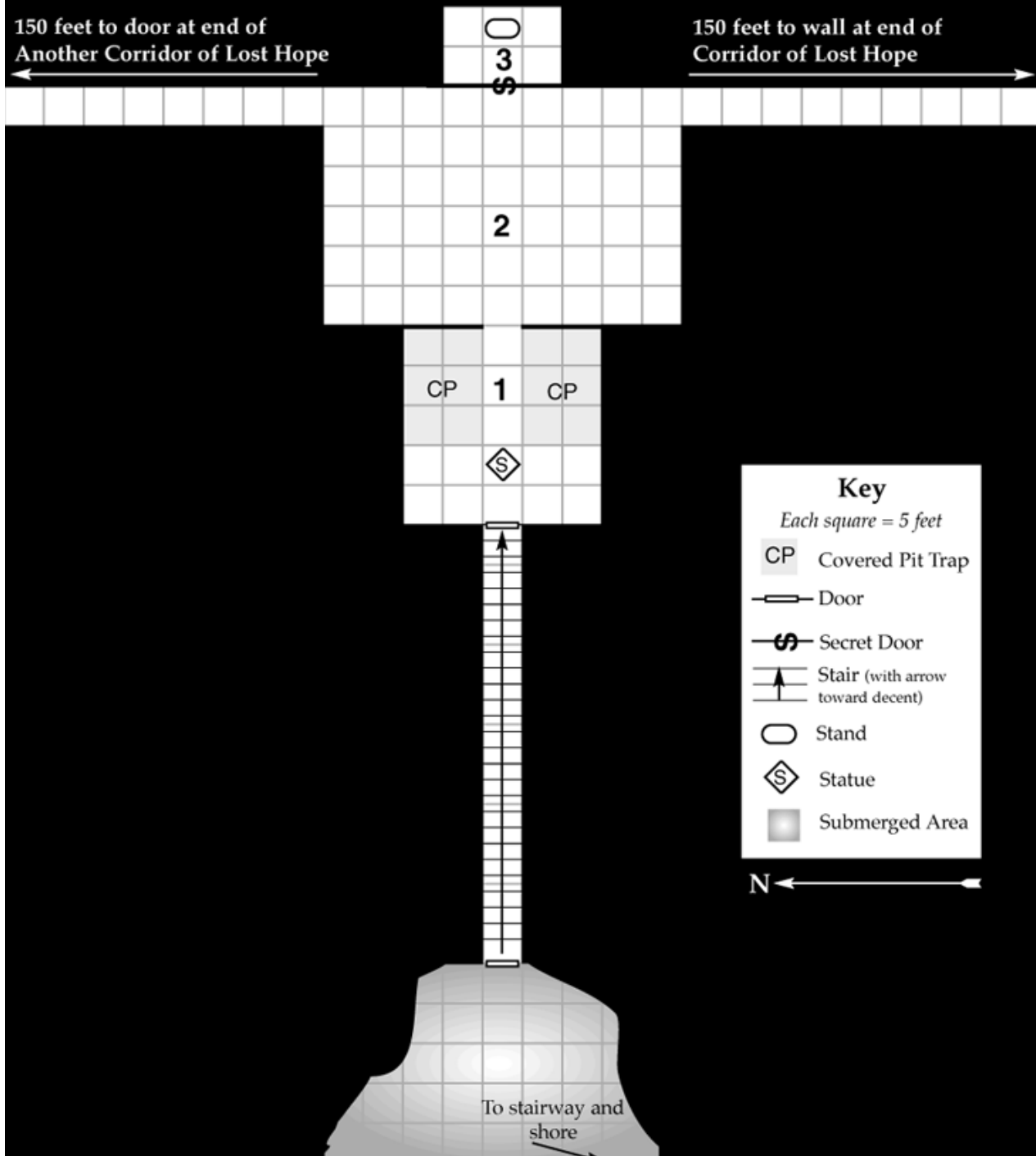
Str 11, Dex 10, Con -, Int -, Wis 5, Cha 11

SQ: *Construct*—Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death for massive damage.

DM Map: Underwater Vault

150 feet to door at end of
Another Corridor of Lost Hope

150 feet to wall at end of
Corridor of Lost Hope



2: Chamber of Bones

Past the statue, you navigate the safe portion of the room's floor to arrive at another iron door. Iron lips sprout from the door and speak:

“Be it Mother, Father, Son, or Daughter –
That leads the masses to their slaughter?
Put your hand upon the plate,
Speak your answer, seal your fate”

The voice speaks with the strange accent that the statue spoke with. Beneath the mouth appears a bronze handprint.

The PCs can identify that this is another magic mouth spell with a successful Spellcraft check (DC 22). A PC must place his or her right hand on the bronze handprint and recite the answer to the riddle for the door to open. The answer is “mother,” because that word comes first in the riddle. Giving a wrong answer while a PC's right hand is on the door will cause magical energy to course through the PC's body. This energy does one point of temporary Wisdom damage.

Beyond this door is a room. Two archways, one to your far left and the other to your far right exit this 50-foot-square room. Several dozen skeletons litter the floor.

There is a secret door on the east wall, in between the two archways. It is found by a successful Search check (DC 20). See Room 3 for details.

Skeletons animate as the party enters this chamber. Half the skeletons attack the party, the other half guard the right archway, attacking only those who approach that archway.

Tier One (EL 2):

Skeleton (6): CR 1/3; Medium-Size Undead; HD 1d12 (6hp); Initiative +5 (Dex, Improved Initiative); Spd 30; AC 13 (+1 Dex, +2 natural); Atks +0/+0 melee (1d4, claws) [2]; SQ Undead, immunities; AL N; SV Fort +0, Ref +1, Will +2.

Str 10, Dex 12, Con —, Int —, Wis 10, Cha 11.

Feats: Improved Initiative.

SQ: *Undead*—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage; *Immunities* (Ex)—Skeletons have cold immunity. Because of they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

Tier Two (EL 4):

Skeleton (12): Use stats above.

Right Passage: Corridor of False Hopes

Pushing beyond the skeletons guarding this passage you see this corridor extend into darkness. After traveling a few minutes down a straight passage, you come to a dead end. An inscription is written upon a painting of a door in the wall. It reads:

An Ancient Magic has placed a door in the wall. Open it to find the gem.

The *tear of Pelor* is safely tucked away behind a secret door in the Chamber of Bones. This hallway is a ruse to get those questing for the *tear of Pelor* to spend too much time at a dead end with the hopes that they become caught in a watery grave.

Left Passage: Another Corridor of False Hopes

This corridor (the one without the guardian skeletons) extends into darkness. After traveling for a time down this straight passage, you come to a wooden door bound with iron.

This is a trick door. There is nothing behind it, except the stone this vault was carved out of. The door is locked, with an extremely complex lock to thwart thieves (DC 30). Bashing open the door is even more difficult, since bashing it in is not an option. To break open the door by pulling a Strength check is required (DC 28). The PCs can destroy the door with weapons or spells (Hardness 10; hp 60).

The *tear of Pelor* is safely tucked away behind a secret door in the Chamber of Bones. This hallway is a ruse to get those questing for the *tear of Pelor* to spend too much time at a dead end with the hopes that they become caught in a watery grave.

Room 3: The Treasure (EL 3)

On the wall of this chamber, in the middle of the two corridors branching out to your left and right, you find the outline of a door. Prying with all your strength, you manage to open this airtight vault. A gust of air spills out from this secret doorway.

The door is secret, but can be opened by wedging and pulling (Strength check, DC 20). When they open the door have each player roll a d20. Don't tell the player's why. Find out what numbers they rolled, but tell them nothing seems to be wrong. This should keep them on the edge of their seats!

Your light gleams off of a piece of amber that rests upon a dusty pillow. This yellow gem is shaped like a large tear. Inside the gem you spot the face of the sun god, Pelor.

The PC who grabs the gem (Dexterity check, DC 15; Use the rolls you had the characters make when they entered the chamber) may unsettle the very fine dust on the pillow. If the dust is unsettled everyone in this 20-foot square room must make a Will Save (DC 15). PCs who fail the save fall unconscious for 2d20 minutes.

When a PC grabs the gem read the following:

Either your time has elapsed, or the ancient magic that supports this vault has collapsed once you removed the amber gem. The ground vibrates beneath your feet, and the terrible sounds of crashing waves can be heard from the entrance far ahead!

PCs who think fast and run can escape a terrible watery death. PCs who full-round action run and are unarmored can escape the tomb in two rounds (the first round will get them just outside the outer door, and the second round can be spent sprinting up the stairs). Small characters and PCs in armor will have a harder time of it, but can still make it. PCs who hesitate may be caught in the water. Listed below is the round-by-round details for the danger of escaping the flooding vault:

Round 1 – Characters can take a full-round action run to escape. The tide is moving up the once submerged cliff at a fast rate.

Remember to adjust encumbrance for characters carrying sleeping comrades.

Round 2 – The sounds of crashing water are getting louder, and the vault complex trembles with the rush of approaching water. Characters can take a full-round action run to escape.

Round 3 – The sounds of crashing water is deafening! The complex shakes so much, that characters may only take partial actions.

Round 4 – Water begins gushing into the complex! Any sleeping character will awake at the touch of the near freezing water.

Flooding waters are considered rough water, and unprepared characters need to make a successful Swim check (DC 15). If a character takes precautions from the rushing waters (i.e., bracing against a doorway, grabbing onto the statue, etc.) they receive a +2 circumstance bonus to their check. Remember to penalize their Swim Check by one point for each 5 pounds of gear carried.

A successful Swim Check allows 1/4 movement through the water. Characters bracing themselves make no movement the first round water rushed in.

A failed swim check means that PCs cannot move during that round. Failing by more than 5 means the character is underwater and starts to drown (See *DUNGEON MASTER'S Guide*, pg. 85).

Round 5-6. – Water continues to rush into the complex! A Swim check (DC 15) is required to move at 1/4 speed. If characters fail, see details of round 4.

Round 6 – Water continues to rush into the complex! A Swim Check (DC 15) is required to move at 1/4 speed. If characters fail, see details of round 4.

Round 7-8 – Water continues to rush into the complex! The vault walls begin to erode with the force of water. A Swim Check (DC 15) is required to move at 1/4 speed. If characters fail, see details of round 4.

Round 9 and beyond – Water has nearly filled the complex. Incoming water is no longer considered rough water, and characters can make Swim Check at DC10 to make their swimming movement of 1/4 normal speed.

If the PCs don't make it out of the tomb: Tragic End

If the character do run out of time, and make poor decisions instead of using their heads to survive the flooding vault, they will drown.

Alas, the forces of good are dealt a serious blow as your valiant attempts to secure the tear of Pelor have come to a tragic end.

Perhaps one day the forces of good will prevail. As for each of you, there is an eternal peace and tranquillity that surrounds you. You realize that you were meant to be part of this eternal tranquillity, and that you life and trials of the Oerth realm were preparation for this eternal bliss...

Encounter 6: Cold, Wet, and Tired

Escaping the vault with (or without) the magical gem, the winter winds freeze your wet clothes and hair.

It is with cold, trembling hands you manage to get a fire started. Soon the small flames blaze with welcomed, life saving heat.

Allow game time for healing and recovery at this point—they'll need it!

The excursion into the under ground vault has left you tired, wet and sore. The remaining night passes with a constant snow. You wake the next morning to find your gear buried beneath several inches of fresh snow.

Your mission completed (or failed), you trudge through the driving snow for most of the day. You travel north, to Radigast City. The thought of meeting Dennen in a nice warm apartment in the Wizards Guild quickens your stride.

NOTE: If the PCs have the *tear of Pelor*, the person will feel it vibrate in the presence of undead (if undead are within 100 feet).

The sight of several human-like figures moving toward you through the snowstorm interrupts your daydream of a warm room, some dry clothes, and a hot meal. As they move closer you can make out their putrid gray skin and dark dead eyes.

Among the undead you hear a voice that shouts over the storm's winds: "If you have the *tear of Pelor*, toss it to me, and I will spare your lives. If you refuse, my undead horde will slaughter you."

A regal looking human male dressed in robes and a thick furred cloak to keep warm is some 50 feet in front of you. Between you and he circle an army of undead. They seem eager for his command to destroy you.

If the PCs toss him the gem (or they don't have it) he will chuckle, command his zombies to attack, and activate his ring to *word of recall* back to Radigast City. Activating the ring requires twisting it, and provokes an attack of opportunity. If the PCs refuse to surrender the gem to him, he will command his zombies to attack, and cast spells or join in melee.

If the PCs suffer casualties, the worshipper of Kyuss offers the remaining PCs a chance to surrender, but only if they still carry the *tear of Pelor*. He is not happy to be out in the cold wilds, and will act impatiently until he gets what he wants.

Tier One: (EL 5)

Zombies (6): CR 1/2; Medium Undead (6 ft. tall); HD 2d12; hp 10 (each); Init -1 (Dex); Spd 30'; AC 11 (-1 Dex, +2 natural); Atks: +2 melee (1d6+1, slam); SQ Undead, Partial actions only; AL N; SV Fort 0, Ref -1, Will +3.

Str 13, Dex 8, Con 0, Int 0, Wis 10, Cha 11.

Feats: Toughness.

SQ: Undead—Immune to mind-influencing effects, poisons, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage; *Partial Actions Only* (Ex)—zombie have poor reflexes and can perform only partial actions. Thus they can move or attack, but can do both if they charge (partial charge).

Worshipper of Kyuss, male human Clr2/W2: CR 5; Medium Humanoid (5 ft. 11 in. tall); HD 2d8 and 2d4; 14 hp; Init +2 (Dex); Spd 30; AC: 16 or 18 (+2 Dex, +4 Mage Armor, and additional +2 if attacked by good PCs); Atks: +3 melee (1d6, mace); SA: Death Domain; SQ: Evil Domain; AL CE; SV Fort +3, Ref +4, Will +9.

Str 10, Dex 15, Con 10, Int 13, Wis 16, Cha 14.

Skills: Knowledge (religion) +6, Knowledge (necromancy) +8, Spellcraft +8, Concentration +7; *Feats:* Lightning Reflexes, Weapon Focus (mace), Spell Penetration.

SA: Death Domain—can use a death touch once per day. The death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When opponent is touched, roll 1d6 per your cleric level. If the total at least equals the creature's cur-

rent hit points, it dies.

SQ: Evil Domain—Casts evil spells at +1 caster level.

Equipment: Death shroud robes and a heavy cloak, gold ring, and a mace forged of cold steel.

Divine Spells Prepared (4/3+1): 0—*guidance* (x2), *resistance* (x2); 1st—*bane*, *doom*, *protection from good*

Arcane Spells Prepared (4/3): 0—*daze*, *mage hand*, *detect magic* (x2); 1st—*charm person* (x2), *magic missile*.

Tier Two: (EL 6)

Zombies (12): Use stats above

Worshipper of Kyuss, male human Clr2/W2: Use stats above.

Tactics: The worshipper will send his zombies to attack. The zombies will partial charge toward their opponents when possible. The worshipper will first cast *charm person* on the PC he thinks is the leader of the group to learn who has the gem. If he is lucky he will choose the PC who has the gem (he will pick who he considers to be the leader of the party) and then get that PC to hand it over. If you are playing a Tier Two encounter he will use the *scrolls of sleep* to extract the gems after he finds out who has them. If that does not work he will attempt to get the PC he has charmed to tell him who has the gem, and then charm that person as well. He will prefer the PCs throw him the gem than have them hand it to him. If the PC's throw is off the mark he uses *mage hand* to retrieve the gem from a distance. If neither of these options work he uses his *scroll of blur*, then will cast spells to support his zombies, avoiding combat if possible. If his mission is in jeopardy he will use his ring to escape.

The worshipper wears a *ring of Kyuss*. This ring is a common symbol among the clergy of Kyuss, allowing worshippers to be known immediately among each other. This ring has a single *word of recall* spell that activates when the he twists the ring upon his finger. If the worshipper gets the gem, he will *word of recall* back to his sanctuary.

If the worshipper is defeated, and a PC puts the ring on and activates it by twisting it, she or he is immediately effected by the *word of recall*, teleporting them to a locked room within the Kyuss headquarters in Radigast City. Note on the Character Log that the PC is imprisoned, and his/her character may not be played until rescued.

Conclusion 1: Killed by Zombies

Alas, the forces of good were dealt a serious blow. Your valiant attempt to secure the tear of Pelor has come to a tragic end.

Perhaps one day the forces of good will prevail. As for each of you, there is an eternal peace and tranquility that surrounds

you. You realize that you were meant to be part of this eternal tranquility, and that your life and trials of the Oerth realm were preparation for this eternal bliss.

Conclusion 2: Defeating the Zombies

With the zombies and the worshipper defeated, you continue your trek toward Radigast City. Numb from snow and chill, you finally arrive at the gates of the great walled city. The guards spy your approach, and immediately clear the path through the commoners so you can enter the city.

“Begging your pardons, but the master wizard Dennen Astralstaff bade us keep an eye out for you. He cast a spell that showed us an illusion of your likeness, and commanded we usher you straight through to the Wizard’s Guild upon your arrival. But, I’m sure you can spare a moment before we go. Here is some hot broth. You look frozen to the bone. Come now, lads (and lasses), have a cup and warm yourselves, while I get a carriage for you.”

“Perhaps you can tell us of all the mustering of the militia, since you are adventurers, and friends of Master Dennen, and seem in the know. Can tell us why the folk of the city are armed and armored?”

The offer of hot soup and carriage is genuine. There is no trickery here, but the PCs might believe they are being duped. If they are paranoid, so be it. The gate guards aren’t stupid and realize that if Dennen needs to see these adventurers, that these frozen people must be important. The guards will ask the PCs to mention to Dennen a word about how well they were treated by the gate guards. These gate guards are hoping that Dennen will appoint them to guard the Wizards Guild.

The carriage pulls up to a most elaborate stone tower. Guards snap to attention as Dennen exits the building. One of these guild guards opens the carriage door, assisting each of your exits.

“Welcome, good adventurers,” Dennen begins. “I am glad to see you have safely reached your destination. Please follow me inside, and we’ll talk.”

You are led into a sitting room, just off to the left of the main entrance. A table has been prepared for you with several bowls of warm water to wash your hands before picking at a variety of steaming meats. Bowls of hot soup are set out for you, as are cups of steaming wine.

Dennen makes a gesture with his hands and fingers, and the cold that grips you magically vanishes. Also, the weariness from your travels and adventures are reduced.

“Now, tell me all that you have to tell, then I shall tell you what I have learned of the *tear of Pelor*,” commands the wizard.

The conversation goes long into the night. Two things become obvious from your talks with Dennen. The Kyuss upris-

ing has already begun in the capital. You are expected to help in any way that you can—help to put an end to this unholy uprising.

The End, but to be continued...

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 1: Conform or Die

Defeating the Rogues 100 xp

Encounter 5: The Vault

Defeating the Animated Statue 50 xp

Defeating the Skeletons 100 xp

Encounter 6: Cold, Wet, and Tired

Defeating the worshiper and zombies 200 xp

Total experience for objectives 450 xp

Discretionary roleplaying award 0-50 xp

Total possible experience 500 xp

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 which are worth more than 250 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.

Encounter 1

- 100 gp found on the Birds of Prey leader

Encounter 6

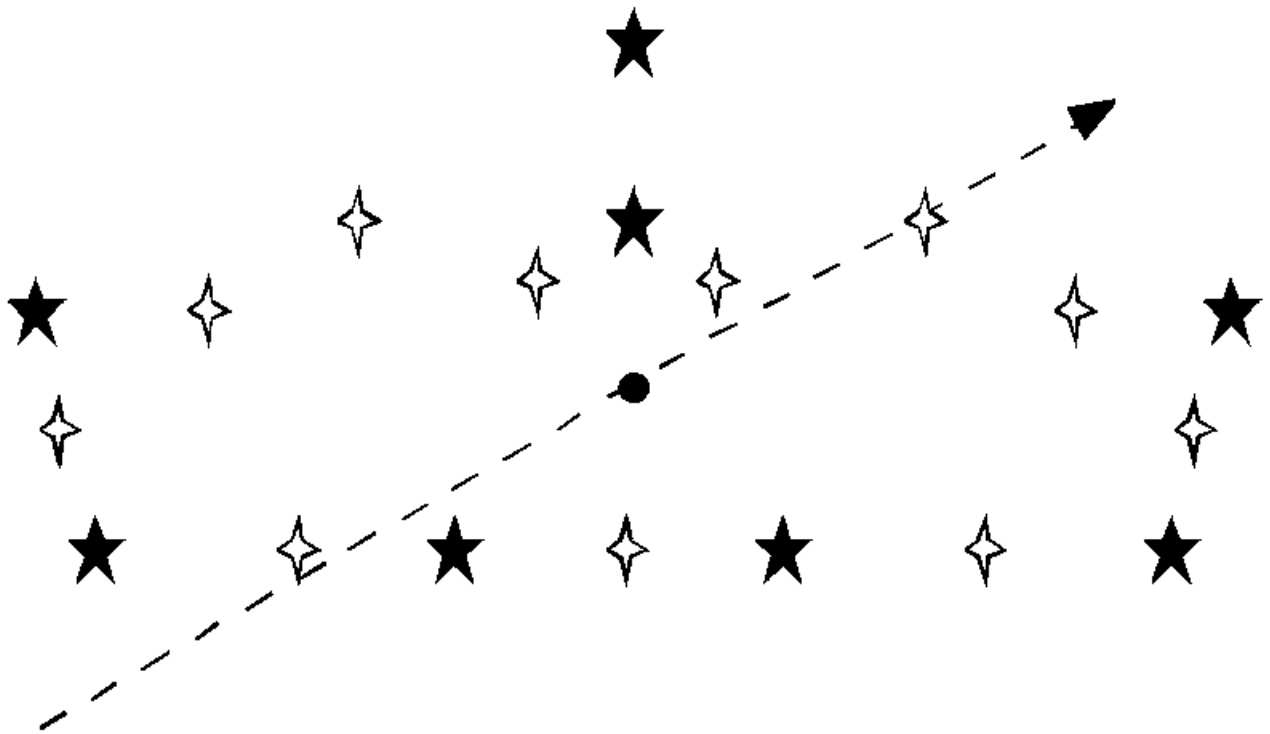
- *Potion of blur* (300 gp, 1/4 lbs., glass and liquid, common): only if this item was not used by the worshiper of Kyuss (Tier 2 only)
- *Scroll of sleep* (25 gp, * lbs., parchment, common): only if this item was not used by the worshiper of Kyuss (Tier 2 only)
- *Scroll of sleep* (25 gp, * lbs., parchment, common): only if this item was not used by the worshiper of Kyuss (Tier 2 only)
- *Ring of Kyuss* (450 gp, * lbs., gold with fancy stone, rare): Dennen Astralstaff will know about the ring and insist that the PCs hand it over to him. The value listed above is the gold he will give the PCs for handing it over, rather than its true value. If any PC denies Dennen the ring and keeps it at the end of the adventure, they will eventually twist the ring, thus activating it, and will be imprisoned as detailed in Encounter 6.

Player's Handout #1:

When One is fat, and the Other thin
 And the Emerald Gem lies within
 The Heavenly Crown—atop the head
 Of the Stone Man's scream of dread.

Only then in winter's chill
 Waters retreat to reveal
 A secret vault along the shore
 Guarded by a magic door.

Player's Handout #2:



The Heavenly Crown

Player's Handout #3:

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