



*The Realms of Chirak Adventure Series Volume 1:*

# ***Swords against Shaligon!***

**A mysterious assault at sea...**

**A capricious goddess awakens on a remote  
isle...**

**A land in need of heroes...**

**Now is the time to take up arms, and fight  
the evil that awakens...**

**Now is the time to raise swords against  
Shaligon!**

***For First Level Heroes!***

***This introductory adventure is written for use with the 4th edition  
of the world's greatest fantasy role playing game and is set in the  
fabled Realms of Chirak, also available from Zodiac Gods  
Publishing. You can use this module as new tale for first level  
adventurers in any background with minimal effort.***



# ***Swords against Shaligon!***



***Tori Bergquist***

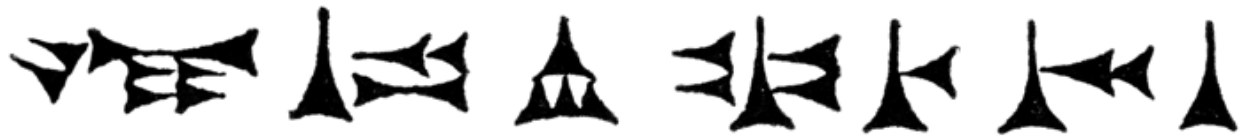
***Zodiac Gods Publishing***



Realms of Chirak Adventure Series 1:

# Swords against Shaligon!

*An Introductory Adventure for use with the  
Realms of Chirak 4<sup>th</sup> Edition Adventure Setting  
by Tori Bergquist*



# Swords against Shaligon!

*Realms of Chirak Adventure Series 1 (ROCA1)*

*By Tori Bergquist*

***This Adventure requires the use of the Core 4<sup>th</sup> Edition rule books, and is placed in the Realms of Chirak adventure setting, kicking off the ROC line of modules. Realms of Chirak is available at the same site you found this module, but you can customize the scenario for any location in which there is a sea riddled with piracy, excessive volcanism, and ancient evils, however.***

On the isle of Tynengaro a dark and malevolent evil has arisen. In the middle of the night children and animals from the local villages are being stolen, and by day the volcano at the heart of the island has begun to erupt, casting an eerie red light across the settlements of the main city, Castagliare, a free port of the Sontaniardes.

A week ago, an ancient Lessi shaman named Juvithra, said to be over one hundred years old, hobbled up to the gates of the city and proclaimed that an ancient evil had been awakened, at the site of an old gold mine on the far edge of the island. "They awoke the Thirteen-Armed Goddess of Death," he wailed. "She comes now to destroy us all. When thirteen children have been captured they will sacrifice them, and then her dark wrath will be unleashed."

The adventurers are some of the finest warriors and wizards to be found in the Endless Islands. They have been assembled here by the governor of the city, Elder Constantos Umbriago, to combat the

mysterious threat to the island that threatens to destroy everything....

***A Note About Shaligon:*** The key deity in this adventure is a goddess of evil. *Eviiiiiii!!!* As such, you can use her as-is, or substitute your own evil goddess from your campaign of choice. Shaligon is noteworthy in Chirak for creating the orcish race, destroying many of the good gods in the Apocalypse, and changing gender once every 113 years. She has 13 arms, and is driven to a horrible fury that manifests via storms and earthquakes...

## Essential Plot

The PCs are hired by Governor Constantos Umbragio to seek out the old Lessi Shaman named Juvithra, and use him as a guide to find the old gold mine, of which the governor has no knowledge. He sent out a contingent of musketeers, and none returned. The PCs are his last hope!

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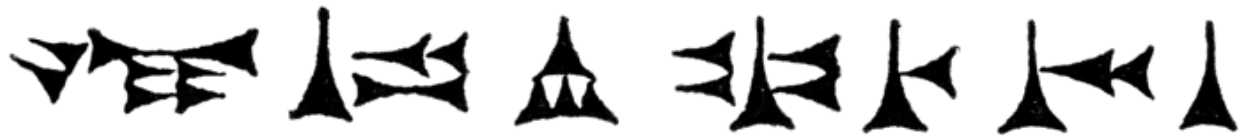
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**Written and Edited by** Nicholas Torbin Bergquist, who knows that only a fool of an author has himself for an editor

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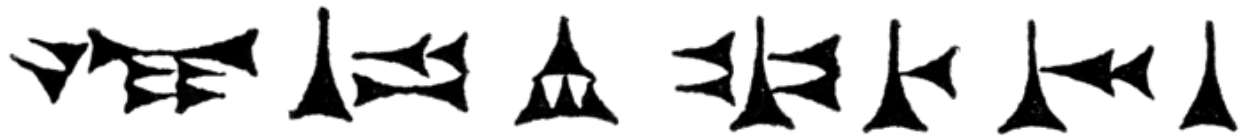
## Tynengaro



The island of Tynengaro was settled about two centuries ago by colonists from Espanea, the principle island kingdom of the Sea of Chirak. The early colonists were a mix of humans, halflings, and a handful of Pardainse dwarves (sea-faring artificers). The island itself was revealed to be populated by the indigenous islanders called the Lessi, a primitive people who practiced ancestor worship and feared the dreaded volcano. The volcano itself, which was dormant until recently, was called Shaligon's Woe in the native language. Despite the forbidding name, the colonists liked it here and settled down, not at all worried about any threat to their persons.

Within a decade, the colonists had discovered gold. The gold mine brought prosperity to the colony, which became a bustling place of activity and a primary source of gold for Espanea. In this time, the city of Castagliare grew from a small colony to a full-fledged city. Unfortunately, this only lasted for about two decades when something unusual happened. Most locals think the mine simply dried up, but a handful knows better: the miners dug too deep, and they broke in to something, a vast open cavern of darkness, containing an immense temple buried in lava.

Looming overhead in the cavernous lava dome was a frightening statue of a thirteen armed woman, armed to the teeth and



surrounded in skulls. It was a temple of Shaligon, buried since the era of the Apocalypse! As the story goes, ancient servants erupted forth, killing some of the miners, while the rest fled, sealing the mine shut behind them.

The city was a colonial holding of Espanea for some time until a few decades ago during the Revolt of the Sea Captains, when most of the Sontaniardan city states declared their independence. Castagliare became a haven during the war for independent traders looking to avoid threatened shipping lanes, and so for a time it was quite prosperous. Eventually, though, the war ended and the importance of the city diminished. Today it is a second-run free port, relying mainly on its export of rum, linens and coconuts to keep things alive.

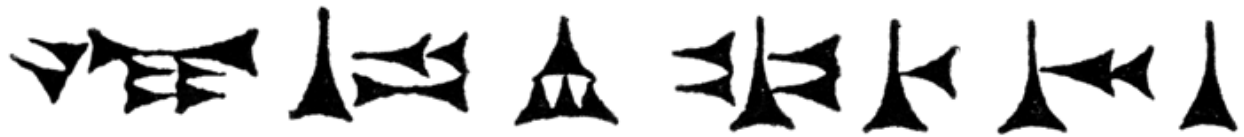
One of the local merchants, a man who has lived most of his life on the island named Lemarko, stumbled across the sealed entrance to the mine. Overwhelmed with greed, Lemarko found a handful of fellow

conspirators, and they requisitioned the dynamite necessary to blast open the mine entrance. There, for a short period, they began to mine gold, as they discovered that contrary to popular belief, the mine was not dry, but was loaded with gold veins untapped!

Tragically, after a few weeks Lemarko and his crew came to the end of the mine and discovered the ancient temple of shaligon. Dark spirits rushed out and possessed him and his men, twisting them in to monsters. Shortly thereafter, an orcish longship set shore on the far side of the island, and the orcess pirate, Captain Yarona Bloodstead set forth, drawn by the siren's call of her dark goddess.....The temple had awakened!



The plan of Shaligon's minions is to bring the temple back, to restore Shaligon's glory by excavating it. They plan to do so by offering 13 pure virgin sacrifices of children to the goddess on the next new moon. When they do this, the volcano will come to life and erupt, pushing the temple back up to the surface, while flooding the island in a cascade of fiery death.



## Arriving At Tinengaro

The PCs begin their journey on the sea, aboard the *Seaspray*, a ship manned by the doomed captain Piramantis. In the middle of the night, the *Seaspray* is battered by a ferocious storm, and the vessel is cast about in the waves like a toy in the maw of a great dog. Unexpectedly, the ship is grappled by a subterranean Kraken of the deep! Its initial attack snaps the mainmast, sending the entire pole, rigging, and crow's nest (with watcher) screaming in to the deep. PCs awaken in their cabins to this sound.

### Tentacles of the Deep

#### Level 1 Soldier XP 100

(HP: 30 each; **Bloodied** 15; **Init** +0, Perception+0

**AC** 16, **FT** 15, **RF** 13, **WL** 11

**ST** 18 (+4), **DX** 11, **CN** 15 (+2), **INT** 7 (-2), **WS** 10, **CH** 10

**Basic Attack:** Smash, melee reach 2, +4 vs. AC; Hit: 1D10 dmg

**Special Attack:** Thrashing Attack, Immediate Reaction on Bloodied; Close Burst 3; +4 vs. Ref; Hit: 1D10+4 and all targets are knocked prone and shift 3).

There should be 1 tentacle for each PC in the group (more if you desire). When the last tentacle has been destroyed, the image of the demiurge Kalie'Yana appears in the storm clouds, but is quickly obliterated by a cloudy, lightning-filled image of the dark goddess Shaligon.

The PCs find the ship wracked by the storm with no sails or rigging left. A quick investigation reveals that the ship seems to be abandoned, except for one or two other

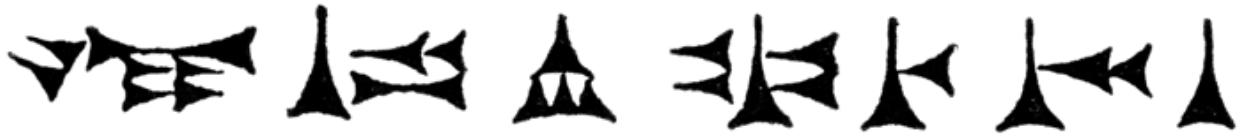
passengers, if the DM needs to add in some extra NPCs to help the party out. The missing crewmen is an unsolved mystery, which the DM is welcome to develop at a later date. Suffice to say, the *Seaspray* is a notorious vessel, a haunted ship manned by a cursed captain, which regularly falls prey to terrible events! The DM could have this ship reappear in a future port with the same formely missing crew, tipping the PCs off as to its mysterious nature.

The ship will eventually drift or steer in to a reef off the shore of Tynengaro, where the PCs may end up experiencing a few overland encounters (see below) before meeting up with some friendly coastal fishermen or inland game hunters who happily escort the PCs to the city of Castagliare, and a meeting with the governor.

### Assistance

The governor is delighted to meet the adventurers. He will relay to them a truncated version of the island's history, although he knows only what the old Lessi shaman told him about the gold mine being the source of the evil which steals children and slaughters farmers and fishermen on the island. He's recruiting mercenaries, and offers the PCs a generous sum of money to put this debacle to rest.

The PCs are given some gear to help them out, including muskets if they so desire, as well as two +1 weapons or implements that the governor is willing to part with (choose



according to what would aid the PCs). Wizards in the group will be offered a **Spell Gem**: this lets them recover one daily spell as a standard action, to be released by simply crushing the stone (this is a one-use item, and the governor has no idea how powerful it is). Constantos also offers them a guide, a halfling named Singo Furburner, who will lead them to Juvithra.

There is a chance that the constable of Castagliare, named Umaris, will approach the PCs if given the chance. He asks them to look for his son; a stalwart paladin named Carasos, who led a party of forty men in to the bleak wilderness around the volcano to stop the evil, and never returned. He can't offer much, but will promise 100 gold to the party if they bring back Carasos or his signet ring if he is found dead.

#### **Singo Furburner**

Singo is a native islander to Sontaniardes who's seen his fair share of close calls and near death experiences. He's unfazed by the erupting island's impending doom, and will be useful in a pinch for a good scrap.

***Singo's Purpose:*** *Singo is here as a foil for the DM, an NPC who can assist if needed in combat, find or point out the odd clue the PCs have missed, act as a general nuisance or provide comedy relief, as needed. He can be treated with as little attention as possible or as much attention as the player's can stand before lynching the DM for excessive bad comedy. Use him as needed! Also, my apologies and thanks to Phineas Fingers!*

#### **Singo Furburner**

**Halfling male rogue, level 2; unaligned**

**ST** 14 (+3), **DX** 18 (+5), **CN** 11 (+1), **IN** 12 (+2),

**WS** 10 (+1), **CH** 15 (+3)

**HP** 27; **Bloodied** 13; **FT** 13, **RF** 19, **WL** 13 **AC** 17

(leather); **Skills:** Thievery +10, Stealth +10

#### **Attacks:**

**Basic Attack with dagger+2(the Quixotic Sax):**

(at will; +9 [Dex] vs. Ref; 1D4+6 dmg);

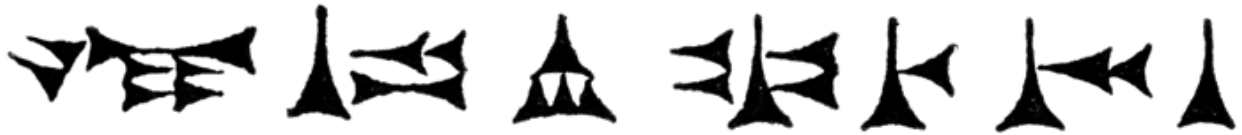
**Exploits include:** Piercing Strike, King's Castle, Easy Target, Fleeting Ghost

**Armed with The Quixotic Sax (Dagger +2, Hallucinatory).** This long dagger grants +2 to attack and damage, +1D6 per plus to critical, and has a special attack:

**Quixotic Hallucination** (Encounter; Standard; Arcana, Psychic; One Target; Dex vs. AC; Hit: 1[W]+Dex damage and will cause a target to begin hallucinating if struck; the victim will think ordinary objects and people around him are turning in to ferocious dragons! Target is pushed 3 squares and stunned. (save ends).

#### **Overland Travel and Wandering Encounters**

Traveling across Tynengaro can be very dangerous, especially with the island over run by monster minions of Shaligon, volcanic ruptures, and spooked wildlife. The island itself is only 30 miles across. For each mile, roll 2D6. On a 2 or 12 something happens, and you can roll or pick from the following encounters:



| 2D6 | Encounter   |
|-----|---|
| 2   | gang of kobolds (2D6 various)   |
| 3   | marauding orc warband (2D6 drudges, 1D6 raiders)  |
| 4   | giant snake (1D3)   |
| 5   | Fire beetles (2D6)  |
| 6   | stampede of wild animals spooked by volcanic rumblings (+8 vs. Reflex against each PC or take 1D6+4 damage) |
| 7   | Lessi villagers fleeing from burning village  |
| 8   | spewing lava (DC 20 Acrobatics test to cross, or Athletics DC 20 to jump; 2D10 dmg)                         |
| 9   | cannibals (2D6 human rabble)  |
| 10  | angry dragon (Black Dragon, level 4 solo; can be negotiated with)   |
| 11  | minions of shaligon (1D6 skeletons)   |
| 12  | massive volcanic eruptions! (+7 vs. Reflex or 1D10 damage and knocked prone)                                |

## Traveling to the Lessi Village of Imbriar

After the PCs equip themselves appropriately and depart, they march their way off to the Lessi village. The village is called Imbriar, and the PCs will have a relatively uneventful time getting there, barring any wandering encounters or events (see below). On arriving at the village, however, they will find it being sacked and pillaged by orcs!

**Encounter: 10 orc drudges (XP 440) and 2 orc raiders (XP 300)**

The old shaman is named Merada, and he is barricaded in a hut, but all of the Lessi warriors have fallen in battle as the PCs arrive. The orcs will have at least 2 drudges and one raider trying

to bash their way in to the hut while the rest run interference. It will take them 2 rounds to bash through, after which it will take 2 rounds to slay the old man. If the PCs can get there in time and stop the assassination, the old shaman will serve as a guide to finding the old mine. If the PCs fail, then the villagers will return, and the young apprentice to the shaman, a boy named Ermas, will lead them there instead. If the shaman yet lives, he will also explain to the PCs how delighted he is that they came, as promised in the vision he received from Kalie'Yana. If pressed he will explain that in his vision, Kalie'Yakan sent a guardian of the deep (the tentacle) to find worthy heroes to stop the evil of Shaligon and her temple, and the PCs passed the test...

**(Quest Award: 100 XP per PC for saving the shaman from death)**





## The Old Mine

Finding their way through the mine will require a DC 20 Dungeoneering check for every thirty feet of movement. Failure to make the check (by neglect or a bad roll) means something unusual happens:

| 1D8 | Mine Event   |
|-----|--|
| 1-2 | A rumbling quake catches the adventurers off-guard; rocks tumbling from the ceiling create a minor hazard (+4 vs. Reflex; 1D6 damage)  |
| 3-4 | Bats! Swarms of bats are disturbed in the ceiling by the adventurers. No real danger unless the PCs attack. If they do, then 1D3 Shadow Bats drop from the ceiling to defend the pack  |
| 5-6 | A false pit in the ground has been placed by the orc cultists (+5 vs. Reflex; 1d10 falling damage; pit is 10 feet deep and requires an Athletics test DC 12 to escape without rope; 25% chance that 2D6 orc drudges will appear to take advantage of the trapped adventurer) |
| 7-8 | Strange gasses fill the air and make the adventurers light-headed (+4 vs. Fortitude; 1D6 damage and character is stunned; 25% chance that 2D6 orc drudges will appear to take advantage of the stunned adventurers)  |

### 1. Entrance

The mine entrance is guarded by a particularly fearsome foe:

**Encounter: 1 deathlock wight named Veritos (175 XP) and 6 skeletons (700 xp).**

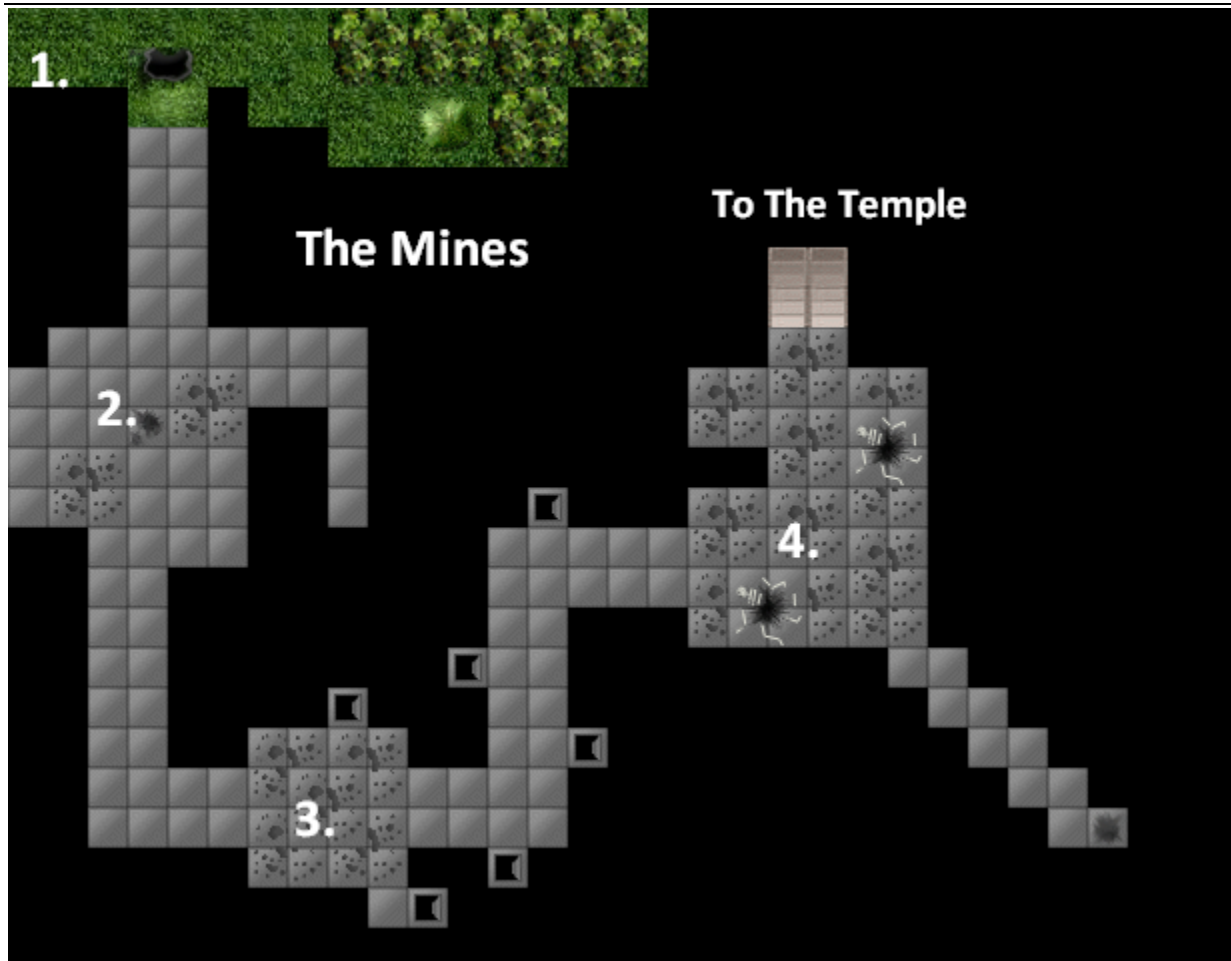
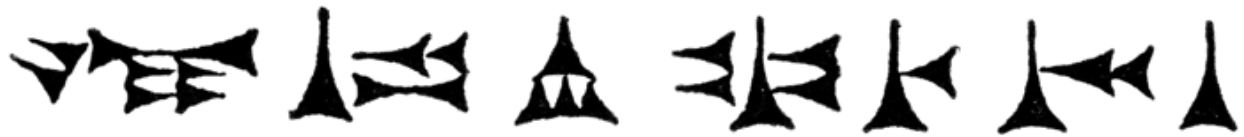
The wight is an undead risen minion of Shaligon named Veritos. He has a Scimitar +1 on his person, and wears the vestments and unholy symbol of Shaligon. Veritos and his crew rise from the ground after the PCs have entered the mine, cutting them off from outside. Any cleric in the group attempting to turn them will find that they

receive a +5 Defense bonus due to the malign presence of Shaligon in this region.

### 2. The Bottomless Pit

Somewhere deep in the mine is a descending shaft that plunges straight down, where once a vein of gold was followed. The pit requires a DC 15 Perception check (passive Perception will count) to spot in the darkness; the lip of the pit is higher on one side, making it harder to spot; looks like a decline, on casual glance.

**Bottomless Pit Level 1 Trap: Attack: +7 vs. Reflex; falling damage 3D10 30 ft, XP 125**



### 3. The Secret Passage of Fire

Towards the end of the mine complex is a length of tunnel riddled with dog-sized holes in the walls and ceiling. Once the PCs have fully entered the complex (assuming they do nothing about the holes), the bugs will attack. From these holes pour fire beetles! The first action of the fire beetles will be to belch their burning bug napalm. After that they will attack from their holes, which provide concealment -2 defense bonus.

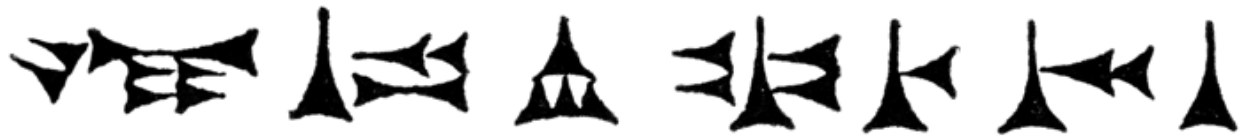
**Encounter: 6 Fire Beetles (XP 600)**

### 4. Miners' Last Stand

Here the old miners fell when they unleashed Shaligon's minions by accident. Lurking among the bones (which includes the bones of a large and hideous demonic creature) are the following undead:

**Encounter: 1 Boneshard Skeleton (200 XP), 10 deceitful skeletons (250 XP), 1 Phantom Warrior named Carasos (175 XP).**

An attempt to communicate with the phantom warrior that the PCs are here to stop the menace will lead to his turning to help them; if the temple is destroyed, he can rest at last. The other undead are not



under his command, however. Carasos will not attack the PCs, and the undead around him will not attack unless provoked. The decrepit skeletons all carry sticks of dynamite. If battle break out, they will run at the PCs, striking a flint lighter on the walls as they do and lighting their dynamite as a minor action. At the start of their next round, the dynamite explodes.

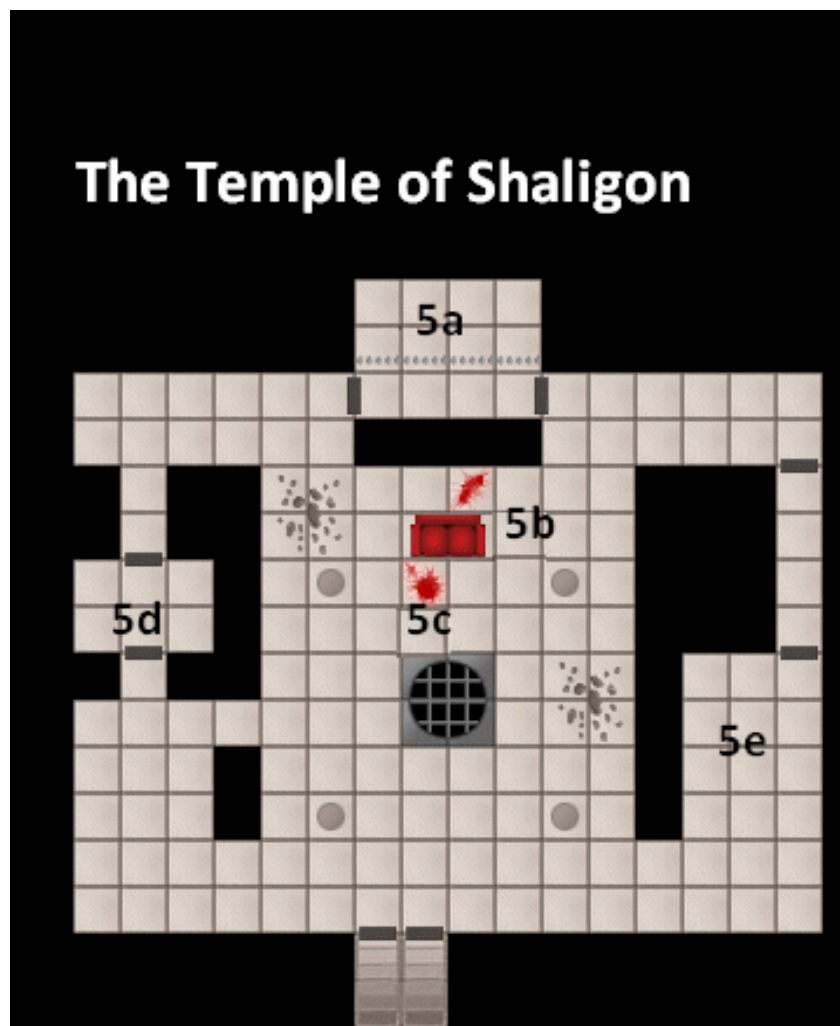
**Dynamite** (*Close burst 10; +7 vs. Ref; Hit: 3D10 damage, Miss: half damage; Skeleton is destroyed.*)

If the PCs attempt to negotiate or speak with the undead instead of attacking,

Carasos will point to a seemingly bare wall, where they digging stopped. If the PCs remain passive and wait, he will go to the wall and reveal the secret door to the Shrine of Shaligon, and enter, beckoning them to follow.

The other skeletons will linger behind, allowing the PCs to pass. Later, should the PCs see the need for it (see below) a PC who returns and asks for dynamite will find the skeletons freely hand it over, to aid in destroying the pillars of the temple.

**(Quest Award: 100 XP per PC for befriendng Carasos)**



## 5. The Shrine of Shaligon

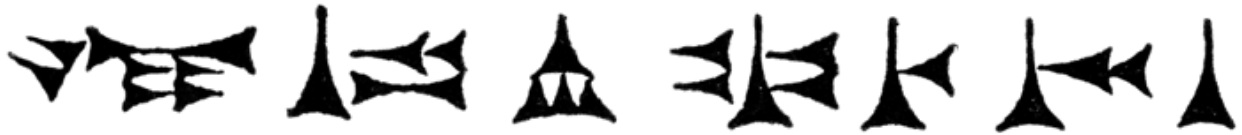
Either through careful searching or with the help of Carasos the ghost the PCs uncover the hole opening in to the subterranean shrine. Here is the massive statue and shrine to Shaligon, and a small temple complex half buried in lava. There are several sub-areas here, and the following foes in each location:

### 5a. The Prison Chamber:

Here the 13 children and shaman are being held.

**Encounter: 1 Orc Raider guards the children (XP 150).**

The prison chamber is situated beneath the raised altar, and the access is behind



the altar podium, which is also behind the statue (below).

**(Quest Award: 50 XP per child saved.)**

### **5b. The Shrine Proper:**

Here is the shrine itself. The mutated Lemarko and one of his men are here, turned in to abominable beasts (use Evistro carnage demon stats). Leading them is an orcish priest of Shaligon, named Kisetra. If you think your PCs can handle it, there will be twelve evil orc cultists in here as well.

**Encounter: Kisetra (eye og gruumsh) and 12 orc drudges (640 xp)**

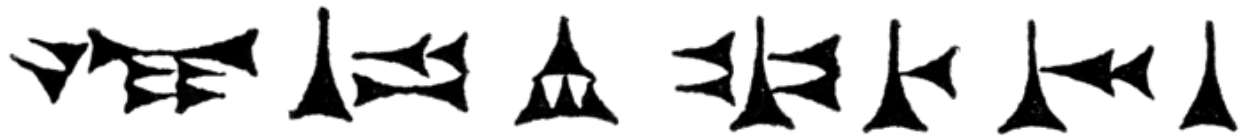


### **5c. The Great Statue:**

At the top of the shrine behind the sacrificial altar is the giant statue of Shaligon. This statue will come to life if the PCs free the children or if Kisetra has two full uninterrupted rounds to chant (which the mutated guardians will try to buy her time for by pressing the attack). The statue is immense, and unstoppable. PCs who make a DC 15 Insight check realize that if they can avoid its attacks and trick it in to striking the main support pillars, the chamber will collapse. One of the pillars is already out, there are three more to go. If they actually try to fight it, use the **Stone Golem (XP 3200)** but a DC 10 insight check will tell them they don't stand a chance!

There are three ways to destroy the pillars: hit them (doing 25 hit points of damage), apply some dynamite from the skeletons in area 4 (works like a charm, but big explosion), or trick the statue in to hitting it instead: To trick the statue, the PCs must make a DC 18 Acrobatics test to get in front of an altar, then a taunt attack (DC 15 Intimidation) to draw its attention. Each round they do this, the statue is attacking with its fists. When it tries to hit the intimidator, he may make a DC 20 Acrobatics or Athletics check to get out of the way and sprint to safety as it smashes one of the two pillars.

When two pillars are down, the roof begins collapsing, and everyone still in the chamber is subject to a +8 vs. Ref attack (2D10 falling rubble damage) until they escape; to escape, roll each round for a DC 15 Endurance and DC 15 Athletics/Acrobatics. Each failure is another



attack from the roof; whe/if one is made, they escape!

**(Quest Award: 200 XP per PC for destroying the statue)**

#### **5d. Ceremonial Preparations Chamber**

This small chamber is used by the priests of Shaligon for proper anointment and ritual bathing. There are two small cistern-basins in the floor filled with a mixture of water and blood. Discarded orcish garb lies on the floor.

#### **5e. Rest Chamber**

Here the faithful orcish guards mentioned in area 5b above take their turns sleeping on crude fur blankets and woven rugs.

### **Conclusion: Treasure of the Shrine**

The altar has 6 100 gp gems imbedded on it. There is a large gemstone in the forehead of the statue, although getting it may prove very difficult. The orcs are all wearing ceremonial robes adorned with gold and semi-precious stones; each robe yields 50 GP of loot. Finally, Kiestra wields a Wand of Eldritch Pain +2, and has an Amulet of Protection +1. Unfortunately, this treasure is most likely buried when the temple roof collapses! If the PCs befriended Carasos, he will lay before them his sword (Long sword +2), Shield of Protection, Horned Helm, and sigil ring, then fade away.





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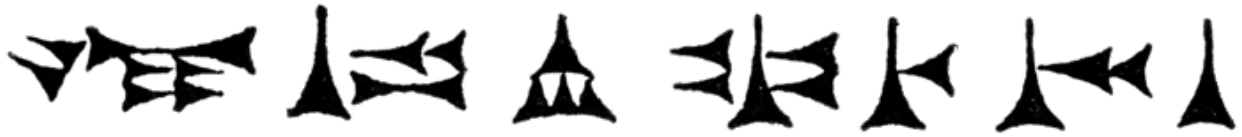
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