

wyrm*stone



IDOLS OF
OGLIN-SAMDI

IDOLS OF OGUN-SAMDI

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A Silver Introductory Adventure – WSS09–01
Can you retrieve the rumored golden idols of Ogun–Samdi, feared Falò dual–headed god of secrets?

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THE ADVENTURE BEGINS...

This is a Society for Adventure Gaming Enthusiasts (SAGE) game, it can be enjoyed as part of a home campaign or played as part of the SAGE™ organized play network. More information on SAGE™ can be found at:

<http://revenantgames.com/SAGE>

If playing this game as part of the SAGE™ campaign, reporting results helps players and judges advance in the campaign.

If running this game as part of a SAGE™ event, it should be run in accordance with the Wyrmsstone ORC Campaign Declarations, available on wyrmsstone.org.

When printing this document you should make note of when the Player Handouts Starts—these are always at the end, so you can print them single-sided.

PREPARATION

Menace: II

Time: 2–3 hours

Refer to the Fantasy Craft Rulebook page 240 for detailed instructions on preparing NPCs for play, XP and treasure allocation.

Standard NPCs always appear as mobs, unless otherwise specified. This means there are an equal number of Standard NPCs in an encounter to PCs. Special NPCs do not share this quality.

SPECIAL RULES: SMALL SPACES

Combat in an area smaller than a creature's size has a penalty. If you are in an area down to half your size, you are considered flanked and each movement square counts for 10 ft of movement. If you are in an area down to a quarter of your size, you are considered flat-footed and each square counts as 15 ft of movement.

The important thing to note about this rule is that large characters do have some drawbacks. As a judge you should not just expand the passageways if there are large characters. It should be cumbersome for them to pass, but not impossible.

LONGER—PLAY VERSION

If you are running this as a home game, you could extend play by allowing the walk through the jungle in character, discovering other adventurers Ki-Shan hired, who didn't make it, and it can end in a chase.

INTRODUCTION

This is an introductory scenario to begin a campaign in Wyrmsstone. It starts in-media-res, meaning the heroes start in the middle of the action.

In this scenario the heroes are entering a dark cavern on a Falø island, seeking the golden idols of Ogun-Samdi. They have already equipped and are stepping into the action.

BACKGROUND

This used to be an ancient Lhao temple to the Harrowed Dragon **Naayesyokcheth**. The temple was the basis for an outcast settlement of the Jade Empire, which has mostly disappeared into the jungle. The settlement failed long ago, but the temple has refused to release its secrets and is still under the rheumatic eye of Naayesyokcheth.

In the meantime, the Falø have established a shrine to Ogun-Samdi at its entrance, possibly to keep the secret of the Lhao temple, or possibly to appease the Harrowed and keep them at bay.

The heroes have partaken on this quest with the offer of treasure to be collected. Their employer *Ki-Shan* is with them on this journey, but has stayed aloof and in his cabin on the high-sailing vessel. His motives for collecting these idols are not spoken of in this adventure.

The scene begins in-media-res. The heroes have left the ship at its short-term mooring and ventured into the jungle following the poorly drawn directions given by Ki-Shan.

SYNOPSIS

This entire scenario takes place in one Scene, which is divided into multiple parts.

The Jungle Path: Scene begins with the heroes entering the damp cavern rumored to be the entrance to the shrine of Ogun-Samdi. At the end of a winding cave the heroes find the shrine, which appears to be a dead end. Some investigation leads to two blocked passageways.

Right: Zombies! The heroes break through the cavern into the living area of the ancient temple inhabitants. However a curse upon the temple has caused any of those who die within its unhallowed ground to rise again as undead, and they are here.

Left: Chasm. Go carefully or plummet. (hold your breath).

Tread lightly. This room is reft with possible traps and flavor. In the end, the biggest trap is that the idols are cursed, if all four of them are removed from the statue the temple will tear itself apart and collapse.

Aftermath

There are multiple avenues of escape, whichever path is chosen as the heroes reach daylight again, they are attacked by angry Falø and chased from the Jungle to be picked up by the Highsailing ship that brought them here in a mad dash to flee the island.

SCENE 1: THE TEMPLE

STANDARD SCENE

OBJECTIVES

- ◆ Retrieve Four Golden Idols

CHALLENGES

- ◆ The shrine to Ogun–Samdi is actually hiding the entrance to a temple of the Harrowed Dragon Naagesyøkcheth.
- ◆ Searching the temple has its own challenges.
- ◆ A curse on the temple will cause it to collapse when the Idols are removed.

OVERVIEW

This Adventure has been designed to be easily played as well as easily run. The players should be encouraged to explore the right passage prior to the left passage. Once the characters reach the temple proper, they are likely to not return and thus miss on the treasure of the adventure.

ACTION

[1] The Jungle Path

The distant hooting of a jungle creature reinforces the uncomfortable feeling you have tried to suppress, that so far you have been lucky to not be noticed by the tribal Falø who inhabit this isle. Garrick, a sailor from your ship, said they were cannibals, but surely that was said in jest. It is only a mild comfort that the ship you came on is anchored on a short term mooring, rigged and

ready to leave on a moments notice in the lagoon behind you.

Yes, every land and shrine of the Falø are said to be cursed. But it is also rumored they hold many riches, and things were a bit tight. Ki–Shan, your elderly and laconic expedition leader has said you can claim any other treasure found within the temple, as long as you bring the idols back to him. It seems like a fair enough deal—after all he has paid your travel and expenses up to now as part of the bargain.

The map provided by Ki–Shan is cryptic and hard to read. He apologized for this when he gave it to you, saying only that it was the best he could do; and even this came at a high price. Unfortunately he is getting older, and as such was not able to join you on this more arduous leg of the journey through the jungles. Instead he has stayed back with the ship, awaiting your return.

From what it says the damp hole in front of you should be the entrance to the shrine. It is rumored to hold four valuable golden idols. From the worn path on the ground it does appear to be used from time to time, so perhaps this is the right place after all...

This shrine is known to be cursed, and even the Falø shy away from the shrine, using it more for appeasement than worship. Of course intrepid adventurers would never be put off by such simple things as rumors of curses.

The passage is tight in places, down to 2 ½ feet wide at its worst. Large characters will have some difficulty, but should pass without too much trouble (the slimy moss on the walls does help).

This is a good opportunity to workout a marching order for the heroes, to be used throughout the game.

The passage continues for thirty to forty feet, and ends in a widened chamber, roughly twelve feet wide with a low ceiling and wet exposed roots hanging down. An earthy smell pervades the chamber. On the right and left side are shrines with burned candles, bones, a few skulls and other trinkets assembled into the two–faced dichotomy of Ogun–Samdi, powerful serpent god in the Falø religion.

Closer inspection of the shrines (Search DC 15 + TL) reveals that they are assembled over what appears to be doors that long ago ceased to be functional. The shrines will have to be disassembled

and the doors broken through (Strength or Athletics check DC 20 + TL, cooperative allowed).

Any Falø characters in the party may need to be convinced to allow the shrine to be disassembled. Let the Falø player know that while they are bothered by the disturbing of the shrine, it is not as big of a deal to them if it is done respectfully because this is from a Tribe other than their own. However, the Falø may wish to ask permission of Ogun–Samdi first (which involves some dramatic mumbling and shouting and wailing and whatnot). In the end, the Falø will feel like Ogun–Samdi may allow this change to his shrine.

[2] Right: Skeletons!

The passage widens into a long chamber that has scattered debris across it from boulders to possible remains of furniture long overcome by damp and age. Just on the edge of your light you can see that the far side has caved in and is just rubble.

The heroes break through the cavern into the living area of the ancient temple inhabitants. However a curse upon the temple has caused any of those who die within its unhallowed ground to rise again as undead, and those undead are in this chamber.

The heroes enter this chamber and can see the far side has collapsed. As they pass through the chamber, make a Notice check DC 15+TL to see the remains of human bones in the debris on the ground, and avoid being surprised by the Skeletons attack.

Treasure Chamber

After the encounter is resolved, a Search DC 10+TL will locate the secret crawl–way into the side chamber. Within this room are trinkets and other items of mixed value.

Treasure: 1M, 2C, 2L

In addition to the random Treasure, there is also a Jade Necklace Prize. This Necklace is composed of delicately carved jade beads which have a faint glow to them in the dark.

Skeletal Guardian (Standard NPC; 51 XP)

Medium Folk Undead Walker;
SZ M (1x1, Reach 1); Spd 25 ft. ground

STR	DEX	CON	INT	WIS	CHA
10	10	10	10	10	10
+0	+0	+0	+0	+0	+0
Init	Atk	Def	Res	Comp	Health
IV	IV	III	II	I	IV
+DEX	+STR +DEX	DP: –1 SZ: +0	Rflx: (DEX) Fort: (CON) Will: (WIS)	ACP: –1	DR: 3

Skills: Athletics III [], Intimidate III [], Notice III [], Tactics III []

Qualities: Class ability (Soldier: rugged weapons), damage defiance (edged), damage immunity (bows), feat (All–Out Attack, Combat Instincts), ferocity

Attacks/Weapons: Katana (dmg 1d10 lethal; threat 19–20; qualities: AP 4, cavalry), metal shield (dmg 1d4+2 subdual)

Gear: Partial chainmail with light fittings (DR 3, Resist Edged 2; DP –1; ACP –1; Spd –5 ft.; Disguise 8)

Treasure: None

[3] Left: Chasm

After you break down the door to this passage you immediately feel a cool breeze blow past and you can hear a rumble in the distance. Making your way forward the breeze becomes a cool mist that brushes over you in waves, as the chamber widens the path ends at a wooden bridge crossing in front of an underground waterfall.

The chamber walls are rough. A rope bridge is surprisingly intact. Fast running water is 25 feet below the bridge, which is nearly 40 feet across.

When a hero climbs, for every success at a Climb check, the character moves ¼ of their movement unless they are using climbing gear, at which point they move at ½ their movement (full details on page 70 of the Fantasy Craft rulebook).

Anybody falling into the water must make a Swim check DC 18 + TL. If there is a critical failure you may burn a GC action Die and have the character swept into the underground river. If this happens, they must hold their breath for a short period when they come out spluttering in the lagoon. They may march back

and rejoin their companions, a little sodden but not worse for wear.

Multiple options exist for crossing chasm:

1. Crossing the bridge is treacherous. A Climb check must be made DC 10+TL. For every round there is 200 lbs or more of weight on the bridge one rope will break. After any rope breaks the DC increases by +5. There are three ropes still intact (the fourth handrail rope broke in the past). Include character weight plus equipment. Bridge can be re-enforced with additional ropes prior to it breaking.
2. Across waterfall edge. Climb is harder, in the face of the pounding water (DC 25+TL).
3. Around western edge. (Climb DC 18+TL).
4. Through water. The chasm has slippery stones at the bottom edge of the fast running water. A Swim check is required to cross the water DC 18+ TL.
5. Fly (no problem if enough space for wingspan).

[4] Tread Lightly

You enter a room that is has finely crafted stone walls, pillars and statues. The floors are delicately inlaid mosaics in an array of patterns and symbols. The ceilings are vaulted above you, featuring peeling faded murals. The far side has a dais with an alter and some statues. A beam of sunlight shines forth from the ceiling into the middle of the room, highlighting the multi-colored tiles in that section, which is lowered by a few steps from where you stand currently.

The temple has three sections. The heroes enter on an upper platform. Stairs lead down a few feet to the main chamber in the center, and go back up to a dais on the far side. Numerous things players should key onto as traps: Odd symbols on floor, statues at back of chamber, different smaller stones on lower floor, ray of light casting beam across room.

The murals depict dragons and elves in a manner that can indicate the origin of the temple. Investigate check DC 15+TL to determine this is Lhao (Jade Crown). Succeeding a DC 20+TL reveals it to be from House of Tiger.

The danger in this chamber comes from three places:

1. **Guardian Statues:** As soon as anybody enters the lower chamber the statues on the rear wall animate and attack.

2. **Dart Trap:** Two rows of stones (a single 5 foot section) crossing the entire chamber are trapped. These stones are placed ten feet away from the base of the stairs—crossing through the lighted section of floor and extending from wall to wall (reference map).
3. **Cursed Idols:** The four-armed dragon statue is holding three golden idols of curled infants, the fourth idol has fallen from its hands sometime in the past and can be found in the rubble at the base of the statue. The idols are aligned to the Hollow. Removing a single idol from the statue will not trigger the curse. Removing all of the idols from the statue will trigger the curse and the subsequent collapse of the temple. This is not a mechanical trap, it is a curse placed by the harrowed Dragon Naayesyokcheth, as a way to get revenge upon thieves of his temple.

Poison Darts (30 XP)

Mechanism: Pressure Plate (Acrobatics/Jump);

Difficulty: Sophisticated (DC 15 + TL; 3 Challenges);

Concealment: Poor (DC 15 + TL);

Target: Triggering character;

Effect: Poison (Ranged attack +10, if hit target is exposed to 1 poison dose: incubation 1 minute, 2d6 lethal damage. Reference pg 216)

Guardian Statue I (Standard NPC, 60XP)

Medium Construct Walker;

SZ M (1x1, Reach 1); Spd 20 ft. ground

STR	DEX	CON	INT	WIS	CHA
18	6	14	4	10	4
+4	-3	+2	-4	+0	-4
Init	Atk	Def	Res	Comp	Health
I	III	V	II	I	VI
+DEX	+STR +DEX	DP: -1 SZ: +0	Rflx: (DEX) Fort: (CON) Will: (WIS)	ACP: -1	DR: 2

Skills: None

Qualities: Critical hesitation, damage reduction 2, darkvision II, fearless II, improved stability, knockback, lumbering, spell defense I, tough II

Attacks/Weapons: Slam II (dmg 1d8+4 lethal; threat 18-20)

Treasure: 2L

NEXT STEPS

Once the curse is triggered, immediately read aloud the following text.

As the last Idol is removed from the hands of the statue a shudder emanates through the room, followed by a rumbling of large stones shifting. A chunk of the ceiling falls in behind the statue, allowing more light into the room to illuminate a large crack in the floor starting at the statue and stretching across the chamber. The pillars at the entrance start to wobble in place and plaster is falling from the ceiling...

AFTERMATH

The heroes exit the temple through multiple means (original entrance, waterway or rear passage). In any case, as they come to the light of day (either amidst the dust of the collapsing temple, or surfacing in the lagoon), they are faced with angry Falø and more crest the far hill, running towards the Characters while hollering. The Ship has prepped for flight and is dropping rigging for the heroes to climb up to safety.

You stumble out of a dust cloud into the light of day, only to face several angry Falø staring at you from within the cover of the jungle. In the distance a drumming starts up followed by hooting, chanting and warrior calls from the depths of the canopy.

In the other direction, down the hill, you are glad and alarmed to see your ship has noticed the same Falø activity, as they are setting sail! Somebody on deck is hollering and waving in your direction and ladders are thrown over the side as the ship begins to deploy its Canard sails.

Ki-Shan accepts the four Idols. On the return journey to Sai, Ki-Shan never leaves his cabin, and the characters have no opportunities to discuss anything with him. On the last day of the journey each character is given a letter expressing his favor.

Heroes claiming they did not recover the idols will find the captain and sailors of the ship turning against them (at Ki-Shan's request) and their pockets and pouches turned inside out. Anybody caught lying about this is dropped off on the nearest island, and does not receive the Favor.

REWARDS & PENALTIES

REPUTATION

Refer to Fantasy Craft page 342 for details on Reputation Rewards.

Reward: 5

Penalties:

◆ Caught trying to hide an Idol -5

XP REWARDS

Scene-1: The Temple of Naagesyøkcheth

A) Delivered the Golden Idols to Ki-Shan	100 XP
A) Discovered the hidden entrances	50 XP
A) Crossed Chasm	100 XP
A) Discovered Secret Chamber	50 XP
A) Survived falling into water and getting sucked into bay, and returned to action	100 XP
Defeated Skeletal Guardians	51 XP
Defeated Guardian Statues	60 XP
Defeated Poison Darts Trap	30 XP

PRIZES AND CERTIFICATES

Treasure may only be rolled and collected when an NPC is defeated. If the players did not collect the treasure at the time of defeating the NPC, and did not go back to collect it at a later time, they may not have the treasure.

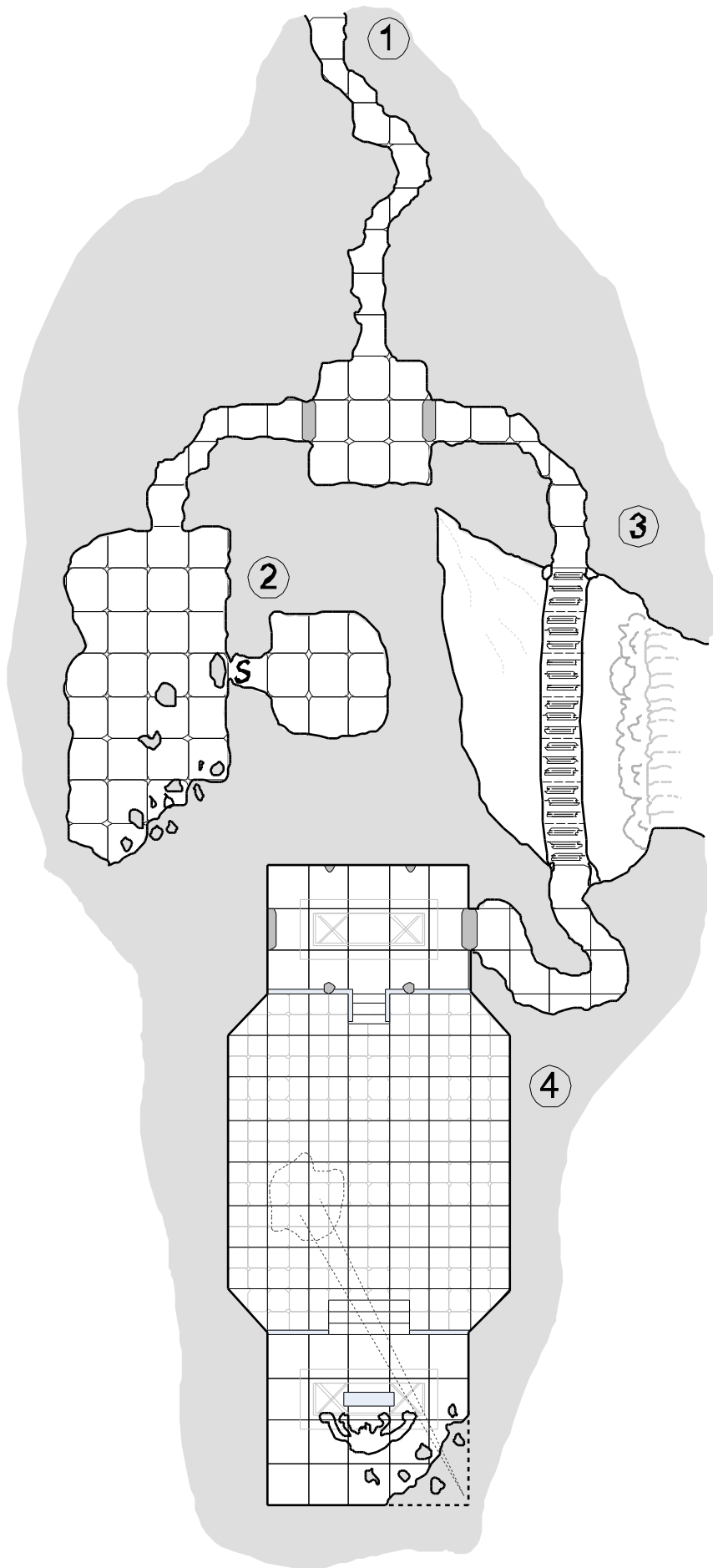
Jade Necklace (Prize)

This Necklace is composed of delicately carved jade beads which have a faint glow to them in the dark. It is discovered in the secret chamber where the Skeletons are defeated.

Favor of Ki-Shan of house Tiger

All characters who return all four Idols to Ki-Shan earn his favor.

APPENDIX: TEMPLE MAP



JADE NECKLACE

Character: _____

Judge ID: _____ Date: _____

Judge Signature: _____

(Prize)

This Necklace is composed of delicately carved jade beads with one amulet showing two faces (one on the front, one on the back). It was created by the ancient Falo during a solstice festival and is aligned to Ogun-Samdi. In the dark the jade has a faint green glow.

Lesser Charm:

Magic Bonus to Defense (+1)

Greater Essence:

Character gains the *Black Cat Feat*

FAVOR OF KI-SHAN OF HOUSE TIGER

Character: _____

Judge ID: _____ Date: _____

Judge Signature: _____

(Prize Slot 0, Signature)

Ki-Shan and house Tiger are indebted to you. Because of this, any time you are in Sai you may request a favor of Renown 5 or less, with Judge Approval, and pay no Reputation to use the favor within the same scene. However, requesting any favor greater than Renown 2 will convert this to a debt of honor for this character, which house Tiger may choose to call on in the future.

DEBT TO HOUSE TIGER

Judge ID: _____ Date: _____

Judge Signature: _____

Requested Favor: _____

FAVOR OF KI-SHAN OF HOUSE TIGER

Character: _____

Judge ID: _____ Date: _____

Judge Signature: _____

(Prize Slot 0, Signature)

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Judge Signature: _____

(Prize Slot 0, Signature)

Ki-Shan and house Tiger are indebted to you. Because of this, any time you are in Sai you may request a favor of Renown 5 or less, with Judge Approval, and pay no Reputation to use the favor within the same scene. However, requesting any favor greater than Renown 2 will convert this to a debt of honor for this character, which house Tiger may choose to call on in the future.

DEBT TO HOUSE TIGER

Judge ID: _____ Date: _____

Judge Signature: _____

Requested Favor: _____

FAVOR OF KI-SHAN OF HOUSE TIGER

Character: _____

Judge ID: _____ Date: _____

Judge Signature: _____

(Prize Slot 0, Signature)

Ki-Shan and house Tiger are indebted to you. Because of this, any time you are in Sai you may request a favor of Renown 5 or less, with Judge Approval, and pay no Reputation to use the favor within the same scene. However, requesting any favor greater than Renown 2 will convert this to a debt of honor for this character, which house Tiger may choose to call on in the future.

DEBT TO HOUSE TIGER

Judge ID: _____ Date: _____

Judge Signature: _____

Requested Favor: _____