

SHL1-05

Enter the Naga

A One-Round D&D LIVING GREYHAWK®
Shield Lands Regional Adventure

Version 1

by Jon Cazares

With Iuz's armies ever probing for weakness in the defenders of the Shield Lands, Lady Katarina is always looking for allies. A potential ally has appeared from an unexpected direction, the Nyr Dyv, and you have been summoned to aid in the alliance. An adventure for character levels 1-6.

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

Preparation

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

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

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

Instruct the players either to prepare their PCs 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.

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

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 PCs 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 Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own PCs with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from 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 PCs to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the PCs participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the PCs. 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
T3:	23-32	25-35	27-38	29-41	8 th

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

Is it a Full Moon?

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

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

Emerald Dawn, ruler of the water nagas of the Nyr Dyv, noticed the disturbances caused by the release of the kuo-toan artifact found in *Temple of the Burning Man*. She thought this artifact was destroyed.

She sent a representative to the air lands. The mission is simple, to contact those who helped in the release of the artifact and bring them to her so she may read their auras and divine if they can be of help in recovering the relic or would be detrimental and therefore dangerous.

Radiant Sparkle was chosen to attend the warm-blooded courts of the land dwellers. Radiant Sparkle was not pleased. Although good

in nature, he despises all that human lands stand for: conquest, destruction and plundering.

He feels that air breathers are not capable of passion, hence are incapable of participating in higher culture (such as the naga do).

Radiant Sparkle also feels he is being punished for something he had done, although he is not sure what. He accepts the mission and enters the lands above. Using a polymorph spell he awkwardly entered the Shield Lands, seeking those that brought forth the kuo-toan artifact, the Eldritch Wave.

His journey brings him to an old bard on the shores of Scragholme Island, who tells him of Critwall.

He went to Critwall, and in that city he found the lands of air to be as bleak as he assumed they would be—dry, cracked landscapes with little to no rivers (and those rivers he finds are polluted with garbage and human refuse), strange aerial creatures, savage predators (this is the only thing he relates to as there are predators under water, such as sharks).

He attempted to find the city's leader, instead he found only disbelief and distrust. That disgusted him even further, although he eventually comes to understand the surface-dweller's wariness.

Finally Radiant Sparkle was brought to Sergeant Duc. The Sergeant and the naga come to an agreement, part of which involved Duc finding the soldiers who were under his command in *Temple of the Burning Man*.

If no PCs have played *Temple of the Burning Man* then Sergeant Duc simply rounds up some Pathfinders for a "special mission" and brings them to the naga. The naga and the PCs then head out.

Crossing back to the Nyr Dyv, they encounter an ettercap lair and then arrive at the Shore of the Lake. The naga gives them a foul tasting potion that acts as underwater breathing and free action.

Radiant Sparkle brings them into the water to meet his queen. The Queen tests the PCs and reads their auras. She then gives the group a blessing and teaches them a ritual to bring back to their leaders (the Queen is delighted to learn they too are led by a Queen). She tells them this ritual contacts the Naga, should the land kingdoms ever need help. Then she bids them farewell.

On the way back Radiant Sparkle runs across the trail of a skum, he tracks it and with the help of the PCs, kills it. Then he guides them to the shores and also bids them farewell, then slips back into the Nyr Dyv.

The PCs return to Critwall and report to Sergeant Duc. He thanks them and dismisses them.

General Shield Lands information

Because of the desperate conditions in the Shield Lands, all that enter the lands must contribute to the welfare of the Shield Lands in some way.

Those with the rather specialized abilities of the player PCs are placed in what is basically a reserve unit of the Shield Lands army called the Pathfinders. The Pathfinders are used when the regular army is not equipped to deal with the problem or whenever the army needs help. Even foreigners are drafted into the Pathfinders.

Half-orcs are disliked in the Shield Lands. Many businesses won't serve them and many people won't talk to them.

Introduction

For any PCs who played *Temple of the Burning Man*, read or paraphrase the following:

The warm summer sun shines brightly in the sky. The sounds of Critwall are all around you: the cries of the merchants, the gossip of the people on the street, beggars pleading from food. A runner in the uniform of the Shield Lands army marches from out of the crowds directly toward you, "Excuse me, you are [character's name]? Sergeant Duc has requested your presence at the Keep."

For PCs who have not played *Temple of the Burning Man*:

The warm summer sun shines brightly in the sky. The sounds of Critwall are all around you: the cries of the merchants, the gossip of the people on the street, beggars pleading from food. A runner in a Shield Land army uniform, out of breath and looking as if he is about to collapse stumbles in front of you. He turns to you: "I'm looking for...ahhh, forget it, he's no where to be found. Sergeant Duc is calling in some Pathfinders for a mission. Interested? If so you need to go the Keep"

If the character says no, the adventure is over for him as the runner heads back to the keep.

Upon arrival you are brought to a small hot, sitting room to wait. Several others are seem to have answered the call of Sergeant Duc. Shortly after you arrive, Sergeant Duc enters.

"Thank you all for attending on such short notice. As some of you may remember, I don't take much stock in magic. Nothing like cold steel at your side and a loyal friend at your back. Unfortunately, magic is something we must deal with on a daily basis.

Some of you were tangled up in the Bright Sentry mess a few months back and that's why I needed to see you. We have a situation involving...obviously magic. The artifact that was

stolen from us, well, it seems that other parties are surfacing with an interest.

This um...I know this might sound odd but I'm being serious here...so I don't want a smile on anyone's face. This underwater snake is asking about you. He wants to take a few representatives down into the water...I know, more water—no comments on that either.

He wants you to meet his um...Queen. The um...Queen snake." At this point even Sergeant Duc cracks a smile at the absurdity of it. "All right listen up. Some advisor to Katarina is trying to make political points stack up in his favor. He's given the go ahead on this mission. I guess he expects us to make friends with...snakes. Of course since this advisor is not going himself, that usually means there is a level of risk, potentially a high level of risk. This is where you come in. This is not an order. This is not a mission by my design, this is a mission set up by an advisor to Katarina.

You may decline this mission as it is not an 'official mission for Pathfinders', more like a...diplomatic mission. Decline it if you want but as much as I hate to admit it...you never know where your next ally will come from. And the Shield Lands needs allies. It's up to you."

Any character that declines the mission will be excused and the game is over for that character.

At this point Sergeant Duc has talked to both the naga and the advisor, Conallan Wansmage. He knows the following information, which the PCs can get through roleplaying.

Any question or similar question will supply these answers:

What exactly is the mission?

As far as I know you accompany the snake into the water and go to its Queen. From there you be respectful and do what the Queen asks as long as it does not endanger the Shield Lands. The Queen wants to talk to you.

What do they know about the artifact recovered from the Temple of the Burning Man?

Don't know.

How is this water snake talking to us?

Hadn't really considered that—probably some magic familiar or something. I've learned not to question these things. It's a snake that turns into a man. That's all I know.

Can we trust it?

As much as you can trust any potential ally of the Shield Lands. Of course this whole snake from the water thing does bother me. As a soldier I'd have to say ...be very careful.

How are we going to breath underwater?

Don't know.

For those who played Temple of the Burning Man:

Why were we chosen for this mission?

The snake asked for you specifically. Anyone involved in removing the artifact from the water must speak with the queen. Don't ask me.

Other than this Sergeant Duc knows little else. He doesn't even remember the name of the advisor that summoned him. He doesn't have much love for politicians. Sergeant Duc will bring the PCs to meet the naga and the politician.

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

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

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

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

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

Encounter One: Enter the Naga

Sergeant Duc leads you through the Keep, occasionally nodding to a soldier, who in turn nods back.

He brings you to a carpeted chamber with padded, wooden chairs and two oak tables. Candles light the room and the dark shades are drawn to block the sunlight.

There are two occupants seated at one of the tables. The first is an obvious court official. Dressed in the colors of the Shield Lands he is sipping from a wineglass and giggling with delight as you enter. He seems young.

The other figure is seated to his right, motionless, and facing away from the sunlight seeping from behind the shades. He seems uncomfortable. His robe is simple and faintly green.

"Ahh, here are our guests. Sergeant Duc, thank you; You are dismissed."

Sergeant Duc makes a noise, half way between laugh and a snort of contempt. He nods to you as you file past him into the room. "Good luck."

He closes the door behind him.

You are alone with the official, and the snake that is a man.

Conallan Wansmage (human male Exp3, LG) official in the court of Lady Katarina.

The official's name is Conallan Wansmage and he has been put in charge of this mission through the machinations of Regent Natan Enarick, the ruler of Bright Sentry. He is taking this very seriously but at the moment is overjoyed to be part of something big. He has received word from a cleric of Pholtus that the man is indeed a naga and should be trusted and treated with respect. He has Enarick's backing to send the Pathfinders with the naga. So far the naga has been pretty tight lipped about the mission in general.

Allow the PCs a few moments to roleplay as the official introduces himself to the PCs. He makes himself sound as important as possible.

At any point, if the PCs ask or if he starts to introduce the naga, he suddenly realizes he does not know the naga's name and asks him his name.

This will be the first time the naga speaks. His voice is plain and sad.

"A name? Yes I have thought long about this. We do not use the limited form of language that surface breathers do—the expelling of air and manipulating of the tongue is clumsy at best. Our language is one far more complex but it is necessary for you to have something to call me for I will not tolerate any such phrase such as "snake man" or "snake" for that matter. That would be like referring to you as monkey."

"Um, there was no offense intended." Says Allon.

"None was presumed. Allow me to continue. I must create a name for myself that . . . I enjoy and you can pronounce." The man takes a breath. "Is there a name for the exact time when the morning light bounces off the tide and makes the slightest increase in temperature creating the most glorious time to skim the surface of the water?"

Allon pauses and glances at the group then says, "Um . . . no."

Without hesitating the man says, "Then I shall be called Umno."

The naga is not really serious. He is simply mocking the surface world's ritual of naming everything. It was meant to be insulting but obviously will not come off that way. The naga will assume the PCs are all put in their respective places, and then he continues.

If the PCs have played Temple of the Burning Man:

"My Queen has asked for an audience to discuss the Eldritch Wave. Something you are familiar with. Something you have held. I feel you are marked. She will read your aura to see if you alive."

If none of the PCs have played Temple of the Burning Man:

"My Queen has asked for an audience to discuss the Eldritch Wave—something in your future, something of great danger. She will read your aura to see if you are alive."

With this the naga gets up and expects the PCs to follow. He leaves the room. Conallan Wansmage hurriedly tells the PCs to follow and gives them a few last minutes instructions as he ushers them out the door.

"Um... Umno is considered to be very important to the council and Lady Katarina. He is a water naga, a race of intelligent, spell using snakes. All options need to be explored to uncover new allies. Be careful but also remember what we seek . . . allies. That is the most important thing. Listen to this queen, listen to your hearts. Be strong and true to the duties of the Shield Lands and all will prosper. Good luck."

By this point you are at the front of the Keep and Conallan Wansmage stands there and waves as you catch up to the Naga.

Radiant Sparkle "Umno", water naga: CR 7; Large Aberration (15 ft. long); HD 9d8+36; hp 76; Init +1 (Dex); Spd 30 ft., swim 50 ft.; AC 15 (-1 size, +1 Dex, +5 natural); Atks +9 melee (2d6+4 and poison, bite); Face/Reach 5 ft. x 5 ft./10 ft.; SA poison, spells; SQ telepathic link; AL N; SV Fort +7, Ref +6, Will +9.

Str 16, Dex 13, Con 18, Int 10, Wis 17, Cha 15.

Skills: Concentration +13, Listen +11, Spellcraft +9, Spot +11. **Feats:** Lightning Reflexes.

SA: Poison (Ex)—Bite, Fortitude save (DC 17); initial and secondary damage 1d8 temporary Constitution. **Spells (Su)**—Radiant Sparkle casts spells as an 8th level sorcerer.

SQ (Su): Telepathic Link—Radiant Sparkle has a permanent telepathic link to Emerald Dawn.

Equipment: Enough water breathing potions in shells to supply the group. A sack to carry all of them strapped to its back.

Spells (6/7/6/3: Spell DC = 12 + spell level): 0 lvl—arcane mark; daze, detect magic, disrupt undead, light, mending, read magic, resistance; 1st lvl—cause fear, change, self, comprehend languages, mage armor, ray of enfeeblement; 2nd lvl—alter self, invisibility, summon monster II; 3rd lvl—haste, tongues; 4th lvl—polymorph self.

Radiant Sparkle is a dedicated servant of Emerald Dawn. Its spells give it the flexibility needed to work with non-naga. It does not really like working with air breathers, but does so at its leader's command. It has a permanent telepathic link with Emerald Dawn, allowing it to communicate when concentrating.

Radiant Sparkle assumes all air breathers are arrogant warmongers who abhor the beautiful water worlds.

Radiant Sparkle describes the world of the water naga in the best possible light whenever asked about it. It is a paradise under the sea, where the wise and generous Emerald Dawn leads them toward greatness.

It fears the influence of Iuz spreading under the waters of the Nyr Dyv. It sees the best way of thwarting an air breather is with other air breathers.

He is actually quite afraid of air breathers and the land of air. He is homesick, culture shocked and doing his very best to hide it under a layer of disgust toward the surface world.

Encounter 2: The Road, The Body

The road is weary. The weather holds fine for the journey, the harsh dirt road that leads to the south. A bed of gravel and dead grass, then up the next morning to break your fast on trail rations and warm water.

Umno makes little attempt to communicate with you other than basic survival needs. He wears his hood up at all times in the day, saying only, "My eyes do not like the blazing of the sun. There is no film to cover these eyes, how can you stand this on a daily basis?"

Usually his biting, questioning tone does not make anyone want to answer.

Umno performs a ritual of prayer at sundown, which involves a small amount water being thrown onto the ground. The prayer is silent and although Umno does not share his thoughts with you, it seems more homage to his world than a prayer to a deity.

It suddenly becomes clear that Umno is homesick and probably feels very alone.

The next morning as you prepare to journey off allow the PCs a Search check (DC 13). Any who succeeds immediately notice the body. If no one notices, they continue to the south and arrive at the shore, go to Encounter 3.

You spot a body off to east. Not far from camp but far enough that you didn't notice it at sundown.

The body is lying face down near a small copse of trees. From your camp you see the glint of armor and what seems to be a spear is sticking out of its chest.

Something is odd about the whole layout. The surrounding landscape is barren with spotted trees across the land, most dying.

A druid automatically notices the problem. Any other character that makes a successful Wilderness Lore check (DC 20) also notices the problem. There is no carrion and that strikes them as odd. If the corpse was old, there would be a stench and this is a highly traveled road. The body would have been noticed had it been there long. Which most likely means it's a fresh corpse.

It is indeed a trap, set by a cunning ettercap. The body is fake; scraps of armor lain out in the shape of a body. The spear is a long branch, the armor is stuffed with birds nests, dirt, mud, and small scraps of cloth to give it substance. The fake body is angled in the shade very cleverly so that one must get very close to actually determine that it is fake.

A successful Search check (DC 25) notice that the body is fake *before* they get to the trapped zone. Anything less than 25 and they are too close to do anything about it. The ettercap has been gleefully working on this trap for a few days, waiting for prey.

The trap is as follows: Once anyone is within 10 feet of the body (they have now passed a few trees) the ground falls out from under the character. The drop is only a few feet, just enough to make the character unsteady. As the PC stumbles, the ettercap springs a web (he is currently concealed in a treetop) while at the same time pulling a release that drops "spiders" everywhere. The spiders are dangling from thin shredded ropes and are actually more nests and twigs but bouncing around on the ropes in the shade they look like large spiders. This should confuse the PCs enough so that they waste a few attacks on spiders. Anyone attacking the spiders will realize after the first round that they are fake; however, they spider dropping from the trees were angled to come from behind any character entering the tree copse. The natural recoil from an attack is to move away from it thus moving into the ettercap's laid out ground web. Anyone being "attacked" by spiders can make a Search check (DC 20) to avoid stumbling into the webs, if they fail, as they step away from the spiders, they stumble into the ettercap's web.

All of this is designed to take place in a matter of seconds. The ettercap waits for his webs and spiders to capture as many people as possible. Then he drops down on the smallest character (such as a halfling) and attempts to poison him and carry him back up into the trees to eat.

Keep in mind that any character fighting a spider will not know the spiders are fake for the first round of combat. Probably wasting an attack or two on a spider.

The ettercap should have enough time to spring all his traps and then, while the PCs are fighting off the spiders, drop down and poison

someone and try to overpower him/her and carry the body up into the trees.

The ettercap is not too bright. If it does succeed to carry someone up it considers itself safe from combat. After all, it's in the trees, what could possibly harm it now?

After it kills one person and eats a few of the soft parts, it departs both full and satisfied. It tries to sneak off through the copse of trees and escape. Or if it is attacked while in the tree (via missile fire, etc) it becomes scared and suddenly unsure of what to do so it tries to flee.

The armor on the dummy is actually quite nice, if the PCs look beyond its rather dinged exterior. It is masterwork half-plate.

Throughout this Radiant Sparkle will watch from the camp, unsure of how to participate or what to do. If the PCs are all stuck in webs and cannot escape AND someone has already been killed, then Radiant Sparkle will enter the copse of trees and use a few spells to scare off the Ettercap (a magic missile).

If asked about his hesitation, he will be honest, he was unsure what to do.

Tier 1 (EL 4)

Ettercap (1): CR 4; Medium size Aberration; HD 5d8+5; hp 27; Init +3 (Dex); Spd 30 ft., climb 30ft.; AC 14 (+3 Dex, +1 natural); Atks +3 melee (1d8 and poison, bite), +1 melee (1d3 [x2], claw); SA web, poison; SQ low light vision; AL NE; SV Fort +2, Ref +4, Will +6.

Str 12, Dex 17, Con 13, Int 6, Wis 15, Cha 8.

Skills: Climb +8, Craft (woodcraft) +2, Hide +3, Listen +10, Spot +10. *Feats:* Multiattack

SA: Web (Ex)—An ettercap can cast a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to Medium-size. The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check (DC 20) or burst the web with a successful Strength check (DC 26). The web has 6 hit points and takes double damage from fire. Ettercaps can also create sheets of sticky ebbing from 5 to 60 feet squared. They usually position these to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed at a Spot check (DC 20) to notice a web or stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing receive a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot square section has 6 hit points and takes double damage from fire. An ettercap can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Poison (Ex)—Bite, Fortitude save (DC 13); initial damage 1d6 temporary Dexterity, secondary damage 2d6 temporary Dexterity.

Tier 2 (EL 6)

Ettercap, advanced (1): CR 6; Medium size Aberration; HD 7d8+7; hp 38; Init +3 (Dex); Spd 30 ft., climb 30ft.; AC 14 (+3 Dex, +1 natural); Atks +5 melee (1d8 and poison, bite), +2 melee (1d3 [x2], claw); SA web, poison; SQ low light vision; AL NE; SV Fort +3, Ref +5, Will +7.

Str 12, Dex 17, Con 13, Int 6, Wis 15, Cha 8.

Skills: Climb +10, Craft (woodcraft) +2, Hide +5, Listen +10, Spot +10. *Feats:* Multiattack.

SA: Web (Ex)—An ettercap can cast a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to Medium-size. The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check (DC 20) or burst the web with a successful Strength check (DC 26). The web has 6 hit points and takes double damage from fire. Ettercaps can also create sheets of sticky ebbing from 5 to 60 feet squared. They usually position these to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed at a Spot check (DC 20) to notice a web or stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing receive a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot square section has 6 hit points and takes double damage from fire. An ettercap can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Poison (Ex)—Bite, Fortitude save (DC 13); initial damage 1d6 temporary Dexterity, secondary damage 2d6 temporary Dexterity.

Tier 3 (EL 9)

Ettercap, advanced (1): CR 9; Large Aberration; HD 10d8+30; hp 75; Init +6 (Dex, Improved Initiative); Spd 30 ft., climb 30ft.; AC 15 (+2 Dex, +4 natural, -1 size); Atks +11/+6 melee (2d6+8 and poison, bite), +9/+4 melee (1d4+5 [x2], claw); Face/Reach 5 ft. x 5 ft./10 ft.; SA web, poison; SQ low light vision; AL NE; SV Fort +6, Ref +5, Will +9.

Str 20, Dex 15, Con 17, Int 6, Wis 15, Cha 8.

Skills: Climb +13, Craft (woodcraft) +2, Hide +13, Listen +10, Spot +10. *Feats:* Improved Initiative, Multiattack, Power Attack.

SA: Web (Ex)—An ettercap can cast a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to Medium-size. The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check (DC 20) or burst the web with a successful Strength check (DC 26). The web has 6 hit points and takes double

damage from fire. Ettercaps can also create sheets of sticky ebbing from 5 to 60 feet squared. They usually position these to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed at a Spot check (DC 20) to notice a web or stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing receive a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot square section has 6 hit points and takes double damage from fire. An ettercap can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web. **Poison (Ex)**—Bite, Fortitude save (DC 13); initial damage 1d6 temporary Dexterity, secondary damage 2d6 temporary Dexterity.

Augmented Tier (EL 12)

Ettercap, advanced (1): CR 9; Large Aberration; HD 12d8+36; hp 90; Init +6 (Dex, Improved Initiative); Spd 30 ft., climb 30ft; AC 15 (+2 Dex, +4 natural, -1 size); Atks +13/+8 melee (2d6+8 and poison, bite), +11/+6 melee (1d4+5 [x2], claw); Face/Reach 5 ft. x 5 ft./10 ft.; SA web, poison; SQ low light vision; AL NE; SV Fort +6, Ref +5, Will +9.

Str 20, Dex 15, Con 17, Int 6, Wis 15, Cha 8.

Skills: Climb +15, Craft (woodcraft) +2, Hide +15, Listen +10, Spot +10. **Feats:** Improved Initiative, Multiattack, Power Attack.

SA: Web (Ex)—An ettercap can cast a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to Medium-size. The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check (DC 20) or burst the web with a successful Strength check (DC 26). The web has 6 hit points and takes double damage from fire. Ettercaps can also create sheets of sticky ebbing from 5 to 60 feet squared. They usually position these to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed at a Spot check (DC 20) to notice a web or stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing receive a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot square section has 6 hit points and takes double damage from fire. An ettercap can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Poison (Ex)—Bite, Fortitude save (DC 13); initial damage 1d6 temporary Dexterity, secondary damage 2d6 temporary Dexterity.

Heading 3: Into the Deep

The road curves to the west but Umno ignores it, heading instead southeast to the Nyr Dyv. He stops at the shore. "From here we travel in the way of civilized beings. We swim. Thankfully I can cast aside this form with the useless appendages. It's a wonder your species has learned to master any of the higher arts with these clubs." Umno gestures with his hands.

With that Umno changes. There is a slight shimmering that sparkles in the sun light. Umno has transformed from the pale, plain man into a thing of beauty and horror. His long, snakelike body is covered with radiant green scales running in striped patterns the length of his 20-foot frame. Bright red spines jut from his backbone. His eyes are a hypnotic soft yellow. His face is vaguely human.

He curls, then uncurls and slithers across the ground into the water. He resurfaces a few moments later. A mesh is hanging from around his neck.

He slithers back to you. You're not sure what to expect, he is definitely not human. His voice is surprisingly clear.

"Take the shells from the mesh. Crack the white portion off, it is removable. The potion inside is a creation from my people. The liquid will slowly filter through your blood and seep into your body. You will be able to survive in the cold depths for some time. The liquid has also been blessed by the Queen; through her magic your actions will not be hampered by the water and your vision will improve slightly. There will however, be no air in your body so speech will be impossible. The world below is a world of silent beauty. I urge you to respect it. It takes time for the liquid to take effect. You will feel changes. I have added milk from a sea thermo, it should lighten the taste, which is considerable. If you do not mind I will wait in the water, it has been some time."

Without waiting for a response he slips into the water. The mesh bag lying where he was a moment before.

Allow PCs to react to this. There is only one potion per character. These potions are a secret of the naga and are kept guarded.

Once the first person drinks from the shell read the following:

[Character's name] puts the shell to his mouth, the opening is small and the shell cannot hold much liquid so he tilts it back as far as possible.

Suddenly he chokes and drops the shell to the ground, his eyes go wide in panic and he starts gagging. The taste is obviously vile but he manages to keep it down.

The liquid is in fact quite disgusting. Thick and creamy it gives a sickening feeling of "slithering" down the throat. Thankfully there is only a tiny

amount of it. Half-orc PCs do not find the taste nearly as vile, merely sour.

After several minutes (allow more roleplaying) PCs who have ingested the potion will notice the changes, their vision becomes blurry in the light, it becomes harder to breath and they have this feeling of weight. Within a half-hour the PCs can no longer breath air and must get into the water. It suddenly cuts off, one moment they are having difficulties breathing then suddenly they can't breath.

Umno watches them for any signs of danger, should anyone panic and not be able to make it to the water, Umno springs up and coils around panicked character dragging him into the Nyr Dyv. It's quite disturbing to watch this happen.

If any character does not drink the potion then Umno says to them:

"I'm sure you can find your way back to the city."

The event is over for the character.

Once all PCs are in the water, they can test their mobility and find that Umno was correct, their actions are unhampered by the water and they can breath!

Let them play in the water for a bit and then read the text below:

You all suddenly receive images in your minds. At first it's startling and it takes a few moments to realize that Umno is sending you telepathic images. It takes some time but eventually you figure out he is teaching you commands, directions and warnings. You begin to feel an innate sense of connection to Umno and the surrounding waters. You get a feel for things. That's the only way you can describe it, a feel for things.

When Umno feels you are ready he begins the journey. As impressed as you are by your own ability to cut through the water, it is nothing to the speed in which Umno side-winds back and forth among you. Constantly checking on you to see if you are wandering off, sending you images of encouragement and making sure you are not overwhelmed. So far you are all doing ok. You are all swimming close to the surface and despite the fact you see several schools of fish of multiple variety, so far nothing has been too shocking. Umno steers you away from a rocky area rising almost to the surface of the lake sending you images of large creatures half lion, half fish.

Almost as if Umno was able to sense you were not awed, he gives the command to dive down, it is time to enter the depths. Although you feel the shocking cold and feel the pressure of the crushing water, it does not seem to affect you. Whatever potion the naga gave you is a wonder indeed.

Suddenly a large school of fish-like creatures are swarming past you. Hundreds and hundreds of them and Umno is gleefully swimming right

into them; you are getting images from him of comfort and safety.

There is no danger here.

Soon the light of the surface fades as Umno begins to swim deeper and deeper. Then there is only the eternal darkness as you realize the light is not coming back. You have only constant images from Umno guiding you.

You swim like this for hours and hours, and hours.

Allow PCs to react. Obviously they can't talk and in the pitch darkness can't really communicate but give them a chance to do something. No one feels fatigued any more than they would if they walked for many hours. Time has become lost to them; they really don't know how long they have been in the water and despite their understandable fear are getting bored.

After they react, continue reading:

Suddenly there is a spark of light and you start to get images of excitement from Umno. As the light nears you begin to make out shapes around you. The ground of the Nyr Dyv is covered in thick green and dark violet plants; colonies of aquatic life dart in and around you, everywhere. The faint light seems to be coming from several areas; some sort of lakebed rocks, illuminating the deep

You are all nearly paralyzed in fear as an enormous underwater behemoth effortlessly glides across the water in front of you. You get only images of trust from Umno. None of you take your eyes of the monster until it fades into darkness.

Umno sends images of danger as you swim past some sort of ruined underground construction that seems to be made from rock and some sort of black stone. The glow rocks faintly bathe the construction; you notice no aquatic life near it

Umno sends you images of a massive, round, fleshy creature with one enormous eye and dozens of stalks protruding from various angles.

The underwater trek seems to go on and on until you are overwhelmed by the life, constant movement and silence. Then almost suddenly Umno sends you an image of home. You have arrived.

This encounter will be used to bridge the world of air into the completely alien world of the deep. It will mainly be a text description of culture shock and the bizarre beauty of under water. To spice things up, feel free to add anything that makes the underwater world seem even more alien. This is a life unlike the PCs have ever encountered, make it sound that way.

Encounter 4: Emerald Dawn

This encounter assumes at least some of the PCs have completed *Temple of the Burning Man*, if

not, modify the text slightly to make it sound as if the queen is now connecting them to the fate of the artifact.

Almost immediately you are sure this is not the home of the naga. The area is lit by the dim glow rocks seen through out the underwater but is barren, almost lifeless. There are two other nagas swimming in the area. For all practical purposes, one looks identical to Umno. The other is different. Longer, thinner, its scales are almost crystalline. You get the distinct impression it is female. She must be the queen.

As soon as you come to this realization you receive more images in your head, these are clearer, easier to understand and come faster, much, much faster.

The queen is speaking to you telepathically.

"I am known as Emerald Dawn. It is a harsh translation of my name. I rule the nest. I know you are in shock at the world under the water, I sympathize. I remember my few visits to the air lands as terrifying. Listen now for time grows short. I know some of you; I have felt you in the water, near the Eldritch Wave. You have touched it, or it has touched you. It returned to the water again but now has fled back into the land of air. It is an evil weapon. It can be used in conjunction with the sacrifice of a water witch and several small rituals and prayers the Eldritch Wave can be summoned and controlled. The Eldritch Wave is a beast of power and dread. With its thoughts it can control aquatic creatures and life, there is no resisting it. Magic from the air lands will not harm it; you need darker, deeper rituals long lost on land. The artifact you seek is in the hands of a man wizard who summons aquatic creatures to do his bidding. You who have removed the artifact are now connected with its fate.

I will stop here, you must have questions."

At this point the queen naga curls up and waits. PCs may direct questions to Emerald Dawn but not to each other unless they have some way of communicating without speaking. They are still underwater.

General questions she is willing to answer (or any similar questions):

How do you know all this?

The Eldritch Wave was created long ago by the kuo-toa. It was used inside their kingdom and the summoned beast destroyed half their people before they could stop it. For generations it has been a tale told under water, the return of the Wave. Legend says that the high priest of the tuo-toa felled the Eldritch Wave with a dark ritual of fire. Then he cast the burning body into a temple and pinned it to the floor with an enchanted sword from the air lands. The Temple was locked, sealed and forgotten—until now.

What do you want from this? What do you have to gain?

We want the Eldritch Wave sealed away. Like artifacts of the air lands, it too is difficult to destroy. We will attempt it. If the Eldritch Wave is summoned we too would fall under its sway.

Why don't you go after the artifact?

It has been removed from the water again and now rests in the hands of a man wizard. My people are not comfortable in the air. Besides, we are small in number. Also, if the man wizard manages even slight control over it, he may be able to control us.

Why us? What do you mean we are connected to the artifact? What do you mean it touched us?

Like all artifacts it too has a curse. None of you possessed the item long enough to enact the curse but there is an aura I feel. Surrounding some of you. When you touched the artifact, it too touched you.

How do we destroy the Eldritch Wave?

The ritual that felled the demon before is lost to time. Perhaps another can be delved; however, our best option is to recover a piece of the burning body of the original beast. Perhaps that will be enough to consume the Eldritch Wave should it be summoned.

Where is the original body?

It was in the Temple, where the artifact laid. When the temple was plundered, the body may have been removed, although I doubt it. I will send a naga to search for the body, I myself will attempt to recreate the burning ritual.

How can you aid us? How can you help the Shield Lands?

I offer a few things: first, friendship with the air breathers of the Kingdom of the Shield; second, an exchange of information on the Eldritch Wave. This demon must not rise from the waters again.

PCs may notice that the queen is referring to the Eldritch Wave as both the demon and the artifact, if questioned about this she simply says: "They are named the same". The queen knows a great deal more than she lets on. Anything not covered here the queen can simply answer, "That has been lost to time." Or even, "I am unsure." As much as she wants help she will only trust the humans so far.

After this encounter is roleplayed out then the queen tells them she must read their auras to see if they are alive. She has no better way to translate it.

Emerald Dawn (female water naga; AL N).

Encounter 5: Aura of the Alive

What the queen is doing is reading the aura of each character. She has them perform an act of violence and use divining magic to glimpse a possible future for them. She shows them a vision of the Eldritch Wave (a vision in which they have to choose between the saving of an innocent but letting the Eldritch Wave rise or the letting the innocent die but stopping the Eldritch Wave from being summoned).

There is no correct answer here. Inform the PCs that the queen is reading their auras and they *cannot lie* to her unless they have some way of defeating her magic (magic resistance, etc). The character themselves can verbally lie but as the queen reads their aura she sees the true answer. If they *attempt* to lie, that is bad enough and queen will not bless them.

One other thing of importance, any PC who received the warning from the One-eyed creature in the future dream in 'Temple of the Burning Man' does not receive this vision. Instead read the text following the normal vision.

The two naga bring forth several living fish and you receive images from them that you are to stab them with any sort of sharp weapon you have. Stab and kill the fish.

Anyone who does not do so will not be blessed by the queen but he or she will not be punished in any way.

For anyone who does so read the following:

Your quick movements kick up silt in the water and suddenly there are entrails leaking up into the water in front of you. The queen's eyes burn red in the water, as she seems to look right into your soul.

You see something. You see yourself standing in a room. There is a child to your left and a kuo-toa to your right. The kuo-toa wears a seaweed & shell necklace.

The implication seems clear to you. If you attack the Kuo-Toa, you could stop it from summoning the Eldritch Wave but it in turn will be able to strike down the child. If you protect the child, the Kuo-Toa will summon the Eldritch Wave but the child will live.

What do you do?

Once all PCs have answered, as long as they do not lie, the queen gives them her blessing. As long as one person has been blessed, she offers her nest as allies to the air breathers of the Kingdom of the Shield. She teaches them a ritual to contact the naga should they ever have need and asks to bring good word back to the Queen of the land of Shields. The queen seems quite delighted to learn that the ruler of the Shield Lands is female (should that be brought up.).

This is only for PCs who received the warning in *Temple of the Burning Man*, "I will kill you last."

The queen's mind melts into yours for the briefest of moments. You hear her gentle thoughts, "Forgive me, your aura is not alive as it should be. Your future has been chosen by a higher power. I can see nothing for you, nothing at all."

Once the PCs learn the ritual (a simple ritual at that, with several shells, rock and water to be used for components), the queen departs.

"Perhaps we shall meet again, those of you who's aura's are alive. Perhaps in better times. I will let you return to your lands of air. Good luck."

If no character has been blessed by the queen then she simply bids them good luck and offers them a safe return home. She does not teach them the ritual and says (cryptically): "The time is not right for your people and my nest to see. Good luck in your future."

Encounter 6: Skum

You receive images from Umno that he will guide you back to the surface. You believe the return journey will not take as much time, that makes you wonder if you were taken the scenic route before so Umno could show off his under water world.

So it begins, the return. For hours you swim through the black waters, occasionally being able to see some of your beautiful surroundings with the help of the glowing rocks.

This deep, it seems as if darker colors dominate the under water. Greens, purples or perhaps dark blues. At one point there is a burst of panic from Umno as you get a blasting image of a shark like creature, although Umno quickly regains composure and leads you away from danger.

At one point Umno stops you and lights the area with some sort of spell. It is the first time you have been able to see clearly since you entered the deep.

You see a strange sight. A large hand, made from some sort of iron; yet rust free, is reaching up toward the surface. The hand itself is buried into the lake bed and is the size of a horse, larger,

Umno lets you swim around and touch it, the smooth surface of the hand is actually warm. There are glyphs and runes etched onto the fingers where rings would be, all are unrecognizable.

You get images of confusion from Umno as if not even the water naga are aware of what this is.

His light spell fades and you continue on, leaving the iron giant behind. Somehow, this thought saddens you.

Another hour passes (at least) and Umno sends you images of stopping. You all do. Then he does something he has not done since he brought you down here.

He swims away.

Allow PCs to react. Umno will be gone for about five minutes. You should allow the PCs to float in the darkness with their thoughts and react appropriately. Then he returns.

You receive images from Umno, somehow they are distorted, you get the immediate impression that Umno is enraged and is having a hard time concentrating on sending you images.

After a few moments you understand what Umno is asking and showing you.

There is a creature that has been plaguing these waters for a long time (you are unclear how long). Umno sends you an image of it.

Measuring some 25 feet from snout to tail, with four 10-foot long tentacles sprouting from behind its massive head. Its rubbery skin is blue-green with regular gray splotches running along its sides. The pink belly of the creature is interrupted by a lamprey-like mouth and four pulsating organs that secrete a gray slime that surrounds the its entire body.

Umno has found a small lair where the creature has been storing items for some sort of ritual. These creatures know a great amount of dark knowledge and Umno wants to interrupt whatever it is doing. Thankfully the creature is not there but it has slaves guarding.

Umno is asking for your help to attack the lair. He can offer no proof of the evil deeds of these creatures other than his word.

Allow PCs to react, most likely they will join the attack. Those that do not wait in the dark waters for a dozen minutes or so while the others swim off and do battle.

Umno lights the area with a spell and you see a blackened pit that drops into the lake floor. There are several crossbreeds of human and fish of various sizes, none smaller than a grown man.

After the battle is over Umno performs some sort of purifying ritual on the area and is satisfied that the creature can not return her to do evil.

Tier 1 (EL 4)

Skum (2): CR 2; Medium Aberration (Aquatic); HD 2d8+2; hp 12; Init +1 (Dex); Spd 20 ft., swim 40ft.; AC 13 (+1 Dex, +2 natural); Atks +5 melee (2d6+4, bite), +0 melee (1d4+2 [x2], claw), +0 melee (1d6+2 [x2], rake); SQ low light vision; AL LE; SV Fort +1, Ref +1, Will +3.

Str 19, Dex 13, Con 13, Int 10, Wis 10, Cha 6.

Skills: climb +9, Hide +6, Listen +7, move silently +3, Spot +7. *Feats:* Alertness.

Tier 2 (EL 6)

Skum (4): CR 2; Medium Aberration (Aquatic); HD 3d8+3; hp 17; Init +1 (Dex); Spd 20 ft., swim 40ft.; AC 13 (+1 Dex, +2 natural); Atks +5 melee (2d6+4, bite), +0 melee (1d4+2 [x2], claw), +0 melee (1d6+2 [x2], rake); SQ low light vision; AL LE; SV Fort +1, Ref +1, Will +3.

Str 19, Dex 13, Con 13, Int 10, Wis 10, Cha 6.

Skills: climb +9, Hide +6, Listen +8, move silently +3, Spot +8. *Feats:* Alertness.

Tier 3 (EL 8)

Skum (8): CR 2; Large Aberration (Aquatic); HD 5d8+15; hp 37; Init +0; Spd 20 ft., swim 40ft.; AC 13 (+4 natural, -1 size); Atks +11 melee (2d8+8, bite), +6 melee (1d6+4 [x2], claw), +6 melee (1d8+4 [x2], rake); Face/Reach 5 ft. x 5 ft./10 ft.; SQ low light vision; AL LE; SV Fort +4, Ref +1, Will +4.

Str 27, Dex 11, Con 17, Int 10, Wis 10, Cha 6.

Skills: climb +9, Hide +6, Listen +9, move silently +3, Spot +9. *Feats:* Alertness

Augmented Tier (EL 10)

Skum (16): CR 2; Large Aberration (Aquatic); HD 6d8+18; hp 45; Init +0; Spd 20 ft., swim 40ft.; AC 13 (+4 natural, -1 size); Atks +12 melee (2d8+8, bite), +10 melee (1d6+4 [x2], claw), +10 melee (1d8+4 [x2], rake); Face/Reach 5 ft. x 5 ft./10 ft.; SQ low light vision; AL LE; SV Fort +5, Ref +2, Will +4.

Str 27, Dex 11, Con 17, Int 10, Wis 10, Cha 6.

Skills: climb +9, Hide +8, Listen +9, move silently +3, Spot +9. *Feats:* Alertness, Multiattack.

The skum are slaves of the aboleth that stalks the area, they were created for the sole purpose of guarding this pit. They do not retreat or surrender.

After combat, Umno does not allow anyone to enter the pit. Sending them images of extreme danger.

Conclusion

Light slowly filters into your sight and grows brighter and brighter as you swim toward the surface.

Suddenly you burst forth from the water into the sunlight a few dozen feet from shore. Your reunion with air is short lived; you still cannot breathe it. You all plunge back down into the water.

Umno sends images of amusement and then assurance that you can breathe air, you must simply force yourself to do so.

After several attempts of surfacing and gasping for air something pops in your chest and air rushes into your body.

You can breathe again. Your eyes seem to focus and you suddenly seem very, very tired.

Umno helps you all crawl out of the water and onto the shore.

How the PCs have treated Umno determines how he reacts here. If the PCs have treated Umno with respect and/or shown a general interest in the beauty of the water the he reconsiders his position on humans and the air breathers. If Umno reacts favorably to the PCs he departs with the text below:

As you all lay or sit exhausted on the shore Umno regards you. His eyes are the color of honey. "Perhaps I have judged your people too harsh. I assumed that you could not understand respect and beauty because you did not live under the water but in a cold land of endless air. The arrogance I assumed upon you may have been mine. I see now why my queen sent me on this mission. I was sent to learn as much as to guide.

I have found your auras to be comforting. My name...I must apologize to you for that. The name Umno was meant to insult your belief of labeling everything, I was being sarcastic. As if I would name myself um...no. I apologize for the deception. My name, the best translation, is Radiant Sparkle. Should the fortunes of water smile upon us, we will meet again."

With that Radiant Sparkle slips into the water and is gone. You all sit for a few moments on the shore, listening to lapping water, thankful to be breathing air again, thankful to be sitting in the light of the rising sun when off in the distance, on the surface of the Nyr Dyv you see something shine. It glitters and sparkles radiantly in the sun light for several seconds before submerging, it was a beautiful sight. You can't help but smile and think to yourself, "How utterly proper."

And then you go home.

If PCs have not earned the respect of Radiant Sparkle:

The naga watches you for the briefest of moments before submerging into the waters. He is gone.

You feel something is missing, something you can't place but whatever it was is gone.

You head home.

When the PCs head back to Critwall:

You return to Critwall and deliver the messages to Sergeant Duc and Conallan Wansmage, who both thank you. Sergeant Duc promises to make sure you get due credit for service above and beyond the call of duty.

You teach the ritual to several acolytes and officials and then are dismissed.

You are sure not for long, there never seems to be a dull moment in the Shield Lands.

Please remember to fill out the Critical Events Summary and give it to the RPGA convention event coordinator.

The End

Experience Point Summary

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

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

Encounter Two

Killing or defeating the ettercap 75 xp

Encounter Three

Drinking the naga potion 25 xp

Encounter Four

Gaining information from the Queen 50 xp

Encounter Five

Participating in the Queen's aura reading and not attempting to lie 75 xp

Encounter Six

Helping Umno defeat the skum 100 xp

Conclusion

Learning Radiant Sparkle real name AND making him change his mind about air breathers. 100 xp

Total experience for objectives 425 xp

Discretionary roleplaying award 0-50 xp

Total possible experience 475 xp

Treasure Summary

Player PCs 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 PCs 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 PCs 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 PCs. 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. 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 which it later finds unreasonable but which were allowed at the time.

Encounter Two

This armor is used as part of the trap that the ettercap set up.

Ettercap's Masterwork Half-plate armor (900 gp, 50 lbs., steel, common): This armor has seen better days. It is dinged and pitted and was obviously taken from a corpse. Under all the exterior damage, the armor is well made and balanced.

Encounter Five

Each character that did not lie and was not determined to 'die last' in 'Temple of the Burning Man', gets one of the blessings.

- **The Blessing of Emerald Dawn** (not tradable, uncommon): The blessing was given to you by Emerald Dawn after she read your aura and determined that you were alive. Because she wants you to fight the Eldrich Wave, her blessing allows you to do maximum damage on one attack against an outsider. You must declare you are using the blessing before you roll for damage

[etc]

Critical Events Summary

Did Radiant Sparkle get killed? Y/N

Did Radiant Sparkle give the party his real name? Y/N

Did the Emerald Dawn bless any of the party Y/N

Anything interesting or unique that happened
