



**THE ORB OF THE  
SHADOW FLAME**

**TREASURE HUNTERS**

## ***HEROES, SIDEKICKS, & MINIONS***

*The Orb of the Shadow Flame* is a scenario for the game *Heroes, Sidekicks, & Minions*, a new role playing game by Bandwagon Games. This is an alpha test, meaning the game is not yet complete; so you have the opportunity to help shape the rules. You will also have the chance to affect the lore of the book series *Relic Worlds*!

In order to play the game, you will need the rulebook, which can be found online at:

<http://www.relicworlds.com/Heroes-Sidekicks-and-Minions.html>

You will also need players for the characters, (preferably four so all are being played.) You'll want to print out this scenario book for yourself, and you'll want to hand out the character sheets to each player. There are also markers on one of the pages which can be cut out if you want to use those, or you can use miniatures that you have; but there is also a way to play the game without miniatures or markers. Finally, the players will need pencils, and a full set of dice: (d4, d6, d8, d10, and a d12.) It might be easier for them to have several d10s, and d6's, which are used as the "Hero dice." (More is explained in the main rulebook.)

This scenario takes place in a galaxy where humans have spread out and settled on distant star systems where ancient alien ruins have been discovered. Within these ruins are priceless and often powerful artifacts. Corporate baronies, which have taken the place of nations, have recently begun to appreciate the value of these relics, and they want them for a general war that is raging between them. To this end, they are hiring experts to locate them and bring these artifacts back for a promising price. But will the players give them up when they return with them? Or will they do something else with these valuable items?

As you may have gathered, this scenario is not as cut and dry regarding its objectives as many RPGs are. The group as a whole will have the chance to decide what to do with the main artifact at the end of the game; and along the way, some of them may have goals that do not line up with everyone else. Make sure the players read their respective Motivations and keep them secret from all other players.

To this end, you may wish to have an extra scrap of paper for each player so they can write notes to the game master, because they might do some things secretly, and hidden away from the other players. The scenario should be designed in such a way that players will not work against each other's interests until the end of the game, if they do at all; so the game master should be able to finish the scenario soon after any conflict begins.

With all that being said, after you have played through the entire scenario, we ask that you please do two things: First, get everyone's feedback about the game and fill it out at this location:

<https://forms.gle/qYm464Xoc933gPks5>

Second, write out what happened in the adventure as a story. It doesn't have to be skillfully crafted; a summary will do fine. But write out the details, including the most entertaining, dramatic, funny, and suspenseful moments, then send that to: [jeff@relicworlds.com](mailto:jeff@relicworlds.com)

## ***THE ORB OF THE SHADOW FLAME***

In this adventure, one to four adventurers will set out to find a powerful artifact known as the Orb of the Shadow Flame. Its exact powers are unknown, but researchers have theorized that it wields unspeakable powers. The players are hired to find the orb and bring it back to the museum, which will hand it off to the corporation which hired them. However, the players will have the choice as to what they will actually do with the artifact once they have found it.

The adventure is broken into five parts. In **Part 1**, players gather at the museum and learn about the mission from the curator. She will provide them with a research paper which has important clues to help them navigate their way to the orb.

In **Part 2**, the players will go to a planet where the ancient ruins of a small settlement holds vital secrets of the orb. The settlement is infested with ice spiders, which the players will have to deal with. They will also find fresh tracks of human footprints which walk into the ruins, then back out again. They also find the recently deceased bodies of people in all black who died while trying to get to the same information the players are trying to find. When at last the players reach the final destination, they find that these intruders before them have already seen it, and have headed back to their ship. The players then need to get back to their own ship as quickly as possible.

**Part 3** finds the players heading to a contact on another world who can interpret the information the players have found. The players can also sell any other treasures they discovered. As they do, they learn that the cultists they've seen are called the Dark Agents, a group of people dedicated to destroying all alien artifacts, and any sign that alien life ever existed on these worlds. They are likely heading to the Orb of the Shadow Flame to destroy it; and the players need to hurry to get it before it's too late.

In **Part 4**, the players reach the planet where the Orb is supposed to be. They find large ruins in the woods, and they must battle the Dark Agents to recover the artifact and complete their mission.

Once they have the artifact, they use **Part 5** to determine what to do with it. Their assignment was to return it to the museum so it could be sold to the corporation, but is that what the players really want to do with this all powerful artifact?

There is also a **Part 6** which is not part of this adventure, but provides prompts and ideas for other adventures. These adventures can be done in addition to, or instead of, this adventure.

## ***CHARACTERS***

The following pages are the character sheets for the players. For this adventure, they each choose one character to play. Players choose a name for the character. Their Primary Traits are numbers from 1-4. Their Derived Traits are what they will be rolling against most of the time, and the skills will add to those target numbers. Players will also want to note the second page, which has Advantages and Drawbacks of the characters, as well as equipment.

Most important, however, are the characters' Motivation and Career. Motivation determines what the character most wants personally, and Career determines what the character most wants professionally. In the final game, these will affect characters' experience points. For now, it determines how well a player achieved a character's goals.



# CHARACTER 1

NAME (CHARACTER)

NAME (PLAYER)

## CHARACTER SHEET

Archaeologist

Artifacts belong in a museum.

CAREER

MOTIVATION

XP

### WOUNDS

-1      -2

PRIMARY TRAITS (1-4)

**STRENGTH** **AGILITY** **KNOWLEDGE** **SAVVY** **SENSES** **CHARM** **LUCK**

2      2      3      2      3      2      2

DERIVED TRAITS (2-8)

**HEALTH** **STAMINA** **MORALE** **DODGE** **INITIATIVE** **ATHLETICS** **LEARNING**

4      4      4      5      8      4      5

Strengthx2      Strengthx2      Savvy+Luck      Senses+Agility      Senses+Savvy+Agility      Strength+Agility      Knowledge+Savvy

### SHOOTING

### FIGHTING

### OTHER DERIVED TRAITS

|                           |                          |                           |                          |                          |                         |  |  |  |  |  |  |
|---------------------------|--------------------------|---------------------------|--------------------------|--------------------------|-------------------------|--|--|--|--|--|--|
| 6                         | 5                        | 5                         | 4                        | 5                        | 5                       |  |  |  |  |  |  |
| Pistols<br>Agility+Senses | Rifles<br>Agility+Senses | Vehicle<br>Agility+Senses | Wild<br>Agility+Strength | Power<br>Strength+Senses | Agile<br>Agility+Senses |  |  |  |  |  |  |

### TALENTS

Deciphering symbols & texts \_\_\_\_\_

Detecting traps \_\_\_\_\_

\_\_\_\_\_

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### SKILLS

|  |       |       |     |
|--|-------|-------|-----|
| Survival (Knowledge+Savvy)             | (1/6) | _____ | ( ) |
| Observation (SensesX2)                 | (2/8) | _____ | ( ) |
| History [Alien] (KnowledgeX2)          | (2/8) | _____ | ( ) |
| Alien cultures (KnowledgeX2)           | (3/9) | _____ | ( ) |
| Xeno-linguistics (KnowledgeX2)         | (2/8) | _____ | ( ) |
| Shooting [Pistols] (Agility+Senses)    | (1/6) | _____ | ( ) |
| Fighting [Whip/Agile] (Agility+Senses) | (2/7) | _____ | ( ) |
| Artifacts/Relics (KnowledgeX2)         | (3/9) | _____ | ( ) |
| History [Human] (Knowledge (X2))       | (1/7) | _____ | ( ) |

## ***ADVANTAGES***

Dauntless - Re-roll morale tests.  
Professor - Re-roll knowledge tests. Have an office & connections to gain information.  
Alert - Add 1 to initiative and to any observation roll which involves a threat.

## ***DRAWBACKS***

Phobia (reptiles) - Must pass morale test when around reptiles or get -1 to all rolls.  
No one gets left behind - Cannot leave an area until all members of the party are safe.  
Arch-rival - When the arch rival is in an encounter, it will always target this character first.

## ***EQUIPMENT CARRIED***

| Item         | Enc./Loc. |
|--------------|-----------|
| Whip         | 1/Hip     |
| Laser pistol | 1/Hip     |
| _____        | _____     |
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## ***EQUIPMENT STORED***

| Item  | Stored |
|-------|--------|
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***ENCUMBRANCE***

12

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***STORAGE SPACE***

# CHARACTER 2

**NAME (CHARACTER)**

**NAME (PLAYER)**

## CHARACTER SHEET

Tomb raider

Profit from relics.

**CAREER**

**MOTIVATION**

**XP**

### WOUNDS

**PRIMARY TRAITS (1-4)**

|                                |                                |                                |                                |                                |                                |                                |
|--------------------------------|--------------------------------|--------------------------------|--------------------------------|--------------------------------|--------------------------------|--------------------------------|
| <b>STRENGTH</b>                | <b>AGILITY</b>                 | <b>KNOWLEDGE</b>               | <b>SAVVY</b>                   | <b>SENSES</b>                  | <b>CHARM</b>                   | <b>LUCK</b>                    |
| <input type="text" value="2"/> | <input type="text" value="3"/> | <input type="text" value="2"/> | <input type="text" value="2"/> | <input type="text" value="3"/> | <input type="text" value="3"/> | <input type="text" value="1"/> |

**DERIVED TRAITS (2-8)**

|                                |                                |                                |                                |                                |                                |                                |
|--------------------------------|--------------------------------|--------------------------------|--------------------------------|--------------------------------|--------------------------------|--------------------------------|
| <b>HEALTH</b>                  | <b>STAMINA</b>                 | <b>MORALE</b>                  | <b>DODGE</b>                   | <b>INITIATIVE</b>              | <b>ATHLETICS</b>               | <b>LEARNING</b>                |
| <input type="text" value="4"/> | <input type="text" value="4"/> | <input type="text" value="3"/> | <input type="text" value="6"/> | <input type="text" value="8"/> | <input type="text" value="5"/> | <input type="text" value="4"/> |
| Strengthx2                     | Strengthx2                     | Savvy+Luck                     | Senses+Agility                 | Senses+Savvy+Agility           | Strength+Agility               | Knowledge+Savvy                |

### SHOOTING

|                                |                                |                                |
|--------------------------------|--------------------------------|--------------------------------|
| <input type="text" value="9"/> | <input type="text" value="6"/> | <input type="text" value="6"/> |
| Pistols<br>Agility+Senses      | Rifles<br>Agility+Senses       | Vehicle<br>Agility+Senses      |

### FIGHTING

|                                |                                |                                |
|--------------------------------|--------------------------------|--------------------------------|
| <input type="text" value="5"/> | <input type="text" value="5"/> | <input type="text" value="6"/> |
| Wild<br>Agility+Strength       | Power<br>Strength+Senses       | Agile<br>Agility+Senses        |

### OTHER DERIVED TRAITS

|                      |                      |                      |                      |                      |                      |
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| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

### TALENTS

Slinky (Getting in and out of tight spaces, including grapples.)

### SKILLS

|   |       |                      |     |
|---|-------|----------------------|-----|
| Shooting [Pistols] (Agility+Senses)     | (3/9) | <input type="text"/> | ( ) |
| Observation (SensesX2)                  | (2/8) | <input type="text"/> | ( ) |
| History (KnowledgeX2)                   | (1/5) | <input type="text"/> | ( ) |
| Fighting [Knives] (Agility+Senses)      | (1/7) | <input type="text"/> | ( ) |
| Lockpicking (Knowledge+Senses)          | (2/7) | <input type="text"/> | ( ) |
| Stealth (Agility+Savvy)                 | (2/7) | <input type="text"/> | ( ) |
| Appraisal (Knowledge+Senses)            | (2/7) | <input type="text"/> | ( ) |
| Shooting [Bows/Rifles] (Agility+Senses) | (2/8) | <input type="text"/> | ( ) |
| Athletics (Strength+Agility)            | (2/7) | <input type="text"/> | ( ) |

## ***ADVANTAGES***

Ambidexterous

Dual weapon fighting

Wealthy - Begins with twice the funds of other characters. Can get sufficient funds for any 1 thing during each mission, but must wait for the funds.

Weapon master (Pistols) - 1 free re-roll for each shooting action.

## ***DRAWBACKS***

Greedy - Always wants to take things that are valuable.

Overconfident - Does not like to leave a challenge, even if it seems impossible. If the player wants to leave a challenge, it must roll Savvy X2. Another player can convince you to leave by rolling Savvy, plus any social skills it may have.

## ***EQUIPMENT CARRIED***

| Item              | Enc./Loc. |
|-------------------|-----------|
| Dagger            | 1/Hip     |
| Laser pistols (2) | 2/Hip     |
| _____             | _____     |
| _____             | _____     |
| _____             | _____     |
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## ***EQUIPMENT STORED***

| Item  | Stored |
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***ENCUMBRANCE***

12

300

***STORAGE SPACE***



# CHARACTER 3

NAME (CHARACTER)

NAME (PLAYER)

## CHARACTER SHEET

Treasure hunter

Profit from treasures.

CAREER

MOTIVATION

XP

### WOUNDS

-1      -2

### PRIMARY TRAITS (1-4)

|                 |                |                  |              |               |              |             |
|-----------------|----------------|------------------|--------------|---------------|--------------|-------------|
| <b>STRENGTH</b> | <b>AGILITY</b> | <b>KNOWLEDGE</b> | <b>SAVVY</b> | <b>SENSES</b> | <b>CHARM</b> | <b>LUCK</b> |
| 3               | 2              | 2                | 3            | 2             | 2            | 2           |

### DERIVED TRAITS (2-8)

|               |                |               |                |                      |                  |                 |
|---------------|----------------|---------------|----------------|----------------------|------------------|-----------------|
| <b>HEALTH</b> | <b>STAMINA</b> | <b>MORALE</b> | <b>DODGE</b>   | <b>INITIATIVE</b>    | <b>ATHLETICS</b> | <b>LEARNING</b> |
| 6             | 6              | 5             | 5              | 7                    | 5                | 5               |
| Strengthx2    | Strengthx2     | Savvy+Luck    | Senses+Agility | Senses+Savvy+Agility | Strength+Agility | Knowledge+Savvy |

### SHOOTING

|                           |                          |                           |
|---------------------------|--------------------------|---------------------------|
| 5                         | 5                        | 4                         |
| Pistols<br>Agility+Senses | Rifles<br>Agility+Senses | Vehicle<br>Agility+Senses |

### FIGHTING

|                          |                          |                         |
|--------------------------|--------------------------|-------------------------|
| 5                        | 6                        | 5                       |
| Wild<br>Agility+Strength | Power<br>Strength+Senses | Agile<br>Agility+Senses |

### OTHER DERIVED TRAITS

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### TALENTS

Climbing \_\_\_\_\_

Puzzle solving \_\_\_\_\_

### SKILLS

|                                     |       |       |     |
|-------------------------------------|-------|-------|-----|
| Shooting [Pistols] (Agility+Senses) | (2/6) | _____ | ( ) |
| Observation (SensesX2)              | (1/5) | _____ | ( ) |
| History [Human] (KnowledgeX2)       | (2/6) | _____ | ( ) |
| Appraisal (Knowledge+Senses)        | (1/5) | _____ | ( ) |
| Lockpicking (Knowledge+Senses)      | (2/6) | _____ | ( ) |
| Artifacts/Relics (KnowledgeX2)      | (1/5) | _____ | ( ) |
| Climbing (Strength+Savvy)           | (2/8) | _____ | ( ) |
| Shooting [Rifles] (Agility+Senses)  | (2/6) | _____ | ( ) |
| Fighting [Boxing] (Agility+Senses)  | (2/6) | _____ | ( ) |

## ***ADVANTAGES***

Ambidextrous  
Quick-witted - 1 re-roll every time this character uses humor.

## ***DRAWBACKS***

Big mouth - When rolling for social encounters, 0 results on the d10 count as disadvantages on the Hero die. All special results on the Hero die generate problems in the conversation.

Reluctant hero - Will never leave someone who is not a villain or a creature behind if he thinks they might be alive.

## ***EQUIPMENT CARRIED***

| Item  | Enc./Loc.      |
|---|----------------|
| <u>Assault laser</u>                          | <u>2/Back</u>  |
| <u>Laser pistols (2)</u>                      | <u>2/Torso</u> |
| <u>Rope</u>                                   | <u>1/Torso</u> |
| <u>Locket (Auto-resolve 1 Knowledge test)</u> | <u>0/Kneck</u> |
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***ENCUMBRANCE***

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## ***EQUIPMENT STORED***

| Item     | Stored   |
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***STORAGE SPACE***

# CHARACTER 4

NAME (CHARACTER)

NAME (PLAYER)

## CHARACTER SHEET

Professor

Learn about ancient alien civilizations

CAREER

MOTIVATION

XP

### WOUNDS

-1      -2

### PRIMARY TRAITS (1-4)

**STRENGTH** **AGILITY** **KNOWLEDGE** **SAVVY** **SENSES** **CHARM** **LUCK**

1      2      3      3      3      2      2

### DERIVED TRAITS (2-8)

**HEALTH** **STAMINA** **MORALE** **DODGE** **INITIATIVE** **ATHLETICS** **LEARNING**

2      2      5      5      8      3      6

Strengthx2      Strengthx2      Savvy+Luck      Senses+Agility      Senses+Savvy+Agility      Strength+Agility      Knowledge+Savvy

### SHOOTING

### FIGHTING

### OTHER DERIVED TRAITS

|                           |                          |                           |                          |                          |                         |  |  |  |  |  |  |
|---------------------------|--------------------------|---------------------------|--------------------------|--------------------------|-------------------------|--|--|--|--|--|--|
| 5                         | 5                        | 5                         | 3                        | 4                        | 5                       |  |  |  |  |  |  |
| Pistols<br>Agility+Senses | Rifles<br>Agility+Senses | Vehicle<br>Agility+Senses | Wild<br>Agility+Strength | Power<br>Strength+Senses | Agile<br>Agility+Senses |  |  |  |  |  |  |

### TALENTS

Education \_\_\_\_\_

History \_\_\_\_\_

|  |  |  |  |  |  |
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### SKILLS

|                                   |       |       |     |
|-----------------------------------|-------|-------|-----|
| Alien civilizations (KnowledgeX2) | (2/8) | _____ | ( ) |
| Biology/Anatomy (KnowledgeX2)     | (1/7) | _____ | ( ) |
| History (KnowledgeX2)             | (3/9) | _____ | ( ) |
| Appraisal (Knowledge+Senses)      | (1/7) | _____ | ( ) |
| Driving (Agility+Senses)          | (1/6) | _____ | ( ) |
| Diplomacy (Charm+Savvy)           | (1/6) | _____ | ( ) |
| Geology (KnowledgeX2)             | (1/7) | _____ | ( ) |
| Languages/Symbology (KnowledgeX2) | (2/8) | _____ | ( ) |
| Architecture (Knowledge+Savvy)    | (1/7) | _____ | ( ) |

## ***ADVANTAGES***

Convincing - 1 re-roll in social encounters.  
Observant - 1 re-roll to senses rolls which involve sight.  
Great hearing - +1 to senses rolls which involve hearing.  
Quick learner - 1 re-roll on all Learning rolls. You may also use XP to raise traits during adventures.

## ***DRAWBACKS***

Old fashioned - Uses older device when one is available.  
Sentimental - Has difficulty letting something go even if doing so will save own or other's life.

## ***EQUIPMENT CARRIED***

| Item                     | Enc./Loc.       |
|--------------------------|-----------------|
| <u>Illuminator</u>       | <u>0/Belt</u>   |
| <u>Hand scanner</u>      | <u>1/Belt</u>   |
| <u>Portable analyzer</u> | <u>1/Belt</u>   |
| <u>Pad</u>               | <u>1/Belt</u>   |
| <u>Sonic relic</u>       | <u>1/Pocket</u> |
| <u>Utility belt</u>      | <u>0/Waist</u>  |
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***ENCUMBRANCE***

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## ***EQUIPMENT STORED***

| Item     | Stored   |
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***STORAGE SPACE***

## ASSAULT LASER

**ROF: 5**  
**DMG: 1D6**  
**POWER: 20**  
**RANGE: LONG**  
**SUPPRESSION: 10/D8**

 Defense (-1)  
 Re-roll lowest result  
 1d4 extra shots  
 Only 1 hit result counts

|    |    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|----|
| 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |

## LASER PISTOL




**ROF: 1+AGILITY**  
**DMG: 2D6**  
**POWER: 10**  
**RANGE: MEDIUM**  
**SUPPRESSION: 10/D4**

 1 extra shot  
 Recharge 1 power  
 Use 1 extra charge

|   |   |   |   |   |   |   |   |   |    |
|---|---|---|---|---|---|---|---|---|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|----|

## SONIC RELIC

**ROF: 1**  
**DMG: 1D4-1D12**  
**POWER: 10 (NO RECHARGE)**  
**RANGE: MEDIUM**




 Targets stunned.  
 1d4 fear on all targets  
 Everyone but you in range takes damage

Special: The wielder user sets the Dmg. to a die type and fires it in a direction. The sound fires as a cone. Everyone in that cone who can hear must roll Stamina or take the die type of damage for each charge used.

|   |   |   |   |   |   |   |   |   |    |
|---|---|---|---|---|---|---|---|---|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|----|

## WHIP

**ATTACKS: 1**  
**DMG: 1D4 (NON-LETHAL)**  
**RANGE: 3 SPACES**

 1d4 fear to all enemy within 10'  
 Grapple  
 Stuck on something

Special: After grappling, may attack with:  
 Squeeze - Grappled character rolls Strength or takes 1d6 non-lethal damage.  
 Yank - Same as moving someone when grappled, but can move the character at further distance.

## BOW





**ROF: AGILITY**  
**DMG: 1D6**  
**RANGE: MEDIUM**

 Called shot  
 Target is bleeding  
 Arrow broke or lost

|    |    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|----|
| 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 |
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |

## DAGGER

**DMG (STAB): 1D6+1D\***  
**DMG (THROW): 1D6+STR**

 Bleed damage  
 +1 damage  
 +1 to target number  
 Stuck to something. 1 action to remove.

\*: The second damage die is based on the character's Strength:  
 1 = 1d4 / 2 = 1d6 / 3 = 1d8  
 4 = 1d10 / 5 = 1d12

**Illuminator:** A handheld device which looks like a rectangular flashlight. It shoots out different types of beams along the electromagnetic spectrum. So a character can set it to X-ray, and it will project an X-ray against a wall, or the character can set it to infrared, and it does the same thing.

**Hand scanner:** A handheld device which can scan up to 1 mile in the open, or 100 yards through walls. It picks up energy readings and movement.

**Portable analyzer:** A device which can scan something to get a reading on it regarding its physical make-up. Doing so provides re-rolls for relevant skills when trying to understand what's being studied.

**Pad:** A futuristic iPad. Provides information and hints, and re-rolls for intellectual skills.

**Utility Belt:** Once during each Part of an adventure, the character with the Utility Belt may suddenly have a simple item as if he/she used a Luck point to have it.

## ***INTRODUCTION***

As humanity spread into the cosmos and colonized various worlds, they came across the ancient ruins of alien civilizations. The corporate baronies, which were the new nations of humanity, typically destroyed these incredible sites in favor of building their colonies. But a unique breed of treasure hunters, archaeologist, anthropologists, and others of the ancient sciences have long been trying to defend these finds, or at least preserve some of the relics located within them.

Over time, the corporate governments have come to realize the monetary value and inherent powers within these artifacts, and have sent out teams of their own to find them so they can incorporate them within their profit-driven companies; and to use them in the ever-growing Relic Wars, which the corporations wage with each other in their search for supremacy. Museums and universities, meanwhile, act as neutral ground between those seeking profit, and those seeking answers.

This adventure begins with the players gathering at a museum to learn about one of these artifacts, and the importance of their finding it and bringing it back in one piece.

The game master should familiarize him/herself with the game system, (found in the *Heroes, Sidekicks, and Minions* rulebook,) as well as the overall elements of this scenario. Players should choose their characters based on their descriptions, (as described by the game master,) but should NOT read through them before choosing. Their characters' motivations will dictate their objectives, which will also be emphasized in the first chapter by the game master, who will tell each player the reason he/she is at the museum in secret.

Paragraphs in italics are to be read aloud by the game master to the players.

*Heroes, Sidekicks, and Minions* can be played either verbally (using just the imagination to picture where everyone is and what everything looks like,) or with counters, miniatures, maps, and terrain. If counters and miniatures are used, links are provided to where full-scale battle maps can be downloaded. When the game is played verbally, do your best to clearly describe where everyone is based on the descriptions of the locations, especially in combat.

\* Special note regarding Luck: Characters' Luck re-rolls are supposed to reset at the beginning of every session. However, if the game master feels the players are needing to use their Luck re-rolls a lot, feel free to have those Luck re-rolls reset at the beginning of every Part of the scenario. But please include this in your notes when writing in about the game test.

\* Special note regarding Clues: Players should take markers when they discover Clues (with a capital C.) These are abstractions of information which they can use for re-rolls at any point during the game.

## ***PART I "BURIWOOD MUSEUM"***

Each of the four premade characters have been summoned to a meeting at the Buriwood Museum for a different reason. The player of each character should be told his and her own reason for being summoned *privately*, so that no player hears or sees. This reason for being summoned is tied with each player's motivation, which is listed on his and her character sheet.

Read these descriptions to the characters, or copy them individually and hand them out:

**Character 1:** *You have worked with several museums to recover ancient artifacts on alien worlds. You've explored numerous ruins, and many displays are due to your recoveries. You believe that the best way to understanding what happened to these ancient alien civilizations is through the study of these items.*

**Character 2:** *Every artifact has a price, and you're the one to collect that bounty. You're good at it, too. Museums turn to you to recover an important relic when others have failed. More recently, corporations have hired you as well... and they pay better. The artifact being searched for in this adventure, for instance, is worth a pretty penny. And Merikai Corporation has offered you far more than the museum can offer for you to deliver it to them instead. (Note: You have a small, private communicator hidden away which can be used to speak directly to a contact from Merikai to make arrangements.)*

**Character 3:** *Some call you a looter. You call yourself a treasure hunter. You find relics that someone will pay a lot of money for, and you sell it to them. That's it. Everyone's happy. You get a little annoyed at others' high minded ideals. However, the artifact which this museum is searching for, you have a personal connection to it. Your brother, who was one of these idealists, believed there was something important about it, and he went missing while trying to recover it.*

**Character 4:** *You work with the Buriwood Museum, and its associated university. You typically work at a desk, researching information about the relics that come in, figuring out connections between the pieces, and sometimes deciding how to display them. You've recently done a lot of work with Huto-Abnani artifacts, and are one of the researchers who came to know of the existence of the Orb of the Shadow Flame. You even helped with the research paper upon which this expedition is based. Even though you're an office worker, you'll be going with the expedition to help find the Orb; and you'll be bringing some relics to help you, along with some extra money to help bribe those who might get in your way.*

## ARRIVAL AT THE MUSEUM

Characters 1-3 arrive at a large museum which houses many alien relics which were found on dozens of worlds from aliens who lived hundreds of thousands and sometimes millions of years ago. The characters enter an enormous entryway which displays several of the larger alien structures which were rebuilt. From there they are ushered into a smaller lobby where alien décor lines the walls surrounding plush furniture, and several doors which lead to offices sit at the sides. The game master should describe all this with any flourishes he/she desires. Anyone who studies them closely to get a sense of their purpose learns that many of the Huto-Abnani artifacts had some sort of defensive nature to them, and their carvings seem to describe some unknown threat.

Bear in mind that all relics are set with alarms which will go off if anyone tries to steal or mess with them, and there is no way to overcome this. Anyone who tries to do anything with them will be detained, but ultimately allowed into the meeting which is to follow. The fourth character is already in the room, standing around in whatever manner the player decides.

The player characters have a few minutes alone in the lounge while they're waiting for the curator to come in and give a briefing. At this time, the players should describe their physical appearances and what they're doing while they're waiting, but nothing more. They can also speak with one another.

After the players have had sufficient time to speak with one another, (as determined by the game master,) read the following:

*One of the doors opens and the head curator of the museum emerges. You know who she is immediately; she's the woman who invited you here, Lyra Califa. She is several inches shorter than the shortest of the guests, yet she walks with a gait that makes her appear taller than anyone in the room. Her demeanor demands silence, which falls over the room. The clacking of her shoes is all that is heard until she arrives at the head of the gathered throng. There, she looks over each individual, as if seeing through and judging them. After all have been scanned by her eyes, she begins to speak: "I thank you all for answering our call. This is a matter of the utmost importance, and we are paying you everything we are able to recover this artifact of great significance. Humanity itself may be relying on your delivering this to the right hands so it can be studied. The artifact is called the Orb of the Shadow Flame, and it was created by the Huto-Abnani, one of the myriad of alien species who lived, and died, many years before humanity had evolved. Having the Orb would open up many possibilities to us in our research, but for many years we did not know whether it was real, or simply legend. A paper written by one of the students of our attached university has shed light on the possibility of its existence, and where it might be. You can see excerpts of this paper in our handout, which has the greatest lead on this very important artifact. It does not point directly to the location of the Orb of the Shadow Flame, but it is the best lead to shed light on where it could be."*

The following page has excerpts of the research paper. It is the most amount of information on the Orb of the Shadow Flame. Any additional information from the student, or any of the research done, will point back to the paper itself. Everything has been summarized there. The players can, however, ask Lyra any questions they want. She has little more to add, but what she can tell them is described under "Information and Questions".



The following is a summary of the research paper:

*The Huto-Abnani were a star-faring race who lived during the Second Epoch of the galaxy, approximately a million years ago. Like most alien races, we do not know how or why they disappeared; but signs of their civilization persist thanks to the long-lasting structural properties those civilizations produced. As such, many of their architectural structures remain in part, and their more important relics and artifacts are fully intact, and many even work.*

*The Huto-Abnani get their hyphenated name from the fact that they come from two races who joined together: the Huto, and the Abnani. Both felt threatened by some outside force, and they bound together to survive. Over several hundred, or possibly several thousand, years, the races comingled until they became a new species. However, despite this, certain cultural elements remained of each one, passed down through the generations.*

*The Huto had been a feline-like race, with manes around their necks which were hidden until they were exposed for specific purposes. A very curious race, they valued mysticism and religion, believing much was to be discovered in other dimensions.*

*The Abnani were a bird-like species who had a complex method of communication which could be projected for many miles across air-waves. A very practical race, they valued science and discovery.*

*There is some debate over whether the Orb of the Shadow Flame was an invention of the Huto-Abnani, or something they discovered. But it became a hotly contested item among them. The threat which was facing their species was growing more dangerous, and they were using any and all resources they could to save themselves.*

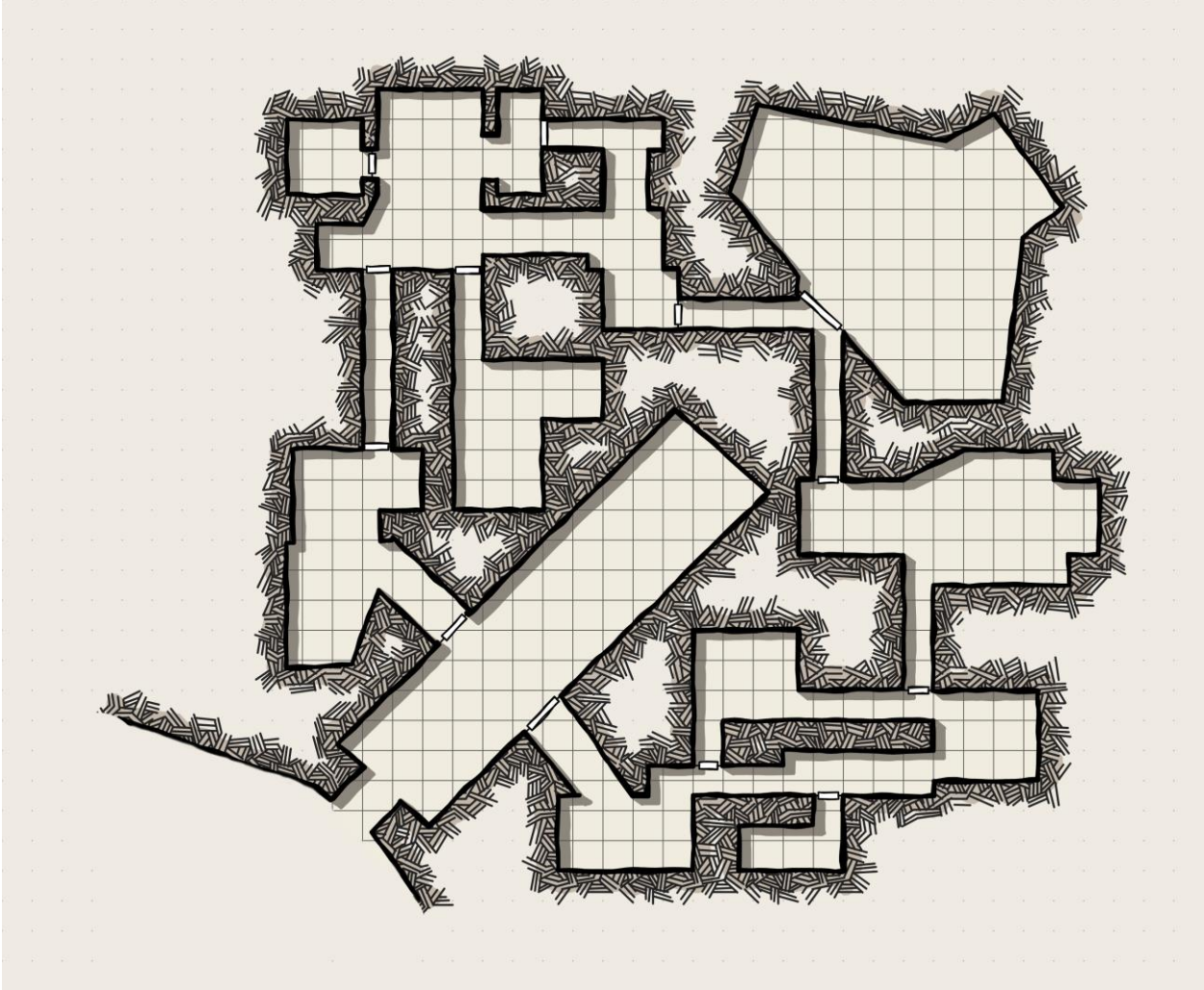
*Those of the Abnani descendent cultures believed the orb's powers could be scientifically manipulated to save them. Those of the Huto descendent cultures believed there was a consciousness behind it; and if they could connect with it, forces of much greater power would come to their aid from other dimensions.*

*Cultists of the Huto descendent cultures absconded with the Orb of the Shadow Flame, and it disappeared forever. Wherever it went, it did not help them, as the species fell to the threat that was facing them, and they went extinct.*

*But the Huto cultists had other hidden sanctuaries; and the location of one of them is believed to have been discovered. Due to its location and evidence found at other sites, researchers believe that this structure houses information as to the location of the Orb of the Shadow Flame.*

*It is high atop a mountain peak at 51-30' 35.5140" N and 0-7' 5.1312" W on Calif of the El-Sai System. This location, along with the potential hazards inside, make it a dangerous venture. Only scientists or mercenaries with appropriate skills should attempt to locate this information. This intelligence will be sensitive, so only trusted workers should be utilized.*

*The mountain has covered over the Huto cultist structure, so it cannot be seen in space. However, it should match other sanctuaries they built, so a map is included on the next page. Use it for your mission; but be aware that it might change slightly, or there might be alterations due to changes in the mountain, such as cave-ins, or walls being warped over time.*



## INFORMATION AND QUESTIONS



As mentioned earlier, Lyra Califa does not know much more about the Huto-Abnani, or the Orb of the Shadow Flame, than the research paper does. However, more can be expanded upon by the game master if it so desires. This information should be mostly red herrings, as the important information is in the paper. The curator has other relics found at Huto, Abnani, and Huto-Abnani ruins on planets where they lived. Most of their worlds were within a relatively close distance to the Orion Nebula. The best thing to do with Lyra's information is to provide a personal attachment to the Huto-Abnani and make finding their artifact all the more important to the players.

If the players continue to ask questions for too long, or far more than is helpful for their cause, the game master should endeavor to move the story onward; either through strong hints, or outright moving everyone on to the next phase.

The players will then want to travel to El Sai, where they will be expecting to learn more about the location of the Orb of the Shadow Flame, (as it was explained in the research paper.) They can travel with the ship the museum is offering, or with their own. In either case, there are no stats, as space combat and further information about space travel have not been added to the game system yet. Suffice to say that everyone's ship has enough room for all four players on board, as well as any artifacts and other treasures they find.

Also on board are 2 medical kits. Each has an encumbrance of 2, and can be used to heal 1 wound, but it must be done out of combat to work. (Normally it would require a skill check, but for this test, it is automatic.) Players can choose who, if anyone, will carry them.

With that, they rip a hole into space with their spectrum drives, and they are pulled into the brane; a dimension made up of pure gravity which allows for faster-than-light speed travel.

## ***PART 2 "EL SAI"***

The players get a chance to chat with one another while traveling. It takes nearly ten hours to get where they are going, so they have more than enough time to rest, chat, eat, play some games, get to know one another, etc. (Nothing they do effects the game mechanics or the scenario as a whole.) Once they are satisfied that they are ready to move on, read the following:

*The ship shivers a moment, then steadies itself. Though there is only darkness outside, you feel as though you slow for a moment. Then, the veil of darkness ahead of you splits open like a curtain. The glimmer of stars twinkle ahead of you; one of them a large globe off center ahead of you. Directly in front, an empty world hovers like a hanging ornament, its side facing the nearby star glowing with illumination. Dots of light glimmer off of rugged points of the planet's surface like beacons. They are the ice capped mountains, one of which is your destination.*

(Alter this paragraph if you have fewer than 4 players, or if they took multiple ships:) *Ignoring the rest of the world, you focus on your goal. The pilot sets up the landing procedure and a copilot helps. Someone else checks the atmosphere to confirm it is breathable, and the fourth one... looks busy.*

*The ship shakes once again as it enters the atmosphere, and once the flames of reentry are gone, you focus on your goal. The coordinates lead to a section of a mountain close to its top. Luckily, there is a plateau near the entrance, so there will be no need to climb. There will, however, be a need for heavy clothing, as the temperature is freezing.*

*The ship settles into the snow on the plateau. And once it feels settled, the exit ramp lowers. Everyone steps out and looks up ahead. A cave yawns open within the wall of the cliff, which stretches up to the summit of the mountain.*

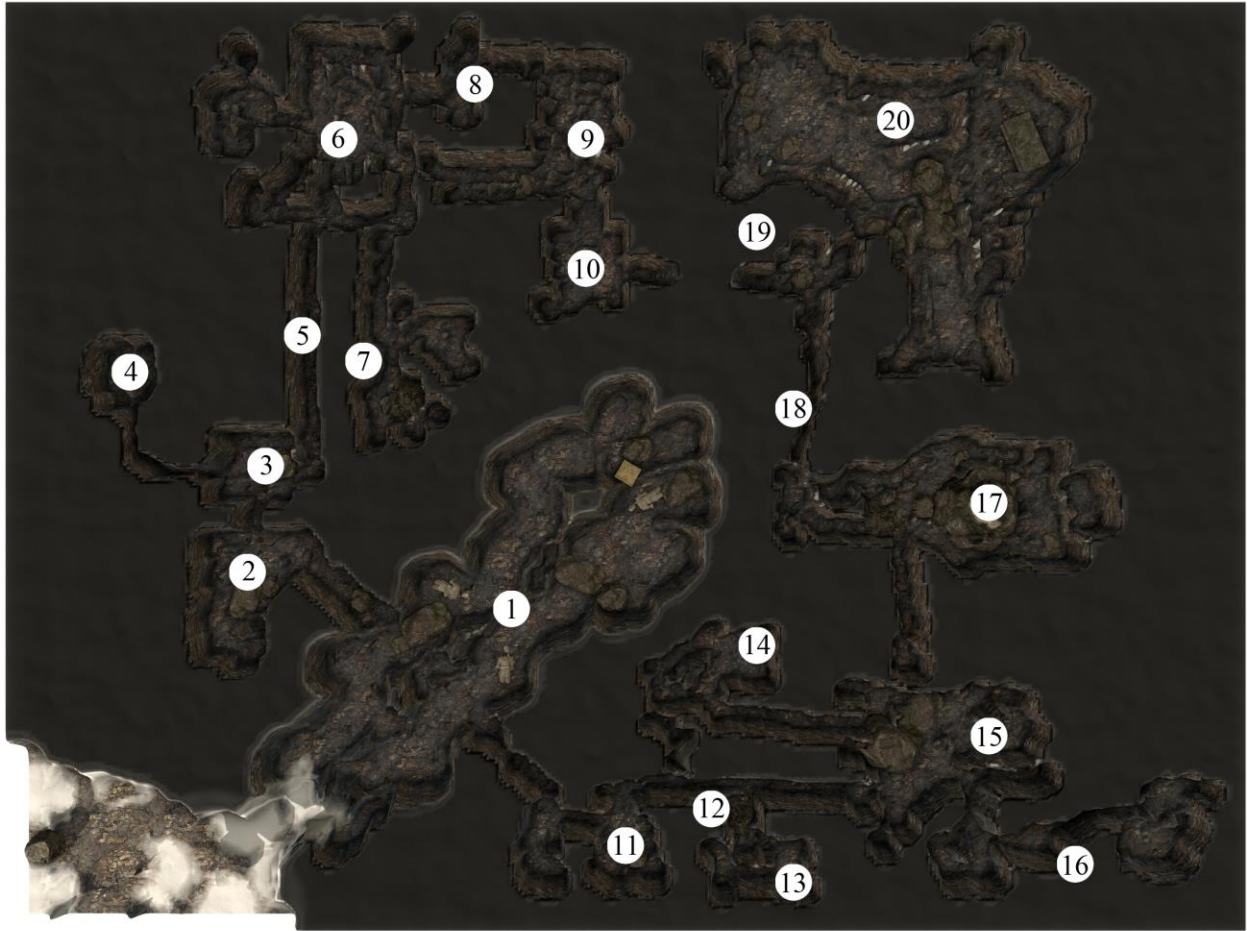
If any of the players mentioned cold weather gear or clothing during the briefing when they were told it would be on a mountain, they can be assumed to have it provided, so they are wearing it. If no one did, then one player will have to use a Luck point for everyone to have cold weather gear. Otherwise, they begin with the fatigue condition. (They can get rid of this particular fatigue by resting for about 10 minutes once inside the cave.)

The players choose how they will approach the cave entrance. As they do, however, they all roll visual observation, (visual Senses+Savvy+Observation.) Those who succeed notice very fresh human footprints which go into and out of the cave. Those who get a Special result on the Hero die, or who think to ask and succeed at a second roll notice that fewer footprints come out than went in. (An additional Special reveals that only a few made it out.)

If the players follow the footprints away from the cave entrance, they will need to roll a visual Senses+Savvy+Survival to successfully make it to the point where they can see a ship taking off. It's a transport of sorts which could carry a couple dozen passengers. (This is the Dark Agents' ship. You will learn more about them later.)

When the players are ready to enter the cave entrance, turn to the next page to see the key to the cave network. Each number corresponds to the number on the following pages. If the game master is drawing a map for miniatures or counters, he/she will follow the map as well as possible. However, a full scale map is available on the website at:

[http://www.relicworlds.com/Ice\\_cave\\_full\\_size\\_map.jpg](http://www.relicworlds.com/Ice_cave_full_size_map.jpg)



### **Cave Network Key**

1) *You are met with a long, massive chamber. It would appear to be a natural cave, but for the occasional points where masonry peeks through on the walls, floor, and ceiling. There are also a few toppled statues scattered about the room, as well as a platform at the opposite end. On the walls to both the left and right are exits which lead into dark corridors.*

Players can look around the room, but they find nothing of much significance. Even the statues and the platform reveal little that they did not already know. They are definitely of the Huto cult, with little of the Abnani influence. In fact, the statues resemble more feline traits, which imply a certain pulling away of their unity. If anything, this chamber confirms what this structure really is.

2) The hallway which leads northwest into the room is a bit tricky to get through. The characters have to maneuver over boulders. Have them roll visual Senses+Agility+Observation. Anyone who rolls a Misfortune stumbles and is hurt. They will limp with a -1 to movement and run for the rest of the time they are in this ice cave. Anyone who succeeds at the roll notices faint footprints in the trace amounts of snow stuck between the rocks and on the ground. Like outside, there are more that go in than come out.

The room itself is bare, save for a few boulders scattered about. Under them, the original floor of the room can be seen occasionally, and the masonry of the walls peek out through the rocks on the sides.

3) The walls are straighter in here, and the masonry can be seen in quite a few places. But there are still bulges and cracks. One crack is just thick enough that a body could slip through it and see where it goes. A character who tries it would need to roll Agility+Savvy (-1). A single failure means the character can never get through this thin corridor.

4) The crack opens up into a small chamber where someone hid their treasure a long time ago. The game master can describe it however he/she wants, but it has to be small enough that it can go back through the crack. The treasure is worth 2d4 X 1,000 Electros, (the currency in the game,) but the player does not know how valuable they are unless he/she rolls Knowledge+Senses+Appraisal. There is a little historical interest in it, but knowledge of History does not provide anything else which is useful.

5) This hallway is long and the walls are rough. The original walls can't be seen at all. The hall is wide enough to get through easily, but only single file. (Two can squeeze in if neither has to use their arms.) As the first character comes close to the exit, he/she spots a body lying across it just inside the room.

Characters who stop and listen roll audible Senses+Savvy+Survival. If they succeed, they hear skittering from a nearby room. A Special result on the Hero die allows them to realize it's coming from the direction of room 7.

6) The characters have to step over the body just inside the room. There are two more scattered across the floor of this room. All of them are wearing fully black clothing and wear special goggles. (See “Special Goggles” after the room descriptions.)

A successful examination of the bodies will find that they were bitten and stabbed. If a character searches the room and succeeds, he/she finds that the footprints of the humans are intermingled, like there was a fight. Along with them are thin footprints, like the tips of spears.

A third body in the same dark clothing, killed in the same manner, lies in the chamber to the west. It looks like the person was trying to take a small treasure. This is worth 1d4 X 1,000 Electros. The treasure can be described by the game master however it wants; but it’s meant to be worth more as a treasure than as an archaeological find.

Characters who stop and listen roll audible Senses+Savvy+Survival. If they succeed, they hear skittering from a nearby room. A Special result on the Hero die allows them to realize it’s coming from the direction of room 7.

After the players have been in the room for about a minute, the game master must determine whether they are being quiet. If they keep their talking and moving down to a minimum, then they are not loud, and nothing else happens at the moment. If they are doing a lot of either or both, they are not.

If the players are not quiet, they are attacked by a group of four ice spiders, who rush out of area 7. The spiders charge the nearest character until one spider is on him/her, and the rest continue to the next, and so on. When there are no more targets in the room, they double up. Ice spiders have the following stats:

|  |           |
|--|-----------|
| <b><i>ICE SPIDERS</i></b>                                |           |
| <b>MINIONS</b>   |           |
| INITIATIVE: 5  |           |
| FIGHTING: 3 (2 ATTACKS)                                  | DODGE: 7  |
| DAMAGE: D4+1   | HEALTH: 2 |
|  | MORALE: 2 |
| SPECIAL  |           |
| NOT SLOWED BY TERRAIN. CAN WALK ON<br>WALLS AND CEILING. |           |

Any ice spiders which retreat will return to the chambers within area 7 to hide.

7) The hallway leads to a few entrances to small chambers. Unless a character successfully sneaks, (or unless the ice spiders are all dead or retreated,) the ice spiders rush out of the chambers and attack them.

If players go into the chambers they find the remains of two more people in all black. They have been torn to pieces by the ice spiders as both food and play things.

8) To anyone who is not paying much attention to the surroundings, this is just a small room. But if a character is looking over the rooms as it goes through them, he/she rolls visual Senses+Knowledge+Symbology. (The player can replace Symbology with History (Aliens) but that person's roll will be at (-1).) A success means they notice that the old masonry of the walls have symbols and hieroglyphs. It's not enough to see outright, but if the characters spend a moment scraping off some ice and dirt, they can get a bigger picture. When they do, they find what it is trying to say. It is abstracted in this game as 2 Clues for each player who initially sees it. Any character who looks at it later only gets 1 Clue from it.

9) This chamber is a little larger than others, but there are sections where the walls are more rough and slanted than other places, and sections where boulders lay where they've fallen.

The game master chooses a random moment after all the players are in the room. At that time, 1/6<sup>th</sup> of the room's roof collapses. Determine a number for each sixth of the room, then roll a d6. Whichever part it lands on, all characters in that section must roll Dodge+Athletics or be crushed by 2d6 debris landing on them. After it stops, they must be pulled out with Strength+Strength+Athletics by someone else, or, if by the person who was smashed tries to get out, they use the same traits, but with (-1).

10) At first glance this chamber looks like it's nothing more than a dead-end. But if players look a little bit, they'll find that one section was supposed to be a thin hallway. A character who thinks through alien history remembers that this hallway was a point of illumination, and would have led somewhere important before it was blocked out by some type of cave-in.

Players also notice the legs of a dead body under the boulders. When the body is investigated, no one recognizes it but Character #3; it is his brother. Searching the body, they find an Electro Card, (basically a debit card in this world,) with 1,000 Electros on it. They also find pieces of basic equipment one might have when going on an adventure like this. (Players can name something they realize they need, and as long as it's basic adventuring gear, he has it.) And finally, they find an Electronic note pad with information on it about the Huto-Abnani. None of it is specific information players don't already have for the mission except that he believed something important was down this direction. However, the information can be used to gain 5 clues which can be used by the players as a group, and 3 Clues which Character 3 can use if he sees the body or the note pad.

If the players decide to try to blast through the cave-in by shooting the wall, they can do so by setting their guns to their highest levels and firing. They must roll to hit, (not to see if they hit the wall, but to see if they hit the *right* part of the wall.) If the character succeeds, it does damage to the wall. The wall must take 100 points of damage to get through to the other side. This damage does not have to be all at once, so keep a record of the damage. Every time the players shoot, they must roll the hero die. When they get a Misfortune, there is a cave-in, and every character in the room must roll Dodge or take a 1d6 hit from a falling boulder.

If someone uses a Luck point to have explosives on them, the players may use that. Roll Knowledge+Savvy to place it just right. A success means it goes through. A failure means it does 25 points of damage. A Misfortune means the entire room collapses. Everyone in it must roll Dodge or take 4D6 damage, plus they must be dug out.

If the players get through, after they are in the next room, their passage collapses behind them.



11) A hallway leads to a pair of chambers. The players roll visual Senses+Savvy+Observation. If players were specifically looking at the floor, they get (+1) and see what's there if they succeed; if they were specifically looking at the walls or ceiling or the architecture, they get (+1) and see what's there if they succeed.

The floor has trace amounts of footprints going in from the snow having stuck to people's boots as they entered. There are none coming out, but allow the players to figure out that this is because there's no snow further in the cave, so none would have gotten stuck to them inside.

The walls and ceiling are mostly rock, but in parts, the masonry of the original building can be seen peeking through.

12) This was clearly once an important corridor as it has a high ceiling, and the walls were wide, (although the cave has closed in a foot or so.) It opens up at the east end, and another corridor splits off to the south. Another small corridor branches off to the north, though it is raised, and must be climbed up into, then crawled through initially.

If a player was following the footsteps in area 11, or if they roll to find something in this area, they find that the footprints continue into the northern corridor by climbing up into it, and they then disappear.

Characters who stop and listen roll audible Senses+Savvy+Survival. If they succeed, they hear skittering from a nearby room. A Special result on the Hero die allows them to realize it's coming from the direction of room 16.

13) This was once a storage room. Most of what was once kept in here has been crushed by the shifting and falling rocks over the millennia, but there are still some pieces that can be picked out and taken. A successful visual Senses+Knowledge+Appraisal roll will reveal they are worth 2d6 X 100 Electros, (this universe's version of money.) When players go to take them, provide some false hint that they might be trapped. (They are, of course, not, but have fun watching the players go around looking for them.)

14) Coming into this room from the south, the corridor slides down into the room. While this was once a constructed room, it has been taken over by the cave, and the walls, especially to the northwest, are rough and unsteady. In the middle is a stone pillar; not built, but natural. Another corridor leaves the room to the east.

If players make their way directly from one corridor to the other, nothing happens. If they walk around the room investigating it, there is a cave-in. They must escape through the corridors. If they jump out the nearest one to them, they roll Dodge to escape. If they go after the corridor furthest from them, they roll the same thing, but with (-1). Anyone who fails takes 3D6 damage and is half buried and must be pulled out.



15) This appears to have once been a large chamber, but the cave has reclaimed much of it through cave-ins. Much of it is even separated because of this. However, the ceiling is still pretty high, and some sections of wall are still exposed where designs can be faintly seen. A gruesome scene litters the floor. A couple bodies lie dead, and many pieces of bodies are scattered about. It's difficult to know how many complete people there used to be, but they were all wearing black. The two bodies that are still in one piece are wearing goggles. The corridors to the west are plainly open. The corridor to the south is small and would fit only 1 person at a time. The corridor to the north has a raise in the ground which has to be climbed over to enter the hall.

Characters who stop and listen roll audible Senses+Savvy+Survival. If they succeed, they hear skittering from a nearby room. A Special result on the Hero die allows them to realize it's coming from the direction of room 17.

Players who check the walls and pass a visual Senses+Knowledge+Symbology roll, (Symbology can be replaced with History (Aliens) but the target number will be (-1),) will find information they can use on their adventure. This information is abstracted into Clue tokens, which can be used throughout the game. If the players scrape away parts of the wall, they can get 2 more Clue tokens. However, this causes **noise**, (see below about causing noise.)

Players who check the bodies find that the expressions on the faces are horrified, and they're wearing special goggles. (See "Special Goggles" after the room descriptions.) None of them have anything else in their pockets. A visual Senses+Savvy+Observation roll will reveal that there are enough body parts for 4 ½ people. Some body parts are missing, and blood streaks lead into the corridor to the south. Moving body parts causes **noise**.

Any player who looks through the room in general will notice that the corridor to the south does not look like it was ever made of masonry, but it's rather a natural crack in the wall. Anyone who walks around without specifically sneaking for more than one round of searching causes **noise**.

As characters go looking around in this chamber, they may cause **noise**. Every time they do, secretly roll a d10. On the first roll, the ice spiders are awakened on a 5 or less. On the second roll, they are awakened on a 6 or less. On the third roll, 7 or less, and so on, until it gets to 9, and there it remains. This number goes up as long as the players remain in the room and are not successfully sneaking. If they ALL leave, it stops, and the number resets at 5 when they come back.

When the ice spiders are awakened, 6 of them rush out from the south corridor and charge the characters. 1 of them will attack the nearest character, then the next goes after another, and so on, and will double up when all characters are being attacked. If players retreat to other areas, the ice spiders chase into the neighboring corridors, but will then retreat after that. If the ice spiders are made to retreat, they return to 16.

16) These caves are all natural, and are used as the ice spiders' lair. Frozen webs make getting through difficult, and it requires Strength+Agility+Climbing to get through. A player who fails gets stuck in one of the webs, and can be pulled out, but after taking damage of 1d4.

At the far end of the caves is a collection of treasures and items the ice spiders have collected in a pile. They are worth 3d6 X 100 Electros if sold at a market.

17) The room opens up into a shrine. The ceiling is tall, and the architecture which peaks through reveals a dome-like ceiling which curves down into the walls. At the far east end, the ground raises sharply, a sign of where the platform once stood. Collections of rocks have formed into boulders which separate the chamber almost into several rooms.

NOTE: Do *not* tell the players about the exit to the northwest. They must find it.

Two more dead people in all black are at the entrance of the room, having been jabbed in the back just before they escaped from something chasing them from the south.

Players who investigate the platform roll visual Senses+Savvy+Observation. A standard success reveals hieroglyphs and symbols written on the wall. Some of them had clearly been covered over by ice, stones, and debris, but they were recently cleared off so they could be seen better. A player can study these further if they want. If this roll included a Fortune, the player notices that dust on the platform is broken up by clear spots; meaning there were some treasures on this platform which have recently been taken.

A player who studies the symbols rolls visual Senses+Knowledge+Symbology. (Symbology can be replaced with History with (-1) on the target number.) A success reveals that this was made by a very specific branch of the Huto-Abnani who wrote in a unique dialect. Most scholars can't even read it. But Character 4 knows someone who can. (If Character 4 is not here, choose someone else who has the contact.) Most importantly, this shrine looks like it might be of some importance; and if this was a temple dedicated to the Orb of the Shadow Flame, then this information probably leads to its whereabouts. This MIGHT be what they need.

A player who rolled a Fortune on the above roll realizes that this isn't the entire picture. Something is missing. If they used History to pass this test, they know that this something that is missing should be in another chamber.

A character who looks around the room further rolls visual Senses+Savvy+Observation. A success reveals a crack in the northwest wall which can be squeezed through, and seems to lead somewhere. (Note that even if players fail to find this with a roll, if they continue to look around the room after the initial roll, they will find this anyway. Persistence pays off!)

In order to squeeze through this chamber, a character must roll Agility+Savvy 3 times. Each failure does not stop the character; it gets through. But it takes a Wound token and places it on its Stamina. This reduces the number needed to cause an actual wound by 1. (If the Wound tokens equal the Stamina, the character takes an actual Wound and the Wound tokens are removed.)

NOTE: If the players do not go through this room and they do not see the symbols on this wall, they will not know where to go next. Make sure they either come into this room to find this information, or place this information in the main sanctum, assuming they go there. If no one passes a test to see the symbols, have someone notice it at the last moment before they leave.

19) An anti-chamber before the primary sanctum. Cave-ins on the periphery have caused tight squeezes to the south and into the sanctuary itself, and a full cave-in has closed off the western hall to the west, (unless the players have blown their way through it.)

20) The main sanctum. Though much of the room has been claimed by the mountain and looks like a giant cavern, a person who knows anything about xeno-history can still see how it was a place of great importance. The floor lowers slightly toward the front where a few inches of ice and sludge gather. Within this puddle is a platform which, when examined closely, has the designs of a shrine. Atop it sits a handful of items which, again, when looked at, seem to be religious artifacts of some sort. They are, at least, items which were once treasured by someone. (A successful search around the room will find more of these half buried and neglected for millennia.)

The items located around the chamber can be taken, but the characters might argue over the ethics of taking holy relics, even if their followers have been dead for millions of years. If any of them are afraid of traps, play into their fear and make it look like there might be some; but there are none here.

When they come close to the altar, they see designs on it. If they try to read it, they must first clear off some of the muck. Once they do, they find the symbology to be the same as what is room 17, (assuming they have gone through that room. If not, it's new to them.) The hieroglyphs follow a specific dialect none of them know, and even the museum would not know, but Character 4 knows someone who would know how to read it. (If Character 4 is not there, it's a contact of someone else's.) When they take note of these symbols, they can take it to this contact to get a better sense of what they mean. One thing is for certain, however; they're talking about the Orb of the Shadow Flame. This is information about where to find it.

This is a religious sanctum dedicated to the worship of the Orb of the Shadow Flame, so feel free to add flourishes to the décor; what's left of it. The Huto-Abnani made things to last a very, very long time, but the mountain has been growing around it over tens of millions of years.

When the players feel like they have enough, they can leave. Remember that the primary information the players need to continue with the adventure is in room 17. So if they have not yet found the information there, then inform them that they can tell that what they're seeing in this room is incomplete, and they need to keep looking. Once they have gotten the main information, they can simply leave when they are ready. (They do not have to walk through every room, as long as they go straight out.)

### **SPECIAL GOGGLES:**

The goggles that the people in all black were wearing are unique to them. They have a sort of steam punk look to them, and they have special qualities which allow them to perform the functions they need. They have an encumbrance of ½. Players using them can see through any wavelength through the Electromagnetic spectrum, but they can only see within a very narrow view of a visual spectrum. So when they go to regular visual light, they do not see all the colors, but rather they see the colors they're focused on in greater clarity. They also get tunnel vision, so they have a bonus of (+1) on spotting anything directly in front of them, but (-1) on seeing anything in the peripheral vision. The goggles also provide written information on a limited number of alien information. So any time a roll is needed for alien history, artifacts, symbology, etc. is needed, the goggles provide a Skill of 2 for looking at them. (So if the character already has a 2 or greater in the field, the goggles are not helpful in that regard.)

\* Print this portion out and give it to any player who gets these goggles.

## ***PART 3 "THE BAZAAR"***

The trip to the Mia System where the contact lives is about 5 hours. The players have that time to chat with one another and do things once again. When they are ready, read the following:

*Your ship settles down into the landing pad of Aksarben Upon Delphi in the Mia System. This is where your contact, Marlo Delose, lives. He will know about the symbols you spotted in the cave system. The city itself is bustling with activity. It's well known as a trading spot between people on all sorts of systems. Even those from competing corporations come here under a truce to buy and sell things of every value. The city of Aksarben is one large bazaar. Housing and other city centers take up only a small portion of it.*

The characters will likely want to do one of two things: Visit Marlo, Sell and buy things. If they come up with a third option, the game master should come up with something very basic, but they will not have any involvement in the other two options. The game master should impress upon them that time may be of the essence as the people who had been on the other world are probably ahead of them, and they will have to hurry to beat them to the Orb of the Shadow Flame. (If all the players go to the market and no one visits Marlo at first, have someone run into Marlo by coincidence at the market. His information can be provided there so they can leave after the other encounter.)

**Sell and Buy Things:** Just about anything can be purchased here at this enormous Aksarben Bazaar. However, the players don't have enough money to purchase anything of any large significance. They will need to sell their discoveries first. If they insist on purchasing equipment first, allow them to buy some basic things for what seems like a reasonable sum of money.

When they are ready to sell their items, tell them that it takes a while to find the right buyers. As they go around doing this, they have a chance to notice something. They can roll visual Senses+Savvy+Observation. Give 1 re-roll to anyone who isn't shopping. A success means they spotted someone briefly watching. A success with a Special result means they got a good enough look to notice they're wearing some of the same dark clothing under their disguise as those they saw on the bodies in the cave. If they try to follow, the people they spotted disappear in the crowd. (If the players come up with a way to tail them, then the person they are following simply leads them on a wild goose chase, and deny that they were spying on them.)

After the players sell their items, they are about to go purchase things when, either the scene cuts away from them to the other group, or they are attacked, (see below.) Either way, they never get to purchasing equipment. (That part of the game has not yet been designed.)

**Visit Marlo:** Marlo's home looks humble from the outside in the front. When the characters ring the doorbell or knock, a servant answers. The players may also notice a couple well-hidden security cameras. Marlo will not see them unless the character who knows him is there, or they say they have been sent by that character. (If that character is not there, one of those who is will have to succeed at a Charm+Knowledge roll. The character can add a relevant skill if the subject is used to convince him they can be trusted with information.)

Once inside, they see that Marlo is well-off. Artifacts line walls like trophies; a few obscure, yet dangerous animal heads hang on the walls; and a balcony out back overlooks a wide vista and a beautiful view. This is where Marlo wishes to chat with them. There is a little bit of a conversation here. The more the characters can impress Marlo with their knowledge or adventure, the better of a chance they will have with him.

Once they get to the subject of the symbols, Marlo gets nervous. He tells the players that someone else has come looking for that, and if they know what's good for them, they will give up now. The characters will likely press regarding the symbols and the people.

*The symbols* – The players roll Charm+Knowledge+Symbology or History. (If the person who had Marlo as the contact is there, get 1 reroll. They also get 1 reroll for each topic they spoke with him about before asking about the symbols.)

A failure means he grudgingly tells them what it means, and the coordinates of where the Orb of the Shadow Flame can be found; but they must leave and never contact him again.

A success means that he tells the characters the coordinates that the symbols are describing. If the players found both rooms with the symbols, (20 and 17,) then he tells them that the Orb of the Shadow Flame can be found in the heart of the temple, and he tells them a code which will apparently be relevant once they are there. (Have the players write down among their possessions "Code to the Heart of the Shadow Flame." Feel free to create an actual code of symbols if you prefer.) The players should know that the Dark Agents did not make it to the second chamber, so they know that they do not have this information.

If the players roll a Fortune, all present get 2 Clues.



*The other people* – Marlo tells the characters that the other group of people came to speak with him about these same symbols. They are called the Dark Agents, and they are a dangerous cult who are dedicated to destroying all alien artifacts, and all signs that any other intelligent life ever existed in the galaxy. They are also willing to kill anyone who tries to preserve those artifacts, or anyone who stands in their way. Marlo told the Dark Agents what he knows, which is the coordinates of the world, and the location of the temple on that world to which these symbols are pointing, but not about the heart of it as they had not seen room 20. They are already on their way, so the characters should go quickly. If the players got a Fortune on their roll, Marlo tells them that they left a

few agents behind to slow them down, as they know the characters are on their tail.

## The Dark Agents Attack!:

If characters were out selling and shopping, the Dark Agents attack them. If no characters were selling and shopping, then the Dark Agents attack the characters as they leave Marlo's and head back to the ship. Either way, they make their attack while the characters are in among shopping stalls much like those seen in this battle map:

[http://www.relicworlds.com/Market\\_map.jpg](http://www.relicworlds.com/Market_map.jpg)

There are 5 Zeta and 1 Beta Dark Agents who leap out at the characters. All players first roll Initiative. Characters who pass may act before the Dark Agents reach them. Characters who do not, find themselves in melee, and the Zeta Dark Agents attack with their daggers. The Beta Dark Agent, meanwhile, stays back with a laser pistol on standby and shoots any character who runs at her or tries to run away.

|   |  |
|---|--|
| <b>DARK AGENTS (ZETA)</b><br><b>MINIONS</b><br>INITIATIVE: 4<br><br>FIGHTING: 5 (2 ATTACKS)    DODGE: 4<br>DAMAGE: 2D6 (DAGGER)    HEALTH: 4<br>SHOOTING: 4 (3 ATTACKS)    MORALE: 5<br>DAMAGE: 2D6 (PISTOL)<br>SPECIAL<br>AS LONG AS THE BETA IS IN THE FIGHT, RE-ROLL<br>FAILED MORALE ROLLS ONCE PER TURN. | <b>DARK AGENTS (BETA)</b><br><b>SIDEKICK</b><br><br>INITIATIVE: 6<br><br>SHOOTING: 5 (2 ATTACKS)    DODGE: 5<br>DAMAGE: 2D6 (PISTOL)    HEALTH: 5<br>FIGHTING: 5 (1 ATTACK)    MORALE: 7<br>DAMAGE: 2D4+2 (DAGGER)<br>SPECIAL<br>CAN GIVE UP OWN ACTIONS TO GIVE ACTIONS TO<br>OTHER DARK AGENTS WITHIN A 1 MILE RADIUS. |
|---|--|

Characters who were not there enter at the game master's discretion based on what happened in the meeting with Marlo. If the players hurried out as soon as they learned about the Dark Agents, they arrive quickly, (perhaps 1d4 turns into the combat.) If they did not hurry out immediately, it takes them a little longer, (perhaps 2 or 3d4 turns into the combat.)

If the characters kill or knock out 2 of the Zeta Dark Agents, the Beta Dark Agent runs away and disappears into the crowd. If the Beta Dark Agent is attacked directly, she will fight if she seems to have a chance. But if she seems overwhelmed she runs away and tries to disappear into the crowd. (The GM should try to keep the Beta Dark Agent alive so it can return later as an arch-villain, but it does not hurt the adventure if she dies now.)

If the Dark Agents seem to be winning the scenario, have the local authorities show up. The Dark Agents disperse, disappearing into the crowds. The authorities question the players, but do not delay them for very long, determining that the other people were the aggressors. (If the players were all knocked out, they wake up in the hospital and their money was used up on services.)

If the players capture a Dark Agent, that Dark Agent swallows a suicide pill and dies instantly. If the players retreat, the Dark Agents take chase, but the players can be assumed to have made it back to their ship and escape.

**After the fight:** Regardless of who wins the fight, the players now know where they need to go, and they need to get there fast as the Dark Agents have a clear head start. The players do not have time to purchase anything of any significance, even if they sold some of their other treasures and have some money.

## ***PART 4 "LOST TEMPLE OF THE HUTO"***

The players arrive at the coordinates Marlo gave them. It is covered in mist and cloud cover so thick it is difficult to see through. When they fly through the cloud cover, they are able to locate the jungle in which the lost settlement of the Huto is located; and soon, the tips of the structures themselves peeking through the treetop canopy of the woods. If anyone does a scan, they find that a ship matching the one they saw at El-Sai is parked in a clearing not far away. There are no people spotted nearby, and the Dark Agent ship itself is powered down.

There are plenty of clearings where the players can land, and there are no challenges which face them as they approach the ancient settlement. Even if the players land near the Dark Agent ship, or even approach it, there is no resistance. They can even destroy the ship if they want. However, if they board it, the ship itself has a self-destruct sequence, which they only spot with a piloting skill. They might get the information at such a point where they have to run full speed to get a chance to escape before it blows up. (Of course, allow the players to escape if they take it seriously enough, and especially if they use a Luck point to get out.)

When at last they head to the coordinates, they are funneled down a canyon into a natural corridor with steep cliffs on both sides. (If the players climb the cliff, or if they try to find the coordinates from the higher elevation, they always get lost. They must go down in the canyon to continue.) They eventually make it to a point of the canyon with a T intersection. Go to position 1 in the key of the maps of the next several pages.

These maps are the various levels of the climactic portion of this adventure. Like the last map, each section has a number which corresponds with the key on the following pages. Words in italics are meant to be read to the players. All others are instructions for the game master.

In every chamber, when characters take a moment to look or listen, roll audio Senses+Savvy+Hearing. A success will reveal if footsteps and talking are heard in a neighboring chamber, (even up or down stairs, if in a stairs area.)

The game master will need to either draw the map for each room to show the players where everything is, or you can download a map which works perfectly with this adventure. You can find it at:

<https://preview.drivethrurpg.com/en/product/319564/heroic-maps-storeys-the-lost-tombs-of-cuatemoc>

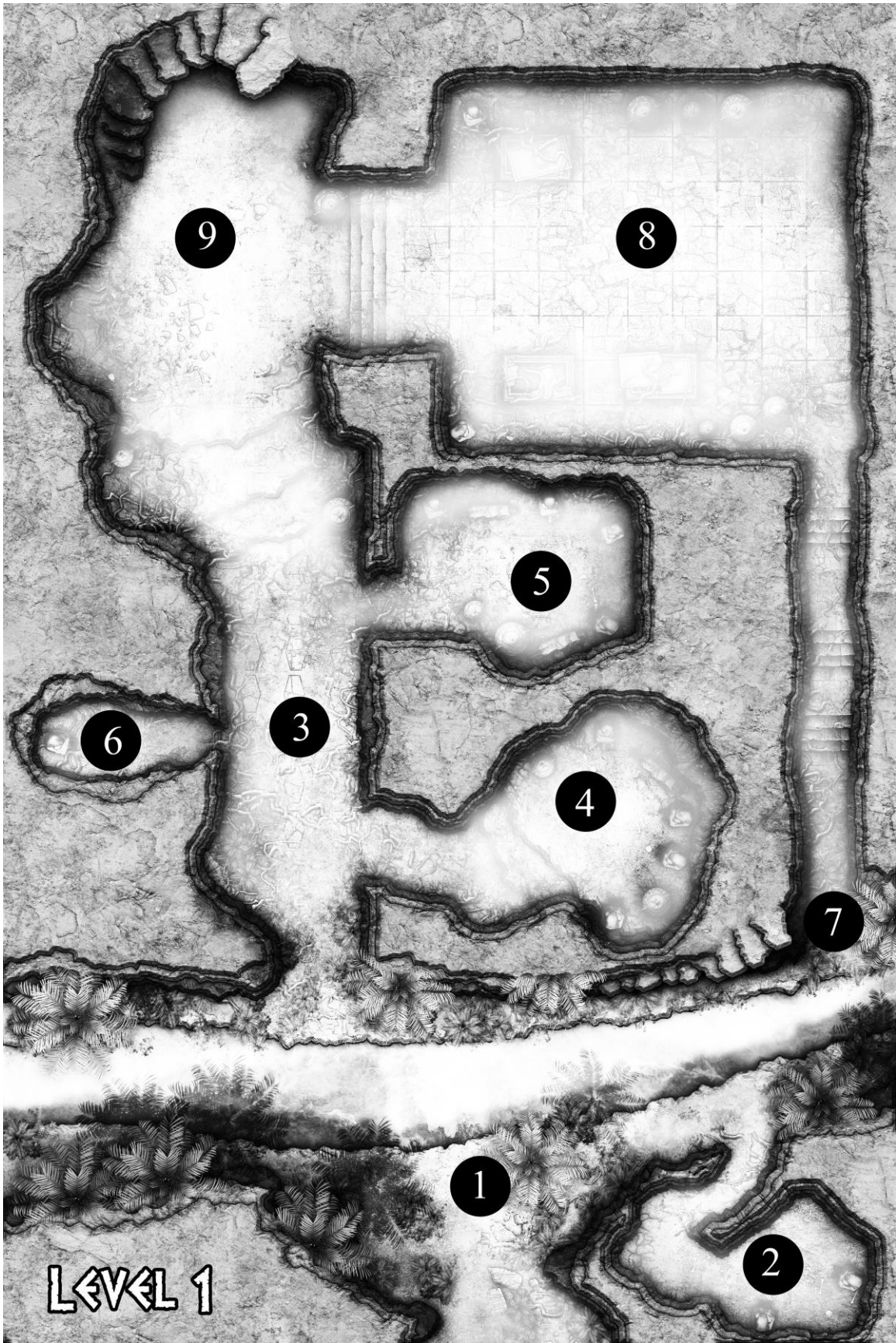
Note that this map was not made by the author of this adventure, so you will need to purchase it from Heroscape if you wish to download it.

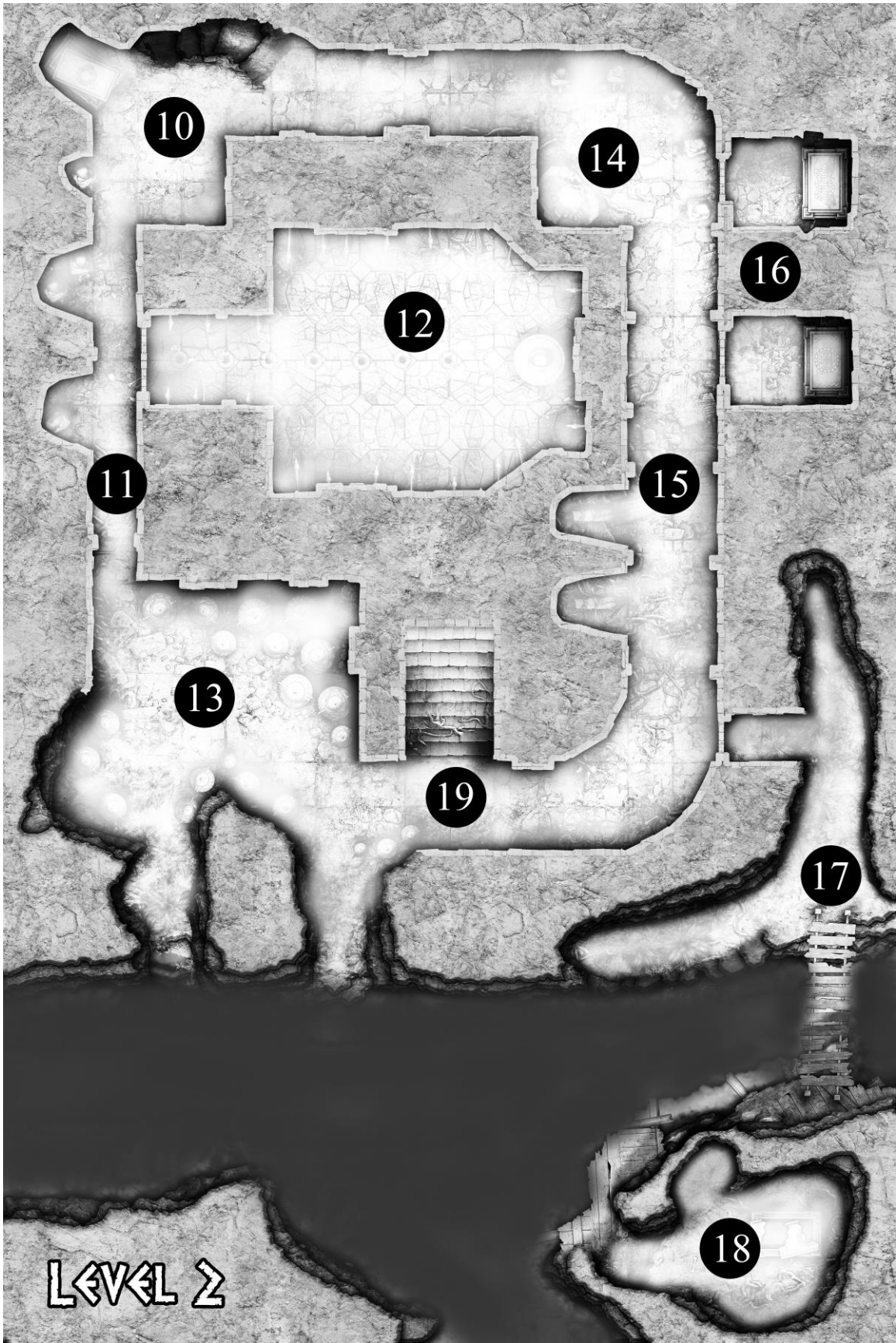
Also note that the traps on level 3 might become overwhelming for the characters' abilities. If it seems too difficult for them, feel free to have a couple of them be broken down by the time they reach them. The bridges might also be difficult for them to cross, so give them a way to figure out how to get to the end.

After players get to the primary chamber where they find the Orb of the Shadow Flame and then escape, they will decide what to do with it. If they choose to continue around the temple with it, they can. But when they decide to return to the ship, they can do so without incident, (after dealing with any immediate threats within their chamber or the next one.)

Once they've done this, move on to Part 5, and the end of the scenario.







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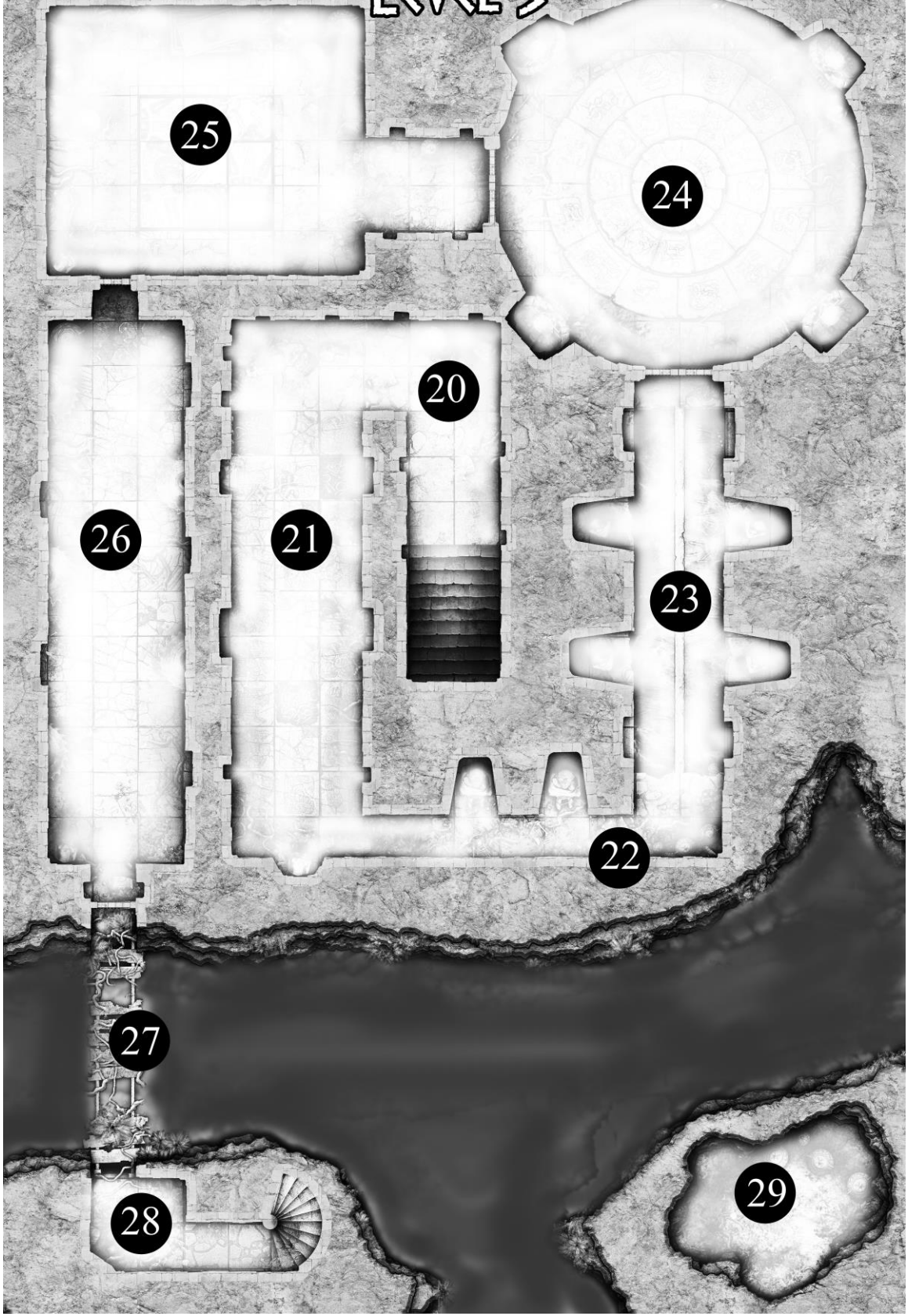
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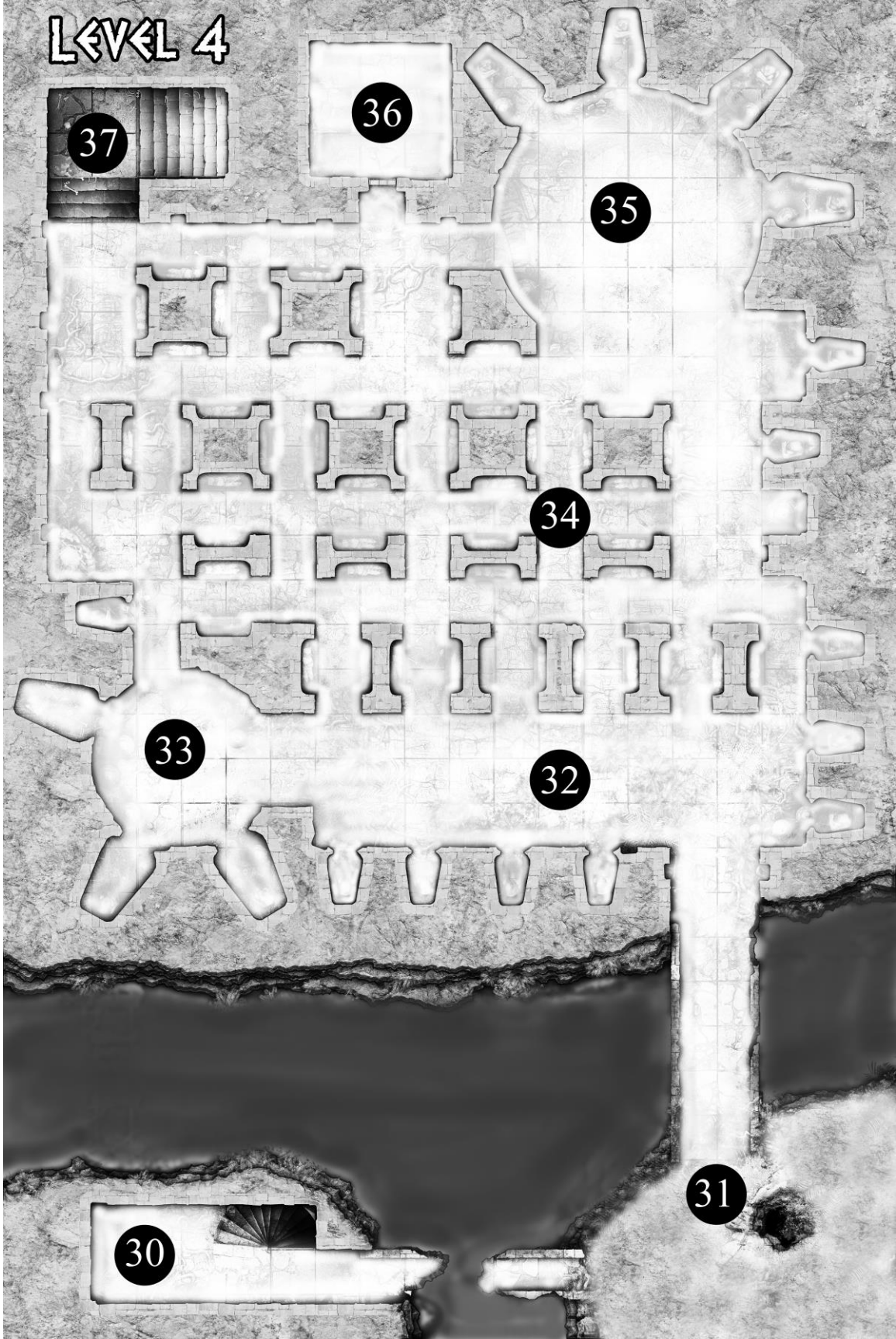
LEVEL 2

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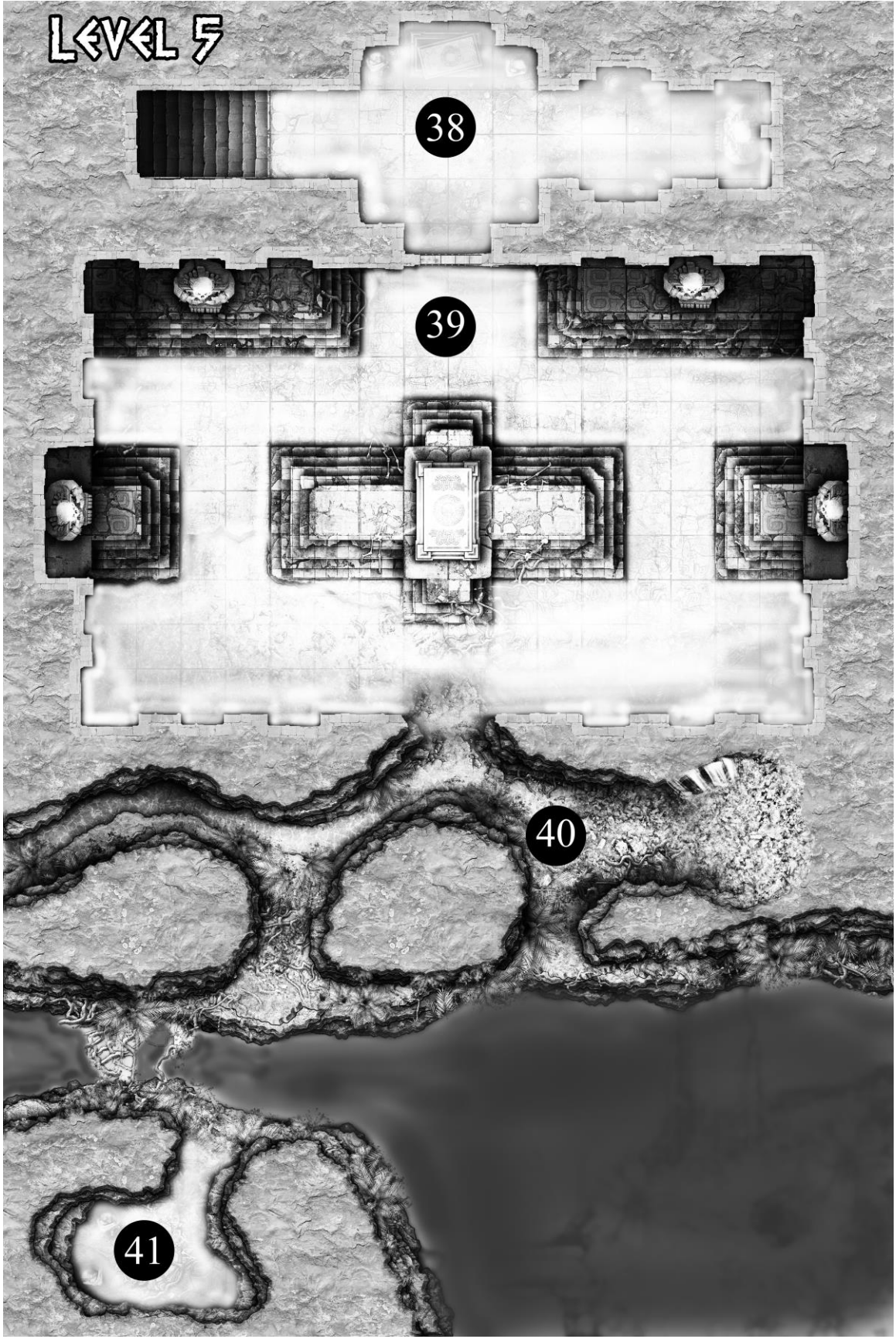
# LEVEL 3



# LEVEL 4



# LEVEL 5



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LEVEL 6

## Lost Temple Key

1) *As you walk along the base of the ravine, the canyon walls close in on both sides until it feels like a thin corridor. Ahead, you hear running water, and soon you see a small stream ahead passing from left to right where a new canyon opens up. The stream itself is about two meters across, and you don't know how deep, but it doesn't seem that far to the bottom. Just past the creek, through the heavy foliage, you see the flattened surface of a wall. This is no natural cliff side, but the architecture of a stone building. Straight ahead, past some hanging palm fronds, you see the gaping hole of what was once a doorway, but has now crumbled to look like the entrance to a cave. There are also two holes in the cliff wall above that entrance. To the left and right there is about three feet of land on your side of the creek before the cliff wall, and on the opposite end of the creek there is only one or two feet of land before the building wall. Heavy foliage covers the ground.*

If the players study their surroundings, a successful visual Senses+Savvy+Observation roll will reveal the cave on their side of the creek. A success with a Special or Fortune result will reveal the stairs hidden by foliage on the opposite side, which leads to an opening which has a fragile wooden bridge which connects the building to the cliff side across from it. A success with a Fortune will reveal the entrance further down to the right. (Failures with those might reveal those as well, at the game master's discretion.)

When players decide to go past the creek, they have four choices:

**Jump** – Succeed at a jumping test. A failure is at the game master's discretion, but should result in injuring one's self in a minor way, such as causing a limp to slow them down for 1d4 hours, or doing d4 of non-lethal damage, or falling in the water to the merriment of all.

**Wade** – Succeed at Strength+Agility or be swept downstream a little ways. This actually works a little to their advantage as they will then see the other two entrances, (though the stairs are hidden from them unless they spot them or literally walk up to them.) After they come out of the water, the characters lose 1 point to Agility for 1d4 minutes from being soaked.

**Walk downstream** – The stream gets narrower further downstream. Players can hop across at this point with no difficulty. (And they learn about the other two entrances.)

**Figure something out** – Players will come up with the wildest methods to do things, so feel free to go along with it.

*Stairs:* If players discover the stairs, they can climb them to area 17.

*Holes above entrance:* There are two holes in the cliff wall about 4 meters up. Players can enter either of these with a successful Climb roll. (A failure will result in 1d4 damage.) If they succeed, they go into one of the entrances in room 13 on the second floor.

2) *Some creature lives in this small cave, but it's not here at the moment. Bones of its former meals litter the floor.*

A successful search of the room reveals a couple statues mostly buried in the walls. This was once an antechamber of the Huto cult. If the roll was at least 2 below what was needed, the player gets a Clue token.

3) *Distant dripping echoes through the lonely chambers of this empty temple. Long vines weave their way in and out of natural debris on the floor, such as branches and leaves; patches of moss cling to the walls, and tangled roots dangle from the ceiling. Ahead, the floor tilts up. Two exits open on the right, and one entrance opens on the left. Just past the entrance on the left, the dead body of a Dark Agent lies against the wall.*

Players who look around before moving too far inside will need to roll visual Senses+Savvy+Observation (-1) to notice the traps on the floor. (A player who specifically searches the floor will not have the (-1).) A success means the player spots the traps on the floor.

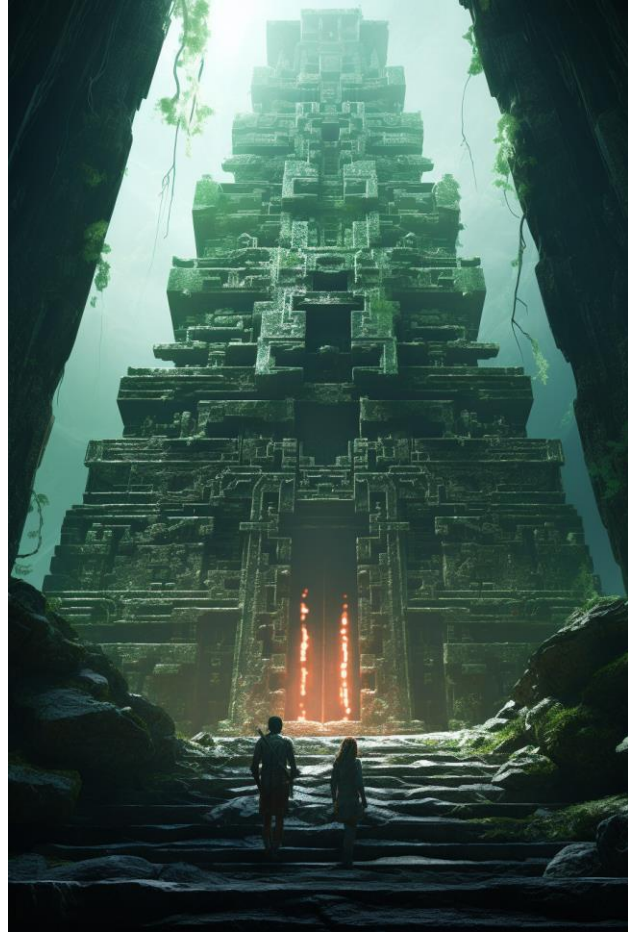
*Floor traps:* The floor traps are pressure plates. A player who walks through the corridor without looking must roll Agility+Luck. Success means they do not step on any pressure plates. Failure means they are shot at with a poison dart. (The poison is the effects of a special technology the Huto had.) The character feels the pressure plate just before the trap goes off, and can try to dodge, but the character's Dodge rating is halved, rounded down.

Anyone who is hit with the dart takes a Stamina token and 1d4 of damage, (which does not get rolled again if it rolls a 4.) At the beginning of that character's subsequent turns, he/she rolls Stamina. On a success, the poison stops. On a failure, the character takes another Stamina token. When the number of Stamina tokens equals the character's Stamina rating, the character becomes nauseated and takes a Wound. The Stamina tokens are taken off and the process starts again, continuing until the character succeeds at a Stamina roll or until it gets medical help.

Once the character is no longer taking Stamina markers, it remains nauseated for 1d4 hours.

*Dead body:* The Dark Agent has been killed by a dart. The dart itself should not have killed her, so there was something else about it that caused her death. (Players who checked this body get 1 re-roll when searching this hallway to find the trap.)

Note: Do not forget to have players roll to possibly hear characters in neighboring rooms.





4) This room looks like it was once used to store things for the temple as there are several containers and statues half buried in the rubble of the caved-in walls. But there are also some animal bones, which imply that some creature has occasionally used it as a place to hang out.

When characters go to the containers they may think there are traps. There are none, but play it up like there might be. Inside are valuable items kept at the temple. Each item is worth 1d4X1,000 Electros, but takes 1 encumbrance to carry. (Characters cannot roll to see their value without a successful Appraisal roll, and they cannot keep rolling after the first failure. But if they roll a Fortune, they learned something from the treasure and gain a Clue token.) The players can take as many of the items as they want, but they will have to deal with the encumbrance.

When characters go to the statues, they can look them over. They must succeed at a Knowledge+Senses+Archaeology, Anthropology, or a History (Aliens) roll. If the roll was a success, the character finds that bodies were buried in these statues, and their skeletons are still inside. If the roll was done with Anthropology, the player gets 2 Clue tokens. If it was done with anything else, the player gets 1 Clue token. A second and third player can roll, but each successive roll must be better than the first to gain a Clue. (So if the first player rolled a 3 to succeed, the next players must roll a 2 or a 1.) A Fortune will result in finding something of value. The player can take it and it is worth 1d4X100 Electros, and takes no encumbrance.)

5) This room looks like it was once used to store things for the temple as there are several containers and statues half buried in the rubble of the caved-in walls. Digging through them is a Dark Agent (Zeta). Everyone rolls initiative. If the players knew about the Dark Agent, they get a (+1) to their roll. (Even if the players knew of the Dark Agent's presence, however, and tried to sneak up on them, the Agent might still win the roll; meaning he heard the players as well.)

The Dark Agent will take cover and fight the players and shoot, or attack with his dagger if they are close, and will retreat to room 8 as soon as possible. However, he will only retreat if a route is open to him. If none is provided, he will fight to the death.

The Dark Agents in room 8 will run to help the moment there are any loud sounds, (such as gunfire.)

If the players beat the Dark Agent or run him off, they can look around the room. It is identical to room 4 in every way except there are no animal bones on the floor.

6) This was once a storage room like the other two, but the cliff is reclaiming it, and cave-ins over the millennia have buried all but a couple statues. Players can study them. They must succeed at a Knowledge+Senses+ Archaeology, Anthropology, or a History (Alien) roll. If the roll was a success, the character finds that bodies were buried in these statues, and their skeletons are still inside. If the roll was done with Anthropology, the player gets 2 Clue tokens. If it was done with anything else, the player gets 1 Clue token. A second and third player can roll, but each successive roll must be better than the first to gain a Clue. (So if the first player rolled a 3 to succeed, the next players must roll a 2 or a 1.) A Fortune will result in finding something of value. The player can take it and it is worth 1d4X100 Electros, and takes no encumbrance.)

7) This is a long hallway entrance. A character with History (Alien) knowledge will recognize this as the real entrance the Huto cultists would use, leaving the other as more obvious to trap people trying to sneak in.

8) Two Dark Agents (Zeta) are going through this room searching for clues and valuables. They are smashing everything as they go through them. Roll initiative. (If the players were sneaking, they get (+2) to their target number. If the Dark Agents still win, it means they heard them coming in.) Note that these Agents might not be here if they went to the aid of the Agent in 5.

The Dark Agents will take cover and shoot at the players unless the players are already next to them. If the Agents are made to retreat, they will do so up the stairs. If the stairs are blocked, they will remain and fight to the death.

9) This chamber opens up to the entrance in 3, and the room in 8. It also has stairs leading up to 10.

10) The staircase entrance. A large, ornate chest sits open. Everything in it has been looted.

11) A hall of statues. Successfully studying these statues with Knowledge+Senses+ Archaeology, Anthropology, or a History (Alien) will result in a Clue. (If the roll was made with Anthropology, the player gets 2 Clue tokens.) If a character studies them after someone else has successfully rolled, the player must roll better than the first one did.



12) The doors to this room don't budge, and the characters can't seem to get them open. No amount of pounding or shooting it will destroy the doors. The doors are locked, which will require a successful lock picking skill. (Each player who fails will have to use a point of Luck to try again, or that character determines it is beyond his/her skill.) Even after picking it, however, they do not budge. The players will have to figure out that they are to be slid open. (The game master can drop hints about this.

If the doors are opened, a shrine is revealed with an idol of the Huto at the front. It could be worth thousands of Electros. (1d10X10,000, to be exact.) Or it might be a priceless addition to a museum, (worth 1d4 extra XP when donated for free.) But there seems to be a problem. A Dark Agent has been here first. His mangled corpse is lying just to the right of the idol.

The players can just see the tips of spears sticking out of the walls, but they clearly didn't kill the Dark Agent when he first entered. They also see holes in the floor, but don't know what they do. There don't seem to be any sensors or pressure plates, so it's difficult to know how the trap was sprung. Players can enter the room and nothing happens to them... yet.

*Investigating the trap* – Players can study the trap at (-1). If anyone succeeds, they figure out that the spears are all pointed in slightly different directions, and there are more spears in the holes in the floor and in the ceiling. The walls are also built to move inward. All the mechanisms are inside the walls, so they cannot be disabled without taking everything apart. No pressure plates are found on the ground, so the trigger must have to do with taking the idol.

*Taking the idol* – The trigger is the idol remaining in place. So if it is removed, it must immediately be replaced with something that is the *exact* same weight. Players can figure out something that will work for this purpose, but the roll for this will be a little different. The game master chooses a number between 1 and 10. The player who is making the switch guesses the number, then rolls touch Senses+Savvy. If it is a success, then the game master says whether the number was correct, too high, or too low. The player can then alter its guess by the amount by which his/her roll succeeded. The player can then spend a Clue or Luck to ask if it's too high or low again. The game master then updates the player. This process continues until the player decides to make the switch.

*The trap* – If the players got the weight correct, nothing happens. If it was wrong, the trap goes off. The doors slam shut, and the walls within the wider part of the room begin to close inward. The spears also stab out at lightning speed. Everyone in the room must succeed at a Dodge or be stabbed for d4 damage. The players all choose what they will do. Everyone who moves must pass an Athletics check or move half speed. Those who are able to get past the doors can make it out this turn. Those who are not roll Dodge again at (-1). Those who are hit take d6 damage. Each player can then do as they wish. Those at the door cannot force it open, but they can pick the lock. Everyone can try as many times as they want, but only one person can try per side. When the players roll Dodge again, it's at (-2) and those hit take d8 damage. The next time the Dodge is at (-3) and they take d10 damage, and after that it is d12 damage.

13) This is a storage area for the temple. The containers look trapped, but are not. Inside are valuable items kept at the temple. Each item is worth 1d6X1,000 Electros, but takes 1 encumbrance to carry. (Characters cannot roll to see their value without a successful Appraisal roll, and they cannot keep rolling after the first failure. But if they roll a Fortune, they learned something from the treasure and gain a Clue token.)

14) There is something unnerving about the placement of the statues here. They appear set up like a trap, especially with the way the floor is painted. There is no trap, but feed the players' fears that there might be one. Only when they succeed at a roll searching for traps with a Special result can it start to become clear that there is none.

There is something important about these statues, however, which can be learned while studying it with Knowledge+Senses+Archaeology, Anthropology, or History (Aliens). If using History (Aliens) for the roll, you may use a free re-roll.

The placement of these statues represents the Huto, Abnani, and other races facing a god who they believed would come out of the power of the Orb of the Shadow Flame. Looking inside the statues of the other beings, there is a skeleton of each type. There is no skeleton within the god statue. However, success at this roll provides 3 Clue tokens to whoever made the roll, and 1 Clue token to everyone else in the room.

There is one door past one of the statues, and a Dark Agent is down the hall to the south. Both are handled in are 15.

15) There are 3 doorways. The one that leads to the outside is unlocked. The two which lead to chambers are locked. They cannot be blasted open with anything the players have, so the locks must be picked.

A Dark Agent (Zeta) is trying to pick the lock of the middle door right now. If the players are specifically trying to stay quiet as they come around the corner, then they take the Dark Agent by surprise, as she is focused on her task. If they are not moving silently, roll initiative.

The Dark Agent will take a shot at the players, then run away. She is trying to get to the stairs that go up, and will do so if she has a direct route. If she has to take the long way around, she will take pot shots at the players if they pursue.

16) The doors to these rooms don't budge, and the characters can't seem to get them open. The doors are locked, which will require a successful lock picking skill. (Each player who fails will have to use a point of Luck to try again, or that character determines it is beyond his/her skill.) They also have a Health of 20, which makes them difficult to destroy, even with a weapon.

If the players get them open, they find burial chambers along with hieroglyphics on the walls, and designs on the sarcophagi. The sarcophagi themselves are ornate with precious metals, and have ornate rods resting upon them which can be removed.

A successful KnowledgeX2+History (Alien) search will reveal at least one of the following. Roll a d8 and consult the chart below to see what was found. (Reveal an extra piece of information for every 2 below the target number they rolled.):

- 1 These are the tombs of the leaders of the cult who founded this temple.
- 2 One is male, one is female
- 3 There is a pattern of hieroglyphs showing people in power wielding rods or staffs
- 4 There is a warning not to open the sarcophagi
- 5 Instructions for a ritual on a platform with a pedestal
- 6 There seems to be a belief among them that a shadow realm has been opened
- 7 Designs imply a mass suicide to open a gateway the dead can pass through
- 8 Spirits of the dead bring a god through a gateway they opened

The lids are heavy, and require a successful StrengthX2 (-1) to lift open. If they do, they find only fossils remaining. No trap goes off. (A search reveals one used to be there.)

17) There was once a hallway here, but over the ages, the walls have crumbled inward, and now it's little more than a cavity in the cliff.

The ladder on the outside is rickety. A player can only get over it with Agility+Savvy. A failure means they fall into the shallow creek below, taking 1d4 damage.

Once on the opposite side, the character can work its way around the narrow ledge. The player again rolls Agility+Savvy to make it around this part. A failure means the player falls to the ground below, taking 1d6 damage and becoming Stunned.

18) This is a storage room separated from the rest of the temple. One might learn a bit in here because of its unique placement in relation to the building, but the room has been looted, probably by the Dark Agents. However, if the players search for anything that was left behind, they roll visual Senses+Knowledge+Observation (-1). If they succeed, they find some small relics worth 1d6X100 Electros.

19) A wide stairway is connected to the stairs, which go up.

20) A hallway at the top of the stairs curves around to another hallway. In the direct vicinity is a large vase and pieces of statues which have broken apart. Anyone who looks at the vase sees small designs drawn across it. Anyone who also passes a visual Senses+Knowledge+Observation roll will see the following specific designs in this order:



21) The characters round the corner to find a corridor with designs in each tile of the floor, (three across, and nine long.) Some of the tiles are cracked, and some are broken wide open. Those which are broken open drop into a pit with sharp spikes. Dozens of writhing snakes wrap around these spikes, and over the bodies of Dark Agents which have fallen into these pits within the last hour. It is quickly clear that certain tiles will break if a character steps on them, and others will sustain their weight. The players have to figure out which ones they can get across and make it to the opposite side.

The way to get across safely is to walk on the tiles which correspond with the tiles carved in the wall at the corner. If no character remains near these designs, then the players must do this puzzle by memory, or send someone back to read them out.

If the wrong tile is chosen, the character may fall inside. The player rolls Agility+Senses with a re-roll if the player specifically said he/she was moving very cautiously.

Any character which falls in the pit takes 1d8+1d6 damage. The character is then attacked by snakes, which hit on a 5 or less, and cause poisoned Nausea on a Special result.

To get out of a pit, the player must roll the character's Athletics, and choose a location on the map next to where he/she fell. If the player chooses another location which falls, he/she takes further damage (1d8+1d6) and is again attacked by snakes.

If the players try to peek under the floor to understand what tiles are reinforced from below, the snakes make an attack. They will continue to do so every round the players are looking. If the players succeed, they learn what the tile is for 3 rows ahead of themselves.



22) This corridor leads from one trap hallway to another. Along the way there are two nooks with statues in them. If a character studies them and passes a search test, they find springs in the arms of the statue, as if they are designed to reach out and push a character.

23) *A long corridor stretches out before you. Four nooks are carved into the walls, two on each side facing one another. One statue stands in each nook. They all look like the statues you saw in the hallway just before this one. There is no floor ahead of you, but instead just a stone plank which stretches over murky water.*

The plank is not very narrow, so the characters don't have a major chance of falling in. However, they will have to roll Agility+Savvy. Success means they go at normal speed. Failure means they go slow. A 0 means they fall in, unless another player next to the falling character can succeed at an Athletics check to stop them from falling.

As the players near the pair of statues, they can roll visual Senses+Savvy+Observation (-2). A success means they see something just beneath the surface of the water next to the plank at the point of the first two statues. It's one of the Dark Agents who has fallen off the plank and is impaled on the spikes below the water. The better the roll, the more the player sees. A Fortune means they spotted the sensor on the statue which triggers it.

When the character moves in front of the statues, the arms of one of the statues springs out and pushes the character into the water. (It's the statue on the same side as the Dark Agent, so it will push the character off the opposite side.)

If a character is in front of the arms, it rolls Dodge, (with a (-2) if the character never spotted anything, or is not going extra cautious at this specific point.) If the player fails the roll, it can still avoid being pushed into the water by rolling equal to or less than the character's Strength. If the player fails again, the character falls into the water, and lands on the spikes, taking 2d6 damage. Also roll the Hero die, and on a Misfortune, the character is impaled, and cannot come up for air until it succeeds at a StrengthX2 roll. When it succeeds, he/she can climb out, but the character is now bleeding.

If a character tries to run past, they find that the springs are very fast, so the character must still roll dodge, but gets a (+1) for running past. (A Misfortune here means the character slips and falls in anyway.)

If a character triggers the trap by sticking his/her arm forward and pulling it back, the arms spring forward, and take a little time to pull back, so the character has time to get past safely.

This process happens at both pairs of statues.

24) This is a large, round room with four statues inside nooks evenly distributed on the sides. Within the eyes of these statues are jewels: one blue, one orange, one brown, and one gold, (which the players only see when they look closely.) These jewels are worth 1d6X1,000 Electros if taken.

The floor has a circular design in it which takes up most of the room. The circular design is made up of three rings around a central round design in the middle. The outer ring has a blue outline around each face, the next ring in has an orange outline around each face, the next ring has no ring, and the middle part is made of gold. Each ring has 12 faces on it. At one end of the room, the floor sticks up slightly in the shape of an arrow pointing at the circular pattern.

If players study the statues, they find that each one has a face on it which matches a face on one of the rings, and one has a face which matches the middle.

If the players try moving the rings, they find that they shift with some effort, and a stony clicking noise happens as they do.

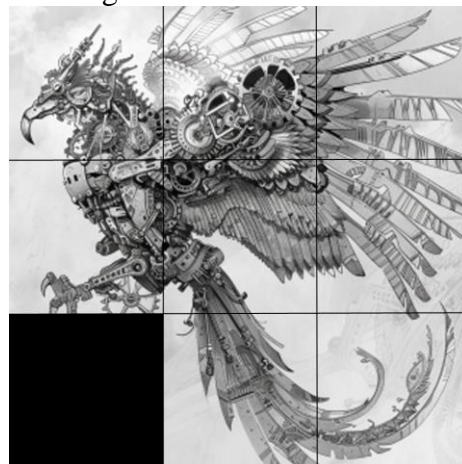
When the players have moved the rings into place so that the arrow is pointing toward four faces, the puzzle is revealed. If the faces in the rings do not match the corresponding statues, then the doors slam and the ceiling begins to drop. It will squash everyone in the room in 2 minutes unless they solve the puzzle. They can also pick the lock with a (-3) or break through the doors, which have a Health of 13. If the players get out, the puzzle/trap resets itself.

When the players get the puzzle right, the ceiling opens up about a meter from the middle and each ring rises a different amount. The first ring rises a few feet, then the next rises a few feet more, then the next rises a few more, and the last rises to the ceiling. This creates steps the players can use to get to the next level, where they can hop onto the floor of room 35.

25) Numerous vases sit around the periphery of the room. A player who searches them finds some information. There are a total of 1d4 Clue tokens in here.

In the middle of the floor on this room is another puzzle. This one is a slide puzzle with a design on it which is three tiles by three tiles large. (One slot is empty so the tiles can be moved around.)

Either create a design or use the one below. Cut it into 9 equal pieces, discarding one of them as the empty tile. Then move the pieces one at a time so that they become shuffled. The players then need to slide them into the proper place to create the completed design. If they succeed, the trap in room 26 does not go off.





26) When players first see this room, the first thing they notice is a lot of blood all over the place. They then see 4 halves of bodies. It is the upper and lower halves of 2 Dark Agents who have been cut in half. The characters then see slits in the walls where clearly some sort of sharp objects come out.

If the players solved the puzzle in 25, then they are able to walk through the room without incident. If they did not, then they need to maneuver through this room.

If the players look carefully at the walls and pass a visual Senses+Savvy+Observation roll, they see where the slits are and will get a +1 to their target numbers when trying to avoid them.

If they try to dodge the saws, they need to successfully roll Dodge 3 different times. If they fail, the one being hit takes 2d10 damage, and add 5 to the severe damage roll.

The players can do other things to guard against or destroy the saws, such as shooting them, but it will be hard to do anything to them until they come out of the slits.

27) The characters are faced with a rickety old bridge. Though this was made with sturdy materials to last millennia, they are finally beginning to crumble, and the bridge is falling apart.

Getting across requires 2 rolls of Agility+Savvy. Anyone who fails drops into the stream in location 1 and takes 1d6 damage from the fall.

28) A small room with stairs leading up to area 30.

29) This is a little nook with several containers which have hidden treasures in them. Someone in the temple had clearly been hiding them away. They are pieces with precious metals on them. They are worth 3d6X100 Electros if sold.

A hole in the ceiling leads to area 31.

A Zeta Dark Agent is in here trying to loot the treasures. She will come to the aid of anyone in area 31, or hide if they are overcome quickly.

30) This is a chamber which leads out to a broken bridge. On one end of the bridge are the beginning of some woods. A single Zeta Dark Agent is there talking into a hole in the ground.

The break in the bridge is just over 1 meter long, but it's dangerous enough that a fall could massively injure person. Jumping across will require a successful StrengthX2+Athletics check. A failure means the character falls to area 1, taking 3d8 damage.

31) The woods stretch out to this point where they stop at the canyon on two sides with a broken bridge connecting one side, and a complete bridge connecting the other side. This is where the Dark Agents came in. A hole about a meter in diameter is in the ground.

A single Zeta Dark Agent is here talking to someone in the hole. The Zeta agent will react to anyone he sees or hears approach around him.

32) The entryway to a large burial chamber area, (34) and storage area, (33). The characters might hear the Dark Agents in Dark Agents in the adjoining rooms. The Dark Agents will not hear the characters unless they are making a decent amount of noise. If they do, they react accordingly, soon beginning a combat.

33) This storage area has the possessions of the Huto cultists who killed themselves in ritual sacrifice. Going through it will require a search roll. If successful, the player will get 2d4 Clue tokens and 1d4X100 Electros worth of relics.

Before the players can do that, however, they must contend with 1 Zeta Dark Agent who is trying to loot this room.

34) This is a large chamber broken into sections by multiple walls. Lying on platforms attached to these walls are the fossilized remains of the Huto cultists.

Among the burial chambers are 2 Zeta Dark Agents and the Beta Dark Agent, (if still alive.) If they hear the players first, they hide among the burial platforms and try to sneak up on the players. A battle will ensue. All of them will fight to the death, even if they fail morale.

If the players try to understand what happened to all these cultists, they can roll Knowledge+Savvy+History (Aliens). If they succeed, they figure out that the cultists committed suicide to try to open the Orb of the Shadow Flame to summon beings from another dimension.

35) A large, round room. If the players arrived here from area 24, there is a large gap in the middle where they came up, and the players can only move around the periphery. Otherwise, they can walk around the room at will.

There are several nooks with containers. Players can roll to search these containers. If successful, they find 2d4 Clue tokens and 1d4X100 Electros worth of relics. They also find a key to room 36.

36) The door is locked into this chamber. It can be picked with a (-1) or smashed in with a Health of 15, or it can be unlocked with the key.

Inside they find a container. It has not yet been touched. If players look for a trap, they find one, but it has worn off centuries ago. They are able to open the container and find an object inside. The game master can determine what it looks like, but it does not tell the players what it is. In truth, it's the key for the entry between room 38 and 39. There is also 1d6X100 Electros worth of treasures in this container.

37) These stairs lead up to the main chamber. If one looks, they might see the Dark Agent at the top pacing around.

## ***DARK AGENTS (ALPHA)***

### **HERO**

INITIATIVE: 6

|                         |           |
|-------------------------|-----------|
| SHOOTING: 5 (3 ATTACKS) | DODGE: 5  |
| DAMAGE: 2D6             | HEALTH: 5 |
| FIGHTING: 6 (3 ATTACKS) | MORALE: 9 |
| DAMAGE: 2D4+2 (DAGGER)  |           |

### **SPECIAL**

WHEN ALPHA ROLLS A FORTUNE, HE CAN MAKE 1 PLAYER WITHIN EARSHOT ROLL MORALE. FAILURE MEANS THE CHARACTER TAKES 1 D4 FEAR TOKENS.

38) The characters never get a good enough view of the character on the next platform to take a shot. He paces away too quickly, and returns to unpredictably. He does not seem to have noticed the characters yet, even if there was a gunfight on the level the players are on.

When the players go up the stairs enough to have a good view of the Dark Agent; enough to take a shot, the Alpha Dark Agent sees the player, and immediately holds out his hands to show he's not going to shoot, and he begins to speak. Inform the players that they can interrupt at any point, but he does begin to speak before any actions are taken. Read the following, and stop when the players interrupt with an attack.

*“You have made it. I might have known. You are clearly relentless, and would not have stopped until you succeeded. And if you are skilled enough to get this far, then nothing in my power can stop you. I cannot even get past this final door. But consider this. What lays beyond this door is a curse. The Huto destroyed themselves in trying to use it. They destroyed themselves in the fruitless search for something more. It ultimately consumed not only them, but the Huto-Abnani, and all other alien civilizations. And now it will destroy humanity. Corporate overlords are taking these objects and using them to destroy one another. Greedy mercenaries will steal them for profit. Ambitious executives will use them for promotions. All along, humanity will pay the price as the corporate empires use them to overcome one another. You can stop this now, at least with this powerful artifact, by helping me destroy it. Help me stop it before it causes humanity to tear itself apart as the Huto, Abnani, and all other alien races before humanity did.”*

The Alpha Dark Agent (whose actual designation is Alpha 31, as there are 31 other Alphas before him,) does not know what the Orb of the Shadow Flame actually does, but his claim is that it will destroy humanity just as it destroyed other sentient races before them. If questioned, he can only tell them what the primary mission of Dark Agent organization is. They wish to destroy all signs of former alien civilization so as to save humanity. Anything else that is asked by the players will need to be made up by the game master. But he is offering no resistance, and will die for his cause.

The secret truth, however, is that Alpha 31 is planning to steal the Orb to take back to the Dark Agent organization. They believe that it is best kept under their protection; and if they can only figure out how to use it, they can save humanity with it. (Sound familiar? They're basically doing the same thing that the Huto cultists were doing.) He will not tell the players this, however, and is willing to die to accomplish his mission.

Alpha 31 offers no resistance. He can be searched, and the players will find a laser pistol, a dagger, and 100 Electros worth of relics on him.

Looking around the room will yield only several containers which have been emptied by Alpha 31 as he searched for a way to get through the double doors.

The double doors are sealed. The locks cannot be picked, and they should not be breached by a weapon unless it rolls incredibly well. (Perhaps give it a 40 Health.) The players should only be able to get past the double doors with the key they found in room 36. If the players have a hard time finding this room and the key, help guide them toward it.

If the players ask Alpha 31 questions, he will not give them secrets of the Dark Agents themselves, but he will tell them everything he knows about the Orb of the Shadow Flame and where it's kept.

39) *You step into a large chamber nearly a hundred feet across and about fifty feet deep. Steps lead up to platforms on either side of you, which are then flanked by two more platforms on either side of the room. Each of these have statues standing atop them. And in the center of the room is the highest plinth, with steps leading up to a pedestal at its top. Here rests an orb which at first appears to be floating; but after a moment you realize it's sat upon clear crystal. Within the orb, a ghostly black mass swirls and broils like boiling water, but with ends which point like spikes. Bolts of electrical energy spark like lightning in a bottle. Red flares strobe with the flashes. Black mist leaks from the orb and floats around it like a gloomy, gaseous atmosphere. At last you have found it, the Orb of the Shadow Flame.*

Draw out the room and add some water to the opposite end of the room, which has leaked inside from the outer cave, which is the other exit to the room. The characters can now enter and walk around if they wish. Once everyone is in the room, the doors slam shut and seal.

Alpha 31 will go along with what the players are doing, but he will try to convince the players to let him take the Orb, claiming he knows how to do it, or he will try to convince them to let him do the ceremony, which he knows every part of except the placement of the rods. Whatever the choice, he is going to try to take the Orb from them and escape with it, or perform the ceremony.

*If anyone tries to shoot the Orb* – It sucks in the energy, which seems to swirl in with the rest of the darkness before settling in with it.

*When someone approaches the Orb* – Any character who tries to walk up on the platform where the Orb is kept must successfully roll Morale. If the character fails, he/she finds him/herself at the bottom of the steps not knowing what happened. Anyone watching the character sees him/her simply walk quickly back down to the bottom of the steps. That character's Morale is now reduced by 1 for the rest of the adventure. If a character's Morale reaches 0, he/she remains in play, but any and all conflict causes the character to run and hide, and he/she can never approach the Orb again. When a character passes Morale, he/she can approach the Orb and never has to roll to get close to it again.

*Studying the Orb* – Looking into the Orb brings back the same description as before, though the black swirl appears like a fluid thicker than water, and it almost looks like it's not really inside the orb, but rather a vision of some other place. Players can make various rolls to study it and learn different aspects to it which match the type of roll that is made. See "The Orb" on the next page.

*Smash the Orb* – If anyone tries to smash the orb in any way, it does not work. It can only be destroyed by some extreme measure, such as blowing it up with explosives.

*Taking the Orb* – When a character grabs the Orb, he/she is filled with dread. That character's Morale drops by 1 for the rest of the adventure. When the character tries to pull it from the pedestal, an electrical current seems to hold onto it. It's held on like a magnet. It takes a successful Strength roll to pull it off. In order for a character to try it more than once, he/she must succeed at a Morale roll, or give up. Once the Orb is free of the pedestal, the characters can take it wherever they want. It has an encumbrance of 4.

*Studying the Statues* – All the statues are of Hutos before they mixed with the Abnanis. Two of them on one side are females; two on the other side are males. They all have one hand out as if they are supposed to be holding something.

*Placing the rods in the statues' hands* – If the characters have the rods from the tombs of the cult leaders, they can place them into the hands of the statues. They snap into place. Nothing immediately happens. However, anyone can now approach the Orb and take it without having any difficulty. (They do not have to roll Morale or Strength, or anything else like that.)

*Perform the ceremony* – If the characters learned the ceremony in the tombs of the cult leaders, they can perform it. This requires placing the rods into the hands of the statues first. The players can simply say they're doing this, or the game master can come up with a ceremony they must do. Either way, someone must succeed at a Knowledge+Charm+Alien Cultures roll and another character must succeed at an Agility+Savvy+Athletics check to succeed. (All players can try these rolls, but it succeeds when those two combinations are done at the same time.) When this succeeds, read the following:

*As the final acts of the ceremony are being performed, you notice the dark mist around the Orb begin to expand, billowing into storm clouds with sparks of lightning and the sounds of thunder. The swirling black mass seems to leak out of the Orb into the clouds, making them darker, until it is hard to discern a shape. You are still able to see through it due to the red glow within the Orb, which is expanding.*

The players now have a chance to react. The cloud has just started to grow around the Orb. It will continue to grow outwardly like an expanding bubble. The players can keep out of its range as long as they move away from it. Alpha 31 is mesmerized by it, and only stays just out of range.

Anyone who is overtaken by the cloud disappears into it, and is lost in time and space forever. (Give a player who gets caught in it one last chance to roll Dodge and leap out of it.)

Dimensional spirits emerge from the cloud, searching around curiously. Some may look at the players. One comes in close to Alpha 31, who welcomes it. He sees something in it, though, and suddenly changes. He pulls away and points at the players explaining why the spirits should take them. The final battle becomes Alpha 31 trying to get the player characters thrown into the other dimension while the cloud begins to grow again.

When Alpha 31 is knocked down or beaten in some way, he is grabbed by one of the spirits, and pulled screaming into the other dimension.

The other spirits grab at the player characters. They only go for grapple attacks. When they succeed, they pull the character five feet per turn toward the expanding sphere.

The spirits are made stronger when hit with energy weapons. The players find that there is a soft amount of physical interaction they can have with the spirits, like punching through a couple inches of cotton, or reaching through mud. Whenever a spirit is hit with a physical object and the damage equals or exceeds its Health, it pulls away and flies back into the cloud. More will emerge soon after, but none will go more than a couple meters from the expanding sphere.

Once the players realize that stopping the Orb is hopeless, they will need to make their escape. Staying ahead of the orb is not difficult unless they are moving very slow, but they will also need to climb and get across the chasm.

When they are across the chasm, they are safe. The cloudy sphere will expand until it is enveloping the temple. At this point, all the spirits mix with the fog, and it collapses down. As it does, the temple goes with it, and everything disappears into the nothingness.

## The Orb

The Orb of the Shadow Flame is approximately one foot in diameter, and resembles a crystal ball with black clouds swirling inside. Red flames flash like lightning within it, and low rumbles crackle, but can only be heard by those who are near it. When the orb is carried, it has an encumbrance of 4, and the character carrying it is filled with dread. His/her morale drops by 1 for the rest of the adventure.

A player who succeeds at a scientific type of roll will believe that this orb will cause a massive antimatter explosion which could destroy most of the planet it's on if it is destroyed.

Anyone who studies it with an Alien Civilizations or similar skill and succeeds learns that it is a dimensional gate of some sort, and it will bring something into this universe, but it's hard to say what.

A player who gets a Special result or a Fortune result can discern that if it is opened in some way that spirits from this other dimension will be released.

|   |           |
|---|-----------|
| <b><i>DIMENSIONAL SPIRITS</i></b>   |           |
| <b>MINIONS</b>  |           |
| INITIATIVE: 3   |           |
| FIGHTING: 3 (1 ATTACK)  | DODGE: 2  |
| DAMAGE: 0 (GRAPPLE)   | HEALTH: 5 |
| SPECIAL   |           |
| WHEN SHOT WITH A LASER, HEALTH INCREASES BY 1<br>FOR EACH HIT FOR 1 TURN.   |           |
| WHEN ATTACKING, THE SPIRITS ONLY GRAPPLE. WHEN<br>THEY GET HOLD, THEY PULL THE VICTIM 5 FEET PER<br>TURN TOWARD THE SPHERE. |           |

40) Water has built up a few inches in these cave tunnels. One can hear water falling into the cave from above. Following the source of the sound, the characters find that there is a hole to the surface through which water is dropping down.

There is also a second exit out one of the holes. A series of tangled vines bridge the gap across the chasm to area 41.

41) Going across the vine bridge is tricky, but doable. Characters going across must pass AgilityX2+Athletics to make it. Anyone who fails falls all the way into the stream at the bottom in area 1 and takes 2d6 damage.

42) The upper part of the temple sticks out of the ground as though exploding through it. A stream weaves out of the woods past the structure and into a hole in the ground, which leads to area 40 inside the temple.

If the ceremony was performed around the Orb of the Shadow Flame, then the shadow sphere is sticking out of the ground and growing outward toward the canyon and into the woods. The players have to get across the chasm before the shadow flame swallows them.

43) A log sticks over the chasm. Going over it requires a roll of AgilityX2+Athletics. Anyone who falls drops to the stream at the bottom in area 1, taking 3d6 of damage.

Once players have gotten across the chasm, they have gotten away from the temple. If the shadow sphere has been growing, they are safe from it here, as it stops growing when it reaches the canyon. It then implodes, taking the temple with it, and leaving nothing behind.

The players are safe. They can explain how they wish to leave the planet and return to civilization.



## ***PART 5 "THE POWER OF THE SHADOW"***

When the players get back to their ship, they must decide what they will do with the Orb of the Shadow Flame, (if they have it.) If they take it back to the museum where they were originally given the mission, it is simply a matter of flying it back. If they take it somewhere else, they fly it there. But they must decide unanimously, or find a way to defeat those in opposition. This can be in the form of a player versus player situation, and should be handled with care, especially in regard to initiative.

What the players choose to do with the Orb of the Shadow Flame is the completion of the scenario. The players should try to achieve the goals of their characters, both professional and personal. Once they achieve those goals, they have done all they can, and the fate of the Shadow Orb is up to whomever they took it to. (Note that this could even be the players keeping it.)

Be sure to write down what happened in your adventure, and send it to:

[jeff@relicworlds.com](mailto:jeff@relicworlds.com)

For more information about this series, go to: [www.relicworlds.com](http://www.relicworlds.com)

Thank you for playing, and happy gaming everybody!

