

Far Away Land RPG

Adventure Module

TEMPLE of ZOKO

by Dirk Stanley



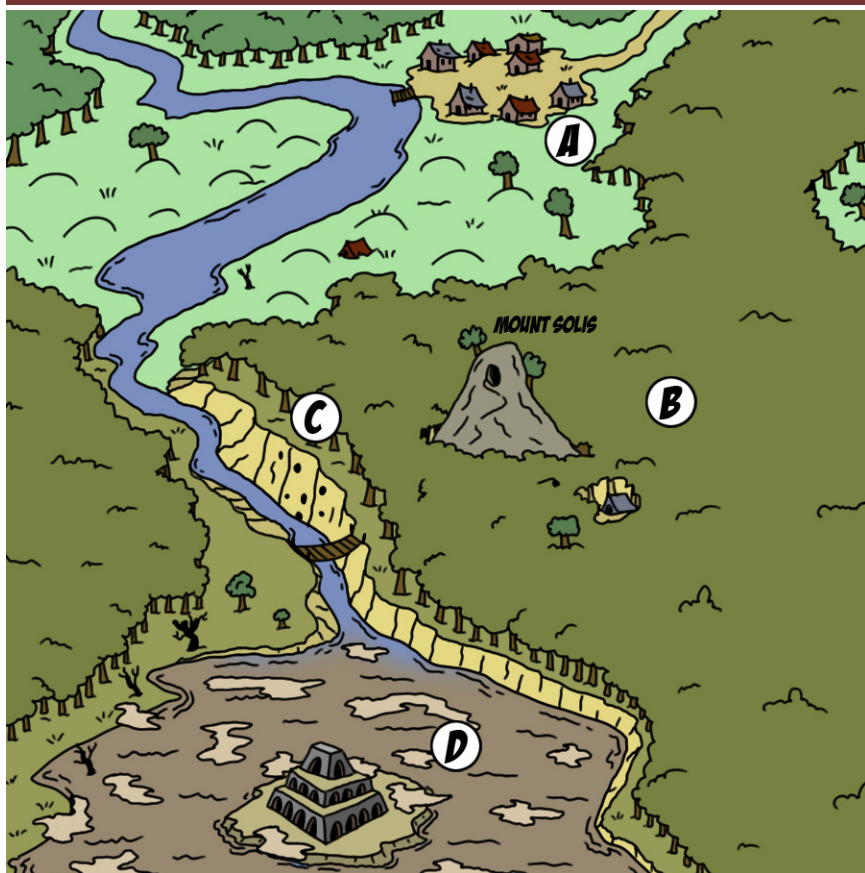
Take a rowdy ride down a mysterious river as you search for the temple of the demon Zoko. Face river pirate elves, a cyclops guarding a mythical blade, angry squarks in cliff face caves, goabs, lake phantoms and finally, denizens of the Abyssmalsphere. Will you survive this perilous quest or become demon fodder?

This adventure module is part of an ongoing series of introductory adventures for the Far Away Land Role-Playing Game.

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TEMPLE of ZOKO



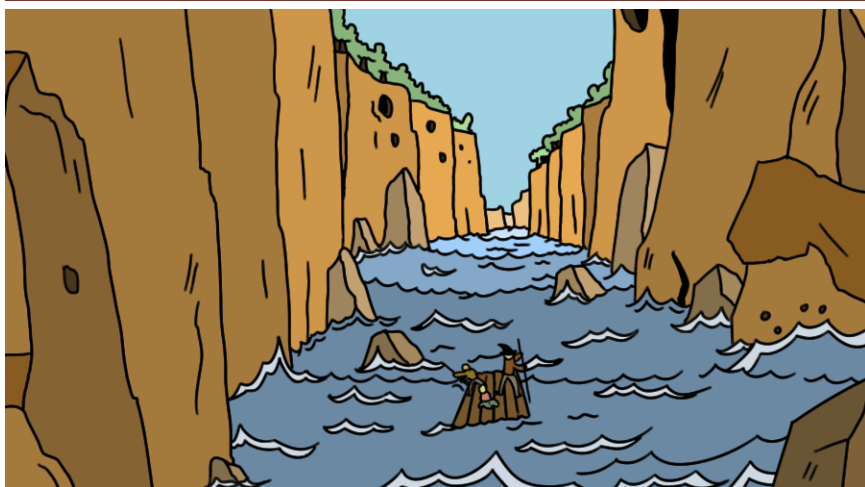
Hook

The PCs have attained a map that supposedly leads to a mysterious temple (and possibly treasure). They have made their way to the starting point on the map, the orka village of Yaw.

Legend

The Duldron river is a long winding river steeped in lore and myth. While much of the river is wide and lethargic in its flow, the southernmost part of the river runs through forest and eventually between the sheer, steep walls of the Echo Canyon. It is this part of the river that is steeped in myth as it remains largely unexplored and unknown. At the mouth of the river is a lake called Urugun that is said to be haunted. Legend has it that an insane agnun sorceress named Thrana built a temple to summon the demon Zoko so that she might learn darker magic. Shortly after building the temple, Thrana successfully summoned, and was subsequently killed by Zoko.

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The River

a: Village of Yaw: Quiet and quaint. Easy-going and friendly. Predominantly composed of orka farmers and fishers who are welcoming to outsiders.

b: The Forest: Thick, dense, and dark. Filled with all sorts of terrible beasts... and goabs.

c: Echo Canyon: Steep walls and rough water. Caves in the cliff faces. Elves live in the woods atop the cliffs. Squarks live in caves in the cliff face.

d: Lake Dread: Misty and creepy. Moans and howls fill the air. Phantoms rise up from the water and attack those who dare to enter. Most life within the lake has been destroyed by Zoko the Twisted.

River Scenarios

The following are a series of river scenarios that the GM could employ as the PCs make their way to the Temple of Zoko. All or none of these can be used or the GM can insert her own scenarios into the adventure. A short list of extra scenarios have also been included.

Finding a Guide: An orka river guide named Benthorn is willing to lead the PCs down river... for a price. Benthorn's price will require negotiations but ultimately he will aid the PCs through rougher passages of the river.

Hiring Hirelings: While most in Yaw are interested only in the monotony of daily village life, some are willing to venture forth into the wild. If the PCs seek hirelings, they will find 1d3 willing to take the risk... for a price of course.

River Wreck: A ship has run aground near the edge of the river. Goabs are looting the ship. Several poomkin have been killed. Several poomkin are being held captive.

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River Pirates: These elfin river pirates are interested in stealing most anything of value. They like to be sneaky. They will attempt to surprise their enemies (usually at night). They use tiny, quiet boats. They wear tiny, quiet boots.

The Forest Witch: A friendly witch (as long as the PCs are friendly folk) named Grizela lives in a small cabin near the edge of the river. She will ask the PCs a riddle and if they answer correctly, she will give them a potion but she will not tell them what the potion does. The witch will offer the PCs food and shelter.

Mount Solis: An old cave contains the remains of the catling Barry Mittens and his renowned sword Oramor. Goabs live in the woods. A cyclops lives in the cave and keeps the sword as his beloved treasure.

Extra River Scenario Ideas

1. While on the river, the PCs are attacked by a river beast.
2. The PCs have to brave rapids and steer the boat to safety or face losing their vessel.
3. As the PCs make their way down the canyon, wild elves fire arrows at them for sport.
4. Storytelling aboard the boat, especially on a rainy night or as the sun sets.
5. Caves in the canyon walls are the homes of squarks and may hold both secrets and treasure.
6. There are squarks who live in the canyon walls and they are not welcoming to trespassers.
7. A river merchant has strange stories and even stranger items for trade.

River Weather Chart (d6)					
1	2	3	4	5	6
Sunny	Cool	Rainy	Humid	Stormy	Foggy

The Temple of Zoko

The Temple of Zoko sits in the center of a small island that is mud-covered and smells of fish and death. The sky is obscured by thick fog that moves in waves. Several small ships lay sunk around the island. The Temple of Zoko is square in shape and made of slick gray stone which is covered in slimy fungus and lichen. Inside, a series of spiral staircases lead from the ground floor to the uppermost floor. The ground floor is exposed to the outside while the uppermost floors are walled in. It is a scary, creepy, spine tingling sort of place.

1. Chamber of Souls: Creepy and not a place you want to be. Mist hangs in the air. The outside of the Chamber of Souls is open to the air. Stairs lead up to the foundation of the building. Columns surround the perimeter. A pool of abyssmal essence is in the center of the room. Anything (non-demon) falling into the pool takes 1d6 damage per round. Tiny, weak demons lurk about this

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chamber, sometimes bathing in the essence. Stone pillars surround the pool. A spiral stair case of stone leads up to the next level of the temple.

2. Demonic Chamber: Once the living quarters of Thrana, this level of the temple has since become the home to various demons who entered Far Away Land when Zoko was summoned. These creatures hang about the place moaning and being in general torment. Old book shelves with ancient tomes sit on one wall. A large table and chair sit rotting. Demonic symbols are written in blood. The remains of several creatures are spread about the room, blood stains the floors and walls. There are no windows in this room. A spiral staircase of stone leads up to the next level.

3. Zoko's Chamber: When not out hunting on the shores and within the forest near Lake Dread, Zoko sits upon his evil throne. Several chests and boxes are scattered about the room. Some of these are filled with valuable items the demon has taken from it's victims. Bloodstains, bones, and the remains of once living creatures are all over the place. It is a place of terror. There are small, open windows in the walls.

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NPCs

Benthorn the Orka Guide (4)

Size: Average (0)

Archetype: Humanoid

HP: 18, AC: 1, ACT: 5

BRT: 2, DEX: 2, WIT: 2

Halberd (2): 1d6+1, Night Sight

This wild pioneer of an orka is the only guide in the village of Yaw with the guts to take the party down river. He expects a fair wage and will work hard. He is knowledgeable of the river and the lore surrounding the entire area. He is a well-trained fighter and can swing a halberd with the best of them. He is known to enjoy orkish ale (sometimes a little too much).

Demon (Weakling) (3)

Size: Average (0), Archetype: Demon

HP: 10, AC: 1, ACT: 5

BRT: 2, DEX: 1, WIT: 1

Claws (1): 1d3, Bite (1): 1d3, Fire

Breath (1): 1d6, Magic (1): LVL 1,

Demonic Telepathy, Control Lesser

Demons (LVL 1 demons only), Immune to Heat, Night Sight, Regenerate.

Demon Weaklings are the weakest of demon kind. These weaklings came through the portal that brought their master Zoko. In combat, they snarl and hiss and scratch and bite and sometimes they cast LVL 1 magic spells. Some demon weaklings can fly.

Elf Pirates (2)

Size: Average (0)

Archetype: Humanoid

HP: 12, AC: 0, ACT: 5

BRT: 1, DEX: 2, WIT: 1

Light Weapon (1): 1d6, Bow (1): 1d6, Better Hearing, Better Sight, Night Sight

Elf pirates roam parts of the Duldron River. These wild river elves live in small, hidden villages alongside the waterways and tributaries that lead off the river and into the wilderness. They are interested in only robbing their victims and will resort to violence only when needed. They often follow their targets using small, silent watercraft. At night, they rely on stealth and cunning as they board and loot passing ships.

Goabs (3)

Size: Average (0)

Archetype: Humanoid

HP: 10, AC: 1, ACT: 5

BRT: 2, DEX: 1, WIT: 1

Light/heavy Weapon (1): 1d6/1d6+1, Better Smell, Resistance to Poison/Toxin

These goabs are forest dwelling miscreants. They mostly hunt small game and forest creatures but will jump at the chance to dine on human, orka, elf, or squark meat. They live throughout the area in small camps.

Grizela the Witch (7)

Size: Small (0), Archetype: Humanoid

HP: 14, AC: 0, ACT: 6

BRT: 1, DEX: 2, WIT: 4

Magic (2): LVL 7

Grizela is an old witch of unknown origin. She is kind and lives alone in the forest not far from the river. She

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has knowledge of the PCs and their past exploits as well as their current journey. If the PCs are evil or have ill-intent toward the witch (or have done so with others in the past) she will know and will likely either avoid the PCs or attack them. If the PCs are friendly, she will welcome them to her home, feed them, provide shelter, and possibly give them a chance to win a magical item by answering a riddle.

Kob the Cyclops (15)

Size: Giant (+2)

Archetype: Humanoid

HP: 33, AC: 1, ACT: 8

BRT: 3, DEX: 1, WIT: 1

Club (2): 2d6, Throw Attack (1),

Night Sight

The solitary cyclops known as Kob calls Mount Solis his home. He herds sheep and goats and grows a garden. He dislikes most everyone and is quick to anger (especially with trespassers). He has gathered a good deal of treasure since his days on the mountain. This treasure contains 1d6x100gp, the catling Sword of Oramor, and a good deal of armor and weapons, all of which he has taken from his victims.

Lake Phantoms (3)

Size: Average (0), Archetype: Ethereal

HP: 18, AC: 0, ACT: 5

BRT: 1, DEX: 2, WIT: 1

Ghoulis Touch (1): 1d6, Possession

(2) (see Phantom entry p.98 of ToA or p.26 Crt. Vol. 1)

These spirits rise from the still waters of the lake and attack those who peer

upon them. If the PCs have hired Ben-thorn, he will be aware that these phantoms hate to be stared at and will warn the PCs to avoid eye contact. If eye contact is avoided, the PCs can pass safely through these waters.

Thrana the Echo (6)

Size: Average (0), Archetype: Undead

HP: 14, AC: 0, ACT: 5

BRT: 2, DEX: 2, WIT: 2

Hook Blade of Rot (2): 1d6 + 1d3,

Necrotic Nourishment (1): 1d6, Magic

(2): LVL 5

Thrana the agnun echo is filled with hatred and contempt for the living. The only thing she hates more is Zoko, who is responsible for her state of being. When the PCs arrive on the island, Thrana will greet them and offer her services to defeat Zoko (she will tell the PCs the story of how he destroyed her living form and made her an echo). If the PCs agree, she will enter into the temple with them and fight alongside them to defeat Zoko. If the PCs refuse her help, she will attack them immediately. If Thrana and the PCs manage to defeat Zoko, she will instantly turn on them and attempt to kill them. Thrana keeps the Abyssmal Key hidden away from Zoko (inside her undead corpse).

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Zoko the Twisted (12)

Size: Average (0), Archetype: Demon

HP: 28, AC: 2, ACT: 6

BRT: 2, DEX: 2, WIT: 3

Zoko's Scythe (2): 1d6+1, Magic (2): LVL 7, Control Undead (4), Control Lesser Demons: (LVL 5 and below), Demonic Telepathy, Immune to Heat, Night Sight, Regenerate.

Zoko the Twisted is a powerful demon. Zoko was once a minor general in the demonic army of the infamous Azzomalius. Many years ago, Zoko was summoned to Far Away Land by Thrana, the agnun sorceress. Shortly after being summoned, Zoko killed Thrana. Now, Zoko tries to consume as many living creatures as he can in order to sustain himself in Far Away Land. In combat, Zoko uses his scythe as well as his powerful magic. He is relentless and will attempt to destroy the PCs.

Items

Abyssmal Key

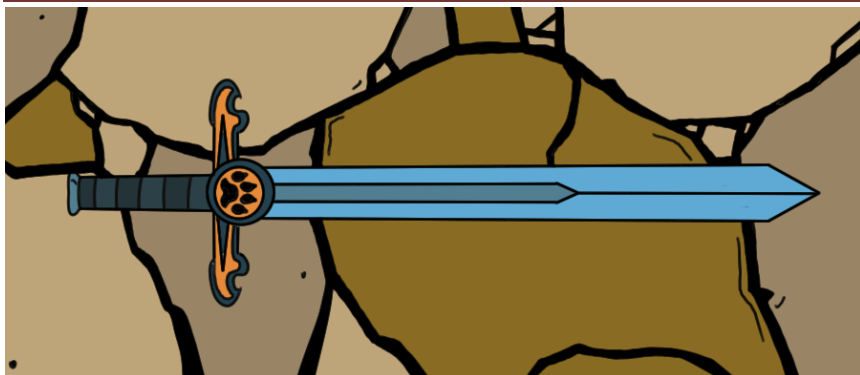
This key is silver in color with a strange shaped, single-eyed skull at one end. When used on any door into which it fits, the key will unlock a portal to the Abyssmalsphere. The portal will remain open as long as the door is open. The key can also be used in a similar way within the Abyssmalsphere (to return to Far Away Land).

Hook Blade of Rot

This magical blade is a part of Thrana, literally. Zoko imbued her once normal hook blade with the ability to rot living flesh. He also fused the blade with the agnun's arm as a joke. The blade does 1d6 normal damage plus 1d3 rot damage when used on a living (non-demonic) being.



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Potion of Invisibility

This red liquid tastes like cow steed farts. However, when consumed, the drinker will become invisible for 2d6 minutes.

Sword of Oramor

The Sword of Oramor was created by the famous catling blacksmith Oramor in ages long since past. The blade is blue in color and features the symbol of Oramor (a three-toed paw) on the hilt. The blade is a demon slaying weapon and will glow bright white when demons are near (20'). The sword does normal damage of 1d6. Because of its demon slaying properties it does 2d6 damage to all demons.

Zoko's Scythe

A magical scythe forged in the flames of the Abyssmalsphere. Zoko's Scythe has magical life leeching properties. This means that whenever the weapon damages a living target, an equal amount of HP (equal to the damage dealt) is restored to the wielder of the weapon. Zoko will sometimes kill his own demon brethren in order to restore his own life. (The wielder cannot exceed their maximum HP score.)

Other Loot

The PCs may find random coins and objects of value scattered about the temple. These items are leftovers from previous victims of the demons and represent things the demons see no value in. Things such as weapons and armor may also be present in the temple and will be of lesser value (or no value) as the demons scavenge what they can of these type items to use for themselves.

In Zoko's Chamber are several chests which contain significant treasure. The coin values in these chests (cumulative) are 3d6x100 sp and 2d6x100 gp. Zoko also has a fondness for gems and has accumulated 4d6 each with a value of 1d6x10 gp. The GM may see fit to include other items as well.

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Ideas, Opportunities, and Lore

Catling Heroes

Barry Mittens was a renowned catling who went missing many years back. The last anyone heard of him was that he was on his way to slay the demon who killed his father, Fluffy Raoul. Along the way to the demon, Barry Mittens was killed by a cyclops on Mount Solis. The cyclops named Kob kept Barry's demon slaying sword and still keeps it to this day.

On Echoes

In this adventure creatures called echoes are introduced (Thrana the Echo). An echo is a once living being that was killed by a demon and then brought back to life as an undead being. Somewhere in this process, a part of the creature's soul is lost or forgotten. Over time, what remains of the soul continues to degrade until the creature is a mindless maniac. Echoes are often kept as pets by demons. In Thrana's case, she has lost the majority of her soul and is too far gone to ever be returned to what she once was. Demons will often fuse a weapon or some other item to the echo as a joke or punishment.

Folks on the River

The PCs may encounter someone who needs a ride. This may be a chance for the PCs to make an ally who will join them. Or, perhaps this is someone up to no good who is only interested in betraying the PCs and their goodwill? The PCs may also encounter a merchant. This merchant may be selling a map of the local area. On this map is Mount Solis. The merchant may tell the PCs the story of the catling Barry Mittens and how he came to die at the hands of the cyclops Kob.

Riddle Me This

So, you can't come up with a riddle? Here's three for ya...

- 1.) What runs but cannot walk, sometimes murmurs but never talks, has a bed but does not sleep, has a mouth but never eats? *Answer: A river.*
- 2.) What has rivers with no water, cities with no buildings, and forests with no trees? *Answer: A map.*
- 3.) If you remove my skin, I promise not to cry. But you will. What am I? *Answer: An onion.*

Wandering About

There is a lot of land between Yaw and the Temple of Zoko. The PCs may wish to go ashore and explore. Providing them with a specific destination inland could be helpful and give direction. The squark caves in Echo Canyon, the elf villages in the forest atop the canyon, and Mount Solis all provide side adventures for the PCs.



Welcome to the Far Away Land Adventure Quest Contest! Make sure you read the instructions carefully so that you can find the appropriate answers. Keep track of your answers and the Key Letters so that once you have completed all four adventures, you can decipher the final sentence.

How Does this Contest Work?

Over the course of the next four FAL adventures, we will be giving quintabeth clues that you must translate and answer correctly. Correct answers provide you with Key Letters. You will save your Key Letters as they are important in deciphering the final statement. Only when all four adventures have been released will you be able to put together the final answer.

Far Away Land Adventure Quest Instructions

Use the quintabeth alphabet provided on page 80 of the Tales of Awesome or on page 272 of the Tome of Awesome

to translate the clues listed below. Then use either the Tales of Awesome or the Tome of Awesome to answer each clue. All of the answers are provided in these texts. You should write your answer in English in the spaces provided to the left of the clues. The spaces provided will match the answer to each question. (So, a seven letter answer will have seven spaces.)

The space with a star indicates a Key Letter. Save your Key Letters. Once you have deciphered and answered all the clues in an adventure, you will use your Key Letters to form a single word. Once all four adventures have been released and you have found all the Key Words, arrange the Key Words to make the Key Statement. When you're sure of your answer, you can mail it to us (we will provide the mailing address in the fourth adventure).

All contest entries must be received via snail mail by September 1st, 2015 in order to be eligible to win. We will then select a winner from the correct answers. The winner gets a Tome of Awesome hardback premium version, a deck of monster cards, a custom made one-of-a-kind statue featuring a character from FAL, and a letter of congratulations on winning the contest.

Second Round Clues

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