

OA6 – The Water Scroll

Prologue

One of the PCs (preferably a shaman) has a dream in which an ancestor tells her to go to the floating city Laon and meet the 'blue hunter' there for the sake of the ancestor's soul. Abandoning your forefathers is not a wise idea and so the PCs will probably go to Laon to find out what this is all about. (This adventure kicks off the *Epic Quest: Cult of the Wheel of Law* and uses *The Ma-Gog Delta*). It is suitable for 4 characters of level 3-4.

Summary

The Blue Hunter is a carp hengeyokai who wants to obtain a powerful artifact from the library of complete water knowledge. Therefore he has stolen the ashes of the last guardian of the library, the great scholar Cheng. He hopes to find a shaman who can communicate with the spirit associated with the urn and thus find out some of the secrets of the library. Unbeknownst to him the guardian was the ancestor of one of the PCs.

This PC will have a dream about his ancestor who tells her that her ashes were stolen and that they must be replaced before the next full moon, otherwise his soul will wander aimlessly forever.

The Blue Hunter might seem like the villain here but he has noble goals. He was ordered by the Jade Emperor to retrieve the *blue scroll*. The emperor is not sure why but there have been several bad omens lately and indications are that the *blue scroll* will play a major part in the future fates of the Shattered Empire. In a likely course of action, the PCs will

agree to retrieve the scroll in exchange for the ashes of their forefather.

While the PCs go to get the scroll, however, the minions of the Dark Spirit (a powerful half-fiend who has been freed from his long-time prison) try to get it as well and kill the Hunter while they are at it.

Enemies

The Dark Spirit has sent some of his mercenary troops to retrieve the scroll and kill the Blue Hunter who was betrayed by a traitor in the Jade Emperor's court. The warband is led by Dong Fei, the Fire Lord, who has been promised powerful new spells should he succeed in this mission. He has the following forces at his disposal (which will normally be deployed as described in the adventure but could also be used otherwise, should the PCs take some strange course of action).

- Lockmaster Wu of the Red Sash Society (see *NPCs of the Shattered Empire*)
- Smash, a flame brute
- 15 river pirates with spirit guide and captain (see *NPCs of the Shattered Empire*)

Events

The Dream

A PC, preferably a spell caster (or someone neglected lately), will have a dream about an ancestor, the venerable Cheng, whom the PC knows as a powerful wu jen.

Cheng tells the PC about the desecration of his grave and gives a visual description of the Blue Hunter.

Arriving in Laon

When the PCs arrive in Laon, they will first have to cope with the chaotic nature of a city consisting entirely of boats.



Finding the Blue Hunter will require giving out free drinks and hanging out in seedy bars, which will finally lead the PCs to an alcoholic shaman who has been hired to commune with the urn. He will lead the PCs to the Blue Hunter if they buy him booze. The whole search should have a comic character, setting the tone for the rather ridiculous Blue Hunter.

The Assassination Attempt

Just as the PCs arrive at the boat where the blue hunter resides, they witness and assassination attempt on him. 2 river pirates per PC swarm his boat, attempting to kill the shapechanger. The attack is led by the pirate captain. If more than half are killed, they will flee. Remember that their main goal is the kill their target, so they will try to ignore the PCs as much as possible. Any surviving pirates will reappear in later parts of the adventure.

When questioned, the Blue Hunter will tell the PCs everything and give them back the urn. He will try to enlist their help, however, offering them 200 gp per head to protect him on the quest, sharing all loot equally save for the blue scroll. Since Bluey really needs the urn to find the scroll, he is in a very bad bargaining situation.

The Quest for the Library

The PCs should not lose too much time, for the Fire Lord and his warband are already looking for the library. If any pirates got away, he will know about the PCs (whom he possibly knows from past adventures) and be ready for their arrival.

If the PCs do not arrive on the next day, the evil mercenaries will have entered the library and taken the false scrolls. They will return the next day, after they realise their mistake.

If Dong Fei is unaware of the PCs presence, he will have 2 pirates on each

plateau, armed with longbows. Otherwise 4 each pirates will be placed on the plateaus with the rest guarding the false library together with the captain (if still alive) and the shaman. Dong Fei will rely on the flame brute to dig out the tunnel entrance to the real library and keep ready to enhance his followers with spells.

Into the tunnels

This part of the adventure really depends on the events before. For details, refer to the *Ma-Gog Delta* description. If the PCs find the scroll and give it to the Blue Hunter, he will give them an extra reward of 500 gp per person. If they cross him, he will be their mortal enemy.

