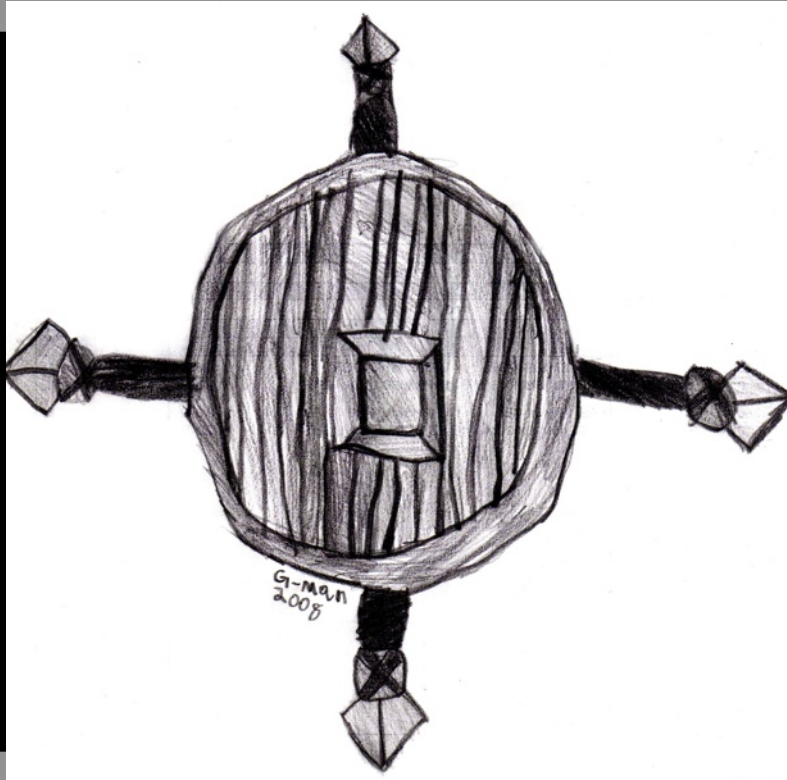


Free Web HACKTASTIC INTERLUDE: Shrine of The Shining Shield

SHRINE OF THE SHINING SHIELD

AN H/20 INTERLUDE ADVENTURE



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How to use this product

This product requires the use of the Hacktastic D/20 Fantasy Role-playing System.

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DESIGNER'S NOTES

This adventure was inspired by the cool artwork that is on the cover. It was sent in by Garrette Brooks. Garrette is 8 years old and well on his way to becoming a hacktastic gamer and a pretty good artist as well.

Thanks Garrette for the great shield drawing.

Big E

Campaign and Game Day Info

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FI 1

Shrine of The Shining Shield **A H/20 Fantasy Interlude Adventure** **HACK RATING 13+**

Plot

The PCs discover the whereabouts of a legendary shrine dedicated to an ancient Shield Warrior. The Shrine is said to hold a Mythical Shield that may only be taken by a worthy warrior.

Background

Legend tells of a great Warrior, Garrette Brightshield who was responsible for ending the Beard and Ear Wars (a war that was fought mainly between dwarves of the *Dragon Spine Mountains* and the matriarchal Elven kingdom of *TiL*). Garrette Brightshield lead a company of human shield warriors who aided the dwarves of Fort Grimtooth in driving the last of the Tillian War Witches out of the mountains. It is said that he carried a magic heavy, iron rimed, wooden shield with a large gemstone set in its center, from which the Shield takes its name of **THE SHINNING SHIELD**. Some tales claim the shield was once part of the horde of the Great Rust Wyrms, Fell Scale and that it has the power to blind its foes. On his death bed Garrette ordered his warriors to erect a Shrine where the shield would lay in wait until a warrior worthy of its power would come and claim it. They did as their lord had instructed and the Shrine of the Shinning Shield now lays hidden high in the Dragon Spine Mountains. A Warrior Statue stands guard over it until one who is worth comes to claim *The Shinning Shield*.

Getting Things Started

You find yourselves in the small settlement of *Heart's Vale* near the *Whispercloak Woods*. Your inquiries about possible adventure has yielded some interesting information. Through rumors and here-say you believe you know the location of the fabled *Shrine of The Shining Shield*. The resting place of magical shield of a famous hero that waits for a warrior worthy of its power to come and claim it. After finding little else of interest you make ready to begin the long trek into the *Dragonspine Mountains* to seek the shrine.

GM

Should any PC Succeed in a **+20 Ancient Lore Test** Read or Allow them to read the **Background**.

Let the PCs buy any equipment they feel they need for the journey. All basic Gear and Ammunition listed in the H/20 guidebook is available. For Weapons and Armor they must pass a +15 Luck test to see if it available.

Should Any PC wish to make **+10 Gossip Test** about others who have sought the shrine consult the following Chart (1d20)

1-10 Rumor 1: Six warriors sought the shrine three weeks ago.

11-15 Rumor 2: A Young Trulk Warrior Sought the shrine as a test of manhood.

16-20 Rumor 3: A warrior returned from the shrine with tales of giant spiders and a living statue.

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If you wish to play out the journey to the shrine it is roughly 30 miles northeast through the hills to the foothills of the mountains and another 5 miles up into the mountains near the *Crying Falls* the source of the *Weeping River*. Either way once the PC reach the entrance to the shrine read the following.

You have followed the Weeping River to its source. Before you the mountainside is carved in the visage of a worn dwarven face. Great waterfalls pour down from its eyes and disappear into a massive gorge. Framed by the falls stands an entrance into the mountainside.

GM

Closer investigation around the entrance reveals worn rune written in *Stone Cant*: ***Within lays the The Shining Shield, all those who would be its bearer enter and be judged.***

Also hidden near a pile of stones (***Observe Test +15***) is a worn leather Sack containing the following items: (3) Torches, (3) days Iron Rats, a tinder box and (2) ***Potion Cure Ability Damage (Moderate)***

The Entrance Hall (Area A)

Before you lays a short narrow hall carved from the stone of the mountain. Its walls are etched with carvings of warriors armed with spears and shields standing as if at attention. The end of the hall seems to open into a larger chamber.

GM

A **+10 Observe Test** reveals a single, muddy boot print heading into the shrine.

A **+10 Survival Test** shows the Print is nearly six weeks old.

A **+5 Creature Lore Test** shows it is a medium creature, most likely human.

The carvings are of human warriors, besides this there is little else of interest here.

The Shield Riddle Chamber (Area B)

The Hall leads to long wide chamber. Along one wall six colorful shields are hung across each in a single word. At the far end of the chamber is a stout stone door, that seems to have no handles, hinge or keyhole. On the door is carved in Barter Tongue the following riddle: ***A Good Solider will always follow his?***

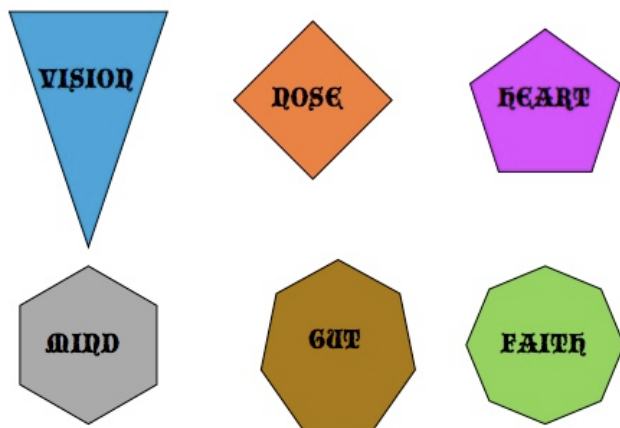
GM

Give the players Hand Out 1.

The word mean nothing the answer is ORDER as in the Shields must be put in order by number of sides (See Below). The Door will only open when the shield are hung in the correct order. Each hanger is weighted for the correct shield and when they are all in the proper order the hangers trigger the door to open. ***(An +30 Observe Test reveals this)***

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(Solution)



The Pit Trap Hall (Area C)

The heavy stone door disappears into the ceiling with a mechanical grinding sound that echos through the long narrow hall beyond. The wall of this hall are etched with the same warriors standing at attention.

GM

Just beyond the door is a Covered Spiked Pit Trap (See Below). There is a narrow ledge all around the pit **+10 Acrobatics Test** allows you to pass safely around the pit. Also When the Pit Is triggered the stone door lowers (it takes 2 turns) and can only be opened again either by taking off the shields or opening the secret door the leads to AREA H. When Door raises Pit Trap Resets.

In pit are the following: (2) Rotting and dead human warriors each has Medium armor, a Sword, Medium Shield, dagger and a Sack w/ (3) days Iron Rats, Water Bottle, Tinderbox and (4) torches.

20ft Covered Spiked Pit Traps: 100 pts (rating 20 covered pit trap); Stealth vs Detection +20; Agility +20 avoids; Disable +10 (Fall damage +24 4" fall plus medium-sized spikes); Trap Modifiers: Double Trigger (Stone Door), Auto Reset (when Stone Door raises)

The Chamber of the Penitent (Area D)

The walls of this square chamber are decorated with etchings of warriors kneeling with their heads bowed, as if in prayer. The chamber's floor is tiled with a mosaic depicting a shield the shines like the sun.

GM

The wall to the left of the entrance is a secret door to Area H (+20 Observe Test) reveals that one of the carvings eyes along the wall are open. Pressing the eyes opens the door. Opening this secret door also opens door in Area B.

The Sleeping Chamber (Area E)

This square chamber is littered with Bits of armor, weapons and shields piled amidst heaps of what appears to be dirty, gray rags. To the left of the entrance a set of steep stairs exits the chamber and fads into darkness.

GM

The Piles are the corpses of 4 warriors, wrapped in gray spider webs.

There are (4) Coma Spiders hiding (Stealth +30) in each of the four corners of the chamber, awaiting a meal. They

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will attack once they are spotted or when the first target comes into the room. The spiders are hungry and will fight to the death. If the PCs run and leave a fallen companion behind the Spiders will not pursue until they have eaten the downed PC.

Threats: (4) Coma Spiders (see Creatures & Threats for details)

Loot: (2) hand Axes, (2) suits of Light Armor, (2) Medium Shields, (4) daggers, (1) Great Sword, (1) Long Bow, (15) Arrows, (1) pouch containing: 2 blood tears and 20 loose EP, (4) Sacks containing: (16) torches, (2) tinderboxes, (2) flasks of oil, 50ft hemp rope, (4) ruined waterskins (punctured) and several days of rotten standard rations.

The Sliding Stairs (Area F)

A well crafted set of stone steps descends steeply ending at a wide doorway. The walls, ceiling and the steps themselves are etched with the carvings of numerous types of shields.

GM

The Steps are so well crafted because they are TRAPPED! They fold into a steep, smooth Slide that dumps the PCs into AREA G.

Folding Stair Slide Trap: 80 pts (rating 20 Sliding Stair); Stealth vs Detection +20; Agility +20 avoids; Disable +20 (Effect: PC that fail Agility "Slide" at a Rate of 1d20 Inches per turn until they hit flat ground then half remaining distance); Trap Modifiers: Trigger (5" onto Stair), Auto Reset (when Iron portcullis Falls in Area G)

False Shield Chamber

At the end of this long Stone Chamber stands a large statue of an armored warrior in his hands he holds a Stone sword, and an Iron Rimmed Wooden Shield that has a massive white gemstone set in its center.

GM

First off the shield is a FAKE. The statue is a Warrior Guardian Statue (See Creatures & Threats). Once any PC moves past the row marked on the map with the letter G. The Guardian Statue animates and moves towards them. This also triggers an **Iron Portcullis Trap** (See Below) to fall blocking the rooms entrance.

The statue attacks until it senses no more movement. It then returns to its starting point (a pressure plate) that raises the portcullis. Only the exact weight of the Statue will raise the portcullis. If the statue is destroyed the PC must either break the portcullis down, or place all the broken pieces of stone on the pressure plate and the gate will raise. Once the Portcullis Trap is reset the stairs also reset in Area F.

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Iron Portcullis Trap: 80 pts (rating 20 Large Sized Iron Portcullis Trap); Stealth vs Detection +20; Agility +16 avoids; Disable +30 (Effect: blocks doorway and any creature under takes CRUSHING Damage from Large-Sized Object +16); Trap Modifiers: (Remote Trigger (pressure plate +10 to Detect), Auto reset, Auto Rest, Chained Reset 2)

Iron Portcullis (large-Sized/ Effective Vigor +50 / +50 to lift)

Threats: Animated Large-sized Stature (golem)

Large-Sized Iron Portcullis Trap (80pts)

Loot: Large Shield w/ big fake gemstone.

Vault of the Shining Shield (Area H)

Just inside the entrance kneels the emaciated form of a once mighty trulk warrior, his head bowed as if in prayer. He holds a massive warcleaver in his hands. Before him, atop a two tiered dais stands a finely crafted statue of a grizzled warrior dressed in full plate armor in his hands he holds a scarred wooden battle shield, rimmed in blued steel. Near its center is set a multi faceted white gemstone. There can be no mistake this must truly be the Shining Shield!

GM

This is indeed the *Shining Shield*. The *Trulk* is dead (a +10 Treat Injury Test reveals the following information: The Trulk was young about 16 years of age, both his hands are broken and

his nails have been ripped off, the Trulk died of starvation).

Freeing the shield from the grasp of the statue

(The statue is IMMUNE FROM ALL DAMAGE); a PC must approach and try and take the shield. The Act of doing so Triggers the Secret Door to Close (there is no way to open it from this side save freeing the shield. The PC must prove his worth by having ALL the aspects of a good war leader.

Brawn Test +15
Agility Test +10
Endurance Test +15
Mind Test +10
Savvy Test +10
Charm Test +10
Luck Test +20

The PC must PASS ALL The ABOVE TEST. Each PC may Only Try Once EACH YEAR.

If the Shield Is freed the Secret Door Opens. Freeing The shield is the only way short of smashing open the stone door to escape.

(Secret Stone Door (Giant sized/ Stone Effective Vigor Bonus +48)

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Ending The Adventure

(If the Shield is freed)

One amongst you has been proven worthy to wield the SHINING SHIELD! As you take possession of the Shield the stone door opens and the grizzled warrior statue crumbles to dust before your eyes. Now it is your honor to add to the legend of the Shinning Shield.

(If the Shield is not freed, but the PCs manage to open the door)

It seems that none of you are yet the stuff of legend and the shield still waits for its new bearer. Perhaps in time your travels will bring you back to test again. Perhaps the shield will still remain unclaimed. Only time will tell...

Reward and Experience

The Shield Riddle (100 Pts)
Spiked Pit Trap (100 Pts)
Finding the Secret Door (100 pts)
(4) Coma Spiders (160 pts each)
Folding Stair Slide Trap (80 Pts)
Guardian Statue (120 Pts)
Iron Portcullis Trap (80pts)
Freeing the Shining Shield (100 pts)

Bonus Reward

+2 Experience for any PC that made The Ancient Lore test to read the background.

+1 Experience to any PC that succeed on the Gossip test to find a Rumor.

+5 Bonus Experience for the PCs if they make a Soul Chime for the Fallen Trulk, so he may rest at peace.

(Making a Soul Chime requires a non trulk to pass a +10 God Lore Test to know the ritual)



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New Mage-Craft Items

Cure Ability Damage (Moderate)

Potion: (General) (potion) / Carried / One-Use Limit / (S) Action to drink / Cures 5 points of Core Ability Damage (As the 3rd Circle Exalted spell of the same name page 161-162 H/20 Fantasy guidebook)

Game Effect: Cures 5 points of Core Ability Damage, requires (S) action to drink, one use only.

*Description: This tiny vial of golden hued liquid is sealed with a red wax stopper imprinted with an Exalted symbol of healing. (Vial contains enough liquid for a single dose) **Price: 300 Ep***

The Shining Shield: (Legendary)

(shield) / Wielded / Always On (both powers) / Permanent Effect Duration, Primary Power: (Large Shield grants a +10 Magic Defense); Secondary Power: (Grants Ability to use Blinding Light (mass) and Zone of Battle once per encounter)

Game Effect: (Grants a +10 magical Bonus to Defense in addition to normal Large Shield defense bonus) also Grants wielder the Ability Once Per Encounter to use the Exalted spells Blinding Light (Mass) and Zone of Battle (as if his Caster Core Ability was 20 and MRSB 5) (effects are Stackable)

*Description: This large wooden shield has a large white Gemstone set in its center and rimmed with blued-steel **Price: 30,400 Ep***

Cure Ability Damage (Moderate)

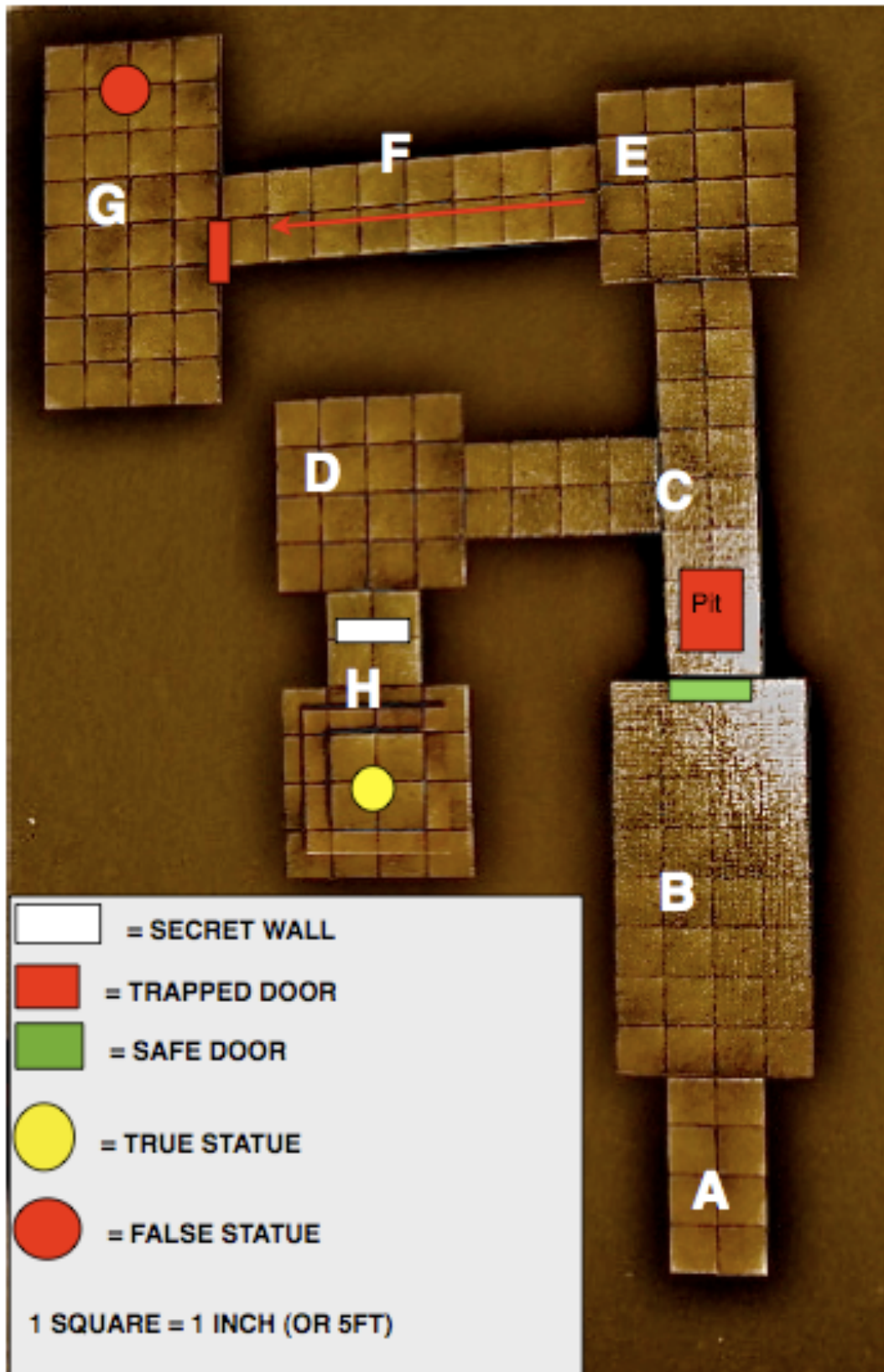
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Maps



Player Handouts



HANDOUT 1

CREATURES & THREATS

Large-sized Guardian Statue

(120 Points)

Type: (Golem) Sub type: (Animated Object)

Size: Large

Move: 8" land

Vigor Bonus: +40 (stone)

B 35, A 10, E -, M -, S 10, C-, L -

PRSB + 4

MRSB + 1

Skills: Observe +1 (+11)

Talents: *Golem Traits* (Immune to Dazed and DOW&Out Injury Results and any Endurance based effect, Vigor equal to construction material per size) (stone); **Mindless (flaw)**; **Charmless (flaw)**; **Luckless (flaw)**; Immune to Mind, Charm and Luck effects; **Cannot Think on Own (flaw)** may only follow simple commands or orders. **Motion sense 10** (24", rating adds to Observe tests); **Death Blow Talent**; **Shield Bash Talent** (May as a(Me) adds Shield bonus to melee)

Treasure Rating: haphazard

Templates: none

Gear: Large Shield (+3 Defense);

Sword (+5) (all weapons made of stone)

Special Abilities / Attacks: (see talents)

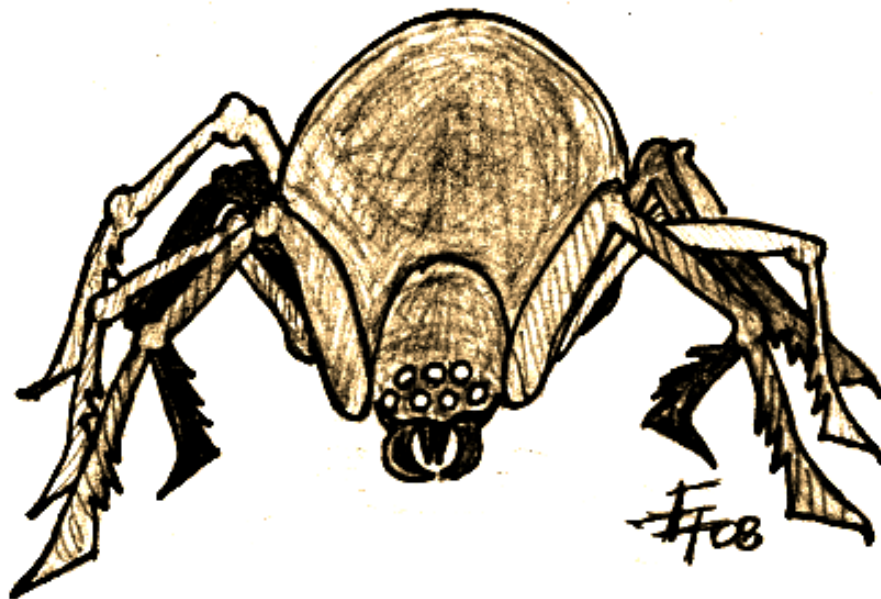
DefB (+18); MCB (+40 w/ sword) +43 W sword and shield bash; RCB (+10); IM (+10)

Lore Rating: Rare (+20)

Max Scores: B 35, A 10, E-, M -, S 20, C-, L - / VB equal to material +size



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Coma Spiders
(160 Points)

Type: Vermin

Size: medium

Move: 12" land & climb

Vigor Bonus: +15

B 10, A 25, E 15, M 3, S 15, C2, L 1

PRSB +5

MRSB +2

Skills: Acrobatics +20, Climb +30,
Observe +12, Survival +7

Talents: 8 Legged (+6" to Base Land Move); **Agility Fighter Talent** (creature may use Agility in place of Brawn for Melee Attacks); **Natural Climber Talent** (Climb Speed equal to land Speed, may Charge, Stand & Deliver or Fight on the Defensive while Climbing); **Poison Attack (bite)** (Rating 20 Injury Slumber Poison/ Failed Endurance test results in Coma-like sleep for 1 hour. Affected creature may not be woken until 1 hour has passed or poison is cured) **Web Slinger (bolt)** (Rating 10 24" LOS STICKY/ ENTANGLE Attack as a (S) action)

Treasure Rating: haphazard

Templates: none

Gear: none

Special Abilities / Attacks: Rating 10 24" LOS STICKY/ ENTANGLE Attack as a (S) action / No Damage / Negative Penalty to All Brawn, Agility, Movement and all Physical Skills equal to Rating / Break Free with Brawn opposed by rating / Creature gains rating bonus to all Grapple Attacks); **Poison Attack (bite)** (Rating 10 Sleep Injury / 1 hour coma-like sleep) and (see talents)

DefB (+30); MCB (+30 w/ Bite plus poison); RCB (+25); IM (+25)

Lore Rating: Scarce (+15)

Max Scores: B 20, A 30, E 20, M 5, S 20, C 5, L 20 / VB +40

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