Adventure Background

The Celestian civilization was once a proud empire, but its glory days are long gone. Though their mystical underwater structures remain intact, the Celestian society itself is long gone. With the technology to build stable structures underwater, Celestian architecture has inspired generations of archaeologists and explorers to search their ruins for answers and treasure.

Those who explore Celestian ruins must keep an eye out for danger; as Celestian magic allowed ocean life to survive in even the driest of Celestian structures. Even more dangerous still are the rumors of vicious tribes of crabmen that prowl the depths.

Recent excavations have discovered a lost temple under the ocean about a half-mile from the city of Florence. Progress slowed when the archaeologists agitated the local wildlife. Within a few days of breaking camp, the team suddenly and mysteriously broke contact with the mainland.

Adventure Summary

As a response to the disappearance of the archaeologists, the PCs have decided to begin their adventuring careers by searching the Celestian ruins for the crew. After vanquishing a school of barracudas and a reefclaw, the PCs venture into the ruins. Upon entering the temple, the PCs discover that a tribe of crabmen, as well as some aquatic life, have taken up residence in the ruins. As they progress through the ruins, the PCs come across the archaeologists, some of whom have been taken prisoner by the crabmen. When they finally make their way to the deepest room of the temple, the PCs must defeat the leader of the temple's inhabitants.

Introduction

Read the following to get players started.

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You are in Florence, the great city of art and history. You've come here in search of adventure and great treasure. The Celestian ruins beneath the ocean outside the city sound like a promising start.

The call for a team to delve into one of these ruins to rescue a group of archaeologists may provide the perfect jumpstart into your adventuring career. Who knows what awaits you in the crumbling halls of the Celestian temple? Will you find treasure, danger, or something worse?

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It is assumed that the PCs know each other and have decided to explore the Celestian temple together as their first adventure. Once the PCs have gathered, they take a short boat ride to a small island, where the service elevator, a miracle of reverse-engineered Celestian technology, brings them into the ruins, where adventure and mystery await.

Base Camp

As the PCs enter the Base Camp, read the following.

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The elevator carries you down through the depths and into the archaeologists' base camp. Through the glass sides of the elevator, you catch a glimpse of the temple in its entirety. The temple rises several stories from the bottom of the sea. A great clear dome covers an area of seabed in front of the temple; presumably, this is where the base camp is set up. Through the dome you can see a few tents and some scaffolding. Huge slabs of rock border the dome and the temple on either side. As you take in the view, the elevator slams with a "thud." Welcome to base camp.

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1. Scavenging Barracudas (CR 1)

**Creatures:** As the PCs attempt to enter the ruins of the temple, a small school of barracudas attacks. Any squares with the archaeologists' equipment is considered rough terrain.

Small Barracuda (4) CR 1/4

**XP 100 each**

Barracuda (url)

**hp** # each

**TACTICS**

**During combat:**

**Morale:**

2. The Lair of the ReefClaw (CR 1)

**Creature:** A monstrous being known as a reefclaw lurks in the center of the temple's entrance. It waits patiently, almost as if it were guarding the temple. The reefclaw prefers to stay inside the entryway, but may chase a target into the base camp.

Temple 1f